Usenet Newsgroup Archive: comp.sys.atari.8bit

1997-01 - 1997-06

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 1997-01-01 through 1997-06-30

Source text: comp.sys.atari.8bit.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 5,285

Message records with no readable body available in the source text: 1

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: Old Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: landon@netcom.com
Message-ID: <landonE3B473.B9p@netcom.com>
Source record: 77324

christopher f. chiesa (lvt-cfc@cyber3.servtech.com) wrote:
: Finally, it's interesting that you mention "closure." presume you're
: speaking of the notion that one can "win" or "finish" a (video/computer)
: game. Personally, I find that notion to be a relatively latecoming, and
: not entirely welcome, one.

a story:

you may remember the atari stand-up _major havoc_. tempest-style color vectors, cutesy little murderous teapots, wonderful "cartoon physics," you could play break-out between levels for bonus points...

ahem. i'll keep this brief. between game levels, there were messages like

The Quarxon Base Awaits you!
and
Only a Little Farther to the Base!

and so on. promises that Something Big Would Appear as your reward for slogging on and pushing more quarters through the slot. the only problem was that the programmers didn't have time to write the promised levels. the game just went on, and on, and...

some kid played _MH_ a *long* time before he realized that the Something Big was never going to happen. he sued atari (or at least threatened to). i think that atari gave him a coin-op game as a settlement.

--
Landon Dyer (landon@netcom.com)

2. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through ...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970101034200.WAA00847@ladder01.news.aol.com>
Source record: 77325

In article <5abb5q$2jjg@usenetp1.news.prodigy.com>, UASZ40A@prodigy.com (Robert Stone) writes:

>
>In a free market, we can charge whatever we think is best. The net has
>increased demand enough for the few Atari dealers remaining in the world
>that business might be good. If someone thinks the prices are too high,
>buy from somewhere else. But don't hold a grudge against anyone trying to

>maximize income. That's the system here. Or maybe we need some kind of
>government controls on prices for Atari stuff? Give me a break...

THANK YOU! That is the best way to handle it, if you think it is too high, DON'T BUY IT. But leave them alone so that they can at least try to run a business. They will either sell it, or go down in flames trying. Like you, I am getting sick and tired of everyone's complaining.

3. FREE EDUCATIONAL VIDEO/CDs

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: help@spry.com
Message-ID: <5ackj4$5g3@chile.earthlink.net>
Source record: 77326

FREE ACCESS: WORLDS LARGEST COLLECTION OF SELF-HELP, EDUCATIONAL,
INSRUCTIONAL,AND INFORMATIONAL VIDEO TAPES AND CD ROMs.

http://www.totalmarketing.com "IMPORTANT" ACCESS CODE FOR SITE IS "69589"
(69589) PLEASE MAKE A NOTE OF THIS ACCESS CODE, AS YOU WILL NOT BE ABLE
TO USE SITE WITHOUT IT.

" LEARN AT HOME "

4. Re: Netscape Gold?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: stack@worldonline.nl
Message-ID: <32c9d049.6871622@news.worldonline.nl>
Source record: 77327

I do not understand people who just say "scrap this, junk that" and so
on. Just because they use another mailer or browser or what ever.
If they used different packages and then decide to scrap one,
I can understand that, but else...?

Anyway, I use Netscape Gold to surf the Internet,
Eudora Pro to Email, and Agent to access Newsgroups.
I prefer to use the packages what they were intended for
in the first place. I never use the Email facility of Netscape
(or IE 3.0) or the News capability. I don't use the mail
capabality of Agent also.

I just use the 3 seperate packages, and never had any
problems with them. Only W95 sometimes hicks up,
but then again, is there any other OS which can replace
that?

Too bad there arenï¿½t any browsers and such for the XL/XE.
Bo.

5. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: stack@worldonline.nl
Message-ID: <32cad267.7413723@news.worldonline.nl>
Source record: 77328

On Sat, 28 Dec 1996 10:11:23 GMT, landon@netcom.com (Landon Dyer)
wrote:

> i wrote an emacs-like editor that patched out one of the less useful
>synassembler commands. [in my naive youth, i wondered why synapse
>software didn't want to buy it from me. :-) if hehore wolosenko is
>out there somewhere: i understand now...!]
>
> god, the synasm setup was fast. being able to do an "edit and try
>again" in five seconds or so is something i've not enjoyed again until
>recently, and it makes a real difference.

I wrote a Menu program with it.
My brother a Morse program.
I really like the Zynapse Monitor.
And it had some really nice error messages, like:

System confuses error

There was a bug in my program, and when it
produced this error message I really laughed.
Never thought that a bug could make me laugh!

Bo.

6. Re: Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: Bill Bragg <bbragg@iag.net>
Message-ID: <32CA214D.4EB0@iag.net>
Source record: 77329

```
lenspencer@aol.com wrote:
>
> In article <5a9v1d$qq8@ns.mcs.kent.edu>, clisowsk@aegis.mcs.kent.edu
> (Craig Lisowski) writes:
>
> >
> >Paul "Mclane" Irvine (mclane@dellos.demon.co.uk) wrote:
> >: Is there no way to force the long file names in the "Command prompt
> >: only" mode???
> >
> > That is correct. There is no way to get MS-DOS's old command.com
> >to support long filenames. Only way to get long file names under dos
> >is through a dos-window in win95. Thank MicroSoft for this one.
>
> You can't totally blame Micro$lop for this one. The 8.3 filename
> limitation goes back before them, to the original CP/M operating system.

Since CPM was essentially a limited copy of RSX11M on the PDP, I'm
blaming DEC.

--Bill
```

7. Re: SIO2PC/APE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: junk_email_sucks@nowhere.com
Message-ID: <5ad1a6$fa4@stratus.skypoint.net>
Source record: 77330

In article <19961231075100.CAA04753@ladder01.news.aol.com>, guy1015@aol.com (GUY1015) wrote:
>
> While at the time the SIO2PC sound like a good thing for the 8bit, HD
>where to high a price for the average person. But these days its a Poor
>Mans hard drive.
>Its stupid or even SICK to see my Pentium 120 serving files to my 8bit..
>I dont see the Logic here.
>
>Get a MIO/BB or KP interface and let the CLONE ALONE.

I wouldn't use a high-end system for this, but I find that it's a *perfect* dedicated use for my old 386sx. I've had APE v1.11 up and running full-time on it for close to 2 weeks now, and it's been rock solid - no mean feat considering the advanced age and generally decrepit condition of my circa-1989 Epson Equity 386sx (nice job, Steve Tucker - my registration is winging its way towards you!). I've even got an old Ethernet card in it so I can use devices on my LAN as well.

APE/SIO2PC have taken the hassle out of using my Atari 800, and I don't have to worry about my musty old 5 1/4 disks disintegrating, either. I think it's an attractive, elegant and very viable option for anybody who still enjoys their Atari 8-bit, and I can't recommend this option enough!

Scott

The above email address is bogus to defeat junk emailers.
Please respond to: sydtech @ skypoint.com; be sure to
eliminate the spaces in the email address.

8. Re: Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <32ca28cf.675302@206.127.32.39X119>
Source record: 77331

dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>I never understood why 2 RS232 ports couldn't use the same IRQ.

They can and do. The standard IRQs are IRQ 3 for Com2 and Com4, and IRQ 4 for Com1 and Com3......on many systems, you can change it. The problem is if you try to use 2 devices hooked up to 2 comm ports that use the same IRQ _at the same time_ is when you get system lockups and stuff. For example, if you have your mouse on Com1 and your APE cable on Com3 and you have them set to use the same IRQ, you can't expect your mouse and APE to work at the same time, because the system has no way of knowing which of the two comm ports the data is coming from. So that means you can have a modem hooked to one comm port sharing an IRQ with say your Atari (via APE), but you can't use the two devices at the same time (i.e. using your PC's modem with the ATari via Ape).
They could solve this problem by assigning each comm port a different IRQ, but there's a total limit of 16 IRQs that can be used, no matter how fancy your PC, and several are already reserved for system use. Which is why you can have a nice fancy Pentium with APE, three serial devices, two printers, a sound card, etc., but you can't use anywhere near all of the devices at the same time since all of those devices communicate with teh computer via IRQs.......

>The BIOS doesn't even use IRQs so it's clear that the BIOS (or whatever)
>can detect whether there's data at a port.So when a IRQ sounds,why doesn't
>the RS232 handler just look at both ports?

The reason IRQs are implemented in the first place is to multiplex different hardware devices. It's far too expensive and impractical to make independent communication lines on the motherboard for all existing comm ports and all future potential hardware addons, so they were forced to compromise.

>: When using w95 all your serial in/out requests are trapped in ring 0 and
>: have to go through a number of VxD's to reach the hardware. If any
>: of these VxD's decide to ignore stuff from your new com port in
>: favor of the mouse driver, it will act dead.
>
>And people wonder why I don't "upgrade" to Windows.

It has nothing to do with what operating system you use, you can use DOS or NT or OS/2 or Linux and you'd still have the same problem if you use two devices sharing the same IRQ at the same time, because it's a hardware conflict, not a software one.
Maybe you should upgrade to a Mac instead (sorry, couldn't resist).........

9. Re: Old Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5ad9n6$g7h@nnrp1.news.primenet.com>
Source record: 77332

In article <landonE3B473.B9p@netcom.com>,
Landon Dyer <landon@netcom.com> wrote:
>
> a story:
>
> you may remember the atari stand-up _major havoc_. tempest-style
>color vectors, cutesy little murderous teapots, wonderful "cartoon
>physics," you could play break-out between levels for bonus points...

No. You people live in an alternate dimension where every Circle-K has a
Major Havoc. I don't. In fact I didn't know that there were teapots in
it until just now.

And rumor has it that the reason there is no PC port of it is that "unless
it's on a vector screen, it sucks pigs." One of THOSE. Just like
Quantum, which of course falls under the same category but at least I have
a faint idea what it's LIKE.

It seems like whenever I ask for even a description of the game, I can't
find it. Web searches, what have you.... either that or I've looked for
it and found it severtal times and forgotten it each time.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

10. Re: Netscape Gold?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5admfi$l5n@news1.fast.net>
Source record: 77333

stack@worldonline.nl (Bo Schreurs) wrote:

>I do not understand people who just say "scrap this, junk that" and so
>on. Just because they use another mailer or browser or what ever.
>If they used different packages and then decide to scrap one,
>I can understand that, but else...?

>Anyway, I use Netscape Gold to surf the Internet,
>Eudora Pro to Email, and Agent to access Newsgroups.
>I prefer to use the packages what they were intended for
>in the first place. I never use the Email facility of Netscape
>(or IE 3.0) or the News capability. I don't use the mail
>capabality of Agent also.

>I just use the 3 seperate packages, and never had any
>problems with them. Only W95 sometimes hicks up,
>but then again, is there any other OS which can replace
>that?

>Too bad there aren't any browsers and such for the XL/XE.
>Bo.

Sounds like an interesting project...

It could be called AtariLynx because, heck, the atari cannot display
640*480*256 color gifs or anything.

In comp.lang.basic.misc, I found a link to an HTML decoder written
entirely in basic. I'm sure someone could hack that around...

11. Re: Atarians

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970101095736.24411G-100000@moose.erie.net>
Source record: 77334

I have bare boards for the 256K 800XL upgrade (same as Rambo).
They're $5 each plus $1 shipping.

On Sun, 29 Dec 1996, Bill Bragg wrote:

> Any Atari people in the Central Florida area out there. I just busted
> out my old Atari collection and I'm in need of some help. Lost the book
> to my OmniMon in my 800 and also my software disk for my Axlon board.
> Does anyone know if the ICD Rambo XL is still for sale. Please don't
> say FTE has it ... I haven't heard from that guy in about 4 years. I
> wanted another RTime-8 and never got it. --Bill B. bbragg@iag.net
>
>
>
>

12. Re: Atarians

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970101095920.24411H-100000@moose.erie.net>
Source record: 77335

On 30 Dec 1996 lenspencer@aol.com wrote:

> In article <32C63AC4.5199@iag.net>, Bill Bragg <bbragg@iag.net> writes:
>
> As for Rambo XL, forget it. There is an old text file on the Claus
> Bucholz 256k XL upgrade, which will cost you less than a Rambo anyway.
> Believe it or not, the Bucholz upgrade and Rambo are the same circuit!

This isn't quite true. The original 256K RAM upgrade for the
800XL which Claus Buchholz had published in Byte magazine switched RAM in
32K banks. The RAMbo and Newell boards switched in 16K banks like the
130XE.

13. Please help...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5ae327$mf0@news1.fast.net>
Source record: 77336

Hi. About 6 months ago, my Atari 800xl stopped working. We recently brought it out of the closet and tried to repair it. When I did a voltage test, most of the capacitors registered 4.2 volts. However, one capacitor only registered 3 volts.

Could this be the problem? Has anyone tested the capacitor voltage? If so, what voltage are they all supposed to be?
Do you think I should buy a new capacitor and connect it in place of the old one?

Please help...

14. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: Bingham <bbingham@haven.ios.com>
Message-ID: <5ae7db$svm@nnrp2.farm.idt.net>
Source record: 77337

```
Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:

: : error = fread(buffer, REALLY_BIG, 1, in);
: : if (error > 0) /* Then it's the actual size */

: I never use the library functions,but don't they return NULL (0) when
: there's a error?
: Doesn't fread() return the number of bytes actually read?
: If not,then how do you know when you reach end-of-file?

: : $(
: : error = fwrite(buffer,error,1,out);
: : if (error <= 0) printf("Error %u",error);
: : $)
: : else printf("Error %u while reading",error);
: : fclose(in);
: : fclose(out);
: : $)

: I've only used Borland's Turbo C++ (which sucks,no curses suport.poor
: suport for UNIX DOS access) and GCC under Linux.Maybe CC65 works differently.
: --
: The Doctor

Yip CC65 returns the number of bytes read or written without error, or
-the error number if there is one.

Which does mean that the %u is wrong in the printf, mea culpa...
```

15. Re: Old Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: scharles@blast.net
Message-ID: <E3CE00.Eyz@nonexistent.com>
Source record: 77338

```
-
- a story:
-
- you may remember the atari stand-up _major havoc_. tempest-style
-color vectors, cutesy little murderous teapots, wonderful "cartoon
-physics," you could play break-out between levels for bonus points...
-
- ahem. i'll keep this brief. between game levels, there were
-messages like
-
- The Quarxon Base Awaits you!
-and
- Only a Little Farther to the Base!
-
-and so on. promises that Something Big Would Appear as your reward
-for slogging on and pushing more quarters through the slot. the only
-problem was that the programmers didn't have time to write the
-promised levels. the game just went on, and on, and...
-
- some kid played _MH_ a *long* time before he realized that the
-Something Big was never going to happen. he sued atari (or at least
-threatened to). i think that atari gave him a coin-op game as a
-settlement.
-
Thats crap. Atari should have told him to shove it, and if courts in
this country awarded something for something ridiculous as "Atari
misled me into playing by saying there was a base on some other screen
and I spent $1000000 playing it" the court should say "you, son, are a
moron, and I am going to sentence you to play Major Havoc 24 hours a
day until your eyeballs fall out."
ITS A videogame, damit!
```

16. Re: SIO2PC/APE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: scharles@blast.net
Message-ID: <E3CE02.F09@nonexistent.com>
Source record: 77339

On 31 Dec 1996 07:52:49 GMT, guy1015@aol.com (GUY1015) wrote:

-
- While at the time the SIO2PC sound like a good thing for the 8bit,
HD
-where to high a price for the average person. But these days its a
Poor
-Mans hard drive.
-Its stupid or even SICK to see my Pentium 120 serving files to my
8bit..
-I dont see the Logic here.
-
-Get a MIO/BB or KP interface and let the CLONE ALONE.
-
-

Nah, I have a network in my house one machine can happily Net and the
other can happily APE
you can get CHEAP 486 now and throw a SMALL HD in it (120 should hold
the whole archive) to use as a file server for the 8 bit

17. Game cart

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: dbutts@zebra.net
Message-ID: <852127085.15202@dejanews.com>
Source record: 77340

I'm looking for a cart. of Donkey Kong Jr. I don't need the package or instructions, just the cartridge itself. Please e-mail your asking price to me at;

dbutts@zebra.net

Thanks!!
----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

18. Re: What's going on? Messages get deleted

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970101192000.OAA17744@ladder01.news.aol.com>
Source record: 77341

In article <5abu7b$3em@cyber3.servtech.com>, lvt-cfc@cyber3.servtech.com (christopher f. chiesa) writes:

>
>I have the same problem CONTINUOUSLY at this end: MY particular problem
>appears to be that my ISP is woefully undersupplied with disk space for
>the number of newsgroups they try to carry, so they adjust by setting
>article-retention times REALLY SHORT. Like, a day or less, from what I
>can tell! If I'm sick, or I go out of town for the weekend, or I just
>don't get online EVERY STINKIN' DAY :-), I miss entire threads and don't
>even see my OWN posts coming back.

If I found that happening I would be finding a new ISP in ONE BIG HURRY.

19. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: Ron Pothier <falken@tstonramp.com>
Message-ID: <01bbf822$5e63dcc0$259a37ce@quantex-200>
Source record: 77342
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

Toad is about the ONLY company tha still regards Atari computers as real computers. Most of you guys still think of Atari as nothing more than a game platform and sell them as a simple game server. Its the users of Atari computers who have driven the prices down in private sales. A guy buys a 1040 for $700 and a few years later nobody will pay more than $50 for it. C'mon now folks, the hardware is much better than that. These are REAL computers, not nintendos.

Toad recognizes this fact and sells their stuff as real computers. They also stand behind their sales if something goes wrong. Toad currently sells a 1 meg 1040 for $199 and thats a very good and realistic price, but if a guy advertised one here for sale as an owner looking to sell his stuff, most of you would say thats too much for a 1040. SO admit it folks, either you have real computers or nintendos for sale in this group. I say that Atari made real computers and I bought them as such and will sell them as such when the time comes.

Raj Rijhwani <raj@courtfld.demon.co.uk> wrote in article
<852052484snz@courtfld.demon.co.uk>...
> In article <5a7n72ogi1@news.ptd.net>
> bendokus@postoffice.ptd.net "Greg Bendokus" writes:
>
> > sale...Anyway, I appreciate that they support Atari after all these
> > years, but get real...they have always charged close to full retail
> > for EVERYTHING, since the very beginning. How the hell did they
> > survive this long dealing Atari wares when all the good vendors fell
> > by the wayside?
>
> I know not the people of which you speak, but as a business man myself,
> I would suggest that the answer to your query lies in the question.
>
> They charge what the market will bear, and in so doing maintain the
> viability of their endeavour. Or to turn it the other way round, the
> ones you like because they charge less disappear because in keeping
> you happy they are themselves unviable in the long term.
> --
> Raj Rijhwani (umtsb5/16) | This is the voice of the Mysterons...
> raj@courtfld.demon.co.uk | ... We know that you can hear us
Earthmen
> scarlet@fido.zetnet.co.uk | "Lieutenant Green: Launch all
Angels!"
> http://www.courtfld.demon.co.uk/raj/ (demon, and gods, willing...)
>

>

20. SIO2PC/APE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5ae8lr$19vk@usenetp1.news.prodigy.com>
Source record: 77343

junk_email_sucks@nowhere.com (Scott) wrote:

>I wouldn't use a high-end system for this, but I find that it's a
perfect
>dedicated use for my old 386sx. I've had APE v1.11 up and running full-
time on
>it for close to 2 weeks now, and it's been rock solid - no mean feat
>considering the advanced age and generally decrepit condition of my
circa-1989
>Epson Equity 386sx (nice job, Steve Tucker - my registration is winging
its
>way towards you!). I've even got an old Ethernet card in it so I can use

>devices on my LAN as well.
>
>APE/SIO2PC have taken the hassle out of using my Atari 800, and I don't
have
>to worry about my musty old 5 1/4 disks disintegrating, either. I think
it's
>an attractive, elegant and very viable option for anybody who still
enjoys
>their Atari 8-bit, and I can't recommend this option enough!
>
>Scott
>

I agree! Using Steve's Atari Peripheral Emulator ver. 1.11 and PROSYS disk duplication software has been a real treat. I have a bunch of original commercial disks that have been successfully duplicated and can now run them all from my old monochrome 386sx. Thanks, too, to Nick Kennedy who introduced the SIO2PC cable that Steve has expanded upon so nicely. Super work! Now if only we could get Darek M. of Xformer to work with Steve and others

- Bob Stone

21. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32cad401.159284404@news.inc.net>
Source record: 77344

On 31 Dec 1996 15:23:38 GMT, UASZ40A@prodigy.com (Robert Stone) wrote:

>In a free market, we can charge whatever we think is best. The net has
>increased demand enough for the few Atari dealers remaining in the world
>that business might be good. If someone thinks the prices are too high,
>buy from somewhere else. But don't hold a grudge against anyone trying to
>maximize income. That's the system here. Or maybe we need some kind of
>government controls on prices for Atari stuff? Give me a break...
>
>- bostone

I agree. Hey, I like low prices for what i want too; the cheaper the
better, but... I also don't like to be told I shouldn't be able to
sell stuff for the price I ask for it. Bottom line everyone, either
buy from Toad at Toad's prices, or do not buy from them. Open your
own store of Atari stuff and sell it to yourself as cheap as you like.

What's theirs is theirs to sell for what THEY think it's worth.
What's yours is money to part with in a quantity that YOU feel is
worth a particular item or what-not.

Cheers,

Jon

22. Re: SIO2PC/APE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: Bill Bragg <bbragg@iag.net>
Message-ID: <32CAD3F6.5323@iag.net>
Source record: 77345

Robert Stone wrote:
> I agree! Using Steve's Atari Peripheral Emulator ver. 1.11 and PROSYS
> disk duplication software has been a real treat. I have a bunch of
> original commercial disks that have been successfully duplicated and can
> now run them all from my old monochrome 386sx. Thanks, too, to Nick
> Kennedy who introduced the SIO2PC cable that Steve has expanded upon so
> nicely. Super work! Now if only we could get Darek M. of Xformer to work
> with Steve and others
>
> - Bob Stone

What's PROSYS and can it dupe original like the Super Archiver II can?

--Bill B.

23. Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5ae99h$25ns@usenetp1.news.prodigy.com>
Source record: 77346

ziggy29@netgate.net (Tim Irvin) wrote:

>Maybe a disk drive with an Archiver chip is looking like a better
>and better insurance policy...the death of two $39 disks can pay
>for it...
>
For archiving, you might want to try Steve Tucker's PROSYS software with
his Atari Peripheral Emulator. It duplicates the copy protection as well
as the disk and puts it all together into a PC file. Like an ATR image,
you just load up a PRO image into APE and boot. These aren't "cracked"
programs, but actual backups of original disks that run from a PC.

- bostone

24. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32cad653.159879271@news.inc.net>
Source record: 77347

On 31 Dec 1996 13:38:39 -0500, lvt-cfc@cyber3.servtech.com
(christopher f. chiesa) wrote:

>In article <Pine.SUN.3.92.961224010256.18720D-100000@linda.teleport.com>,
>Bravo Sierra Computers <bensmith@teleport.com> wrote:
>>On 19 Dec 1996, Daniel Klugh wrote:
>>
>>> Bravo Sierra Computers (bensmith@teleport.com) wrote:
>>> : On 10 Dec 1996, Daniel Klugh wrote:
>>>
>>> : Bob Puff of CSS told me that neither the P:R:
>>> : Connection nor the 850 Interface can reliably do over 2400 Baud. I have a
>>>
>>> I think you mean 9600,not 2400.
>>
>>No, I meant 2400. I called Bob Puff and he said trying to exceed 2400
>>would result in dropped characters.
>
>For the record, I have transfered numerous files between my Atari and an
>Amiga at 9600 baud using, on the Atari, an 850, a null-modem cable, and
>Kermit65 software. I have never experienced dropped characters in this
>configuration, and I conclude that the 850 "can" do 9600 when conditions
>are "perfect."
>
>On the other hand, I have never been able to get the SAME Atari-with-850-
>and-Kermit65 configuration to even so much as establish command-mode
>communication, with my ZOOM 14.4K modem -- which I normally use from the
>Amiga at 9600.
>
>So: take two computers (Amiga and Atari), set 'em up at 9600 so that
>they'll communicate successfully with EACH OTHER, and it turns out that
>the Amiga will talk to the ZOOM modem but the Atari will NOT -- WITHOUT
>changing the modem settings between Amiga/Atari usages. Graphically:
>
>
> _ MODEM _
> doesn't _/ _ works
> work _/ _
> / \
> Atari -'\/\/\/\/\,- Amiga
> works
>
>This is strange, asymmetric, and as yet unexplained. Anybody care to
>offer a theory as to why the third leg of the triangle is a no-go?

>
>Chris Chiesa
> lvt-cfc@servtech.com

Hi Chris. Sounds to me like you need to chang your Zoom modem settings for use with your Atari. First of all, the 850 will not handle data any faster than 9600bps. So that means right off the bat that you should:

- NOT be using data compression
- set your modem to only work at a maximum of 9600bps
- check what kind (if any) flow control the 850 supports and set the modem likewise
- check on how the 850 treats the CD line from the modem and set the modem similarily

Your Zoom modem has NVRAM for two stored profiles. You can transfer current modem settings to a user profile by doing AT&w0 (for profile 0) or AT&w1 for profile 1. To quickly and easily copy a profile into the current settings, simply do a ATZ0 or ATZ1.

Your Zoom modem manual has all the commands and what they do. Or you can download it in PDF and possibly other forms from Zoom on their web site www.zoomtel.com or directly from Rockwell Intnl.'s semiconductor division; www.tokyo.rockwell.com I think. Good luck. If you have any specific questions, please feel free to email me at ssilicon@lax.net.

Cheers,

Jon

25. Old Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199701011407.a8795@do2.maus.de>
Source record: 77348

```
AB>proportion of rubbish being passed off as "games". Yet there seems to
AB>be a common belief that games in years past were somehow better, purer
AB>etc etc. Where does such a view come from?

Because a lot of people remember phantastic games that are better than
any off today's PC-games.

Archon
Ballblazer
Choplifter
Gyruss
M.U.L.E.
Rescue on Fractalus
Summer Games

etc.

Tschuess
Frank
```

26. Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <rPvyyMezGOlW092yn@kenton.com>
Source record: 77349

```
Over in the Apple II newsgroups there is talk of a company re-releasing
the Apple //e in a closed system for $150. Since the 8-bit unmodified
is a more advanced machine than the Apple //e, has anyone thought about
getting the rights from JTS and re-releasing it? This would be probably
be a very expensive endevaur(sp?), so I know it probably won't happen,
but it's wishful thinking.

--
-------------------------------------------------------------------------------
Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
-------------------------------------------------------------------------------
```

27. FS/T:Atari 8-bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-0101971600540001@ppp16-stk.sonnet.com>
Source record: 77350

I have the following items for sale OR I will trade them for TurboGrafx
Games or Sega Games:

Atari 800XL w/ power supply $25 shipped
Atari 850 Interface w/ pwr supply $20 shipped
Atari 1027 Printers AND pwr supply $20 shipped

Thanks and e-mail with any offers

-Marlin
---*** Videos, VWs, & Video games...sad and pathetic but social
---*** Marlin Bates, owner: '69 VW Westfalia Bus aka Lazarus
---*** XL/XE: 220 / Lynx: 80 / Jaguar: 51 / CEDs: 1025
--*-*-* Always looking for RCA VideoDisks (aka CED)
-*--*--* Web Page: http://www.stocko.sonnet.com/Fujidom/

28. FS/T:Rare Atari 8-bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-0101971858250001@ppp16-stk.sonnet.com>
Source record: 77351
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

I have the following for sale or trade.

I prefer trades.
I am looking for TurboGrafx/Duo/PC-Engine games
I am also looking for Sega Genesis games/cds

All prices INCLUDE shipping and are 'OR BEST OFFER'

Atari 1450XLD Motherboard $125 OR BEST OFFER
This works (I have tested it using a regular XL p/s) HOWEVER I do not have
the regualr power supply for it.

Atari XTM201 Thermal Printer $75 or BEST OFFER
Untested, no ribbon. Has 'Working Sample' printed on the label on the bottom.

I also have some regualr 8-bit hardware for sale:

Atari 800XL w/ power supply $25 shipped
Atari 850 Interface w/ pwr supply $20 shipped
Atari 1027 Printers AND pwr supply $20 shipped

Thanks and e-mail with any offers

-Marlin
---*** Videos, VWs, & Video games...sad and pathetic but social
---*** Marlin Bates, owner: '69 VW Westfalia Bus aka Lazarus
---*** XL/XE: 220 / Lynx: 80 / Jaguar: 51 / CEDs: 1025
--*-*-* Always looking for RCA VideoDisks (aka CED)
-*--*--* Web Page: http://www.stocko.sonnet.com/Fujidom/

29. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-01 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5afgre$80g@nnrp1.news.primenet.com>
Source record: 77352

In article <rPvyyMezGOlW092yn@kenton.com>,
Ryan 'Gozar' Collins <gozar@kenton.com> wrote:
>Over in the Apple II newsgroups there is talk of a company re-releasing
>the Apple //e in a closed system for $150. Since the 8-bit unmodified
>is a more advanced machine than the Apple //e, has anyone thought about
>getting the rights from JTS and re-releasing it? This would be probably
>be a very expensive endevaur(sp?), so I know it probably won't happen,
>but it's wishful thinking.

Most of the charm of the Atari 8-bit lied in cartridges and cassettes and
applications..... and much of the charm of the Apple II was that you
could open it up and put all kinds of gadgets in it.

No..... this would go over the head of the average consumer. Unless they
find a way to make it a point-and-click machine, mobody will buy it.

Sad, really. It would be keen to have an Apple II laptop, for example.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

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30. Re: Where to find Atari's in the Lehigh Valley?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5ah9lh$efn@news1.fast.net>
Source record: 77269

heller@socko.cdnow.com (A. Karl Heller) wrote:

>Randy Kramer (rhkramer@fast.net) wrote:
>: Hi... I was just wondering if anybody in the Lehigh Valley had an
>: Atari (800xl, 130xe) for sale. Please respond...

> I'm down in the Lansdale/Hattfield area (South on 309). I have a few
>800XL's laying around but I wasn't really going to sell any. I'm trying to
>get more!

> Perhaps we should start some registry so we know who is where and what
>they collect.

Good idea. Thanks for your offer, anyway. I think I have allready
reached a deal, though.

I've arranged to get an 800xl and some joysticks for $10 plus the cost
of 3rd class shipping from Maryland to Pennsylvania. I don't know
about you, but I think this is a good deal.

>Karl

31. Re: Where to find Atari's in the Lehigh Valley?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5ah9n4$efn@news1.fast.net>
Source record: 77270

asharkis@aol.com wrote:

>Jon Mordosky, President of the Lehigh Valley Atari Users Group, gets into
>this newsgroup occasionally. I'm going to a PRO board that nets with his
>and let him know that this message exists. He should respond here in a
>day or two.

Thank you very much.

32. WTB:disk drive for 8 bit & 800 power supply

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: giken1@aol.com
Message-ID: <19970102235800.SAA27538@ladder01.news.aol.com>
Source record: 77271

Looking for another drive for one of my 8 bits, preferably one fo the
double density jobs, but would consider an 810. Also need a power supply
for an Atari 800. Thanks,
Ken

33. Help needed with XL-IT emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: Michael Pusateri <mike_pusateri@studio.disney.com>
Message-ID: <32CC5114.5501@studio.disney.com>
Source record: 77272

First of all, thank you to all of those that have kept Atari alive over these long years. A fine 800 was my first computer and what I took to college with me. I'll never forget typing reports on Text Wizard!

Having just discovered the world of emulators, I am feverishly trying to get one working on my PC. I am using XL-IT on a Pentium running Win95 (boo, hiss, I know, but it gets my work done :))

Here are my questions:

1. How does the XL-IT interact with the soundboard? I get no sound and haven't found any instructions on how to set it up.

2. When I try to run MULE (tied with Return of Heracles for best game ever) it says that I have paddles, not a joystick hooked up. Without a joystick, I can't run the game.

3. I can't seem to get IMAGEMAN to convert foo.bin to foo.atr. Does a manual for IMAGEMAN exist? I am desperate to play Star Raiders. I'd be indebted to anyone with a working STARRAID.ATR file.

Thanks in advance. Any help would be appreciated.

No, I can't simply buy an old Atari and play it on that, my wife already said no.

Michael Pusateri
pusateri@netcom.com
mike_pusateri@studio.disney.com

34. Looking for Atari Profibuch

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <5ahgjo$r1$1@news.aros.net>
Source record: 77273

In an old e-mail message from Markus Gietzen (author of the XL-IT emulator), he mentions that much of his information came from "Das ATARI Profibuch".

Does anyone know where I could obtain a copy?

Thanks...

35. What's the best boot loader?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: lbarber@sonymusic.com
Message-ID: <5ahesu$aoo@news1.sjc.in.sel.sony.com>
Source record: 77274

In the 800 days, on most of my disks with binary files, I had a menu program called "Binary File Loader" which sadly didn't work when I upgraded to a 130XE without the Translator. I wanted to put boot sector loaders on those disks, but the 2 or 3 I came across were single density only. There was a nice one that let you type full text descriptions for the files and stored a lookup table somewhere else on the disk. Are there any good menu loaders for double density disks? I know some games want DOS resident, but I want a menu that's the most compatible first, and looks good second.

Thanks for any info.

36. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5ahhfn$kth@nnrp1.news.primenet.com>
Source record: 77275

In article <5ah9h4$efn@news1.fast.net>, Randy Kramer <rhkramer@fast.net> wrote:
>jcompton@typhoon.xnet.com (Jason Compton) wrote:
>
>>Ryan 'Gozar' Collins (gozar@kenton.com) wrote:
>>: Over in the Apple II newsgroups there is talk of a company re-releasing
>>: the Apple //e in a closed system for $150. Since the 8-bit unmodified
>>: is a more advanced machine than the Apple //e, has anyone thought about
>>: getting the rights from JTS and re-releasing it? This would be probably
>>: be a very expensive endevaur(sp?), so I know it probably won't happen,
>>: but it's wishful thinking.
>
>>Getting one of the machines ready for production would take quite a bit of
>>time and money. Those custom chips have been out of production for...how
>>long? Just finding the proper materials and documentation to manufacture
>>them--if they exist at all anymore--would be a difficult task.
>
>I beg to differ. Once/IF they found the blueprints, the chips would be
>very easy to make (and much quicker, too). In fact, with all the
>advances in chip technology, the Atari 800 (or any other 8bit) would
>be as small as a PDA.

The Atari 2600 chipset was reduced in such a way that "TV Boys" are sold
in Asia with over a hundred built-in games for a unit price of anywhere
from US$20 to US$60. About the size of a Genesis controler but with a
complete 2600 system, joystick, and even joystick ports on some models.

An Atari 800 or 5200 made like this would rock.

>But seriously, even if they saw what the 8bits could do, nobody would
>want one. Why? Because the keyboard is in serious need of a redesign.

Granted, it doesn't fit the standard 101-key description but if DOS users
can del with the backslash being in a different place on every keyboard in
the universe, they can deal with the equals sign where the nub of the
Enter key should be.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

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37. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5ai2qk$n1t@nnrp1.news.primenet.com>
Source record: 77276

In article <5ahqqe$ls1@flood.xnet.com>,
Jason Compton <jcompton@typhoon.xnet.com> wrote:
>Nick S Bensema (nickb@primenet.com) wrote:
>: The Atari 2600 chipset was reduced in such a way that "TV Boys" are sold
>: in Asia with over a hundred built-in games for a unit price of anywhere
>: from US$20 to US$60. About the size of a Genesis controler but with a
>: complete 2600 system, joystick, and even joystick ports on some models.
>
>Hey, neat, where can I get one? :)

In Japan or Korea. They're hard to find in the U.S. but when they are
found, they usually don't cost much more than in Japan unless the guy
smuggling them in is a profiteering bastard.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

38. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <5ai3hg$3qp@crl4.crl.com>
Source record: 77277

Jason Compton (jcompton@typhoon.xnet.com) wrote:

: Case in point: When Activision wanted to make their Commodore 64 15-pack
: CD, they actually had to ask for cracked versions of certain games on the
: Commodore 64 newsgroup. Around the time Activision changed ownership, a
: lot of that stuff was lost. If nobody at Activision can hang on to a
: floppy...

Y'know, that is a *very* good point with regards to the old Atari
software. Do you really think the copyright holders have the actual
software? On undamaged/backed-up media? Do they have the source
code accessible? Or do they just have a piece of paper?

John
jvogel@crl.com

39. Re: Where to find Atari's in the Lehigh Valley?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32CC85A8.2B20@tcd.net>
Source record: 77278

Well I am 50 mile from Leihi Utah. Does that count?

I have 800XL computers used from a School District may have the name engraved in the case somewhere...mostly clean..tested and Guranteed for 30 days plus..? Price $25.00 includs computer to RF Box cable and Power supply..shipped.

Have 130XE semi Clean..tested..may have school name engraved somewher on the unit or a s/s #..Doesn't affect the operation..comes with complete Atari Burn in test and guranteed for 30 days plus..with viedo cable to RF box and power supply..shipping included $35.00

XF 551 disk drive..Nice grey color..comes with sio cable and power supply shipped...guranteed for 30 days plus...$41.00..may have School name or s/s number ingraved in case..does not affect operation..

No these units are not stolen.!!...have worked on them in the past 10 years and know the units, history...all are in good to excellant working condition..

Atari 800XL. Case discolored due to being in a Smokers enviroment, works fine looks yellow.. $19.00 shipped?? still has the same gurantee as the rest.

bob

40. Atari 1050 Disk Drives...used

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32CC869F.484A@tcd.net>
Source record: 77279

Have a few of these still on hand used...semi clean..have a school name
in the plastic case or the metal band across the front..does not affect
the operation!...Guranteed for 30 days...shipped with sio cable and
power supply..$15.00

Can acquire the same as above with Double Density installed for $25.00
If interested send a copy of this with the order to.

K-Products
4267 W. Midway Dr.
Salt Lake City, Ut. 84120

41. WTB: In box 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5af6te$s6j@dfw-ixnews12.ix.netcom.com>
Source record: 77353

Looking to purchase a functioning, in the box 1200XL with all parts and manuals.

Anybody got one? I have a few not in the box, but I really want/need a box set and manual.

Karl

Karl Heller - Making the world safe once again.

| heller@Cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |
---

42. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <5af8hp$nvn@nexp.crl.com>
Source record: 77354

In article <5ab51u$4a2@login.freenet.columbus.oh.us>, Daniel Klugh wrote:
: Kyle R. Hofmann (rhofmann@crl.com) wrote:
: : In article <5a8bva$7sh@login.freenet.columbus.oh.us>, Daniel Klugh wrote:
: : : I'd have to run it full screen,but I think that the X-server doesn't do
: : : 320x480 or anything like that.

: : I've run XFree86 (3.1.2 & 3.2) in 320x200 and a bunch of extended VGA
: : modes (i.e., 320x400, 320x480, etc.).

: Mine wouldn't go below 640 by something.

Then you need to edit your /etc/XF86Config or run
/usr/X11/bin/xf86config and add the video modes (I don't remember what
section to add them in the config file, but the configuration program has
some easy thing for doing it).

: : : (I assume DOOM runs at 320x480 or some other vertical resolution.Doesn't
: : : DOOM run on a normal VGA card?(VGA doesn't do 640x480x256))

: : Mode X, 320x200.

: Why do you call it mode X?

That's just what it's called. It's a certain variation on regular
320x200 which is linear (i.e., no planes). It was used by lots and lots
of games for a while, but now the trend is towards SVGA.

: : : I remember always using sdoom (non-X) instead of xdoom though.

: : Yeah, it works better. I wish that Linus wasn't such an X bigot,
: : though---then we might have an svgalib Quake instead of just an X one
: : (And GGI, too).

: Do you mean that Linus likes or doesn't like X?

Loves X. I don't think he could live without it.

: It's up to id whether they'll make a SVGA-library version or not.

No, they gave Linus the source so that he could port it. AFAIK, he
wasn't told what to port it to, so he just portted it to X.

: Are you saying that Linus is trying to kill SVGAlib?

I don't know if he is, but I do know that he doesn't like GGI (General
Graphics Interface), which is intended to be a replacement for the setuid
bit on binaries which play with video memory (like X) and SVGAlib.
Apparently he doesn't want to bloat the kernel, but IMHO it's a good idea
because just basic interfaces to video boards are included and the rest is

in a library. It's supposedly smaller than the current video code! They have a web page at http://synergy.caltech.edu/~ggi/.

--
Kyle R. Hofmann <rhofmann@crl.com>

"There are no significant bugs in our released software that any significant number of users want fixed." -- Bill Gates

43. XL BOSS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: Bill Bragg <bbragg@iag.net>
Message-ID: <32CB70DF.3805@iag.net>
Source record: 77355

I just found an unopened XL BOSS and I'd like to know if anyone uses this item. It's by 'Allen Macroware' and it's apparently a replacement OS with some special features like OMNIMON but not quite the same. Its hardware is very similar to the OMNIMON XL but it's comprised of only one masked ROM instead of the two EPROMS on the ONNIMON XL. It also comes with a disk called 'MACROMON' which I guess has some ML monitoring utilities on it to be used with the XL BOSS. It also has the customary toggle switch and empty socket for the original OS ROM chip when installed. The date on this thing is 1982.

Anyone seen these before or remember if they were any good? --Bill B.

44. CGS Color Xlation

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970102065100.BAA06886@ladder01.news.aol.com>
Source record: 77356

Yes its like RIP, I had RIP and CGS on my BBS system a few years ago,
CGS is a Full Animation system that uses all the graphics goodies in the
Atari even DLI's After switching to a Newer version of the pro bbs
core , The CGS was no as compatible and I took Both RIP and CGS off-line,
However this may change.
Tobad there are no local Pro boards in your home town, But at 19.2
20-30 min is that high..

<<Star>>

45. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970102072800.CAA07598@ladder01.news.aol.com>
Source record: 77357

Tandy did the same a few years back on one of there 8bit system, a Golden Run!
on a 8bit machine. Its great to hear that Apple is also doing so. I Still belive there is a DEMAND for an 8bit system. While Im debating if I should order the Cyrix 686/166 upgrade chip I would LOVE to take that money and Order a new version of the Atari 8bit, a 1450XLD would be great, I already have every model Atari made I STILL want more 8bit. No ST stuff. I would buy it in a second!!
Im only debating the 686 chip to play QUAKE Sick huh?

46. WTB instead of Cyrix 686

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970102073700.CAA07805@ladder01.news.aol.com>
Source record: 77358

I would Pay up to $250.00 for a new Atari 8bit system.

Im wondering how many other Atari user would do the same?

Im debating buying QUAKE but would buy instead any new Atari 8bit game
along these lines:

Zybex II
Koronis Rift II
Drconus II Not that stupid "Dear Draconus Hack"
A New Pinball Game with Zybex like Graphics

I think you get the idea.. Its gota be GOOD NEW and in English.

47. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5afqan$m8q@flood.xnet.com>
Source record: 77359

Ryan 'Gozar' Collins (gozar@kenton.com) wrote:
: Over in the Apple II newsgroups there is talk of a company re-releasing
: the Apple //e in a closed system for $150. Since the 8-bit unmodified
: is a more advanced machine than the Apple //e, has anyone thought about
: getting the rights from JTS and re-releasing it? This would be probably
: be a very expensive endevaur(sp?), so I know it probably won't happen,
: but it's wishful thinking.

Getting one of the machines ready for production would take quite a bit of time and money. Those custom chips have been out of production for...how long? Just finding the proper materials and documentation to manufacture them--if they exist at all anymore--would be a difficult task.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
'I said, "You wouldn't understand." Take what's yours, be damned.'

48. Re: Atarians

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970102092400.EAA09461@ladder01.news.aol.com>
Source record: 77360

In article <Pine.LNX.3.95.970101095920.24411H-100000@moose.erie.net>,
Dennis McGuire <mcguired@moose.erie.net> writes:

>
>> In article <32C63AC4.5199@iag.net>, Bill Bragg <bbragg@iag.net> writes:
>>
>> As for Rambo XL, forget it. There is an old text file on the Claus
>> Bucholz 256k XL upgrade, which will cost you less than a Rambo anyway.
>> Believe it or not, the Bucholz upgrade and Rambo are the same circuit!
>
>
> This isn't quite true. The original 256K RAM upgrade for the
>800XL which Claus Buchholz had published in Byte magazine switched RAM in
>32K banks. The RAMbo and Newell boards switched in 16K banks like the
>130XE.

True, but he did revise it to make it 130XE compatible, and that is the
text file that is floating around.

49. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ag7ps$lo4@login.freenet.columbus.oh.us>
Source record: 77361

christopher f. chiesa (lvt-cfc@cyber3.servtech.com) wrote:
: In article <Pine.SUN.3.92.961224010256.18720D-100000@linda.teleport.com>,
: Bravo Sierra Computers <bensmith@teleport.com> wrote:
: >On 19 Dec 1996, Daniel Klugh wrote:
: >
: >> Bravo Sierra Computers (bensmith@teleport.com) wrote:
: >> : On 10 Dec 1996, Daniel Klugh wrote:
: >>
: >> : Bob Puff of CSS told me that neither the P:R:
: >> : Connection nor the 850 Interface can reliably do over 2400 Baud. I have a
: >>
: >> I think you mean 9600,not 2400.
: >
: >No, I meant 2400. I called Bob Puff and he said trying to exceed 2400
: >would result in dropped characters.

: For the record, I have transfered numerous files between my Atari and an
: Amiga at 9600 baud using, on the Atari, an 850, a null-modem cable, and
: Kermit65 software. I have never experienced dropped characters in this
: configuration, and I conclude that the 850 "can" do 9600 when conditions
: are "perfect."

Try Atar-Z-Modem for downloading to the Atari and Ice-T or FlickerTerm-80
for 80-columns.

: On the other hand, I have never been able to get the SAME Atari-with-850-
: and-Kermit65 configuration to even so much as establish command-mode
: communication, with my ZOOM 14.4K modem -- which I normally use from the
: Amiga at 9600.

I think that new modems are broken from all the discussion I hear from
PC'ers about how they need a 16-byte hardware buffer to use fast modems.
The Atari can do 53200 (UltraSpeed 1050USD) on it's serial port.Why can't
the PC?
I could transfer files to/from the Atari/PC at 9600 on my
P:R:Connection,but the Atari could only access my US Robotics Sporter at
4800 and the PC at (barely) 19200.
At 19200,any key press,even one that didn't do anything like the
ALT/SHIFT/CONTROL keys,would cause a lost character.
And speeds above 19200 were out of the question.

: So: take two computers (Amiga and Atari), set 'em up at 9600 so that
: they'll communicate successfully with EACH OTHER, and it turns out that
: the Amiga will talk to the ZOOM modem but the Atari will NOT -- WITHOUT
: changing the modem settings between Amiga/Atari usages. Graphically:

Well Atari term programmes don't "un-pause" the modem.So high speed modems
won't work with the Atari unless you configure the modem to ignore flow
control (the RTS line).
But you need another computer to do that,usually.
But Kermit-65 is the only term programme that seems to follow the RS232
standard and activate the RTS line so that the modem will send data to the
computer.I always go into Kermit-65,Connect,quit and go to Ice-T or BobTerm.

: _ MODEM _
: doesn't _/ _ works
: work _/ _
: / \
: Atari -'\/\/\/\/\,- Amiga
: works

: This is strange, asymmetric, and as yet unexplained. Anybody care to
: offer a theory as to why the third leg of the triangle is a no-go?

Well,I'm now using a Hayse "Optima" 2400bps modem with compression.
When I connect to it at 9600 (which the USR couln't do) I can type and see
what I'm typing,but the modem rarely accepts commands.I have to configure
it at 4800,start dialing,abort,switch to 9600,and keep typing "/a" until
it starts dialing again.

(of course you could also just call at 4800,return to command mode with
"+++",swtich to 9600 and madly type "ATO" until it re-connects)

But once connected,it seems to work.Since I always use graphical term
programmes,I'm going to lose characters anyway.I'll have to use BobTerm at
9600 sometime.But 9600 DOES work,transfers work,which means that lost
characters are the term's fault.The USR wouldn't do transfers at 9600.
--
The Doctor

50. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ag8fu$mms@login.freenet.columbus.oh.us>
Source record: 77362

Jon D. Melbo (ssilicon@lax.net) wrote:
: On 31 Dec 1996 13:38:39 -0500, lvt-cfc@cyber3.servtech.com
: (christopher f. chiesa) wrote:

: >In article <Pine.SUN.3.92.961224010256.18720D-100000@linda.teleport.com>,
: >Bravo Sierra Computers <bensmith@teleport.com> wrote:
: >>On 19 Dec 1996, Daniel Klugh wrote:
: >>
: >>> Bravo Sierra Computers (bensmith@teleport.com) wrote:
: >>> : On 10 Dec 1996, Daniel Klugh wrote:
: >>>
: >>> : Bob Puff of CSS told me that neither the P:R:
: >>> : Connection nor the 850 Interface can reliably do over 2400 Baud. I have a
: >>>
: >>> I think you mean 9600,not 2400.
: >>
: >>No, I meant 2400. I called Bob Puff and he said trying to exceed 2400
: >>would result in dropped characters.
: >
: >For the record, I have transfered numerous files between my Atari and an
: >Amiga at 9600 baud using, on the Atari, an 850, a null-modem cable, and
: >Kermit65 software. I have never experienced dropped characters in this
: >configuration, and I conclude that the 850 "can" do 9600 when conditions
: >are "perfect."
: >
: >On the other hand, I have never been able to get the SAME Atari-with-850-
: >and-Kermit65 configuration to even so much as establish command-mode
: >communication, with my ZOOM 14.4K modem -- which I normally use from the
: >Amiga at 9600.
: >
: >So: take two computers (Amiga and Atari), set 'em up at 9600 so that
: >they'll communicate successfully with EACH OTHER, and it turns out that
: >the Amiga will talk to the ZOOM modem but the Atari will NOT -- WITHOUT
: >changing the modem settings between Amiga/Atari usages. Graphically:
: >
: >
: > _ MODEM _
: > doesn't _/ _ works
: > work _/ _
: > / \
: > Atari -'\/\/\/\/\,- Amiga
: > works
: >
: >This is strange, asymmetric, and as yet unexplained. Anybody care to

: >offer a theory as to why the third leg of the triangle is a no-go?
: >
: >Chris Chiesa
: > lvt-cfc@servtech.com

: Hi Chris. Sounds to me like you need to chang your Zoom modem
: settings for use with your Atari. First of all, the 850 will not
: handle data any faster than 9600bps. So that means right off the bat
: that you should:

How does anybody know this?
Since the 850 handler won't let you switch to 19.200,how does anybody know
that it won't go this fast?Is there some custom disk 850 handler out there?

: - NOT be using data compression

Why not?

: - set your modem to only work at a maximum of 9600bps

It doesn't really matter since it will never send data to the 850 faster
than 9600.

: - check what kind (if any) flow control the 850 supports
: and set the modem likewise

The 850 has RTS and CTS lines.But it doesn't suport flow control.
The handler ignores these lines,except to report their status to a programme.
It would be up to the programme to implement that,and none do.
Of course,anything can suport XON/XOFF.Kermit-65 does.
But since flow control only matters when uploading Z-modem,and the Atari
can't do that,the whole matter is moot.
(though Kermit-65's flow control DOES help to stop character loss)

: - check on how the 850 treats the CD line from the
modem : and set the modem similarily

It ignores the DCD line.It's up to the programme to monitor it and take
action.

But a programme can't comunicate to the modem and 850 at the same time,
so RTS,CTS,and DCD are ignored in most programmes.
(except BBSes,obviously)

: Your Zoom modem has NVRAM for two stored profiles. You can transfer
: current modem settings to a user profile by doing AT&w0 (for profile
: 0) or AT&w1 for profile 1. To quickly and easily copy a profile into
: the current settings, simply do a ATZ0 or ATZ1.

: Your Zoom modem manual has all the commands and what they do. Or you
: can download it in PDF and possibly other forms from Zoom on their web
: site www.zoomtel.com or directly from Rockwell Intnl.'s semiconductor
: division; www.tokyo.rockwell.com I think. Good luck. If you have any
: specific questions, please feel free to email me at ssilicon@lax.net.

Hopefully they have it in ASCII text!!!
(sheesh!)
--
The Doctor

51. Re: Where to find Atari's in the Lehigh Valley?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970102134500.IAA12779@ladder01.news.aol.com>
Source record: 77363

Jon Mordosky, President of the Lehigh Valley Atari Users Group, gets into this newsgroup occasionally. I'm going to a PRO board that nets with his and let him know that this message exists. He should respond here in a day or two.

52. Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5agjuv$12oc@usenetp1.news.prodigy.com>
Source record: 77364

I can understand why new Apple IIs might be produced. There's a lot of elementary schools out there with software the teachers really like and it's hard to find Apple IIs in the papers now.
As for Atari 8 bits, demand could pick up with all the new stuff being produced for involving PCs in the loop. The Atari Peripheral Emulator and SIO2PC could get people wanting Atari computers to hook up and disk drives to allow easy creation of ATR files. The Atari emulators out there work just well enough to get people interested in getting real Ataris. It'll be interesting to see how it all unfolds.

- bostone

53. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn5cnmpa.a3m.asmolar@nscs.fast.net>
Source record: 77365

>>getting the rights from JTS and re-releasing it? This would be probably
>>be a very expensive endevaur(sp?), so I know it probably won't happen,
>>but it's wishful thinking.
>
>Most of the charm of the Atari 8-bit lied in cartridges and cassettes and
>applications..... and much of the charm of the Apple II was that you
>could open it up and put all kinds of gadgets in it.
>
>No..... this would go over the head of the average consumer. Unless they
>find a way to make it a point-and-click machine, mobody will buy it.

I think Apple did. I remember seeing some GUI on the Apple II that was
patterened after the Mac.

54. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn5cnnhq.a3m.asmolar@nscs.fast.net>
Source record: 77366

On 31 Dec 1996 09:34:49 -0500, Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:

>Aren't you glad that we have access to Black Boxes and MIOs for RS232
>ports rather than having to use a 850 interface clone.But if it were like
>it is on the PC,you have to use a 850 or something identical since PC'ers
>violate the OS constantly.Hence,everyone's stuck with the (relativaly)
>slow RS232 port on the PC.And since there's no opening of devices to let
>the multi-tasking OS know who's using what,multitasking is out the window,
>so to speak.

What are you talking about? My PC's stuck with 115200 BPS serial ports.
They don't get much faster than that (although I've seen 150Kbps ports)
As for multitasking, the PC does it all the time from all the Unix varients
on the Intel to the bumbling attempt at multitasking that Windows does.

Unix knows who's using what, and Windows usually does too. Maybe you're
thinking about MS-DOS and not the PC in general?

55. For Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: John Chmielewski <johnskis@earthlink.net>
Message-ID: <32CC2B30.2AC1@earthlink.net>
Source record: 77367

I am selling an Atari 800XL with 256K ram and a Black Box.

There is also a lot of stuff including a monitor and 40Meg HD. I don't want to list it all here for fear this is not the right place.

If I have posted this message in the wrong area, I apologize to all. Please direct me to the correct area for selling this classic Atari system.

Please leave me E-Mail with your thoughts and an offer if interested.

56. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-02 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5ah9h4$efn@news1.fast.net>
Source record: 77368

jcompton@typhoon.xnet.com (Jason Compton) wrote:

>Ryan 'Gozar' Collins (gozar@kenton.com) wrote:
>: Over in the Apple II newsgroups there is talk of a company re-releasing
>: the Apple //e in a closed system for $150. Since the 8-bit unmodified
>: is a more advanced machine than the Apple //e, has anyone thought about
>: getting the rights from JTS and re-releasing it? This would be probably
>: be a very expensive endevaur(sp?), so I know it probably won't happen,
>: but it's wishful thinking.

>Getting one of the machines ready for production would take quite a bit of
>time and money. Those custom chips have been out of production for...how
>long? Just finding the proper materials and documentation to manufacture
>them--if they exist at all anymore--would be a difficult task.

I beg to differ. Once/IF they found the blueprints, the chips would be
very easy to make (and much quicker, too). In fact, with all the
advances in chip technology, the Atari 800 (or any other 8bit) would
be as small as a PDA.

But seriously, even if they saw what the 8bits could do, nobody would
want one. Why? Because the keyboard is in serious need of a redesign.

>--
>Jason Compton jcompton@xnet.com
>Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
>AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
>'I said, "You wouldn't understand." Take what's yours, be damned.'

57. w: manuals...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6OAy-tnpzHB@peter.soemtron.sb.sub.de>
Source record: 77219

Howdy !

I'm looking for some instructions in text version.

for those games:

-Ultima 1-4
-War in Russia
-Alternate Reality(city)
-FS II
-Boulderdash Construction Set
-Ballblazer
-Tomahawk
-Bakerstreet 221B
-7 Cities of Gold
-Never Ending Story
-Hardball+Fight Night
-Beach Head II
-Solo Flight

thx, for all. Please don't send me www pages ... I don't have an account.

--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

58. Re: Looking for Atari Profibuch

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <5ajiad$2kk$2@news.aros.net>
Source record: 77220

Harald Schoenfeld (hs@undine.physik.uni-erlangen.de) wrote:

: The Profibuch is a book that describes the STs (!) hardware and
: programming.

I was aware of the ST Profibuch; I thought Sybex might have released one
for the 8-bit years ago. But perhaps Markus just accidentally gave me
the wrong title...

59. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5ahq26$ggj@news1.fast.net>
Source record: 77280

nickb@primenet.com (Nick S Bensema) wrote:

>In article <5ah9h4$efn@news1.fast.net>, Randy Kramer <rhkramer@fast.net> wrote:
>>jcompton@typhoon.xnet.com (Jason Compton) wrote:
>>
>>>Ryan 'Gozar' Collins (gozar@kenton.com) wrote:
>>>: Over in the Apple II newsgroups there is talk of a company re-releasing
>>>: the Apple //e in a closed system for $150. Since the 8-bit unmodified
>>>: is a more advanced machine than the Apple //e, has anyone thought about
>>>: getting the rights from JTS and re-releasing it? This would be probably
>>>: be a very expensive endevaur(sp?), so I know it probably won't happen,
>>>: but it's wishful thinking.
>>
>>>Getting one of the machines ready for production would take quite a bit of
>>>time and money. Those custom chips have been out of production for...how
>>>long? Just finding the proper materials and documentation to manufacture
>>>them--if they exist at all anymore--would be a difficult task.
>>
>>I beg to differ. Once/IF they found the blueprints, the chips would be
>>very easy to make (and much quicker, too). In fact, with all the
>>advances in chip technology, the Atari 800 (or any other 8bit) would
>>be as small as a PDA.

>The Atari 2600 chipset was reduced in such a way that "TV Boys" are sold
>in Asia with over a hundred built-in games for a unit price of anywhere
>from US$20 to US$60. About the size of a Genesis controler but with a
>complete 2600 system, joystick, and even joystick ports on some models.

>An Atari 800 or 5200 made like this would rock.

>>But seriously, even if they saw what the 8bits could do, nobody would
>>want one. Why? Because the keyboard is in serious need of a redesign.

>Granted, it doesn't fit the standard 101-key description but if DOS users
>can del with the backslash being in a different place on every keyboard in
>the universe, they can deal with the equals sign where the nub of the
>Enter key should be.

It just seems to me that the 8bits' keyboard is too compact.
If you were typing (in the standard homerow style) and your finger
slipped, you'd be bound to hit enter or those horridly placed arrow
keys. Worse yet, the reset button!

If somebody made a "redesigned" Atari, they should increase the size
and durability of the keyboard.

Other than that, I'm all for a redesigned Atari. Heck, even Nintendo
convinced me to by a redesigned NES.

>--
>N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
>~ ~

>98-KUPD Red Card Holder #710563 WedSpc License #71.0563

60. Re: Looking for Atari Profibuch

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5ahqke$gj5@news1.fast.net>
Source record: 77281

gold@shell.aros.net (Lawrence Gold) wrote:

>In an old e-mail message from Markus Gietzen (author of the XL-IT
>emulator), he mentions that much of his information came from "Das ATARI
>Profibuch".

>Does anyone know where I could obtain a copy?

>Thanks...

No, I've never heard of the book. The books' name does sound german
though, so unless you have a good understanding of german, you may be
out of luck. Markus must be able to understand german (or is german -
take your pick; Markus, if you feel it necessary, correct me...),
which is why he mentioned the book.

Two good books (well, actually three or four) that come off of the top
of my head are:

-Mapping the Atari
-De Re Atari
-The Technical Manuals
-The Atari Basic Source Book

You're probably wondering why I put the Atari Basic Source Book on the
list. Well, if you're planning on writing an emulator, why not type in
Atari Basic instead of copying a rom? Who knows, if you're feeling
brave you could even translate it into x86 assembly or something. That
sure would help make you're emulator one of the fastest.

(Oh, and you'd probably learn a lot about the chips that way also).

BTW: This is all assuming you are planning on programming an
emulator... If not, please forgive me.

61. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5ahrib$gmk@news1.fast.net>
Source record: 77282

jcompton@typhoon.xnet.com (Jason Compton) wrote:

>Nick S Bensema (nickb@primenet.com) wrote:
>: In article <5ah9h4$efn@news1.fast.net>, Randy Kramer <rhkramer@fast.net> wrote:
>: >jcompton@typhoon.xnet.com (Jason Compton) wrote:
>: >
>: >>Ryan 'Gozar' Collins (gozar@kenton.com) wrote:
>: >>: Over in the Apple II newsgroups there is talk of a company re-releasing
>: >>: the Apple //e in a closed system for $150. Since the 8-bit unmodified
>: >>: is a more advanced machine than the Apple //e, has anyone thought about
>: >>: getting the rights from JTS and re-releasing it? This would be probably
>: >>: be a very expensive endevaur(sp?), so I know it probably won't happen,
>: >>: but it's wishful thinking.
>: >
>: >>Getting one of the machines ready for production would take quite a bit of
>: >>time and money. Those custom chips have been out of production for...how
>: >>long? Just finding the proper materials and documentation to manufacture
>: >>them--if they exist at all anymore--would be a difficult task.
>: >
>: >I beg to differ. Once/IF they found the blueprints, the chips would be
>: >very easy to make (and much quicker, too). In fact, with all the
>: >advances in chip technology, the Atari 800 (or any other 8bit) would
>: >be as small as a PDA.

>I double-beg to differ. :) Real world scenario: getting the Amiga from
>Commodore mothballs to full reproduction cost millions of dollars, if not
>tens of millions of dollars--and that was actually with a very large
>inventory of just about every necessary component.

And what company attempted to do this?

>Once you were done, yes, the unit costs would be low. But the initial
>costs would be high--and finding those original blueprints, chip masks,
>etc. would NOT be easy by any stretch of the imagination. Like I say,
>the odds of JTS having these in their possession are not what I'd call a
>sure bet.

Yes, I agree that it would not be an easy feat to accompolish.
Let's just suppose for a moment, however, that JTS or Bushnell or
Tramiel or one of the Atari guys had the blueprints for all of the
chips.

Given the amount of buying and selling going on in this newsgroup
alone, however, would probably enable some company to at least turn a
profit (even if it's a very small profit).

>Case in point: When Activision wanted to make their Commodore 64 15-pack
>CD, they actually had to ask for cracked versions of certain games on the
>Commodore 64 newsgroup. Around the time Activision changed ownership, a
>lot of that stuff was lost. If nobody at Activision can hang on to a
>floppy...

Well, Activision is just plain stupid.

>: The Atari 2600 chipset was reduced in such a way that "TV Boys" are sold
>: in Asia with over a hundred built-in games for a unit price of anywhere
>: from US$20 to US$60. About the size of a Genesis controler but with a
>: complete 2600 system, joystick, and even joystick ports on some models.

>Hey, neat, where can I get one? :)

Yes... please tell.

>The reverse-engineering necessary for such a project was probably
>justified by the sheer number of those units they can sell at such a low
>price.

The same is true with a redesigned 800xl/130xe.

>: An Atari 800 or 5200 made like this would rock.

I totally agree.

>: >But seriously, even if they saw what the 8bits could do, nobody would
>: >want one. Why? Because the keyboard is in serious need of a redesign.
>:
>: Granted, it doesn't fit the standard 101-key description but if DOS users
>: can del with the backslash being in a different place on every keyboard in
>: the universe, they can deal with the equals sign where the nub of the
>: Enter key should be.

>Well, if you were really going to put this much work into it, I'd say
>keyboard layout would be one of the lesser issues.

Yeah... but think about that for a minute. Who in this NG really has
millions of dollars to pay for all of the expenses?

This thread is all just wishful thinking... and boy, how I wish it'd
come true.

>--
>Jason Compton jcompton@xnet.com
>Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
>AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
>'I said, "You wouldn't understand." Take what's yours, be damned.'

62. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5ahqqe$ls1@flood.xnet.com>
Source record: 77283

Nick S Bensema (nickb@primenet.com) wrote:
: In article <5ah9h4$efn@news1.fast.net>, Randy Kramer <rhkramer@fast.net> wrote:
: >jcompton@typhoon.xnet.com (Jason Compton) wrote:
: >
: >>Ryan 'Gozar' Collins (gozar@kenton.com) wrote:
: >>: Over in the Apple II newsgroups there is talk of a company re-releasing
: >>: the Apple //e in a closed system for $150. Since the 8-bit unmodified
: >>: is a more advanced machine than the Apple //e, has anyone thought about
: >>: getting the rights from JTS and re-releasing it? This would be probably
: >>: be a very expensive endevaur(sp?), so I know it probably won't happen,
: >>: but it's wishful thinking.
: >
: >>Getting one of the machines ready for production would take quite a bit of
: >>time and money. Those custom chips have been out of production for...how
: >>long? Just finding the proper materials and documentation to manufacture
: >>them--if they exist at all anymore--would be a difficult task.
: >
: >I beg to differ. Once/IF they found the blueprints, the chips would be
: >very easy to make (and much quicker, too). In fact, with all the
: >advances in chip technology, the Atari 800 (or any other 8bit) would
: >be as small as a PDA.

I double-beg to differ. :) Real world scenario: getting the Amiga from
Commodore mothballs to full reproduction cost millions of dollars, if not
tens of millions of dollars--and that was actually with a very large
inventory of just about every necessary component.

Once you were done, yes, the unit costs would be low. But the initial
costs would be high--and finding those original blueprints, chip masks,
etc. would NOT be easy by any stretch of the imagination. Like I say,
the odds of JTS having these in their possession are not what I'd call a
sure bet.

Case in point: When Activision wanted to make their Commodore 64 15-pack
CD, they actually had to ask for cracked versions of certain games on the
Commodore 64 newsgroup. Around the time Activision changed ownership, a
lot of that stuff was lost. If nobody at Activision can hang on to a
floppy...

: The Atari 2600 chipset was reduced in such a way that "TV Boys" are sold
: in Asia with over a hundred built-in games for a unit price of anywhere
: from US$20 to US$60. About the size of a Genesis controler but with a
: complete 2600 system, joystick, and even joystick ports on some models.

Hey, neat, where can I get one? :)

The reverse-engineering necessary for such a project was probably
justified by the sheer number of those units they can sell at such a low
price.

: An Atari 800 or 5200 made like this would rock.

Sure.

: >But seriously, even if they saw what the 8bits could do, nobody would
: >want one. Why? Because the keyboard is in serious need of a redesign.
:
: Granted, it doesn't fit the standard 101-key description but if DOS users
: can del with the backslash being in a different place on every keyboard in
: the universe, they can deal with the equals sign where the nub of the
: Enter key should be.

Well, if you were really going to put this much work into it, I'd say
keyboard layout would be one of the lesser issues.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
'I said, "You wouldn't understand." Take what's yours, be damned.'

63. Again: Mac/65 + BBK manuals, Speedscript source

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: Richard.Douwes@hcc-lwd.idn.nl
Message-ID: <8eb_9701030509@idn.nl>
Source record: 77284

Last week I sent the MAC/65 manaul to the manual archive, and this week I saw it had arrived.

With the digest having problems, I missed out on last week's postings here. Since then I use Reference.com to receive this group (have EMail only) and have received all messages since 12/24.

So maybe somebody answered this already, but who can provide me with the missing parts in the manual? I believe it was sections 2.4-2.8 I was missing.

When I was looking through my old Atari disks, I also found the Zybex manual (see my other post) and the great BBK programs from A.N.A.L.O.G. I didn't even remember, but I typed in all the manuals/ articles for these too! Now it all comes back to me. I remember I really liked the idea of a "free" editor, database, ml monitor, copier, spreadsheet and game, including the manuals. I wanted to distribute a disk containing all the programs and manuals for a nominal fee. Only one problem: nobody wanted them. Maybe this is my second chance. Anybody want it? Maybe I should upload them to the manual site. Should I also include the UUEncoded program files then?

What about the complete source code for Speedscript? (Even edited out a few mistakes!).

Schreurs brothers: Do you want them on your next CD?

While I'm at it: Is there anybody in the Netherlands who can sell me a disk drive or SIO2PC cable?

When will the digest be back?

What's the meaning of life?

Thank you.

```
_ __ _ _ _ 'Ni', 'Peng', and 'Nuuuu-wom'!
| `_ \ (_) __ | |__ __ _ _ _ __| | (Monty Python and the Holy Grail)
| |_) || | / _|| '_ \ / _` || '_|/ _` |
| _ < | || (_ | | | | (_| || | | (_| | Richard Douwes - NL-9171 LR-37
|_| \_\|_| \__||_| |_|\__,_||_| \__/_| Richard.Douwes@hcc-lwd.idn.nl

--- Blue Wave/Max v2.20 [NR]
--
| Standard disclaimer: The views of this user are strictly his own.
```

64. Again: Zybex manual

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: Richard.Douwes@hcc-lwd.idn.nl
Message-ID: <8e7_9701030509@idn.nl>
Source record: 77285

Please forgive me, I lost the address for the manual site, here's the manual for Zybex and a review I typed in years ago. When the game was brandnew, it was only available on tape. I made a boot disk version of it, and put these 2 text files on side 2 of the disk. I gave it to all my friends who had also bought the tape (of course <G>) and wanted a disk version.

```
************************************************************************
This file contains:
Manual: ZYBEX for ATARI XL/XE
Review: ZYBEX review from ATARI USER, vol. 4 No. 1, May 1988
************************************************************************
ZYBEX for ATARI XL/XE

Simultaneous two player option L 2.99

Battle on your own or with a friend through the planets of the
Czoken system to your final destination- Zybex. The great
variety of weird and wonderful weapons ensure there are hundreds
of variations on blasting your opponents to oblivion.

Atari Program - Brian Jobling
Game Design - Michael Owens & Kevin Franklin
Graphics - Michael Owens

ATARI LOADING INSTRUCTIONS:

Switch off computer. Hold down OPTION key and switch on
computer.
This game is just too good to believe and is about the best
arcade game you can imagine. Brilliant graphics, superb music
and sound effects, and the kind of slick gamesplay that will
have you itching for just one more go. The story has two rebels,
Rinser and Cassalana, on an almost suicidal mission to escape
the nightmare that is Death Row. To earn a stay of execution
they must penetrate the very heart of many strange worlds and
collect from each a teleport crystal. Each crystal gives access
to another fantastic world until the excited player reaches the
Restricted Levels and the ultimate challenge- Zybex itself. The
last, Zybex crystal, is all-powerful, and will ensure your
captors remove the death rings from your necks. Shoot your way
through the bizarre and colourful aliens and find exotic weapons
whose differing powers are a joy to discover and use. Each
weapon delivers an even more powerful blast as you pick up more
of the same weapon type.
```

CONTROLS:

JOYSTICK
1 ICONS and FIRE select one or two players
2 Run through alternative player colours by pressing FIRE when over man/woman icon
3 Do not engage AUTOFIRE on sophisticated joysticks.
4 S-STARTS game
5 Weapons fire automatically

KEYBOARD
SELECT to PAUSE game
START to restart
Pressing OPTION while game pauses takes you back to the title screen

The game always begins on the first level, Arcturus, and each level sees you start with the Orbit Weapon. This bullet-firing gun begins on Fire Power 1 but can be further developed to deliver a constant stream of missiles when the player has the maximum (2) orbiting defence pods. The other weapons are the 8-way, the Pulse, the Wall, and the Rail Gun. This last can be developed into a long pole which cannot be stopped. All these weapons begin on Fire Power 1 but by picking up weapons of the same type each can have its power increased up to Fire Power 2. Fireballs and asteroids cannot be destroyed. At the end of most levels lies a commandship which is difficult to eliminate. The heads of these craft are vulnerable.
When killed the player looses one Fire Power from the weapon carried at the time and assuming there are some spare lives, a new life has the player invulnerable to collision for a few seconds (while the figure flashes).
Extra lives lie in the floating suits and after every 10,000 points. Bomus points, represented by a large floating B, are added up at the end of each level.

Have you tried SPEED ACE, Zeppelin's super motorcycle racing game by the same author, Brian Jobling?

The program code, graphics, music and artwork of this game are the copyright of Zeppelin Games and may not be reproduced, stored or hired without the written permission of Zeppelin Games Limited.
(c) 1988 Zeppelin Games Limited
28 Osborne Road, Jesmond, Newcastle upon Tyne NE2 2AJ
****
ZYBEX review from ATARI USER, vol. 4 No. 1, May 1988

TWO PLAYER DESTRUCTION

Product : Zybex
Price : L 2.99
Supplier : Zeppelin Games, 28 Osborne Road, Newcastle upon Tyne

NE2 2AJ
Tel. : 091-281 4401

AFTER taking a look at the pre-release version of Zybex in the March 1988 issue of Atari User I was delighted when the finished version arrived. Believe me, it was well worth the wait. The game revolves around the fate of two rebels, Rinser and Cassalana. You control them in their bid to escape death row and execution - and before you think or say anything, not the one in Alcatraz.
To do this you have to undertake an almost suicidal mission to the Czoken System.
Once there you have to visit 16 strange worlds and do battle with wave after wave of alien hordes.
If you survive you will be awarded a teleport crystal which allows you access to other planets in the system.
Eventually you will reach the restricted levels and the ultimate challenge- the Zybex itself.
As well as needing the crystals for access to the other planets you are also governed by how many tokens you have collected.
After completing the initial level it is possible to advance up to level 12 in any order you want without a token, but after that you will need three tokens to get to the restricted areas.
These are awarded after the completion of a level. If you survive and retrieve the Zybex, the death rings- placed around your necks by your captors- will be removed.
To help you on the mission you have been given the Orbit weapon with its lowest power level.
As the mission progresses you can increase the destructive force of the Orbit by picking up debris of the same shape that appears on screen after you have blasted an alien wave.
Many different instruments of destruction can be collected including the Rail Gun, the 8-Way, the Wall and the Pulse.
Extra lives are awarded in the same way- simply fly over the spare man when he appears.
The game has an original shooting system. You have built-in auto-fire which allows you to select any of the weapons you have collected by pressing fire to step through them.
In later stages you can have them all going at once- it was a real pleasure watching aliens explode all over the screen under a hail of laser fire.
Your weapons are displayed in two status screens that sandwich the main playfiels- one on each playfield- one for each player.
Another status line near the bottom of the screen shows lives remaining, score and which weapon you are using.
You can have both players on screen at the same time, and luckily you can't shoot each other.
The play area uses a number of graphics modes with a carefully thought out use of colour and superb scrolling. The alien landscapes for the different planets have been beautifully

designed.
Similar games are often criticised about the design and
animation of the hero and aliens, but Zybex doesn't suffer from
any af these faults.
The animation and design of your player is excellent. His arm
jerks back as he fires his weapons and he swings and tucks his
legs as he thrusts upwards or accelerates.
Every alien wave that attacks you is animated its own way: Some
rotate and others pulse as they zoom across the screen.
The game caters for everything you would ever want. The high
Score table has a dual entry mode- two players with two
joysticks can enter their names at the same time.
All game options are controlled using the joystick- all you need
to do is simply highlight the icon you want on the main screen
and away you go.
One of my favourite features is the music. Several pieces are
used throughout, but the main tune is so catchy I found myself
whistling it all day.
A fine finishing touch to a wonderful shoot-'em-up.

Neil Fawcett

Sound.....:10
Graphics.....:10
Playability....:10
Value for money:10
Overall.....:10

--- Blue Wave/Max v2.20 [NR]
--
| Standard disclaimer: The views of this user are strictly his own.

65. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: ab616@chebucto.ns.ca
Message-ID: <5ai6al$ma6@News.Dal.Ca>
Source record: 77286

Nick S Bensema (nickb@primenet.com) wrote:
: No..... this would go over the head of the average consumer. Unless they
: find a way to make it a point-and-click machine, mobody will buy it.

: Sad, really. It would be keen to have an Apple II laptop, for example.

If you use Apple II Desktop, it is a point and click machine. I've
been using it for years this way. It was the forerunner of teh GS but it
is an 8 bit desktop.

Tony

66. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: ab616@chebucto.ns.ca
Message-ID: <5ai7ip$msn@News.Dal.Ca>
Source record: 77287

One further note: Apple is not releasing this computer. A company called The Tiger Learning Computer Company has licensed the II format from Apple for this project. The II was reduced to a single chip used on their 16 bit IIGS (the chip called the MegaII). It is probably this chip that is being used. Tiger is probably counting on families and schools with aging II's that need replacing as well as new sales.

Tony

Tony Cianfaglione (ab616@chebucto.ns.ca) wrote:
: Nick S Bensema (nickb@primenet.com) wrote:
: : No..... this would go over the head of the average consumer. Unless they
: : find a way to make it a point-and-click machine, mobody will buy it.

: : Sad, really. It would be keen to have an Apple II laptop, for example.

: If you use Apple II Desktop, it is a point and click machine. I've
: been using it for years this way. It was the forerunner of teh GS but it
: is an 8 bit desktop.

: Tony

67. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5aibk4$hel@flood.xnet.com>
Source record: 77288

John M. Vogel (jvogel@crl.com) wrote:
: Jason Compton (jcompton@typhoon.xnet.com) wrote:
:
: : Case in point: When Activision wanted to make their Commodore 64 15-pack
: : CD, they actually had to ask for cracked versions of certain games on the
: : Commodore 64 newsgroup. Around the time Activision changed ownership, a
: : lot of that stuff was lost. If nobody at Activision can hang on to a
: : floppy...
:
: Y'know, that is a *very* good point with regards to the old Atari
: software. Do you really think the copyright holders have the actual
: software? On undamaged/backed-up media? Do they have the source
: code accessible? Or do they just have a piece of paper?

I'm sure you'd find every case along the spectrum, from someone who has
their program and source in a personal vault, to the Activisions of the
world who need cracked versions and Atari 2600 game boxes from collectors.
(The Fishing Derby box they have on their 2600 Action Pack packaging has a
PRICE TAG on it. Obviously, its owner wouldn't let them remove it.)

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
'I said, "You wouldn't understand." Take what's yours, be damned.'

68. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5aiblu$hel@flood.xnet.com>
Source record: 77289

Tony Cianfaglione (ab616@chebucto.ns.ca) wrote:
: One further note: Apple is not releasing this computer. A company
: called The Tiger Learning Computer Company has licensed the II format
: from Apple for this project. The II was reduced to a single chip used on
: their 16 bit IIGS (the chip called the MegaII). It is probably this chip
: that is being used. Tiger is probably counting on families and schools with
: aging II's that need replacing as well as new sales.

Ah, right, that Tiger thing.

I'm also fairly certain, but not positive, that VTech has a kid's computer
based on Apple II technology.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
'I said, "You wouldn't understand." Take what's yours, be damned.'

69. Re: Again: Zybex manual

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: morbid@best.com
Message-ID: <5aibu4$ind@nntp1.best.com>
Source record: 77290

Richard.Douwes@hcc-lwd.idn.nl (Richard Douwes) wrote:

>Please forgive me, I lost the address for the manual site

http://www.best.com/~morbid/manuals

The Zybex manual will be posted soon... thanx.

70. Atari 130XE Computer for-sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: William Sikkens <sikkens@knight.reno.nv.us>
Message-ID: <01bbf944$f5bcbce0$ada25ecc@knight.reno.nv.us>
Source record: 77291

```
For Sale:

Atari 130XE Keyboard with XF551 Drive, Atari 1050 Printer, Tape Player, all
hookup cables, Atari 850 Serial Interface and a lot of software. Will
take best offer.

Please e-mail boniface@knight.reno.nv.us.
```

71. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5aibgh$hel@flood.xnet.com>
Source record: 77292

Randy Kramer (rhkramer@fast.net) wrote:
: jcompton@typhoon.xnet.com (Jason Compton) wrote:

: >I double-beg to differ. :) Real world scenario: getting the Amiga from
: >Commodore mothballs to full reproduction cost millions of dollars, if not
: >tens of millions of dollars--and that was actually with a very large
: >inventory of just about every necessary component.
:
: And what company attempted to do this?

Escom AG of Germany, which was the country's second-largest PC cloner,
until their '95 expansion into the UK market cost them hundreds of
millions, and PC inventory devaluation finished them off. The Amiga
didn't quite turn a profit in the roughly 15 months they had it as a
solvent company, but it wasn't their undoing, either.

: Given the amount of buying and selling going on in this newsgroup
: alone, however, would probably enable some company to at least turn a
: profit (even if it's a very small profit).

: >: The Atari 2600 chipset was reduced in such a way that "TV Boys" are sold
: >: in Asia with over a hundred built-in games for a unit price of anywhere
: >: from US$20 to US$60. About the size of a Genesis controler but with a
: >: complete 2600 system, joystick, and even joystick ports on some models.
:
: >The reverse-engineering necessary for such a project was probably
: >justified by the sheer number of those units they can sell at such a low
: >price.
:
: The same is true with a redesigned 800xl/130xe.

Probably not quite as well. The games would be superior, but the costs in
the unit would be higher--more ROM required per game, and more buttons
necessary--these things sound insignificant, but add up in the low-cost
realm...

And if you're talking about a redesign as a computer, you're talking about
a different market altogether. Mind you, I think it would be great, but
wouldn't be the sort of sales a $20-$60 home enterainment system can net.

: This thread is all just wishful thinking... and boy, how I wish it'd
: come true.

The future of computing in a small but significant sector of the market is
in fulfilling the demands of alternative computing users. This is not a
ridiculous premise.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
'I said, "You wouldn't understand." Take what's yours, be damned.'

72. Re: Looking for Atari Profibuch

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: Harald Schoenfeld <hs@undine.physik.uni-erlangen.de>
Message-ID: <32CD0321.5E77@undine.physik.uni-erlangen.de>
Source record: 77293

Randy Kramer wrote:
>
> gold@shell.aros.net (Lawrence Gold) wrote:
>
> >In an old e-mail message from Markus Gietzen (author of the XL-IT
> >emulator), he mentions that much of his information came from "Das ATARI
> >Profibuch".

> Two good books (well, actually three or four) that come off of the top
> of my head are:
>
> -Mapping the Atari
> -De Re Atari
> -The Technical Manuals
> -The Atari Basic Source Book

The Profibuch is a book that describes the STs (!) hardware and
programming.

73. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970103100600.FAA11591@ladder01.news.aol.com>
Source record: 77294

In article <5ag8fu$mms@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

>
>: Hi Chris. Sounds to me like you need to chang your Zoom modem
>: settings for use with your Atari. First of all, the 850 will not
>: handle data any faster than 9600bps. So that means right off the bat
>: that you should:
>
>How does anybody know this?
>Since the 850 handler won't let you switch to 19.200,how does anybody
know
>that it won't go this fast?Is there some custom disk 850 handler out
there?

The 850 will not handle modem comm any faster than 9600 bps, due to its
design. I know. I have already tried reprogramming the ROM.

74. UK to USA Atari 8bit conversion

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: Leah Brooks <leah.brooks@dial.pipex.com>
Message-ID: <32CD78E3.6F6@dial.pipex.com>
Source record: 77295

I need some information on converting atari equipment to work in the US,

I am moving to the USA and I have two atari 800xl's and a 65xe. I know I can just buy new power cables for the power supply, however I am worried about how I will convert the TV output. IS it possible??? can anyone help? otherwise I will have to ship my tv over and have its power supply converted :(

thank you in advance for any help.

feel free to email me a reply direct

S!mon Wells

75. Re: Looking for Atari Profibuch

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bbf97a$bdcbd880$1cdb6686@mnemo.home.innformatik.uni-bremen.de>
Source record: 77296

Lawrence Gold <gold@shell.aros.net> wrote:
> In an old e-mail message from Markus Gietzen (author of the XL-IT
> emulator), he mentions that much of his information came from "Das ATARI
> Profibuch".
> Does anyone know where I could obtain a copy?

Sorry, no. I have one, but I'm not parting with it. It's German, by the
way.

If that is of any help, here's the data:
Das ATARI Profibuch
by Julian Reschke/Andreas Wiethoff
SYBEX-Verlag GmbH, Dï¿½sseldorf
ISBN 3-88745-605-X
291 pages

It contains: Memory Map (similar to Mapping the Atari), Tables (Asm
opcodes, key codes, BASIC opcodes), Pin layouts (ANTIC, GTIA, POKEY, PIA,
external plugs), 800XL circuit layout.

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

76. forsale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <32CD6629.58A8@cris.com>
Source record: 77297

Apple monchrome monitor with cables for Atari 8 bit. $5

Zoom external 2400 data/fax modem $5

Koala Pad with software $5

Star NX10 printer with PR Connector and cables ready for an Atari 8
bit. $20

Paddles $5

box of assorted Atari power supplies.

following original software all for $5 :
European Countries and Capitols cassette in orig box
A+ US History disk in orig box
A+ US Geography disk in orig box
Atari Dos 3
Solar Star
Dropzone
Ninja
Scott Adams adventures 7 through 12
StarRaiders cart and docs
Atari Basic Computing Language cart

Jim Treber
jtreber@cris.com

77. FS: classic consoles, games, and accessories

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: jpherron@copper.ucs.indiana.edu
Message-ID: <5aje6s$b12@dismay.ucs.indiana.edu>
Source record: 77298

I have the following for sale, along with ~50 carts.

Commodore 64, disk drive, colow monitor, cables, power cords, etc

Vic-20, with ~8 game carts, power supply, monitor cable, etc

2 Atari 2600s (one 4 switch, one 6 switch) with all connecting
cables, joysticks, paddles, etc,

1 Sears game console (plays coleco and 2600 carts) with all cables

1 entertainment center, to hold atari console, controllers,
paddles, and cords.

1 Superpong game set, with all necessary cords

I will entertain just about any offer on any or all of this stuff,
email with questions, offers, or a more thorough listing of the condition
and what is included. thanks!
JPH

78. Re: Looking for Atari Profibuch

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bbf997$403df200$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 77299

Harald Schoenfeld wrote:
> The Profibuch is a book that describes the STs (!) hardware and
> programming.

That must be a different one. The "Das ATARI Profibuch" that I have is for the 8-bits.

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

79. 8-bit Equipment for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: bp0267@aol.com
Message-ID: <19970103175600.MAA20429@ladder01.news.aol.com>
Source record: 77300

For sale, 130 XE, 800 XL, two 1040 Disk Drives, Cables, Joysticks, Printer Interface Box and tons of software, on disk and cartridge.

Contact Bob BP0267 @ AOL

80. Hardware & Software for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: bp0267@aol.com
Message-ID: <19970103180100.NAA20560@ladder01.news.aol.com>
Source record: 77301

130 XE, 800 XL, two 1040 disk drives, joy sticks, cables, printer, tons
and tons of software both cartrige and disk.

contact Bob BP0267 @ AOL

81. Re: Looking for Atari Profibuch

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: davepat@total.net
Message-ID: <32cd44b5.0@news.total.net>
Source record: 77302

In article <5ahqke$gj5@news1.fast.net>, rhkramer@fast.net says...
>Two good books (well, actually three or four) that come off of the top
>of my head are:
>
> -Mapping the Atari
> -De Re Atari
> -The Technical Manuals
> -The Atari Basic Source Book
>
>You're probably wondering why I put the Atari Basic Source Book on the
>list. Well, if you're planning on writing an emulator, why not type in
>Atari Basic instead of copying a rom? Who knows, if you're feeling
>brave you could even translate it into x86 assembly or something. That
>sure would help make you're emulator one of the fastest.

Yes, but translating Basic to x86 would mean that Atari progs that tap into routines in BASIC (not necessarily legally) wouldn't work. Just what we need - more incompatibilities. On the plus side, we culd drop the perennial copyright thread from the newsgroup.

--
David A. Paterson
http://www.geocities.com/SunsetStrip/Alley/1878
--
Remember when the music
Came from wooden boxes
Strung with silver wire?
- Harry Chapin

82. Re: Help needed with XL-IT emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32cd5079.5740925@news.networx.net.au>
Source record: 77303

Michael Pusateri <mike_pusateri@studio.disney.com> wrote:

>First of all, thank you to all of those that have kept Atari alive over
>these long years. A fine 800 was my first computer and what I took to
>college with me. I'll never forget typing reports on Text Wizard!
>
>Having just discovered the world of emulators, I am feverishly trying to
>get one working on my PC. I am using XL-IT on a Pentium running Win95
>(boo, hiss, I know, but it gets my work done :))
>
>Here are my questions:
>
>1. How does the XL-IT interact with the soundboard? I get no sound and
>haven't found any instructions on how to set it up.
>
>2. When I try to run MULE (tied with Return of Heracles for best game
>ever) it says that I have paddles, not a joystick hooked up. Without a
>joystick, I can't run the game.
>
>3. I can't seem to get IMAGEMAN to convert foo.bin to foo.atr. Does a
>manual for IMAGEMAN exist? I am desperate to play Star Raiders. I'd be
>indebted to anyone with a working STARRAID.ATR file.
>
>Thanks in advance. Any help would be appreciated.
>
>No, I can't simply buy an old Atari and play it on that, my wife already
>said no.
>

Getting sound to work is something I'd like to do. I have a
Soundblaster Pro clone card, and I'm able to get sound using version
0.14 of XLit, but 0.16 refuses to work. As far as I know it gets the
settings of your sound card from the "SET SOUND" environment variable
(ie: SET SOUND16= A220 I5 D1 T4). But I don't use WIN 95 so how that
goes for you I don't know.
As for M*U*L*E using paddles, It seems that you might be booting to
the old OS?. I've found that MULE only likes the pure XL mode (I have
2 OS's built into my 130XE, one acts like a translator which MULE
hates).
Imageman? and what is the "FOO.BIN"? I know Imageman is an ATR
utility, but I don't think that it works as intended. I have tried to
use it to extract files out of ATR images, and place them into ATR
images, but the program quits when trying to extract over 3 files. I
made up 184k images and placed EXE files into them for my ATARI to try
out, but the files were not accessable- I get error 165 or something

like that. So my thoughts on "Imageman" - don't bother....

If you want a working ATR with Star Raiders- check my Home Page
(hopefully listed at the end).

No REAL Atari? Hmmm, bummer- there's nothing like it :)

Steve...

ATARI.."Power with out the Price": means more today than ever
---
http://www.geocities.com/SiliconValley/Heights/9364/index.html

83. Re: What's the best boot loader?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32ce50ef.5858739@news.networx.net.au>
Source record: 77304
Body handling: Inline uuencoded payload not displayed: WARP1050.ARC; Inline uuencoded payload not displayed: WARP1050.COM

lbarber@sonymusic.com (Leon Barber) wrote:

>In the 800 days, on most of my disks with binary files,
>I had a menu program called "Binary File Loader" which
>sadly didn't work when I upgraded to a 130XE without
>the Translator. I wanted to put boot sector loaders on
>those disks, but the 2 or 3 I came across were single
>density only. There was a nice one that let you type
>full text descriptions for the files and stored a lookup
>table somewhere else on the disk. Are there any good
>menu loaders for double density disks? I know some games
>want DOS resident, but I want a menu that's the most
>compatible first, and looks good second.
>
>Thanks for any info.

Ok, I've attached the file WARP1050.COM, and also an ARCed copy of the file- just in case the COM file gets stuffed up in the upload.
When you run this on the ATARI, [L]oad the file from DOS. You will be at the menu screen. The first thing to do is FORMAT a disk to use- select "init disk". You can select either single/enhanced/or DOUBLE density. After doing this you must exit to DOS (probably reboot- this is the easiest way). [C]opy the files you want to place onto the disk- you can place EXE/BIN/COM/ and BAS (yes it will load basic files too!!). After copying the files, you MUST remember to LOCK ALL FILES- or the WARP1050 program will NOT see the files on the disk. This information is NOT listed in the program, it took me weeks to figure out WHY the program didn't work, untill I accidently locked one of the files and YES it WORKED!!
Ok, now that you have done all this, you run the WARP1050 program, select the "Name Input" function, and type in a description of each file AS THEY COME UP! If you press ENTER accidently, you will have to start over.. and try not to make the descriptions too long, cause sometimes it tends to overwrite itself, but these cases don't happen often..
Phew, after doing all this it's time to see if it's gonna work! I've found that most games etc will run fine with it, but there are a few around that seem to defy ANY loaders.
Anyway, enjoy.... It's in Ultra Speed too if your Disk drive is capable. I've got almost ALL my EXE/COM's using this loader. I've even got a version for the old 810 HAPPY drive in WARP speed if anyone's interested....

Steve..

ATARI.."Power with out the Price": means more today than ever
---
http://www.geocities.com/SiliconValley/Heights/9364/index.html

[Inline uuencoded payload not displayed: WARP1050.ARC]

[Inline uuencoded payload not displayed: WARP1050.COM]

84. docs

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <32CD6718.77B3@cris.com>
Source record: 77305

I have some original docs but the software has come up missing. Can anyone use these?

Missile Command
Facemaker
Math Encounter
Linking Logic
Recipe Search and Save
Kids on Keys
Newsroom
Joystick Scetchpad
Journey to the Planets
Fraction Fever
SynFile +
S.C.R.A.M.
1050 owners manual
Atari Music Composer

Jim Treber
jtreber@cris.com

85. atari 8 bit computers FS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: kickass@users.jaxnet.com
Message-ID: <5ajkuj$2ab@ns2.southeast.net>
Source record: 77306
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

```
atari 400 w/ power supply, $20
atari 800 w/ power supply, $25
atari 800xl w/ power supply, $30

S&H not included. Take $5 off w/ no power supply.

Thanks for looking! keep the spirit alive!

| | |
/ | \

Zilla
KDK
```

86. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: JEDI
Message-ID: <5aj8nr$nu8@lana.zippo.com>
Source record: 77307
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

```
In article <01bbf822$5e63dcc0$259a37ce@quantex-200>, "Ron says...
>
>Toad is about the ONLY company tha still regards Atari computers as real
>computers. Most of you guys still think of Atari as nothing more than a
>game platform and sell them as a simple game server. Its the users of Atari
>computers who have driven the prices down in private sales. A guy buys a
>1040 for $700 and a few years later nobody will pay more than $50 for it.

Not just a few years later... 8 YEARS later.
RAM is dirt cheap, the disk drive is obsolete & the CPU is
nearly 20 years old. 50bux is about right.

Demand is another matter.
```

87. Atari 8-bit emulation?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: jyoung@sirinet.net
Message-ID: <5ahv29$je8@ns2.sirinet.net>
Source record: 77308

Is there a decent 8-bit emulator (shareware/freeware preferably) with sound support out there? Without building a pokey card?

88. Kermit-65 and hish speed modems:A winning combination!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ajinc$47f@login.freenet.columbus.oh.us>
Source record: 77309

Well this is interesting.

If you've ever used Kermit-65 and newer term programmes like Ice-T and
FlickerTerm-80,you might think of Kermit as obsolete and slow.
But Kermit-65 suports one thing that they don't,XON/XOFF flow control.
With a high speed modem,you can use Kermit-65 and NEVER lose characters.
Even at 9600 on a P:R:Connection!
Also,the kermit protocol sends control characters without actually sending
them.(it sends a "escape code" that represents them.The escape code
doesn't actually have a ESC in it)
So ^S and ^Q in a file won't cause your modem to abort.And no garnage at
the end of a file like you get with Ice-T's X-modem.
And conversion of text files as well.
Just set your modem to XON/XOFF flow control,set Kermit-65 with
SET FLOW-CONTROL ON.
Hayse modems are set with AT&K4.
(or AT&K2???)

--
The Doctor

89. GZ file Format

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <01bbf9c4$924ac320$ba200bce@jbk2>
Source record: 77310

I've downloaded a few files from the internet for my Atari 8 bit that have
a long filename and a .gz extension. How do I uncompress it and where can I
get ahold of the program?
-thanx-

90. 6502 assembly

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: Trevin Beattie <trevin@xmission.com>
Message-ID: <32CDBCFC.5C0@xmission.com>
Source record: 77311

Does anyone have detailed documentation on the undocumented opcodes in a 65C02 processor? I found one list on the net, but it's incomplete and has some errors. What I lack is a list of condition codes affected by each instruction and details on how some of them use the registers.

Also, if anybody has a copy of the Atari Assembler/Editor cartridge, I could sure use it.

Trevin Beattie "Do not meddle in the affairs of wizards,
trevin@xmission.com for you are crunchy and good with ketchup."
{:-> --unknown

91. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <CRdzyMezGC1Q092yn@kenton.com>
Source record: 77312

In article <5ai7ip$msn@News.Dal.Ca>,
ab616@chebucto.ns.ca (Tony Cianfaglione) wrote:
> One further note: Apple is not releasing this computer. A company
>called The Tiger Learning Computer Company has licensed the II format
>from Apple for this project. The II was reduced to a single chip used on
>their 16 bit IIGS (the chip called the MegaII). It is probably this chip
>that is being used. Tiger is probably counting on families and schools with
>aging II's that need replacing as well as new sales.

<DREAM>
This is what I could see if a company did want to re-release the 8-bit.
Consolidate the entire 8-bit chip set into one chip, include 256K Ram,
and allow a software switch to run at a faster speed. Instead of Basic
it should include Action!.

This design could incorporate the Gumby upgrade to allow stereo sound,
and the second PIA modification to allow more digital inputs and
outputs.

Actually, if only this chip was produced, I'm sure there would be a lot
of electronic hobbiests that would love to use the chip in products,
especially if this could be sold for under $30. This price would allow
a home computer version to be sold for under $99.

</DREAM>

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
---

92. midi and atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: caul@concentric.net
Message-ID: <caul-0301972307450001@news.concentric.net>
Source record: 77313

Hello!
Is it possible to do midi sequencing with an atari 800? Any info
would be appreciated!
Thanks!

93. Atari/Apple Hard/soft for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: bede0005@gold.tc.umn.edu
Message-ID: <bede0005-0301972348450001@pub-31-a-194.dialup.umn.edu>
Source record: 77314

Below is a list of Hardware, Software, and Manuals I have for sale or trade:

Want to get:

IIGSFuture Sound card
or other GS Sound Card

Want to make go away :)

Manuals

Apple
Writer's Choice Elite $3.00
//e 80 Column Text Card $3.00

Atari
How to use Visicalc, Supercalc "An Alfred Handy Guide"
Understanding Atari Graphics "An Alfred Handy Guide"
Atari Home Computer and Acc Brochure
Your Atari Computer (400/800) "McGraw Hill)
Atari Basic
Disk Operating System II
Compute's First Book of Atari
Computes Second Book of Atari
Mapping the Atari (Compute)
--all books $3.00

Software
with Docs

Apple

Zork I 5.25 (with Invisiclues and map) $6.00
Apple System Utils and Prodos User's Disk
Dos 3.3 system master
PFS: File with spare
Solidus International Macrotory Ver 1.1 (works w/ 64k II+)
Accounting Plus II
Accounts Payable
Accounts Receivable
General Ledger
System/Control
-make offer

Atari

Cart
Defender
Space Invaders
Pac-Man
Galaxian
Music Composer
Tape
Frogger (Tape and Disk)
Tariterm (comm prog)

Disk
MegaFont II
Track Attack!
SAM
Printshop (quick reference card (hah even the receipt)) $10.00
Chess (box also)
Preppie (game)
Each disk, tape or cassette $4.00 except those marked how about
$20.00 for all of them
No Docs
Atari
Cart
Centipede $3.00
Star Raiders $3.00

Tape
Shooting Arcade
Baja Buggies
$2.00 ea or $3.00 for both
Disk
Bank Street Writer
Choplifter
$2.00 ea or $3.00 FOR BOTH

Apple
Applesoft Sampler
Apple Presents....Apple
Dos 3.3 Sample programs
II computing Vol 2 No 2
Compute! Disk
Vol 8 No 9-11 thru Vol 10 no 3-4
Apple Applications disk Fall/Winter 1986
Spring/Summer 1987
--make offer on whole group or individual disks

Hardware

Apple
Disk II Drive $10.00
Disk II Interface Card $5.00
ImageWriter II $55.00
Apple Memory Expansion Card (256k) //gs $6.00.

Atari 1010 Tape player w/docs $8.00
pair of wico "command control" joysticks $10.00 pr

all hardware shipping is extra, software it is included unless noted otherwise

94. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5akumm$imi@nnrp1.news.primenet.com>
Source record: 77315

In article <CRdzyMezGC1Q092yn@kenton.com>,
Ryan 'Gozar' Collins <gozar@kenton.com> wrote:
>
><DREAM>
>This is what I could see if a company did want to re-release the 8-bit.
>Consolidate the entire 8-bit chip set into one chip, include 256K Ram,
>and allow a software switch to run at a faster speed. Instead of Basic
>it should include Action!.
>
>This design could incorporate the Gumby upgrade to allow stereo sound,
>and the second PIA modification to allow more digital inputs and
>outputs.
>
>Actually, if only this chip was produced, I'm sure there would be a lot
>of electronic hobbiests that would love to use the chip in products,
>especially if this could be sold for under $30. This price would allow
>a home computer version to be sold for under $99.
>
></DREAM>

To be perfectly honest, I could possibly see a one-chip computer as being useful for electronics hobbyists who want to be able to lead two pins to a video output and another bundle to a keyboard or keypad, and modify their 6502 code on the fly.

One boast of old computers is that wiring this and that to one of the ports and running a few lines of code will allow one to operate appliances or weather equipment or such things. Seems a bit pointless to need a two-pound keyboard-sized box of old chips and a floppy drive to do what a 6502 and an EPROM can do. With an entire computer, such as the Apple II, integrated onto a chip, it would probably be easier to make such applications and devices.

For example, in ANTIC there was published some lie detector that worked through the joystick port. So you program the software for it in 6502 on the Atari. When you're all done, you burn your program into a ROM like you would for a cartridge. Then you make an Atari. You get a circuit board, slap in the 6502, slap in the ROM, slap in some RAM wherrever you need it, and hook all that up to the custom chip. Then cut off the DB9 cable from your lie detector and wire the PCB from it to the custom chip. Wire the "other joystick port" to some buttons for input and pipe the video out into a small portable TV.

The Commodore 64 and Apple II would be much better suited for things like this, however, because their hardware information is much more readily

available. Compare the number of people who own the Commodore 64/128 Programmer's Reference Manual to those who own De Re Atari (because Atari's ref manual sucks). Perhaps a whole other 6502 chipset, or at least another operating system could be written for this purpose.

Of course, I'd like to disqualify everything I've just said by stating I have no formal training in electronics and I don't even know how to solder, I've only "heard things". But someone who does know about this stuff can probably see what I'm getting at and tell us exactly why it's a load of bull.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

95. Atari 1027 printer for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: smf@laker.net
Message-ID: <5ak7ro$s9b@jimmy.zippo.com>
Source record: 77316

```
Atari 1027 printer with original box.
Make offers to smf@laker.net
```

96. XL BOSS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32cd9900@pianosa.demon.co.uk>
Source record: 77317

Whilst reading the usual rubbish I find here, Bill Bragg wrote something
interesting to All about XL BOSS:

Hello Bill,

BB> I just found an unopened XL BOSS and I'd like to know if anyone uses
BB> this item. It's by 'Allen Macroware' and it's apparently a replacement
BB> Anyone seen these before or remember if they were any good? --Bill

I certainly remember the XL Boss, although I never owned one. As you said,
they're very similar to OMNIMON. Sadly, I don't recall what any review at the
time had to say about it.

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... I'll step on your face, on your mother's grave, never underestimate me
I'm nobody's fool. - Lookin' After No. 1; The Boomtown Rats

97. ATARI equipment MUST SELL!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-03 00:00:00 UTC
From: terry.ortman@fantasy.com
Message-ID: <c5.6231.42@fantasy.com>
Source record: 77318

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $50.00 or best offer. These SELL AT Video 61 for $49.95 used.

ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4 disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5 floppies, any IBM compatible printer, modem port for using any RS232C compatible external modem, includes Auto-Term Disk for Atari computers, CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS master Disk, CP/M Supplement Manual, modem cable, printer cable, original cost $695.00 for the ATR8000 Basic system, printer cable $39.95, Modem cable $39.95, asking $90.00.

Dual Floppy Disk Drives in case with power supply and cooling fan, connecting cable, for above ATR8000 or any IBM compatible computer. Case can hold 4 half height 5.25 floppies, original cost $895.00, Case alone is worth $89.95 at most supply companies, asking $55.00.

Both ATR8000 and Dual Disk Drives, $125.00

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $100.00 for both of them. Again, these sell, each $49.95 at Video 61.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes power supply, original cost $179.95, asking $75.00. These sell at Video 61 for $74.95, same price.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks, valued at $25.00 each. Asking $250.00 for the entire package. These are not currently available anywhere else that I know of.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific programs, already wired for Turbo-816 installation, just need to

re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the 256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for $59.95.

Supra External 2400 Baud Modem, includes powewr supply, no manual, Hayes Compatible, requires 850/P:R:/ATR8000, asking $30.00

ATARI RELATED MAGAZINES, Found this unopened box that I had boxed up for a person, but then he never sent the order in:

ATARI EXPLORER, February 1985, Cover Price $3.00
ATARI EXPLORER, April/May 1985, Cover Price $3.00
ATARI EXPLORER, Summer 1995, Cover Price $3.00, $3.95 Canadian
ATARI EXPLORER, Winter 1986, Cover Price $3/$3.95 Canadian

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Sept/Oct 1986, Cover Price $2.95 $3.95 Canadian

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Nov/Dec 1986, Cover Price $2.95 $3.95 In Canada

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Spring 1987, Cover Price $2.95 $3.95 In Canada

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Summer 1986, Cover Price $2.95 $3.95 In Canada

The Above Magazines are in good/fair confition. They are from the same collection the above 1027, 1050, are from, the previous owner suffered a stroke and asked me to dispose of these for him, as he has moved, and I am asking FAIR MARKET VALUE, as can be seen from the prices sent to me by Video 61, who seem to use the Internet and stocks and sells Atari equipment, Video 61 may send me an offer on these then, as I need the cash.

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE BADLY someone has to have one, or a trak double-sided slave drive. MAKE OFFERS!!

Internet: terry.ortman@fantasy.com (Terry Ortman)
This message was processed by NetXpress from Merlin Systems Inc.
---

98. Need help!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: rbennett@jagunet.com
Message-ID: <5ak6lo$e8v@skydiver.jaguNET.com>
Source record: 77221

I'm trying to load Alternate Reality - The City using XL-it. I can
run AR-The Dungeon just fine, but whenever I try loading AR-The City,
it doesn't want to load Disk 1, side 2.

I've tried converting the .atr files over to .xld

I've tried getting new copies of the .atr files.

Nothing seems to work.

Any Suggestions?

R.R. Bennett
rbennett@jagunet.com
R.R. Bennett (rbennett@jaguNET.com)
Editor, Dragon's Lair Webzine
http://www.jaguNET.com/~rbennett/dragon.htm
Science Fiction, Fantasy, and Horror

99. Re: Atari 8-bit emulation?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: rbennett@jagunet.com
Message-ID: <5ak6cr$e8v@skydiver.jaguNET.com>
Source record: 77222

jyoung@sirinet.net (RainOsteel) wrote:

>Is there a decent 8-bit emulator (shareware/freeware preferably) with sound
>support out there? Without building a pokey card?

Actually, yes. XL-it is great!

R.R. Bennett (rbennett@jaguNET.com)
Editor, Dragon's Lair Webzine
http://www.jaguNET.com/~rbennett/dragon.htm
Science Fiction, Fantasy, and Horror

100. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32cdbff3.5419816@news.inc.net>
Source record: 77223

On 2 Jan 1997 07:08:30 -0500, dklugh@freenet.columbus.oh.us (Daniel
Klugh) wrote:

>Jon D. Melbo (ssilicon@lax.net) wrote:
>: On 31 Dec 1996 13:38:39 -0500, lvt-cfc@cyber3.servtech.com
>: (christopher f. chiesa) wrote:
>
>: >In article <Pine.SUN.3.92.961224010256.18720D-100000@linda.teleport.com>,
>: >Bravo Sierra Computers <bensmith@teleport.com> wrote:
>: >>On 19 Dec 1996, Daniel Klugh wrote:
>: >>
>: >>> Bravo Sierra Computers (bensmith@teleport.com) wrote:
>: >>> : On 10 Dec 1996, Daniel Klugh wrote:
>: >>>
>: >>> : Bob Puff of CSS told me that neither the P:R:
>: >>> : Connection nor the 850 Interface can reliably do over 2400 Baud. I have a
>: >>>
>: >>> I think you mean 9600,not 2400.
>: >>
>: >>No, I meant 2400. I called Bob Puff and he said trying to exceed 2400
>: >>would result in dropped characters.
>: >
>: >For the record, I have transfered numerous files between my Atari and an
>: >Amiga at 9600 baud using, on the Atari, an 850, a null-modem cable, and
>: >Kermit65 software. I have never experienced dropped characters in this
>: >configuration, and I conclude that the 850 "can" do 9600 when conditions
>: >are "perfect."

No one notices anything dropped when an error corecting transfer
protocol is in use.

>: >
>: >On the other hand, I have never been able to get the SAME Atari-with-850-
>: >and-Kermit65 configuration to even so much as establish command-mode
>: >communication, with my ZOOM 14.4K modem -- which I normally use from the
>: >Amiga at 9600.
>: >
>: >So: take two computers (Amiga and Atari), set 'em up at 9600 so that
>: >they'll communicate successfully with EACH OTHER, and it turns out that
>: >the Amiga will talk to the ZOOM modem but the Atari will NOT -- WITHOUT
>: >changing the modem settings between Amiga/Atari usages. Graphically:
>: >
>: >
>: > _ MODEM _
>: > doesn't _/ _ works

>: > work _/ _
>: > / \
>: > Atari -'\/\/\/\/\,- Amiga
>: > works
>: >
>: >This is strange, asymmetric, and as yet unexplained. Anybody care to
>: >offer a theory as to why the third leg of the triangle is a no-go?
>: >
>: >Chris Chiesa
>: > lvt-cfc@servtech.com
>
>: Hi Chris. Sounds to me like you need to chang your Zoom modem
>: settings for use with your Atari. First of all, the 850 will not
>: handle data any faster than 9600bps. So that means right off the bat
>: that you should:
>
>How does anybody know this?
>Since the 850 handler won't let you switch to 19.200,how does anybody know
>that it won't go this fast?Is there some custom disk 850 handler out there?

>
> : - NOT be using data compression
>
>Why not?

Well, say if the 850 cannot handle a data rate more than 9600bps, and
the modem has a 9600bps connection, with data compression then the
modem will end up transfering more data than 9600bps. This obviously
would exceed what the 850 can handle.
>
>: - set your modem to only work at a maximum of 9600bps
>
>It doesn't really matter since it will never send data to the 850 faster
>than 9600.

It sure might try to.
>
>: - check what kind (if any) flow control the 850 supports

>: and set the modem likewise
>
>The 850 has RTS and CTS lines.But it doesn't suport flow control.

That is simply but one kind of flow control. There is also xon xoff.

>The handler ignores these lines,except to report their status to a programme.
>It would be up to the programme to implement that,and none do.
>Of course,anything can suport XON/XOFF.Kermit-65 does.
>But since flow control only matters when uploading Z-modem,and the Atari
>can't do that,the whole matter is moot.
>(though Kermit-65's flow control DOES help to stop character loss)

First, there is a Zmodem for Atari. Second, you admit that it matters
in Kermit. And thirdly a file transfer through a protocol looks just
the same to the modem and the serial port on the 850 (simply data in
and/or out) as any other data exchange, the only exception being that
the data flow is more busy. It is the term software or what have you
that distinguishes between a protocol and regular data exchange.

>
> : - check on how the 850 treats the CD line from the
>modem : and set the modem similarily
>
>It ignores the DCD line.It's up to the programme to monitor it and take
>action.

Okay okay. So what I should have asked instead of how the 850 looks
at it I should have asked how the 850 _combined_ with his term
software of choice looks at the signal lines. Whatever that
combination supports or expects is how the modem should be configured.

>But a programme can't comunicate to the modem and 850 at the same time,

Huh? A program can't communicate to the modem at all but THROUGH the
850.

>so RTS,CTS,and DCD are ignored in most programmes.
>(except BBSes,obviously)

How about his favorite term program?

>: Your Zoom modem has NVRAM for two stored profiles. You can transfer
>: current modem settings to a user profile by doing AT&w0 (for profile
>: 0) or AT&w1 for profile 1. To quickly and easily copy a profile into
>: the current settings, simply do a ATZ0 or ATZ1.
>
>: Your Zoom modem manual has all the commands and what they do. Or you
>: can download it in PDF and possibly other forms from Zoom on their web
>: site www.zoomtel.com or directly from Rockwell Intnl.'s semiconductor
>: division; www.tokyo.rockwell.com I think. Good luck. If you have any
>: specific questions, please feel free to email me at ssilicon@lax.net.
>
>Hopefully they have it in ASCII text!!!
>(sheesh!)
>--

Yes they do, or did. I got some text files back when those were
supported. They used to do 'em all in Word for Win, Text, Post
Script, and such. Now they just put stuff in PDF. I have text file
manuals for Rockwell based older 14.4 & 28.8 modems.

Want 'em, anybody want them posted in the newsgroup?

Cheers,

Jon

101. Atari reasources online

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: Simon Wells <simon.wells@dial.pipex.com>
Message-ID: <32CE4A8A.316C@dial.pipex.com>
Source record: 77224

Can you help.

I have been offline for quite sometime, and inadvertantly lost my bookmarks, can anyone give me some pointers to other atari 8-bit, or jaguar reasources online?? especially newsgroups, as I can only remeber this one.

thank you in advance

S!mon Wells

102. Re: Assembler, Action!, and copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: Fred Thompson <fhthomps@concentric.net>
Message-ID: <01bbf9fa$3989e820$158c9bcf@crc3.concentric.net>
Source record: 77225

Close.

When I looked into it (as a software publisher) I found out a few things.

For example, shrink-wrap licensing has only held up in the courts of two states. I can't remember exactly which ones, but the names started with the letter M. (Mississippi and Missouri?) Anyhow, it boils down to the idea that by opening a package you are subject to what is printed on it. Doesn't hold up, no signature.

Also, so often people go on crusades about software copyrights and it's a black-and-white issue to them but...they'll slide through a stop sign. Or video tape a broadcast show (other issues apply there.)

Wether or not something is copyrighted is one issue.

The real question is if somebody will seek damages. Highly doubtful for Atari 8-bit software. Copyrights exist to protect the author's rights. Proving there is a market value is another.

103. Re: Old Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: dritter@lightspeed.bc.ca
Message-ID: <32cdfb45.3451106@news.teleserve.ca>
Source record: 77226

On Mon, 30 Dec 1996 12:01:12 +0100, Adam Billyard <ads@csl.com> wrote:

>I've been trawling thru all the old Atari games trying to get a feel for
>how "good" they really were. Since I'm still in the (PC) games
>business, I thought it might be fun to look back at the supposed "golden
>years". My overall impression is that most games back then (I include
>my own) were absolutely dire. Its not that the graphics were that much
>more crude, its more that most of the games had no understanding of
>gameplay, of closure, of UI issues. There are some notable exceptions
>but its interesting to realise that just as now, there was such a large
>proportion of rubbish being passed off as "games". Yet there seems to
>be a common belief that games in years past were somehow better, purer
>etc etc. Where does such a view come from?
>
I know what you mean. I think it's not that games were that much
better. But that we were different. We were young and exploring the
computer. It was new. It was a novelty. And when your young
everything looked bright and better. However there are qualities in
those old games that game maker have forgotten. Mainly imagination.
I'm quite discusted when I go to arcades lately. Most of the games
are running on the same themes. The martial arts ones are the worst.
That has been done. However with more and more violence today. And
thats a lot of the problem. Game makers seem to think you have a
better game when you add more gore. But think about some of the old
games and how they were imaginative. Pacman. Joust. Pitfall 1 and
2. Hero. These games had imagination that you see rarely these days.
There are some exceptions like Earthworm Jim and the new Pitfall but
they are generally the exception. My recomendation is to try to think
up something involving but overall fun and a game you can't take too
seriously. Simulations of reality are great sometimes. However a lot
of the time we want to escape from reality. Put in more variations on
themes in games. And not just the same things weve all beens seeing
for years now.

By the way you didn't say who you were. Are you a games programmer?

L8ter 8-)

104. Re: SIO2PC/APE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: dritter@lightspeed.bc.ca
Message-ID: <32ce0195.5067080@news.teleserve.ca>
Source record: 77227

On 31 Dec 1996 07:52:49 GMT, guy1015@aol.com (GUY1015) wrote:

>
> While at the time the SIO2PC sound like a good thing for the 8bit, HD
>where to high a price for the average person. But these days its a Poor
>Mans hard drive.
>Its stupid or even SICK to see my Pentium 120 serving files to my 8bit..
>I dont see the Logic here.
>
>Get a MIO/BB or KP interface and let the CLONE ALONE.
>
>
The problem with that is that you're often downloading software for
your 8bit with your Pentium. At least I am.

105. Coding Oddity II: The Wrath of VBI

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5al4gh$s0i@nnrp1.news.primenet.com>
Source record: 77228

I solved my little problem.

I changed my VBI into a DLI and it magically fixed itself.

So I cleaned up all the sloppy code and it all still works. I even got a couple scrolls working... I just have to put text in them and make them reset when they're done, right now they just scroll through the data for the software sprites and such, and the little tables. The software sprites are running across my little background and I really am surprised I got this far.

But I'd rather have a VBI. What did I do wrong? I set 546 and 547 and enabled them, and they run. Then they invariably blow the whole program. Half the time it works, half the time it doesn't. I thought it was the addition of other DLI's, but no. I have FIVE of them running and they take up half my CPU time, almost. Perhaps I'll use even more. But I think I'd be better off if I at least set the colors for the top half of the screen in a VBI instead of a DLI on the first scanline.

By the way, I make sure all the DLI's are in the right place by setting the DLI to a certain routine, but I don't enable them until just before that scanline comes up, so don't worry about my plan suddenly falling apart.

Now I just need a fricken logo and music. I hope I can find some skilled people on IRC. Maybe I'll ask Kibo to loan me one of his nasty fonts.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

106. Re: GZ file Format

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: Nelson Nieves <Nelson@cybernetworking.com>
Message-ID: <01bbfa1b$992dd7c0$0100007f@computer1.cybernetworking.com>
Source record: 77229

Jim Klein <jklein@isd.net> wrote in article
<01bbf9c4$924ac320$ba200bce@jbk2>...
> I've downloaded a few files from the internet for my Atari 8 bit that
have
> a long filename and a .gz extension. How do I uncompress it and where can
I
> get ahold of the program?

I believe that .gz is a compressed unix file format.

Nelson

107. Re: Assembler, Action!, and copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: morbid@best.com
Message-ID: <5albob$bm3@nntp1.best.com>
Source record: 77230

Bill Wilkinson <BillW@Asymetrix.com> wrote:

>The only person with the AUTHORITY AND RIGHTS to release the
>manuals OR THE SOFTWARE for EITHER Mac65 or Action! is Mike
>Hohman. He purchased the products, INCLUDING the copyrights,
>from ICD who purchased them from us.

>Mike is also known as "Fine Tooned Engineering". I haven't
>seen him around lately, email-wise, though he used to be
>available at "FTOONED@delphi.com" and "FTOONED@CRL.com"
>if anybody wants to get LEGAL reprint (or whatever) rights.

>I saw the message re Action! being for sale for $50 from
>CSS in New York. Before buying, be sure they are legal
>copies. Support those who are still trying to legally
>support the 8-bit market.

Hey Bill... You are the only one I know who complains about manual archives. Besides mine, there are more manual archives that are bigger and even include software images as well! Why hasn't anyone complained??? Simple: THERE'S NO BENEFIT!!!

As much as people are suing nowadays, people simply don't sue for the heck of it. Lawyers cost mucho $$$ and no idiot is going to sue for damages only to have his "winnings" sapped by the lawyer for fees. Heck, they'll prolly lose money in the process. Sound beneficial to you?

If my manual archive makes you worry, look at all the other manual archives on the net. (http://www.sponsor.net/~gchance is a huge example; check out the MANUAL ARCHIVES (with ROM IMAGES!!!) for 2600, 5200, 7800, and Coleco systems)

(Now if you want a manual YOU WROTE to be removed, that's another story.)

I'm surprised you haven't complained about Yogi's archive. He's doing an even more "illegal act" than I am. Is anyone complaining? *NO*!!!

Oh, and come to #rgvc (on EFnet IRC) if you want further discussion from those who own bigger manual archives.

108. Re: GZ file Format

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bbfa4c$321954c0$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 77231

Jim Klein <jklein@isd.net> schrieb im Beitrag
<01bbf9c4$924ac320$ba200bce@jbk2>...
> I've downloaded a few files from the internet for my Atari 8 bit that
have
> a long filename and a .gz extension. How do I uncompress it and where can
I
> get ahold of the program?

It was compressed with GnuZip, a single file compressor. You can get the
executable (gzip) for almost ANY operating system. Look around on an FTP
server near you in the archiver directory.

You decompress with the parameter "-d", i.e. "gzip -d file.gz". Or you can
copy gzip.exe to gunzip.exe, in which case it should automatically be in
decompress mode.

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

109. Re: Help needed with XL-IT emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32ce7f3a.723527@news.networx.net.au>
Source record: 77232

Michael Pusateri <mike_pusateri@studio.disney.com> wrote:

>3. I can't seem to get IMAGEMAN to convert foo.bin to foo.atr. Does a
>manual for IMAGEMAN exist? I am desperate to play Star Raiders. I'd be
>indebted to anyone with a working STARRAID.ATR file.

Well, in my last reply/post I quoted that IMAGEMAN didn't seem to
work. Sorry, I was talking about the program ATARIMG. I have now a
copy of IMAGEMAN, and intend to try it out. It was ATARIMG that didn't
work- it would bomb out when trying to extract over 3 files, and when
placing files into an ATR- the files would NOT be accessable for the
ATARI. Altho I was using 184k ATR (D/D) images to work with, it might
work with Single Density images. I'll have to do some more work on it.
Again, sorry- I'll have to make sure what I am talking about is
actually the subject in question.

Steve...

ATARI.."Power without the Price": Hey thats STILL true!
---
http://www.geocities.com/SiliconValley/Heights/9364/index.html

110. Re: SIO2PC/APE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: Michael Kling <kling@cis.picker.com>
Message-ID: <32CECE30.19CE@cis.picker.com>
Source record: 77233

Dan Ritter wrote:
>
> On 31 Dec 1996 07:52:49 GMT, guy1015@aol.com (GUY1015) wrote:
>
> >
> > While at the time the SIO2PC sound like a good thing for the 8bit, HD
> >where to high a price for the average person. But these days its a Poor
> >Mans hard drive.
> >Its stupid or even SICK to see my Pentium 120 serving files to my 8bit..
> >I dont see the Logic here.
> >
> >Get a MIO/BB or KP interface and let the CLONE ALONE.
> >
> >
> The problem with that is that you're often downloading software for
> your 8bit with your Pentium. At least I am.

I agree,

I picked up an old 286 with a 40 meg IDE drive for $50.00, then built an
SIO2PC cable. This way I when I D/L software to my PC off the net I can
transfer it with a 3.5 inch disk from my 486 to the 286. Works great and
I can always upgrade the 40 meg drive if I need more space.

Mike

kling@cis.picker.com

111. SCSI drives

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: Bill Bragg <bbragg@iag.net>
Message-ID: <32CECBC8.575A@iag.net>
Source record: 77234

Does anyone have a list of SCSI drives that'll format 256 byte sectors? I obviously have an MIO I'm trying to get setup and my only drive is an ST225N (20MB). I've heard that the ST231N (30MB) won't work with an MIO. Anybody got a large drive, say 60MB or so, to work with an MIO ... and I mean direct SCSI WITHOUT an Adaptec 4000a. I don't have a 4000a and have no idea where I'd get such an animal. Which brings about another interesting question ... anybody know where I can get an Adaptec 4000a? --Bill B.

112. Atari Lynx for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: InfoMan <infoman@poboxes.com>
Message-ID: <32CEB56A.6A0@poboxes.com>
Source record: 77235
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari

```
For sale: Atari Lynx handheld videogame system with carrying case,
manual, and 4 cartridges. For more details, please visit:
http://www.ebay.com/aw/item.cgi?item=koq789

Thanks,
_/InfoMan\_

--
Visit InfoMan's Atari Page!
** Home of the Atari BBS list **
http://infoman.simplenet.com/atari/index.html
```

113. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: Bill Merik <bmerik@worldgate.com>
Message-ID: <32CEB78B.5F83@worldgate.com>
Source record: 77236
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

```
In article <01bbf822$5e63dcc0$259a37ce@quantex-200>, "Ron says...
> >
> >Toad is about the ONLY company tha still regards Atari computers as real
> >computers. Most of you guys still think of Atari as nothing more than a
> >game platform and sell them as a simple game server. Its the users of Atari
> >computers who have driven the prices down in private sales. A guy buys a
> >1040 for $700 and a few years later nobody will pay more than $50 for it.
>
No, Toad is not the ONLY company. Computer Direct is pretty well
exclusively devoted to TOS and MagiC platforms. Toad is hyping their PCs
(with Gemulator built in) and their Internet service provider business.
They still sell Atari stuff, and provide support, but appear to be
winding down their involvement in the world of TOS computing. Computer
Direct, on the other hand, will only sell you a Mac or Mac Clone if you
REALLY insist, and steadfastly refuse to have anything whatsoever to do
with PCs. Check them out at http://compdirect.com. They are doing some
really amazing stuff.

Bill Merik
VERY satisfied Computer Direct customer and beta tester.
--
/*******************************************************/
/ We'll Fight on to Victory /
/ Or Choke your Rivers with Our Dead ! /
/ /
/ Bart Simpson /
/*******************************************************/
```

114. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970104230700.SAA02400@ladder01.news.aol.com>
Source record: 77237

In article <CRdzyMezGC1Q092yn@kenton.com>, gozar@kenton.com (Ryan 'Gozar' Collins) writes:

></DREAM>

I love the mock HTML!

115. Re: UK to USA Atari 8bit conversion

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970104230800.SAA02403@ladder01.news.aol.com>
Source record: 77238

In article <32CD78E3.6F6@dial.pipex.com>, Leah Brooks
<leah.brooks@dial.pipex.com> writes:

>I need some information on converting atari equipment to work in the US,
>
>I am moving to the USA and I have two atari 800xl's and a 65xe. I know I
>can just buy new power cables for the power supply, however I am worried
>about how I will convert the TV output. IS it possible??? can anyone
>help? otherwise I will have to ship my tv over and have its power supply
>converted :(
>
>thank you in advance for any help.
>
>feel free to email me a reply direct
>
>S!mon Wells
>
>

Simon, I'm going to send you something private on this, but there has been
a lot of discussion of PAL/NTSC in this newsgroup. Somebody besides me
will respond, for sure.

116. Re: GZ file Format

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970104230800.SAA02406@ladder01.news.aol.com>
Source record: 77239

In article <01bbfa1b$992dd7c0$0100007f@computer1.cybernetworking.com>,
"Nelson Nieves" <Nelson@cybernetworking.com> writes:

>I believe that .gz is a compressed unix file format.
>
>Nelson
>
>

I hope the original author saved these files on MS-DOS disks. There are
utilities around to uncompress them, but not for Atari, as far as I know.

117. Re: midi and atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970104230800.SAA02410@ladder01.news.aol.com>
Source record: 77240

MIDI? Sure! There are interfaces and software around. There's a "build it yourself" interface described in a file called SIO2MIDI or something like that, which should be available through GEnie or some BBSs. There's the MidiMax interface, which I have and use, which was made by WizzTronics and included the MMS system. There's also the MidiMate interface and software, which I believe B&C Computervisions still stocks and sells. It's probably the most elaborate, but nowhere near the level you'd get in another platform. Still, for a beginner, it's probably the best of the three.

Good luck.

118. Re: Atari reasources online

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970104230800.SAA02412@ladder01.news.aol.com>
Source record: 77241

If you have the July/August Ol' Hackers Newsletter disk, you have a fairly extensive list, but there were some changes and additions since then. For starters, try:

Fran's Ridiculously Long Atari List-o-Links
http://www.ior.com/~fkeylard/links.htm

Take care.

Alan

119. WTB: Complete Atari 800 system

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: Ronald T Kneusel <rkneusel@post.its.mcw.edu>
Message-ID: <Pine.ULT.3.90.970104180258.28974A-100000@post.its.mcw.edu>
Source record: 77242

My friend's old Atari 400 has died. He is looking to replace it with a complete 800 system. I.e. 48k RAM, disk drive, power supply (if not the same as the 400) and carts. The RS-232 unit is a plus.

If you have one in good shape let me know what you have and what you want for it.

- Ron Kneusel
rkneusel@post.its.mcw.edu

120. WTB: Modem and comm prog

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <E3I9y2.2vI.0.bloor@torfree.net>
Source record: 77243

Well, my old PC finally died. The only reason I kept it around was
because it had a modem and my 1200XL doesn't. So now I need to buy
a modem (1200 bps at least) that connects directly to the SIO port
and I need a term program that supports VT100 or VT102 in 80 columns
(without XEP80). If anyone can sell me this stuff please email me.
I can only spend about 30 bucks on this right now.

Thanks,
Justin
--

| Justin R. Smith | Email: bx557@freenet.toronto.on.ca / bg302@scn.org |
| 5034 Sabra Avenue, Huber Heights, Ohio 45424 | Ph: (937) 233-2125 |
---

121. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: bendokus@postoffice.ptd.net
Message-ID: <5ano1o$ht6$1@news.ptd.net>
Source record: 77244

>I'm sure you'd find every case along the spectrum, from someone who has
>their program and source in a personal vault, to the Activisions of the
>world who need cracked versions and Atari 2600 game boxes from collectors.
>(The Fishing Derby box they have on their 2600 Action Pack packaging has a
>PRICE TAG on it. Obviously, its owner wouldn't let them remove it.)

I don't know about you guys, but I find this absolutely hilarious! I
mean, these were ground-breaking, history-making games...and NOBODY at
Activision kept a good copy of them tucked away somewhere? Wow...

--Greg--

122. HP Deskjet --> 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6OE-Ao7KzHB@peter.soemtron.sb.sub.de>
Source record: 77245

Howdy !

is there anybody who is able to print something on his HP Deskjet? My centronics interface won't work with my HP 400 and DOS directory print out..

hmm any solutions?

--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate *(MEGA) 8-bï¿½t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

123. Re: Please help...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32CE5A1F.5C9B@tcd.net>
Source record: 77246

You need to provide a little more information on exactly what the computer does when you turn it on...what do you get black screen, green screen ect..personally don't think its the capisator.

bob

124. Re: Looking for Atari Profibuch

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <5amj63fuf1@news.aros.net>
Source record: 77247

Thomas Meyer (i03a@zfn.uni-bremen.de) wrote:

: Sorry, no. I have one, but I'm not parting with it. It's German, by the
: way.

: If that is of any help, here's the data:
: Das ATARI Profibuch
: by Julian Reschke/Andreas Wiethoff
: SYBEX-Verlag GmbH, D�sseldorf
: ISBN 3-88745-605-X
: 291 pages

Thank you, I'm sure that will be helpful.

125. Re: HP Deskjet --> 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <32CEBCD2.7DCE@erols.com>
Source record: 77248

Thomas Havemeister wrote:
>
> is there anybody who is able to print something on his HP Deskjet? My
> centronics interface won't work with my HP 400 and DOS directory print
> out..
>
> hmm any solutions?

I have used a HP DeskJet 500 on several XL/XE's with out any problems.
It was done using a ICD MIO interface. The only problem is you have to
create your own printer driver or embed you printer control codes within
the document.

Take care, Jon

126. FS: Atari 400/800 CARTRIDGES and Books, UPDATED!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-04 00:00:00 UTC
From: Cstever@on-ramp.ior.com
Message-ID: <Cstever.1825.02465CE6@on-ramp.ior.com>
Source record: 77249

```
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Dance Fever $6.00 by Fisher Price (no label)
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Frogger $6.00 (3) Nice Label, Colorful graphics
Frogger $4.00 End label tear
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Galaxian $5.00
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Joust $8.00
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Kickback $15.00 by Thorn Emi
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---
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Atari VCS Catalog CO14356-Rev.C (4)
Atari VCS Catalog CO14356-Rev.D (3)
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-=-=-=-=-=-=-=-=-=-

Books

Atari 400/800 Programmers Referance Guide
486 Pages $20.00

Atari Graphics 49 Pages
$7 Plus $2 Postage

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

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Computers & Electronic May 1984 130-pages $3.00
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127. Re: Looking for Atari Profibuch

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-05 00:00:00 UTC
From: Harald Schoenfeld <hs@undine.physik.uni-erlangen.de>
Message-ID: <32CEE2D2.5BC4@undine.physik.uni-erlangen.de>
Source record: 77250

```
Thomas Meyer wrote:
>
> Harald Schoenfeld wrote:
> > The Profibuch is a book that describes the STs (!) hardware and
> > programming.
>
> That must be a different one. The "Das ATARI Profibuch" that I have is for
> the 8-bits.

Ok, both exist ;-) (I even have them both)

Harald
```

128. Re: SCSI drives

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-05 00:00:00 UTC
From: Bingham <bbingham@haven.ios.com>
Message-ID: <5anh31$4i0@nnrp2.farm.idt.net>
Source record: 77251

Bill Bragg <bbragg@iag.net> wrote:
: Does anyone have a list of SCSI drives that'll format 256 byte
: sectors? I obviously have an MIO I'm trying to get setup and my only
: drive is an ST225N (20MB). I've heard that the ST231N (30MB) won't work
: with an MIO. Anybody got a large drive, say 60MB or so, to work with an
: MIO ... and I mean direct SCSI WITHOUT an Adaptec 4000a. I don't have a
: 4000a and have no idea where I'd get such an animal. Which brings about
: another interesting question ... anybody know where I can get an Adaptec
: 4000a? --Bill B.

Whelp, the Adaptec 4000a isn't the only card you can use to use an MFM
Hard Drive, although I don't recommend MFM these days, I do have 2
Adaptecs and an OMPTI which I think does 4 drives..

Anyhow... I used to have a list of MIO SCSI compatibles, but even if I
found it, it would be way outta date... You'd be better of visiting the
web pages of the drive manufacturers for specs..

TTYL
Bill

129. Re: Looking for Atari Profibuch

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-05 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <5an7qt$56j@camel2.mindspring.com>
Source record: 77252

Don't know who was asking for it, but I have the Atari Profibuch book available. This one is for the Atari ST computers. E-mail me, whoever wanted it.

John

130. Transferring to IBM PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-05 00:00:00 UTC
From: siano@cceb.med.upenn.edu
Message-ID: <5anj8v$2b@netnews.upenn.edu>
Source record: 77253

Here's a problem I've asked about before, but that was a long
time ago, and I never followed up on it. I've got an old 800 system
gathering dust, with a lot of 5.25" disks that have some text files
I'd like to keep, and transer to my IBM system.
These are the low-density disks, using the original 810 disk
drive's formatting. (I do have the later drive, the 1040 or somesuch.)
So, the IBm can't read them at all.

How might I go about transferring them? It'd be terrific if I
could set up a null modem cable through my 850 interface, but when a
friend and I tried this, I couldn't get Procomm for Windows
to talk with the 850 Express modem program for the Atari 800.

Any suggestions? Pointers to Web pages? People in the Delaware
Valley that might be willing to help? Replies by Email, please.

--
Brian Siano - siano@cceb.med.upenn.edu
"The Internet is an elite organization. Most of the
population of the world has never even made a phone call."
-- Noam Chomsky

131. Re: GZ file Format

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-05 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <5anj5t$ja7@nexp.crl.com>
Source record: 77254

In article <01bbf9c4$924ac320$ba200bce@jbk2>, Jim Klein wrote:
: I've downloaded a few files from the internet for my Atari 8 bit that have
: a long filename and a .gz extension. How do I uncompress it and where can I
: get ahold of the program?
: -thanx-

.gz indicates that the file is compress using the GNU gzip compression
program. It's freely available. The source is at prep.ai.mit.edu in
/pub/gnu. For DOS, a precompiled version is available at:

ftp://ftp.cdrom.com/pub/simtelnet/gnu/djgpp/v2gnu/gzp124b.zip

--
Kyle R. Hofmann <rhofmann@crl.com>

"There are no significant bugs in our released software that any
significant number of users want fixed." -- Bill Gates

132. Re: SIO2PC/APE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-05 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <phL0cR3.lmcclure@delphi.com>
Source record: 77255

In a message dated 12-31-96, guy1015@aol.com said:
|
| Its stupid or even SICK to see my Pentium 120 serving files
| to my 8bit..I dont see the Logic here. Get a MIO/BB or KP
| interface and let the CLONE ALONE.
|
Since most folks don't use two computers simultaneously, why NOT use the P120 as a fileserver for your 8-bit while you are using it instead of the P120?
-
Actually, if APE works under a Win95 DOS box, there should be no reason why one could not use both computers simultaneously, if you had the need.
-
Another point: Why invest in extra hardware if you already have the gear to due the job. Also, as others have pointed out, even a lowly 286 does a fine job with APE, and can give a useful purpose to a machine many current PC owners would consider fodder for the scrap heap. Often such a machine can be had for about the same price a MIO, and certainly for less than a Black Box or KP interface.
-
Lastly, try using a MIO, BB, or KP interface on a 1200XL. <grin>

133. FS: Atari Computer Goods! More Atari Stock! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-05 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <5anv5q$i8s$1@nadine.teleport.com>
Source record: 77256
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Updated Atari Catalogs and find More Atari stuff! I've bought out the Game Cartridge Gorf for the 400 & 800 & the Educational Math Game Cartridge Space Journey for any Classic 8 Bit Atari Plus I've cornered the Market on New Copies of Print Shop and some Print Shop related Items! That's Gorf, Space Journey & Print Shop All New Copies, All for the Atari 8 Bit! And for the Atari ST & newer Line of Computers We have updated the ST Catalogs most of all the ST Software Catalogs. Catalog updated and more Software Titles added such as Brand New copies of Ultima V for those of you fanatic Ultima Collectors for the ST & for those who like Battling in Mechanized Combat, their's BattleTech, OGRE & OMEGA! And for those of you with more productive things on your Mind, PrintMaster & PageSTream!

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking. And something you might want. At BSC's Web Page you can View, Capture and even DownLoad Atari Catalogs or Contact BSC by Web Page! Or Request Catalogs by E-Mail. Do You Have problems connecting with BSC's web page? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. I'll get back to you after the weekend. Catalogs are sent only by E-Mail. Not Snail (Postal) Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Also, on BSC's Home Page! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Page with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Page. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

134. Re: midi and atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-05 00:00:00 UTC
From: davepat@total.net.REMOVE
Message-ID: <32cf3cbe.0@news.total.net>
Source record: 77257

In an article dated Fri, 03 Jan 1997 23:07:45 -0600, some freak named caul says...
>
>Hello!
> Is it possible to do midi sequencing with an atari 800? Any info
>would be appreciated!
> Thanks!

B&C Computervision have MidiMax with software. It plugs into the SIO port and gives you a midi interface. I don't know much about the software; I do know that one late version was for expanded memory xl/xe machines only.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
--
Boycott joes.com! They spam, and refuse to remove you from their e-mail list!

135. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-05 00:00:00 UTC
From: dlord@gte.net
Message-ID: <5aoo3c$fc7$1@news4.gte.net>
Source record: 77258
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In article <01bbf822$5e63dcc0$259a37ce@quantex-200>, "Ron Pothier" <falken@tstonramp.com> says:

>Toad recognizes this fact and sells their stuff as real computers. They
>also stand behind their sales if something goes wrong. Toad currently sells
>a 1 meg 1040 for $199 and thats a very good and realistic price, but if a
>guy advertised one here for sale as an owner looking to sell his stuff,
>most of you would say thats too much for a 1040. SO admit it folks, either
>you have real computers or nintendos for sale in this group. I say that
>Atari made real computers and I bought them as such and will sell them as
>such when the time comes.

I need to correct you in that you may TRY to sell your Atari for any price you wish to ask for, but finding a sucker to pay it is another matter altogether. I can go to local electronic discount resellers(USED) and find 1040ST computers stacked in bins for $30 to $50 each depending on condition. If you purchased your computer thinking it would hold its value like a fine collectable, you are VERY mistaken. Computers lose their value almost as fast as the ice-cream cone you purchase from a street-side vendor on a HOT summer day. If I constantly thought about what I have paid for hardware and what its worth now. I would NEVER buy another computer again...

136. Re: Need help!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-05 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32cfe7c3.894288@news.networx.net.au>
Source record: 77259

rbennett@jagunet.com (Roger R. Bennett) wrote:

>I'm trying to load Alternate Reality - The City using XL-it. I can
>run AR-The Dungeon just fine, but whenever I try loading AR-The City,
>it doesn't want to load Disk 1, side 2.
>
>I've tried converting the .atr files over to .xld
>
>I've tried getting new copies of the .atr files.
>
>Nothing seems to work.
>
>Any Suggestions?
>
Ok, you load the first disk at position D1, boot it up, then load your
character disk (if applicable) to position D1 and get your character
loaded. You'll then be asked for DISK 1 SIDE 2,place it in position D1
after loading the game and it should work. After it has finished with
D1S2, you'll then have to load D2S1 at position D1, and D2S2 at
position D2. I haven't actually got this far, I've only tried booting
D1S1 quite a while ago to see if XLit would load it. I'm using the way
a REAL ATARI needs the disks. To summorise, here are the disks, and
the position they need.

D1S1- of course D1
Character disk- D1
D1S2 D1
D2S1 D1
D2S2 D2

It wasn't made to use more than 2 drives, like the dungeon is,
so your stuck using D1 and D2, (D2 only for disk 2 side 2)
If you need to know how to change the ATR image positions while in
XLit, press F7 then you can use ? to bring up the commands. I think
you just type the drive number position and the filename
ie. 1 ARCITY11.ATR
2 ARCITY12.ATR

I hope this has helped you...

Steve.

ATARI.."Power without the Price": Hey thats STILL true!
---
http://www.geocities.com/SiliconValley/Heights/9364/index.html

137. Re: Atari reasources online

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-05 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970105191300.OAA29779@ladder01.news.aol.com>
Source record: 77260

In article <32CE4A8A.316C@dial.pipex.com>, Simon Wells
<simon.wells@dial.pipex.com> writes:

>
>I have been offline for quite sometime, and inadvertantly lost my
>bookmarks, can anyone give me some pointers to other atari 8-bit, or
>jaguar reasources online?? especially newsgroups, as I can only remeber
>this one.

http://www.bright.net/~tomhunt/ a.k.a. the Closer to Home Webpage.
Tom also has a lot of links to other Atari 8-bit sites, mostly European.

I have several others, but I can't find them at present.... dB^(

138. Re: Need help!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-05 00:00:00 UTC
From: some@bloody.where
Message-ID: <32d6feeb.6822344@news.networx.net.au>
Source record: 77261

rbennett@jagunet.com (Roger R. Bennett) wrote:

>I'm trying to load Alternate Reality - The City using XL-it. I can
>run AR-The Dungeon just fine, but whenever I try loading AR-The City,
>it doesn't want to load Disk 1, side 2.
>
>I've tried converting the .atr files over to .xld
>
>I've tried getting new copies of the .atr files.
>
>Nothing seems to work.
>
>Any Suggestions?
>
Ok, you load the first disk at position D1, boot it up, then load your
character disk (if applicable) to position D1 and get your character
loaded. You'll then be asked for DISK 1 SIDE 2,place it in position D1
after loading the game and it should work. After it has finished with
D1S2, you'll then have to load D2S1 at position D1, and D2S2 at
position D2. I haven't actually got this far, I've only tried booting
D1S1 quite a while ago to see if XLit would load it. I'm using the way
a REAL ATARI needs the disks. To summorise, here are the disks, and
the position they need.

D1S1- of course D1
Character disk- D1
D1S2 D1
D2S1 D1
D2S2 D2

It wasn't made to use more than 2 drives, like the dungeon is,
so your stuck using D1 and D2, (D2 only for disk 2 side 2)
If you need to know how to change the ATR image positions while in
XLit, press F7 then you can use ? to bring up the commands. I think
you just type the drive number position and the filename
ie. 1 ARCITY11.ATR
2 ARCITY12.ATR

I hope this has helped you...

Steve.

ATARI.."Power without the Price": Hey thats STILL true!
---
http://www.geocities.com/SiliconValley/Heights/9364/index.html

139. Looking for ACTION! and SpartaDOS X cartridge...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-05 00:00:00 UTC
From: "Rene de Bie"
Message-ID: <5aog5k$hsh@lana.zippo.com>
Source record: 77262

Hi,

I am writing thiz msg. with a use-net poster on internet.
I am looking for a ACTION! cartridge and SpartaDOS X cartridge for years now but it seems that there are none of them around for sale....
The last cartridges that I could buy where BASIC XE / MAC-65 thru CSS and also Black-box isnot that hard to get....

Please when anybody has one for sale write me a letter....

Thanx anyway for ready this msg...

gtx,
Rene de Bie Co-sysop of Thunderdome BBS (NL)
QWK-net node #0005

My adres is:

Rene de Bie
Schrevelstraat 15
5161 AB Sprang-Capelle
The Netherlands

140. Re: GZ file Format

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-05 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970105211100.QAA03381@ladder01.news.aol.com>
Source record: 77263

In article
<01bbfa4c$321954c0$1cdb6686@mnemo.home.informatik.uni-bremen.de>, "Thomas
Meyer" <i03a@zfn.uni-bremen.de> writes:

>
>Jim Klein <jklein@isd.net> schrieb im Beitrag
><01bbf9c4$924ac320$ba200bce@jbk2>...
>> I've downloaded a few files from the internet for my Atari 8 bit that
>have
>> a long filename and a .gz extension. How do I uncompress it and where
can
>I
>> get ahold of the program?
>
>It was compressed with GnuZip, a single file compressor. You can get the
>executable (gzip) for almost ANY operating system. Look around on an FTP
>server near you in the archiver directory.
>
>You decompress with the parameter "-d", i.e. "gzip -d file.gz". Or you
can
>copy gzip.exe to gunzip.exe, in which case it should automatically be in
>decompress mode.

The best thing to do for compressed ftp downloads is to get WinZip 5.6.
It will unZip PKZip files, .Z, .GZ, and .TAR, maybe a few others.

141. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-05 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <E3K2tn.2t8@cix.compulink.co.uk>
Source record: 77264

In article <5afqan$m8q@flood.xnet.com>, jcompton@typhoon.xnet.com (Jason Compton) wrote:

> Getting one of the machines ready for production would take quite a bit
> of
> time and money. Those custom chips have been out of production
> for...how
> long? Just finding the proper materials and documentation to
> manufacture
> them--if they exist at all anymore--would be a difficult task.

Atari sold off the Vax with all the 8bit specs and designs many, many years ago and they never took a copy first. It's al lost :-(

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+---+

142. Re: SCSI drives

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-05 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <5apblk$jdg@james.freenet.hamilton.on.ca>
Source record: 77265

In <5anh31$4i0@nnrp2.farm.idt.net>, Bingham <bbingham@haven.ios.com> wrote:
: Bill Bragg <bbragg@iag.net> wrote:
: : Does anyone have a list of SCSI drives that'll format 256 byte
: : sectors? I obviously have an MIO I'm trying to get setup and my only
: : drive is an ST225N (20MB). I've heard that the ST231N (30MB) won't work
: : with an MIO. Anybody got a large drive, say 60MB or so, to work with an
: : MIO ... and I mean direct SCSI WITHOUT an Adaptec 4000a. I don't have a
: : 4000a and have no idea where I'd get such an animal. Which brings about
: : another interesting question ... anybody know where I can get an Adaptec
: : 4000a? --Bill B.

: Whelp, the Adaptec 4000a isn't the only card you can use to use an MFM
: Hard Drive, although I don't recommend MFM these days, I do have 2
: Adaptecs and an OMPTI which I think does 4 drives..

: Anyhow... I used to have a list of MIO SCSI compatibles, but even if I
: found it, it would be way outta date... You'd be better of visiting the
: web pages of the drive manufacturers for specs..

: TTYL
: Bill

Well, an ST296N will work with an MIO.....that is an 80 Meg SCSI drive.
Nice drive. I just had my dual 296N's die. They were on the BBS for a
few years. They were weezing and coughing.....i was formatting one the
other day, when it just stopped spinning! Ack!

At any rate, if anyone here is looking for Adaptec 4000a controller cards,
I have some I am willing to sell. $25 plus shipping.

Willy

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

143. atari 2 pc files transfer please.

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-05 00:00:00 UTC
From: avrisham@beitza.jct.ac.il
Message-ID: <5apdvd$6hv@news.huji.ac.il>
Source record: 77266

BE'EZRAT HA'SHEM, WITH GOD'S HELP.

HELLO.
Can someone please tell me : is there a way to transfer file from
atari to pc & how ?

THANK U VERY MUTCH IN ADVANCE.

SORY FOR THE POOR ENGLISH.

ODED AVRISHAMI.

avrisham@avoda.jct.ac.il

144. Re: SIO2PC/APE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: davepat@total.net.REMOVE
Message-ID: <32d04b7d.0@news.total.net>
Source record: 77169

In an article dated Sun, 5 Jan 97 01:39:51 -0500, some freak named Lonnie McClure says...
>
>Lastly, try using a MIO, BB, or KP interface on a 1200XL. <grin>
>
Ask Bob Woolley -there are 1200xl PBI plans available at Umich, so where's the problem?

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
--
Boycott joes.com! They spam, and refuse to remove you from their e-mail list!

145. Re: HP Deskjet --> 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <5apmp3$6so@stratus.skypoint.net>
Source record: 77170

Thomas Havemeister (peter@soemtron.sb.sub.de) wrote:

: Howdy !

: is there anybody who is able to print something on his HP Deskjet? My
: centronics interface won't work with my HP 400 and DOS directory print
: out..

: hmm any solutions?

I did it the other day using APE.

Scott

146. ! MASS POST Was Here! (ChmNpM)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: Ones-And-Zeros@prodigy.net
Message-ID: <5aq353$3no6@usenet1y.prodigy.net>
Source record: 77171

```
MASS POST--the program by Ones and Zeros--has been used to send this message
to thousands of newsgroups.

(ChmNpM)
```

147. Re: WTB: Complete Atari 800 system

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970106055000.AAA18754@ladder01.news.aol.com>
Source record: 77172

Hi Ron,

So your friend needs an Atari 800? Not a problem, I've got about a dozen or so and I also have plenty of Atari 850's as well. I'll give you them both for $25.00 plus $7.50 Shipping (The stuff is rather heavy).

Let me know if there is anything else you need.

Curt Vendel
email: cvendel@aol.com
web site: http://members.aol.com/cvendel/vaporware.html

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

148. Re: ATARI equipment MUST SELL!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970106055500.AAA18865@ladder01.news.aol.com>
Source record: 77173

Terry,

I told you I'd trade one of my TRAK AT-D2's to you for the Turbo-816.
If you want it then lets trade, your never gonna sell that stuff at those
prices, have an auction, who knows you might get close to some of those
prices, but most of that stuff your just charging ridiculous prices or
hasn't that occured to you yet, you've been sitting on that stuff for
years and nobody's taken it, that should be a pretty good indication that
its time to slash your prices like 30%.

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

149. Re: GZ file Format

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970106081901.DAA21738@ladder01.news.aol.com>
Source record: 77174

In article <32d04430.1100330@news.inc.net>, ssilicon@lax.net (Jon D. Melbo) writes:

>
>>The best thing to do for compressed ftp downloads is to get WinZip 5.6.
>>It will unZip PKZip files, .Z, .GZ, and .TAR, maybe a few others.
>>
>
>Version 5.6? WinZip is up to at least version 6.2 now. :) Of
>course, WinZip requires a Windows machine to run.

Thanks for the update. Time to go filehunting again! dB^)

150. Re: Where to find Atari's in the Lehigh Valley?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5aq56g$ejm@sjx-ixn4.ix.netcom.com>
Source record: 77175

In article <19970102134500.IAA12779@ladder01.news.aol.com>, asharkis@aol.com wrote:
>Jon Mordosky, President of the Lehigh Valley Atari Users Group, gets into
>this newsgroup occasionally. I'm going to a PRO board that nets with his
>and let him know that this message exists. He should respond here in a
>day or two.

There still is a LVAUG??! How do I get info on it? The last Atari group I
was in was ABUG (Atari Berks User Group).

Karl

Karl Heller - Making the world safe once again.

| heller@Cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |
---

151. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5aq63u$ejm@sjx-ixn4.ix.netcom.com>
Source record: 77176

In article <5ahq26$ggj@news1.fast.net>, rhkramer@fast.net (Randy Kramer) wrote:

>>>But seriously, even if they saw what the 8bits could do, nobody would
>>>want one. Why? Because the keyboard is in serious need of a redesign.
>
>>Granted, it doesn't fit the standard 101-key description but if DOS users
>>can del with the backslash being in a different place on every keyboard in
>>the universe, they can deal with the equals sign where the nub of the
>>Enter key should be.
>
>It just seems to me that the 8bits' keyboard is too compact.
>If you were typing (in the standard homerow style) and your finger
>slipped, you'd be bound to hit enter or those horridly placed arrow
>keys. Worse yet, the reset button!
>
>If somebody made a "redesigned" Atari, they should increase the size
>and durability of the keyboard.
>

Sounds like you have never used a 1200XL keyboard. Also, let us not forget
the Transkey upgrade which let you use PC keyboards. I've got to dig mine out
of the basement and get this Focus 9000 Keyboard hooked up to it! A big bad
nasty keyboard!

>Other than that, I'm all for a redesigned Atari. Heck, even Nintendo
>convinced me to by a redesigned NES.
>
>
>>-

Hmmm. .... an "XLC" The XL-Chip. I like it..... although I would prefer an
Atari 8bit card for my PC first...

>>N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
>>~ ~
>
>>98-KUPD Red Card Holder #710563 WedSpc License #71.0563
>
>

Karl Heller - Making the world safe once again.

| heller@Cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |
---

152. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5aq6i8$ejm@sjx-ixn4.ix.netcom.com>
Source record: 77177

```
In article <E3K2tn.2t8@cix.compulink.co.uk>, ilaskey@cix.compulink.co.uk ("Iain Laskey")
wrote:
>In article <5afqan$m8q@flood.xnet.com>, jcompton@typhoon.xnet.com (Jason
>Compton) wrote:
>
>> Getting one of the machines ready for production would take quite a bit
>> of
>> time and money. Those custom chips have been out of production
>> for...how
>> long? Just finding the proper materials and documentation to
>> manufacture
>> them--if they exist at all anymore--would be a difficult task.
>Atari sold off the Vax with all the 8bit specs and designs many, many
>years ago and they never took a copy first. It's al lost :-(
>

Sheesh... And I thought the "story" of the manufacturer of the 1450XLD
cases whos bashed them all to pieces made me sick..

The thought of Atari ditching their blueprints to a some person/company whos
first job was to erase everything on that vax makes we want to throw up!

Karl
>+--------------+-----------------------------------------+
>|Iain R Laskey |ilaskey@cix.compulink.co.uk |
>+--------------+-----------------------------------------+
>|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
>+---------------------------------------------------------+

Karl Heller - Making the world safe once again.
-----------------------------------------------------------------------
| heller@Cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |
-----------------------------------------------------------------------
```

153. Re: What's the best boot loader?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5aq6v3$ejm@sjx-ixn4.ix.netcom.com>
Source record: 77178

In article <5ahesu$aoo@news1.sjc.in.sel.sony.com>, lbarber@sonymusic.com (Leon Barber) wrote:
>In the 800 days, on most of my disks with binary files,
>I had a menu program called "Binary File Loader" which
>sadly didn't work when I upgraded to a 130XE without
>the Translator. I wanted to put boot sector loaders on
>those disks, but the 2 or 3 I came across were single
>density only. There was a nice one that let you type
>full text descriptions for the files and stored a lookup
>table somewhere else on the disk. Are there any good
>menu loaders for double density disks? I know some games
>want DOS resident, but I want a menu that's the most
>compatible first, and looks good second.
>
>Thanks for any info.

I have some program loader that only takes up a few sectors and it can use both single and double density drives. All I can remember off the top of my head is that it had red and green text, used the big text mode for the names of the files and was darn fast. It was, as I recall, a "Real" product. Not shareware. I'll have to see if I can find it somewhere...

Karl

Karl Heller - Making the world safe once again.

| heller@Cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |
---

154. Hardware Upgrade, Modification and Add-on FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: davepat@total.net.REMOVE
Message-ID: <32d0934b.0@news.total.net>
Source record: 77179

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The Atari 8-bit Hardware Upgrade,
Modification and Add-On FAQ
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INTRODUCTION

This is a very basic version. I am adding as people give feedback to what they want to see,
and how they want to see it. Any info or comments you have are more than welcome!

PURPOSE

This FAQ exists to describe the various hardware modifications available to the Atari 8-bit
user. It does not teach you how to do them. It definitely doesn't take any responsibility
for the results if you do try them. But it will try to give you some information about
where to find more information, which upgrades (or "hacks") are best, and who to consult if
things go wrong. For addresses and phone numbers of any of the companies listed, consult
the Vendors and Developers List, posted to comp.sys.atari.8-bit at or about the 15th of
each month.

It also exists to describe the many wild, Woolley and wonderful products that have been
produced for the Atari 8-bit. Many are unique, some may be apocryphal. Mainstream items
like printers, modems, disk drives and cassette decks are all excluded, unless I feel
otherwise. Temperature gauges, combination printer buffer/RAMdisks that run through the
joystick port, and other such are fair game.

If you're looking for a list of Atari hardware (real or vapour-ware) or for a list of Atari
compatible disk drives, check out the comp.sys.atari.8bit FAQ, posted every two months, and
stored at the University of Michigan archive (gopher://gopher.archive.umich.edu).

POSTING FREQUENCY

This FAQ is posted whenever I remember to post it. It is posted to comp.sys.atari.8bit.

OTHER STUFF I THOUGHT I SHOULD INCLUDE SOMEWHERE

This FAQ owes a debt of gratitude to Michael Current, Bill Kendrick, Glenn Saunders, Alan
Sharkis, William Moeller, Ryan Goolevitch and Ben Corr for their contributions. Bob Woolley
and Bob Puff (CSS) also deserve mention, since they are responsible for so many of the
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items listed here. All errors, omissions, blatant mistakes and attitude problems are mine. If you notice any, tell me!

Many plans for upgrades and add-ons are archived at the BRiTiSH Underground Atari 8bit Web page:
http://intrepid.mcs.kent.edu/~clisowsk/8bit.html

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Key to abbreviations

ANL - Analog Magazine
AC - Atari Classics Magazine
ANT - Antic Magazine
AIM - Atari Interface Magazine

PART I - RAM Upgrades

General

The 6502 microprocessor at the heart of every Atari 8-bit has a sixteen bit wide address bus. What this means is that it can access up to 2^16 memory locations. That's 65536 bytes. Some people, wanting more memory, came up with a variety of techniques to use more memory. Most were built around the idea of bank switching. Bank switching means that you swap chunks of memory around so that the CPU can see them when necessary. Most schemes use 16k banks, though 4k and 32k have also been tried.

Atari 400

The original Atari 400 had either 8k or 16k. Atari produced a board with 48k. Mosaic produced a 32k board, as well as a 64k board with 48k RAM plus 4 4k RAM banks. (ANL 13, IFC)

Atari 800

The Atari 800 came with three memory slots. Each slot could contain Atari 8k or 16k RAM boards. Mosaic produced 32k and 64k boards. Three 64k boards could be combined for 192k.

Axlon produced the 128k RAMdisk board. It banks 16k, using $CFFF as a control register. Banked memory appears from $4000 to $7FFF.

David Byrd created the "800 PLUS 288K UPGRADE" which rewired existing 16k RAM boards, but required additional work to become fully Axlon compatible. A nasty sort of flame war erupted between David Byrd and Jay Torres of the Windhover Project over who invented the upgrade.

Magna systems produced 256k, 512k and 1M boards which followed the Axlon standard. (ANL 65, 68)

Atari 1200xl

See 800xl.

Atari 600xl

As shipped, the Atari 600xl came with 16k RAM. Atari released the 1064 memory module which expanded the 600xl to 64k. MPP, now Supra, produced the Microram 64k Memory Board (ANL 19, 28)

RC Systems produced three expansion modules for the 600xl, raising memory to 32k, 48k or 64k (ANL 26, 12)

Richard Gore produced the Yorky, a 256k board which plugs in to the PBI. It provides full compatibility with 130xe type banking. It is for use on 600xls upgraded internally to 64k, or on 800xls. (AC 3/2, 10)

The 600xl can be internally upgraded to 64k by replacing the two RAM chips, and adding selects for the two address lines.

Atari 800xl

The Atari 800xl came with 64k RAM internal. To access RAM hidden under the OS ROMs, the PIA chip was used (PORTB, used for STICK(2) and (3) on the original 800). Claus Bucholtz published plans for a 256k upgrade which banked 32k at a time using PORTB for control in Byte magazine. (Byte Sept 85)

ICD released the RAMBO upgrade, providing 256k in 16k banks, using PORTB. Newell came out with the 256k XL, which would work on a 1200xl or 800xl, providing 256k total memory, . The two upgrades used different sequences to access their banks. (ANL 44, 115)

Charles Bucholtz updated his upgrade to use 16k banks after the release of the 130xe. Most of the 800xl upgrades can be made compatible with Antic banking. The only possible problem would be when Antic and the CPU are supposed to be using different memory banks.

The Yorky will also provide 256k on an 800xl (see the entry under 600xl).

Newell released 1Meg and 4Meg upgrades for the 800xl. These banked 16k as well, and required disabling internal BASIC to properly access the memory.

Fine Tooned Engineering, having bought the rights to ICD and Newell's products, is bringing out a third method in the Mars 8. Though not yet released, it will use SIMMs for 256k, 1Meg or 4Meg RAM.

The 800xl is arguably the most popular Atari 8-bit for upgrades, since most 800xls have socketed chips.

Atari 130xe

The 130xe was the first "official" method of banking memory. It too used PORTB, but with an added twist: ANTIC and the CPU could access different banks. This provided headaches for some owners of "older" upgrades, but few programs took advantage of this feature (SpartaDos Wedge and VideoBlitz demo only). Upgrades for the 130xe include replacing one set of 64k chips with 256k chips, raising the RAM to 320k. Adding another 256k for 576k total has also been done. These were designed by Scott Peterson, as was a 1088k upgrade.

PART II - Video

Upgrades

The most common video upgrades are the SuperVideo series, described in AC 2/6. Plans were provided for the 600xl, 800xl, 1200xl and 130xe. The SuperVideo upgrade provides the forgotten chroma signal on the monitor port. It corrects a number of errors in the parts in the Atari video circuit, resulting in a clearer image, particularly on monitors.

Providing TTL output was also covered in AC 2/6. Bob Woolley provided plans for the circuit, as well as instructions for getting TTL output from an XEP80. Be warned that the output is not in the standard Atari colours; on a CGA type screen, the sixteen possible shades are translated into eight colours.

80 column devices

Since the 400/800 were released in 1979, people have been clamouring for better text displays than the default 40x24. Two products were released for the 800: The Austin-Franklin 80 column board and the Bit 3 80 column board were both for use in the Atari 800. They replaced the third memory module. The Austin-Franklin board came with a "Right Cartridge" which provided the drivers. Removing the cartridge disabled the board. Some software would not run with an 80-column board installed.

Ace 80/80xl was a cartridge released which provided 80 columns by using bitmapped graphics on an 80 column screen. A similar technique was used in the Newell Omniview, an add-on for their Omnimon.

Atari's entry into the 80 column field was the much maligned XEP80. For maximum compatibility, the XEP80 attaches to the computer via a joystick port. It includes three character sets, 8k internally, and a parallel printer port. The software provided by Atari supports a 320x200 graphics mode. This mode only supports direct bit images. Hacks have been released which hook the XEP80 on via the parallel bus.

Recent terminal programs have added two other display techniques. ICE-T uses a graphics 8 screen and fine scrolling for its display. FlickerTerm uses two graphics 0 screens a half-character apart, each displayed during alternate vertical blanks.

In a series of articles in the SLCC newsletter, Bob Woolley gave hardware plans for installing an 80-column TTL output inside an XL.

Nir-PAL

With the decline of Atari in North America, more and more quality software was migrating across the Atlantic which was all but unusable. Why? European Ataris are built for the PAL broadcast standard; North American Ataris use NTSC. Not knowing it was impossible, Nir Dary upgraded an NTSC Atari to run PAL software properly. Swap out the NTSC Antic chip for a PAL Antic, do a minor modification to the OS, and voila! Your Atari is ready to join the EU. (Better stop before the abbreviation police arrive!)

Genlock

In October and November of 1991, Michael St Pierre published articles in the SLCC Journal describing plans for a monochrome Genlock. A genlock is a system to synchronize live video with a computer image. Graphics can be overlaid, faded in or out, or used for titling.

In 1994, Michael announced Prism Studio, a full colour genlock. It is sold by Mytek.

Computer Eyes

Computer Eyes was a video capture system which plugged into two joystick ports. It could render images in a variety of modes. It required a composite video source. (ANL 35, 53)

Easy Scan

Take a cartridge, add a fibre-optic cable, and hook it onto a printer, and you've got Easy-Scan, an image scanner for the Atari 8-bit. Innovative Concepts produced this item. (ANT 7/6, 43)

PART III - Operating Systems

The original 400/800 had a 10k ROM OS. There was nothing in memory from $C000-CFFF. The later xl/xe models all had 16k OSes. As an added bonus, the xl/xe OS was in a 28 pin ROM that was pin compatible with a 27128 EPROM. What does this mean to the layman? With a little knowledge of 6502 assembly and an EPROM burner, you can write your own operating system (or at least change Atari's).

Computer OS
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400/800 Rev A. No self test; Memo Pad mode.
Rev B. Fixes several bugs in Rev A.

1200xl XL OS. Some incompatibilities with
400/800 OS

600xl/800xl Revised XL OS. Includes parallel
bus handlers. Internal BASIC.

65xe/130xe Revised XL OS. (as above)

xegs Modified XL OS. Self-test mode
changed. Internal Missile Command
and BASIC.

Operating System upgrades

UltraSpeed + OS : from CSS. Supports high speed disk communication. Drives 1 through 9. Any RAM upgrade. Includes three modes: standard XL/XE OS; 400/800 OS; UltraSpeed+ OS. For XL/XE systems.

Omnimon: from Newell. M/l monitor for 400/800. Installs into $C000 page of memory, otherwise unused.

RAMROD OS: from Newell. Replacement for 400/800. Includes accelerated floating point math package.

RAMROD XL: from Newell. OS speed-up routines, fast math, and Omnimon. Includes option for second OS.

Omniview: from Newell. Adds 80 column display, using Graphics 8 3-bit wide characters. Add-on for RAMROD boards, 400/800 and xl/xe versions.

XL Boss: from Allen Macroware. OS replacement for XL model computers. Includes m/l monitor. 400/800 OS compatible.

TurBoss: available from KP and Best. Fast math and fast screen routines. For XL/XE computers.

Turbo 816: Chuck Steinman at Dataque released a modified OS that used the 16 bit capability of the 65816 CPU upgrade he sold. For XL/XE computers.

DP OS Version 4: my own effort (don't ask about versions 1 through 3!). Fast floating point math, fast screen display, graphics 0 screen dump, fast keyboard repeat. For XL/XE computers.

SmartOS: This is a hardware upgrade that installs a battery-backed RAM chip into your XL/XE. This lets you fool around with changing the OS and not have to burn new EPROMs constantly. Presented in AC 4/3.

PART IV - Sound

Voice Master

Covox sold the Voice Master and Voice Master junior. These would capture and record speech. Bundled software attempted recognition of commands, with limited success. (ANL 47, 44)

Parrot

The Parrot was a sound digitizer sold by Alpha Systems. Resembling a paddle, the device had phono jack for input. Antic provided plans for a similar project, called the Antic Sampling Processor. (ANT 8/8, 11)

SoundMouse

Among the more esoteric products ever released was the SoundMouse, which interpreted sound to provide a reading on a paddle register. It did not act as a digitizer, like the Voice Master and Parrot did. Bundled software made the lava lamp look mainstream in its appeal. No commercial applications taking advantage of this unique device were released.

Gumby

Chuck Steinman of DataQue created this set of plans for building stereo sound by installing a second Pokey chip (Pokey and Gumby, get it?). Once installed, the second channel has all

its addresses 16 bytes higher in memory ($D210 - $D21F). A small number of demos have been released in stereo.

available at the umich atari archive

POPS

Lee Brilliant, ANALOG's resident hardware guru, came up with this system for stereo sound, running it off the clock line on the SIO bus. As with Gumby, it requires customized software to use. (ANL ???)

MIDIMATE

MIDI stands for Musical Instrument Digital Interface. It is a system for computers to record, replay and control musical instruments. MIDIMATE, when combined with MidiTrack software, permits an Atari 8-bit to take control. Why buy an ST? (ANL 33:26)

SIO-2-MIDI Interface

This is a set of plans to make your own MIDI interface. Limited software is included.

available at the umich atari archive

MidiMax

There was also a midi interface made by Wizztronics, called the MidiMax. Unlike the MidiMate, it had not jacks for external sync, but it did have an additional SIO port so it could be chained. It contained the same optoisolators generally used in midi keyboards, and the case was riveted steel -- real rugged. It came with Lee Actor's MMS software, some sample songs, a program to convert AMS to MMS files, and a couple of six foot midi cables. Gary Levenberg wrote the manual for the software. In addition, Wizztronics sold a dozen or so double-sided disks of MMS songs that had been converted from AMS.

PART V - Disk Drives

Happy Computing

Atari users were notorious for their software piracy. The Happy Drive (originally for the 810, later for the 1050) contributed to that reputation. It was a modified 810, which could duplicate copy protected software. Thus began a war between crackers and software houses. It also included a full track buffer, which sped up operations and reduced the painful grinding sound of the 810 at work. The 1050 version also made the 1050 into a true double-density drive; version 7.0 would let the modified 1050 read and write 180k MS-DOS disks.

US Doubler

The Atari 1050 drive was brain-damaged from the very beginning. Rather than add a few dollars worth of parts to make a true double-density drive, Atari invented their own format, called "dual-density", which stored 130k on a disk. ICD produced the US Doubler, a hardware add-on that gave the 1050 true double-density. As an added bonus, it also included UltraSpeed, which made "the normal beep-beep of Pokey sound like staccato machine gun fire" according to one review. These drives, in order to use warp-speed, had to have disks formatted in a special "Ultra-speed" sector skew. Unlike the Happy which would buffer the whole track and warp it to the computer, the USDoubler had limited ram and relied on the sector to be accessible right when it needs to be read. Using a ultraskew disk in non-US

mode was REALLY SLOW :) A variant was produced which added 4 to the drive number, permitting drives to be addressed as D5:-D8:.

The Super Archiver

This was CSS's entry into the 1050 DD sweepstakes. It included a high-end crackers' toolbox, letting you edit sectors, create phantom sectors and other fun stuff.

The Bit Writer

Eventually, software companies came up with a new copy-protection technique: use 34 sector tracks and repeating sector numbers, so you get a "different" sector #7 depending on where the disk is when you ask for it. CSS to the cracker's rescue again! The Bit-Writer reads in tracks from the disk and stores the bit pattern. This can then be re-written. Ironically, the software disk that came with this upgrade to the Super Archiver was created on a non-Atari machine, so users couldn't copy it.

The XF551 Update

Atari's last disk drive for the 8-bit wasn't quite perfect. This replacement OS ROM from CSS fixed a number of bugs (can't switch back and forth between SD and DD properly), and sped up the drive. A warning on upgrading the XF551: The main PC board is lousy. It's REALLY easy to break traces - even unplugging SIO cables can do it. BE CAREFUL!

The XF Single and Dual Drive Upgrades.

CSS introduced these for the XF551. You could either replace the 360k mechanism with a 720k one, or add a 720k to the 360k. Software included let you read and write IBM disks.

Bob Woolley's 3 1/2" XF551 Upgrade

Once again, someone couldn't leave well enough alone, ripped apart Atari hardware, got bored with merely improving the OS ROM, and swapped out the 360k 5 1/4" mechanism for a 720k 3 1/2" one. This was sold by an outfit called Innovative Concepts.

512k ROMDisk

From Klaus Peters in Germany, this system provides a solid-state alternative to floppy and hard disks. Using up to 8 27512 EPROMs, this setup provides high-speed PBI access to commonly used software

Amdek 3" drive

Amdek released a new standard for disks: a rigid 3" plastic disk that could store a whopping 360k (but you'd have to flip the disk for that). It never caught on.

MIO

ICD manufactured this wonderboard in 1987. Connected to the PBI or ECI, it provided either 256k or 1Meg of RAM, an RS232 port, a parallel printer port and a SCSI hard drive port. The RAM can be configured as a RAMdisk or printer buffer, or via software as a hard disk cache. To connect it to a 130XE ECI required a special adapter that would convert the 130xe's cartridge/ECI to an 800XL compatible PBI. The little board had two cartridge slots (the rear of the two works for some cartrige types only, like Rtime 8) This looked better than having a tower of stackable cartriges coming out of your 800XL! (Spartados X, Rtime8, and Action all plugged on top of each other is rather obtrusive on an 800XL :)

MIO II

Currently under development by Fine Tooned Engineering, this PBI/ECI board will provide an interface and power supply for an IDE hard disk. It may also include extended memory support for CPU upgraded computers, as well as a parallel port.

Black Box

CSS manufactures the Black Box, a PBI/ECI device that offers an optional 64k printer buffer. Its main attractions are its m/l monitor, 19200 baud RS232 port, parallel port, and hard disk interface. The parallel and serial ports do not use standard DB9 or DB25 connectors; custom cables are required.

Floppy Board

This is an add-on to the Black Box, also from CSS. It permits standard floppy drives, 360k, 720k, 1.2M and 1.44M, to be attached to the Black Box. Since they are connected to the PBI, these drives operate extremely quickly. Software included lets you read and write to MS-DOS format disks.

Supra/KP Hard Disk Interface

Supra released one of the first hard drives for the 800xl. It hooked up via the PBI. KP bought the rights to the interface from Supra.

Corvus Hard Disk System

The earliest hard disk interface, the Corvus system hooked up to a 400/800 via joystick ports 3 and 4. A custom DOS would be booted from a floppy disk to permit the computer to access the hard disk, which was divided into 720 sector partitions.

IDE Hard Drive Interface v1.0

New from Poland, this promises to let your XL/XE take control of new IDE hard disks. Its design will permit future systems to break the 16 megabyte boundary.

mailto: CONRADUS@plearn.edu.pl

Bob Woolley's IDE Interface

Some guys are constantly hacking hardware. And then there's Bob. Memory upgrades? PBIs for 1200xls? 80 column devices? Battery-backed RAM operating system? Somewhere, after all those, he found the time to interface the xl/xe parallel bus with an IDE hard drive. Plans to be published in the next Atari Classics magazine.

German IDE Interface

And now there is a new IDE-Interface available from germany. ~DM 120, + shipping. Works fine with Mitsumi CD-ROMs. Get in contact with the developers:

stefan_birmanns@ac.cybercity.de
matz@kawo2.rwth-aachen.de

ATR-8000

SWP Computer Products made this original wonder-widget: Serial and parallel ports, standard floppy interface, optional hard disk interface and even CPM and MS-DOS add-ons.

Critical Connection

A long time ago, in a galaxy far, far away, was a mystic operating system known as CPM. A company named USS Enterprises produced the Critical Connection, a device to permit a CPM computer to emulate disk drives for the Atari. It was a cable, plus software for the CPM end of the system. The CPM system could also act as a printer buffer, and the CPM keyboard could be used in the place of the Atari keyboard. (ANL 39,103)

SIO2PC

With the demise of CPM and the rise of the IMI cartel (IBM-Microsoft-Intel) a new system similar to the Critical Connection arose. Nick Kennedy developed the SIO2PC hardware and software, which permits any PC with a serial port to act as up to four disk drives for an Atari. It can also act as a printer buffer.

APE

Stephen J. Tucker took SIO2PC one better and wrote new software. The Atari Peripheral Emulator (APE for short) lets your PC act as high-speed drives. It lets you print to your PC printer. And it lets you use your PC modem on the 8-bit. It also permits, with a special cable, the creation of backups of copy-protected disks.

available at the umich atari archive

PART VI - Other Neat Stuff

Zucchini

In ANL 59,60 and 62, Dr. Lee S. Brilliant provided plans and software to turn a surplus Atari into a printer buffer for another Atari. He called it "The Atari Zucchini".

The Printer Buffer Routine (PBR) and Disk Emulator Routine (DER) came from B.L. Enterprises. They were cartridges and cables which worked in a similar fashion to the Zucchini. The PBR provided a buffer, while the DER emulated a disk drive on the remote computer. Stock XLs gave 403 free sectors; a 130xe would give 914. (ANL 65, 67)

PIA2

With the use of PORTB for RAM banking, hackers were looking for more parallel outputs. This plan, for adding one more PIA chip, includes notes for adding two more. It was intended as a means to control large RAM upgrades. (AIM 3/2, 16)

WIMA Radio, Lima, Ohio

This radio station, when automating 6 broadcast hours daily, created a hardware and software package built around a 130xe for control. Control was via joystick ports and tone decoders. (ANT 8/7, 30)

Comp-U-Temp

This provided 8 or 16 channels and 2 or 4 sensors. It would monitor the temperature, with options to log results to disk or printer, or to sound an alarm if the temperature strayed out of set boundaries. The software was described as "cumbersome". (ANL 48, 35)

Atari Lab

During one of their periodic restructurings, Atari decided to sell their computers as educational. Thus, the Atari Lab series was produced. The two kits released provided experimenters with tools to measure light and temperature. Of course, the next restructuring left this an orphan product.

Turbo 816

Released by DataQue, this provided a replacement OS as well as a replacement for the 6502 CPU. A 65816 was substituted, providing new opcodes and a 24 bit address space (16Megs vs 64k with the 6502).

Sweet 16

Released by Fine Tooned Engineering, this provides a 65816 CPU to replace the 6502.

Bob Woolley's 65816 Upgrade

Notice one name popping up again and again? In AC 3/3, Bob began explaining how to add a 14 mHz 65816 to your xl. That's right, parallel processing. Complete plans were never published.

MicroNet

Supra provided the Atari community with its first networking product. MicroNet provides nine SIO connectors. Eight are for computers. The ninth goes to whatever peripherals are to be connected. The system served to isolate the computers electrically. It did no software checking, meaning that two or more users attempting to print or save at the same time could trash each others output. (ANL 51, 76)

MultiPlexer

CSS provided a better way to network. The Multiplexer system requires one host system which has all the disk drives and printers for the network. The slaves are connected via the cartridge port to the host, and all their disk and printer i/o is rerouted to the host. All the systems involved require their OS replaced with a special multiplexer OS. The only thing not shared by the network is the R: device, allowing the system to be used for running a multi-line BBS with BBS Express! Professional BBS software from K-Products, which is still actively supported. This was possible with a special version of 4.0, and is built into 5.0.

GameLink II

The most recent innovation in networking the 8-bit Atari, GameLink II permits up to 8 machines to share information for interactive games. Currently, only the Maze of Agdagon supports this system. DataQue sells cables and the game.

J-Net

Released to on-line services and possibly to the Umich archive as well, this set of programs was designed to interface computers by the joystick port, using 3 bi-directional data lines and two control lines.

Transkey

Even the most dedicated of Atari enthusiasts hates the xe keyboard, with its mushy feel. Michael St Pierre created an interface for a PC keyboard. Hook it in to your xl/xe, and

plug in your PC keyboard. It includes programmable macro keys and a number of other features. Be warned that the PC keyboard isn't mapped the same as the Atari; for example, on the Atari SHIFT-2 gives a ", while on the PC it gives a @. Available from Dataque.

B-Keys

This keyboard was a full stroke replacement for the Atari 400 membrane keyboard, but they were very low keys....the touch was OK, but not excellent. There were better keyboard replacements for the 400, but NONE of them fit as well, or looked as if they were part of the orginal Atari 400.

XE-Touch

The XE computers have arguably the worst keyboards ever made. To firm up the squishy keys, Best Electronics sells this set of silicone switches. It only works on one of the two xe keyboard models, though.

Freezer

Huge RAM upgrades are great, but when your system crashes you can say goodbye to all the info in your RAMdisk. Bob Woolley made this mod to add a hard reset, by fooling the system into thinking that a cart had been pulled out of the system. Your system reboots, but your RAMdisk contents are preserved.

R-Time 8

This is a clock cartridge for any Atari from Fine Tooned Engineering. It includes a pass-through connector so that any other cartridge can be plugged in as well. Though primarily intended for SpartaDos, software for other DOSes is included.

???? Clock Cartridge

Announced 'way back in Atari Classics 1/1, this product was intended as a replacement for the R-Time 8. Software difficulties have kept it from being released.

Mars-8

This is still under development from Fine Tooned Engineering. For 800xls only. Memory expansion of 256k, 1M or 4M. Install internally Action, Basic XL/XE, MAC/65, SpartaDos X, R-Time 8.

Atari 850

This device hooks into the SIO line, and provides 4 9-pin RS232 ports and a 15-pin parallel port. The RS232 ports are NOT IBM PC standard. The MIO and PR Connection use the same pinout.

P:R: Connection

This device plugs into the SIO line, and provides 2 9-pin RS232 ports and a 15-pin parallel port. It is powered by the SIO line. The Atari 1200xl requires an internal modification to work with this device, or with the Atari XM301 300 baud modem.

Siders' Serial Interface

With 850s and P:R: Connections becoming increasingly rare, Kenneth Siders released plans to build a high-speed serial interface using only 2 ICs.

Atari 1090XL Interface Box

Ever look in the back of an Apple II or an IBM PC, and envy the expansion cards? Atari was planning to release a similar expansion box. The full specs were written up, and prototypes were sent out to hardware developers. As usual, Atari took this great idea, buried it, and forgot about it. These are EXTREMELY rare; I've only ever seen two for sale. Definite collectors pieces.

MPP 1000 Modem

The joystick port is a parallel port. The SIO port is a serial port. So where would you hook up a serial modem? MPP (now Supra) plugged a 300 baud modem into the joystick port. Running at 300 baud, with software that couldn't d/l files longer than 32k (an Xmodem bug), this is what got me started in the on-line world, and what got Supra started in the modem business. Wonder if I could trade in my old 300AT for a new 33.6k?

Voice Box II

Manufactured by the ALIEN Group, this speech synthesizer even made it into TIME Magazine in their "Machine of the Year" issue in 1982. Plugging into the SIO line, this device would produce speech of the traditional computer variety.

R/128 RAMdisk Printer Buffer Spooler

Protronics of California announced this 128k RAMdisk/printer buffer which interfaced via the joystick ports, offering it as a replacement for the 850. A 512k upgrade was promised. (ANT 2/8, 106)

N1858-32

Newell Industries announced this 850 replacement in 1983. It offered two serial and one parallel port, along with an expandable 8k printer buffer. (ANT 2/8, 106)

Oscar Model 1

This bar-code scanner was from the Databar Corp. The intent was to permit the speedy entry of computer programs which would be encoded in magazines. (ANT 2/8, 107)

1200XL PBI

Hackers love the 1200xl for two reasons: because of all the space available within the case, and because of the great keyboard. Bob Woolley came up with this set of plans for adding a parallel bus interface to the 1200xl.

available at the umich atari archive

Arm Your Atari

ANALOG magazine provided this unique information on interfacing an 8-bit to a Radio Shack Armatron remote controlled arm. Positioning was determined using the paddle/potentiometers, and control was via the PIA (joystick pins).

=== End ===

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David A. Paterson
davepat@total.net

http://www.geocities.com/SunsetStrip/Alley/1878
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"I do not feel obliged to believe that the same God who endowed us with sense, reason and intellect has intended us to forgo their use."
-- Galileo Galilei

155. [ANN] 6502 reloc. binaries & assembler

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5aqou8$t3h@narses.hrz.tu-chemnitz.de>
Source record: 77180
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

```
relocatable binary file format o65
& 6502 cross assembler xa65

This is the announcement for the 6502 relocatable binary file format 'o65'.

This format allows to

- relocate (i.e. move to a different address) a file when loading it, to
be able to execute at a different address

- produce global label lists, i.e. being able to export labels from one
file to another

- have undefined references, i.e. allow late binding (resolving symbols
at load time)

- code sharing in virtual memory architectures

- do block oriented transfer and have minimum side storage when loading a file

The format works for the 6502 and for the 65816 CPU. It knows object from
executable files and more.
The file format itself is free (I can do the clearance, if you have
suggestions for extensions etc.)
Have a look at: http://www.tu-chemnitz.de/~fachat/c64/xa/fileformat.txt

About another 6502 file format, see note 1).

6502 cross assembler xa65

As reference assembler to produce this kind of code, I have implemented
the file format in my 6502 cross assembler "xa65".
From version 2.1.1 it supports the new file format standard, and from
version 2.1.2a (i.e. current), it comes with the "file65", "reloc65" and
"ld65" utilities to print information about a file, relocate a file
and link several object files together resp.
The all programs are close to production stage (you never know if you
got all bugs...), while the linker is in beta stage. Esp. I want to know
about options you would like to have.

The assembler is under GNU public license and can be found at:
http://www.tu-chemnitz.de/~fachat/c64/xa/index.html

Other changes from earlier versions:

- supports o65 file format, including linker, relocator and file utility.
```

```
- much better code quality (only two warnings with
gcc -W -Wall -pedantic -ansi)

- supports more MASM pseudo opcodes (but still not the important ones
that I have my C-like preprocessor for: .if, .macro, .include.
This might change someday...

General description:

- C-like Preprocessor to make macros
- label "hiding" on different levels,
i.e. multiple use of the same label possible
- 1.5-pass assembler:
Everything that can be derefenced is being assembled in pass 1 and
saved in memory. The second pass does the rest. This (together
with hashing etc) gives quite a good speed (30kByte binary out of
300kByte source in less than two minutes on an 8MHz Atari ST -
hey, the first versions would have taken half an hour for this
job! - my 486DX4/100 with linux needs around two seconds or so...)
- needs no linker - all stuff is in source code (with this speed,
it's ok)
- (optional) support for relocatable 'o65' file format,
including linker, relocator and file utility. A loader in 6502
assembly code is also included.
- reads DOS and Unix(tm) files (LF or CR+LF)
```

so long
Andr&#65533; Fachat

```
----
1) There is already another relocatable object file format, called "OMF",
which is mostly used in the Apple community. I didn't take this format
for my projects for several reasons: It has some limits on filename
lengths; the relocation information is encoded between assembler code,
i.e. one cannot easily use block loading; it doesn't provide different
segments (as I can see) that have this meaning.
The OMF file format has never been published on the internet and mostly
commercial companies from the Apple world seem to support it - but then
they even have C compilers for this file format.
```

--
Andr&#65533; Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit&#65533;t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

156. Re: HP Deskjet --> 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970106131000.IAA24989@ladder01.news.aol.com>
Source record: 77181

In article <6OE-Ao7KzHB@peter.soemtron.sb.sub.de>,
peter@soemtron.sb.sub.de (Thomas Havemeister) writes:

>.

A. P. E. and SIO2PC seem to work, but a direct connection may be
impossible. The H-P Deskjets use bidirectional cables, but I don't think
they have to. When I got my Logitech PageScan, which has a
parallel-pass-through, it said something about changing the H-P drivers to
unidirectional if there was a conflict between the scanner and the
printer.

I know that the specs and commands for the Deskjets are available at H-P's
website, so if you get as far as getting the printer to work with simple
Epson commands, you might want to construct a printer driver for it.

BTW, even with A.P.E. and SIO2PC, when something gets sent to the printer
(mine is a 660C,) you have to press the top button (the yellow light will
be flashing) to get the page started.

157. Re: HP Deskjet --> 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: no_junk_email@skypoint.com
Message-ID: <5ar86g$cmg@stratus.skypoint.net>
Source record: 77182

asharkis@aol.com wrote:
[snip]
: BTW, even with A.P.E. and SIO2PC, when something gets sent to the printer
: (mine is a 660C,) you have to press the top button (the yellow light will
: be flashing) to get the page started.

This should only happen if you send less than a full page to it. You can
send a form feed to it (ASCII character 12) to force the page to feed.

158. Apology to joes.com

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: davepat@total.net.REMOVE
Message-ID: <32d127a2.0@news.total.net>
Source record: 77183
Cross-posted to: comp.sys.atari.8bit,alt.music.harry-chapin

A note to the newsgroups I frequent:

Recently, my .sig file included a call to boycott joes.com. This was due to
a spam email I had received. I have since learned the spam originated from
a disgruntled former user, removed from joes.com for spamming. I apologize
to joes.com for the boycott call.

All followup directed to news.admin.net-abuse.email.

Sorry 'bout that.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
--
"I do not feel obliged to believe that the same God who endowed us with
sense, reason and intellect has intended us to forgo their use."
-- Galileo Galilei

159. Re: XL BOSS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: davepat@total.net.REMOVE
Message-ID: <32d128bf.0@news.total.net>
Source record: 77184

In an article dated 03 Jan 97 17:40:48 GMT, some freak named Brad Rogers says...
>
>Whilst reading the usual rubbish I find here, Bill Bragg wrote something
>interesting to All about XL BOSS:
>
>Hello Bill,
>
> BB> I just found an unopened XL BOSS and I'd like to know if anyone uses
> BB> this item. It's by 'Allen Macroware' and it's apparently a replacement
> BB> Anyone seen these before or remember if they were any good? --Bill
>
>I certainly remember the XL Boss, although I never owned one. As you said,
>they're very similar to OMNIMON. Sadly, I don't recall what any review at the
>time had to say about it.
> _
As I recall, the downside to the XLboss is that it removed the PBI handlers. So, no MIO, BB or KP interface with it installed.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
--
"I do not feel obliged to believe that the same God who endowed us with sense, reason and intellect has intended us to forgo their use."
-- Galileo Galilei

160. attn "DAVE" Sucka999@aol.com

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E3LJww.Gt8@nonexistent.com>
Source record: 77185

Hiya Dave, you sent me email but I cant reply because you put wrong
reply to address. If you want a reply, gimme your email addr!

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles*****@*****blast.*net
NO UNSOLICITED COMMERCIAL EMAIL

161. Re: Please help...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32d736cd.5099731@news.networx.net.au>
Source record: 77186

rhkramer@fast.net (Randy Kramer) wrote:

>BobKlaas <bobkla19@tcd.net> wrote:
>
>>You need to provide a little more information on exactly what the
>>computer does when you turn it on...what do you get black screen, green
>>screen ect..personally don't think its the capisator.
>
>>bob
>
>When I turn it on, it makes flashes of red,green, and blue randomly
>appear on our Commodore 1702 monitor. I don't have any idea why it's
>not booting in to the basic rom.
>
>

You could try connecting it to a TV and see if you get a picture
there. If you do then the monitor output has failed somewhere.
Other than that, you could try replacing some of the major chips
inside, altho these are usually soldered in and very hard to replace,
and WHERE to FIND the replacement chips? Not much help I know, but
there it is. Your best bet would probably be to get another computer,
which here in the newsgroups I'm sure you'll find someone willing to
sell.

Steve.
ATARI.."Power without the Price": Hey thats STILL true!
---
http://www.geocities.com/SiliconValley/Heights/9364/index.html

162. Re: HELP! Individual files -> disk images on a PC ???

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32da3c57.6517620@news.networx.net.au>
Source record: 77187
Body handling: Inline uuencoded payload not displayed: IMAGUTIL.ZIP

esmurf@ibm.net wrote:

>how can i combine/copy individual disk files to a disk image file using
>only a pc? please point me to a faq or some utilities :)
>
>thanks, es-

Here's a couple of ATR IMAGE utilities for you to try out. I haven't
had much use for them myself, as I have a real ATARI and SIO2PC to
play with :)
If you have any trouble UUDECODEing the attachment, please let me know
and I'll re-send it in MIME.
I've included a front end loader, called XFSIO,which will launch XLit
or XFormer with all the required parameters and disk images. The ATR
utilities are called IMAGEMAN, and ATARIMG. Good luck with these, and
please let me know how you go....

Steve.

ATARI.."Power without the Price": Hey thats STILL true!
---
http://www.geocities.com/SiliconValley/Heights/9364/index.html

[Inline uuencoded payload not displayed: IMAGUTIL.ZIP]

163. FS/T: Atari 8-bit computer items [01/06/97]

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <5aqrr1$oi8@sjx-ixn10.ix.netcom.com>
Source record: 77188

If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it). Also, please be sure to read the entire message carefully before you ask me any questions. This will save us both some time. Thanks! -- MJN

*****

All VGA FS/T lists are updated weekly and are available on the WWW at http://www.io.com/~vga2000/

This list was last updated on 01/01/97

NOTE: There are currently 1375 ORIGINAL game screen shots available on my web site, including 52 for the Atari 8-bit computers!

I have the following Atari 8-bit software, hardware, and accessories for sale or trade.

There are a few items that are listed as untested. When I bought these items I was told that they all worked, but due to a lack of time, I have been unable to test them myself.

SALE CONDITIONS:

1) Sales are first come, first served. Please include your full postal mailing address in your reply, along with a list of the item(s) that you are interested in. This information is for internal VGA use ONLY, and will NOT be sold! Also, you will only be added to the VGA mailing list at your request!

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly
listed.

7) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. I have been in
business since 09/05/93, so I have a good idea how to price
items. My personal philosophy is that something is only worth
what someone is willing to pay for it.

8) Payment must be made in U.S. funds, by either check or money
order, drawn from a U.S. bank branch. Orders from outside the
U.S. are also accepted (also, please check out my want lists,
since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 5.50 Atariwriter
$ 5.00 Basic -- for use with the Atari 400 and 800
$ 9.50 Delta Drawing (Spinnaker)
$ 5.00 Missile Command
$ 5.00 Space Invaders
$ 5.00 Star Raiders

Cartridges with case and manual:
$14.50 Alphabet Zoo (Spinnaker)

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

This is a complete system, except for RF switchbox and RCA cable.

$39.00

*****

LOT #2

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex connector cable.

$32.00

*****

LOT #3

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex connector cable.

This item has not been tested.

$ 5.00

*****

LOT #4

ATARI 820 PRINTER, with one (1) roll of paper and built-in power cord.

This item has not been tested.

$14.00

*****

LOT #5

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

$19.00

*****

To reserve any item(s) listed here, please contact me (please read
the SALES CONDITIONS section first). Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

164. XL-it!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: Matty <moses@cybercomm.net>
Message-ID: <32D1D63B.5BA4@cybercomm.net>
Source record: 77189

I know this question has been asked before so one more time won't hurt... I can't seem to get the sound to work with XL-it (.16). I'm using a SB-16. I've tried everything I can think of and was wondering if someone who has a SB-16 and working sound (with XL-it) could post the contents of their autoexec. Thanks...

matt raupp

165. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0601972125370001@metricom01.ucsc.edu>
Source record: 77190

In article <59tqv3$23u@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>Actually the original UNIX (on a PDP-11) had a 64k barrier.
>(per process,I assume)

The PDP-11 was a 16-bit machine and had a 16-bit address space, period.
That's why it had a 64K barrier.

Actually, I believe that the PDP-11 differentiated between code and data
addressing, so you got 64K of each. And swapping allowed the use of more
memory, etc., etc. But the basic limitation there was the 16-bit
addressing designed into the machine.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

166. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0601972138400001@metricom01.ucsc.edu>
Source record: 77191

I know this was a hoary old message from before the dawn of time, but I
can't resist...

In article <58v84l$m77@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>Aren't Macs just "school" computers?Much in the same way that Pascal is.

Nope.

>I remember seeing one in a store once.I remember vaguely that you had to
>manipulate little B&W pictures to do things.I about laughed out loud.
>(B&W like a newspaper,not a TV)

That was then. The now, for me, is a 150 MHz PowerPC 604, gobs-o-ram, 17"
color monitor, etc. It's fast enough that Rainbow emulates the Atari
8-bitters at full-speed, 60fps. You did know that the Mac II came out way
back in 1987, ending the era of Macs being B&W only, didn't you? :)

>Like a pictures of a sliding control to adjust volume or something.
>I think Atari with MyDOS is a easy-to-use interface.

I think you are in the minority. :)

>(if only DUP.SYS didnt re-load after loading every little binary file!)
>The PC has a better interface than Mac.

You have got to be joking. Even to a hardened CLI user, DOS is painful.
It's like using UNIX with everything useful and good cut out.

>Also,you have to BOOT handlers.You can't just load your RS232 handler
>when/if you happen to want to call a BBS.Of course this isn't a
>problem,since there is NO RS232 handler!!!

There are RS232 drivers in the PC BIOS. Granted, they don't support more
than 19.2K...

>And the PC doesn't have P/M graphics.Nor a text winodw in graphics mode.

You hardly need them in this day and age.

>(that's why lots of games use 40col text.Because they can't use a text window,
> and switching to 640x200 would be out of the question,they have to
> bit-map the text on to the 320x200 screen.Hence,40columns!)

Lots of games run at 640x480 now that there are sufficient CPU cycles to
update that much at a reasonable frame rate...

>Oh yeah,the incredibly HUGE slack!!!
>Waffle keeps each and every message in a seperate file.But on
>MS-DOS,sectors are huge.My HD had 8k sectors.A 512+MB drive would have 16k
>sectors.A gigabyte drive would have 32k sectors!!!
>(every time you double the size,double the sector-size.MS-DOS can only
>have 65536 sectors("allocation units",really))
>So my few megabytes of messages took up 20MB!
>Oh,and you can't really un-delete files!
>Well,enough PC bashing for now.

Atari's solution is to not allow large partitions, which IMO is undesirable too.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

167. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0601972209100001@metricom01.ucsc.edu>
Source record: 77192

In article <E35I7L.Hxx@nonexistent.com>, scharles@blast.net wrote:

>Yes, but only the A.I. basic version. I already have Disky2 (The ML
>version) It's not as good.
>BTW, what the HELL do you do in Tomb Raider? All I can do is run
>around and shoot guns!

From what I saw of my friends playing it, that's really about all.
There's some sorta jump moves and stuff too. It didn't look so good,
given all the hype. Unless you're the sort that plays 3-D games just
because they're 3-D...

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

168. Re: New demos from europe?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5asrop$s96@nnrp1.news.primenet.com>
Source record: 77193

In article <19970107055900.AAA21697@ladder01.news.aol.com>,
Euskara <euskara@aol.com> wrote:
>There was an Atari get-together in Germany a couple of months back. Does
>anybody know if these demos are available anywhere for downloading?

And in the meantime, isn't it about time someone reposts whatever FAQs
involve the answer to how to turn a NTSC 800XL into a PAL 800XL, and
where to get the necessary chips and crystals.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

169. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0601972342100001@metricom01.ucsc.edu>
Source record: 77194

In article <5afgre$80g@nnrp1.news.primenet.com>, nickb@primenet.com (Nick S Bensema) wrote:

>Sad, really. It would be keen to have an Apple II laptop, for example.

What of the Apple IIc? Granted, no battery power, but I am pretty sure that some company or other made a battery kit for it. And I saw with my own eyes a LCD screen that could clip on to it, so you didn't have to have the full CRT monitor.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

170. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0601972339390001@metricom01.ucsc.edu>
Source record: 77195

In article <5akumm$imi@nnrp1.news.primenet.com>, nickb@primenet.com (Nick S Bensema) wrote:

>For example, in ANTIC there was published some lie detector that worked >through the joystick port. So you program the software for it in 6502 on >the Atari. When you're all done, you burn your program into a ROM like >you would for a cartridge. Then you make an Atari. You get a circuit >board, slap in the 6502, slap in the ROM, slap in some RAM wherrever you >need it, and hook all that up to the custom chip. Then cut off the DB9 >cable from your lie detector and wire the PCB from it to the custom chip. >Wire the "other joystick port" to some buttons for input and pipe the >video out into a small portable TV.

[...]

>Of course, I'd like to disqualify everything I've just said by stating I >have no formal training in electronics and I don't even know how to >solder, I've only "heard things". But someone who does know about this >stuff can probably see what I'm getting at and tell us exactly why it's a >load of bull.

I would make one modification to the above scenario: you can integrate the 6502 right into the "big chip". No need to make it external, as that wastes pins. On modern process technologies, every last bit of the digital circuitry in the 800XL could fit into a single chip. (Apple once embedded a pair of 10 MHz 6502 processor cores into an ASIC for the Mac IIFX; their job was to act as I/O controllers...)

However, people who want to build hacker type projects typically don't bother with all the baggage of an entire late-70's era personal computer. You can build single-chip computers with common 8-bit microcontrollers.

For instance, the one I've used, the Motorola 68HC11, is somewhat related to the 6502, but has a more powerful instruction set (multiply and divide!). It has built-in I/O pins, A/D conversion, serial ports, timers, a few hundred bytes of RAM, and 500-8000 bytes of some form of ROM (EEPROM, EPROM, OTP ROM, or mask programmed ROM). You can program the thing in a wide variety of languages (I use a C compiler, with inline assembly), and bootstrap it by connecting it to a PC with a serial port running a program Motorola supplies. Some variants have a complete built-in machine language monitor program (BUFFALO).

In one of my project courses in school last year, I built a maze-navigating robot with the HC11. Other than the HC11 itself, I had a 32K NVRAM (compiled programs get too large for the on-chip EEPROM), some glue logic to interface it, motor drivers, and sensor drivers.

For really simple things, like that lie detector, you can get a prebuilt board called the BASIC Stamp. It is powered off a single 9V battery, and has a PIC microcontroller with BASIC in a ROM and enough program space for something on the order of 100 BASIC instructions. It interfaces to a PC via serial. The BASIC is a simplified BASIC with extra commands to do common controller operations, like generating PWM signals. One side of the board is perfboard, so you can wire up your own circuits.

It is a funny thing... back in junior high school I had great dreams of making a robot that had an 800XL on board for the smarts. :)

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

171. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0601972352460001@metricom01.ucsc.edu>
Source record: 77196

In article <5ahhfn$kth@nnrp1.news.primenet.com>, nickb@primenet.com (Nick
S Bensema) wrote:

>In article <5ah9h4$efn@news1.fast.net>, Randy Kramer <rhkramer@fast.net> wrote:
>>jcompton@typhoon.xnet.com (Jason Compton) wrote:

>>I beg to differ. Once/IF they found the blueprints, the chips would be
>>very easy to make (and much quicker, too). In fact, with all the
>>advances in chip technology, the Atari 800 (or any other 8bit) would
>>be as small as a PDA.
>
>The Atari 2600 chipset was reduced in such a way that "TV Boys" are sold
>in Asia with over a hundred built-in games for a unit price of anywhere
>from US$20 to US$60. About the size of a Genesis controler but with a
>complete 2600 system, joystick, and even joystick ports on some models.
>
>An Atari 800 or 5200 made like this would rock.

Unfortunately, there are some problems.

The 2600 didn't have any custom chips. It was built entirely from
standard parts. And it had no operating system ROM. Reverse engineering
it was a matter of looking inside to see which chips were there, and
looking at the development docs so you'd know what the memory map looked
like. This is perhaps an oversimplification, but it is essentially true.

The 800 series has several custom ICs. To do the same job, one would have
to recreate the functionality of each from scratch, since I doubt the
original engineering documents describing the circuitry still exist. (The
other possibility is to take photomicrographs of the surface of each chip,
and work from there... ugh!) Even if the documents did exist, a
substantial amount of work would likely be needed to convert it all from
NMOS or PMOS to CMOS.

In other words, the required engineering effort would be substantially
more than what was required to shrink a 2600, for a product that likely
would not sell as well as the shrunk 2600.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

172. Re: SIO2PC/APE cable construction?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: csm@ix.netcom.com
Message-ID: <32f58f88.917046193@nntp.ix.netcom.com>
Source record: 77197

On Sat, 4 Jan 1997 21:40:00 GMT, Michael Kling <kling@cis.picker.com>
wrote:

>I picked up an old 286 with a 40 meg IDE drive for $50.00, then built an
>SIO2PC cable. This way I when I D/L software to my PC off the net I can
>transfer it with a 3.5 inch disk from my 486 to the 286. Works great and
>I can always upgrade the 40 meg drive if I need more space.
>
Where can I find info on building a SIO2PC cable?

thanks,

Chris Marshall
csm@ix.netcom.com

173. Quick question on ATR files....

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: Chris Dunlop <dunlopc@mail.dec.com>
Message-ID: <01bbfc1c$5345fc80$ec589a10@vrml.cth.dec.com>
Source record: 77198

I was wondering if there is an easy way to trasfer the image files back to an ATARI drive, either using a SIO2PC cable and APE, or directly using the IBMs drive.

As an asside, are there any Indus GT users who would know why all disks would report a G5 error on bootup (and boot error scrolls onscreen, but no POKEY beeps). The previous owner of the drive beat it up pretty bad, and I'm not sure if it is alignment or not. If the drive is hopeless, does anyone have an Indus drive for sale?

Thanks,
Chris
c.dunlop@sympatico.ca
dunlopc@mail.dec.com

174. Re: Looking for Atari Profibuch

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199701062048.a20114@do2.maus.de>
Source record: 77199

HS>The Profibuch is a book that describes the STs (!) hardware and
HS>programming.

That is absolutely wrong. In 1985 a book called "Das ATARI-Profibuch" from Sybex appeared on the market covering the 8-Bit-ATARIs. Two years later the book "Das ATARI-Profibuch ST" from Sybex was published covering the ST. One of the authors of the original book for the XLs Julian Reschke was also one the authors of the second book. His netaddress is:

julian_reschke@ms.maus.de

Tschuess
Frank

P.S.: No, he doesn't have any books left

175. Re: GZ file Format

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32d04430.1100330@news.inc.net>
Source record: 77267

On 5 Jan 1997 21:12:46 GMT, lenspencer@aol.com wrote:

>The best thing to do for compressed ftp downloads is to get WinZip 5.6.
>It will unZip PKZip files, .Z, .GZ, and .TAR, maybe a few others.
>

Version 5.6? WinZip is up to at least version 6.2 now. :) Of
course, WinZip requires a Windows machine to run.

Cheers,

Jon

176. Re: Please help...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-06 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5aphee$gan@news1.fast.net>
Source record: 77268

BobKlaas <bobkla19@tcd.net> wrote:

>You need to provide a little more information on exactly what the
>computer does when you turn it on...what do you get black screen, green
>screen ect..personally don't think its the capisator.

>bob

When I turn it on, it makes flashes of red,green, and blue randomly
appear on our Commodore 1702 monitor. I don't have any idea why it's
not booting in to the basic rom.

177. Re: Q: 8bit magazine info

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <5au250emf1@news.aros.net>
Source record: 77119

Scott Roughton (roughton@bnr.ca) wrote:
: Hi,

: There is a project to convert a popular 8bit magazine to html. Anybody
: know what it is? I think the mag was the predecessor of ST-User. If
: anybody has any idea, please lemme know. Thanks.

: Scott

That would probably be the Digital Antic Project, at
http://redwood.northcoast.com/savetz/antic/

178. Re: Cart Copy

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: read@my.sig
Message-ID: <32d494e0.3514046@news.networx.net.au>
Source record: 77120

ssilicon@lax.net (Jon D. Melbo) wrote:

>On 7 Jan 1997 03:50:16 GMT, ericcron@wwa.com (Eric Michael Cron)
>wrote:
>
>>Geez, I wish I knew it was so stinking easy to copy cartridges.
>>Everything I read made it sound so hard.
>>
>>While browsing through some unlabled disk I got in trade, I came across a
>>BASIC program called cartcopy. Luckily, I had my 800 laying around. I
>>have succesfully copied the Atari Assembler Editor cartridge that I just
>>purchased new from B&C. Why wasn't this available on disk already? (If it
>>already is available, pay no attention to the idiot behind the curtain, or
>>the monitor, he he :))
>>
>>I looked on the archive, but I did not see it. This BASIC program works
>>very well, and it only takes about ten seconds, two times out of two it
>>has worked wonderfully! Yeah, I had to stick a pencil in my 800 so that I
>>could keep the lid open and insert a cart into the right slot, but thats a
>>small price to pay.
>>
>>I think I will copy all of my carts now, I am always so worried about
>>trashing them while inserting (you know how they get stubborn sometimes!)
>>
>>If anybody else has had problems copying carts and would like this neat
>>little utility, just send mail to:
>>
>>Eric_Cron@addus.com
>>
>>Don't use the wwa.com, I rarely have time to read it.
>>
>>Eric
>>
>I believe I had that program... if I remember right it worked for some
>carts but not others.
>

Yeh, I still have the program, but it certainly won't copy the new
bank selected carts. I believe Yogi is working on the Flight Sim II
cart, but is having probs cause of the bank selection. I have just
done BUGHUNT- not much of a game and requires the light gun- but still
it was a bit of a challenge. BTW, if anyone could send me a list of
carts they have and want on disk- let me know and I'll check to see if
I have it already done.

Steve.

```
-------------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-------------------------------------------------------------
"ATARI: Power without the price!" even more so now.
-------------------------------------------------------------
```

179. Re: The Goonies, Bounty Bob and Best RPG

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: Christopher Brett Strong <strong@facility.cs.utah.edu>
Message-ID: <Pine.HPP.3.95.970107103558.19923B-100000@labhp31.cs.utah.edu>
Source record: 77121

> -
> Yes, I did. I also have "Indenture" a rewrite for the pc, which has an
> expanded set of rooms. Unfortunately, it crashes alot so I can finish
> it.

You may have a problem on your system. I have played Indenture quite a bit with never a problem on two computers (386SX/16, 486DX/66) with nary a problem. A friend has spent at least 96 hours (he mapped the entire new section) on a 486DX/100 with never a lockup or crash.

-Chris

180. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <5au5o4$ha7$1@news.aros.net>
Source record: 77122

After all the mention of what ends up lost and/or thrown away, I thought I'd share this bit from Toad Computers' homepage (in case some of you hadn't seen it yet):

"While dumpster diving at Atari in March 1996, we found the original developer documentation to the Panther, complete with technical specifications, schematics, and source code to 'Panther Pong.'"

This is at http://www.ataricentral.com:80/jaguar/

Granted, the Panther was a never-released system, but I'm sure many people on here (myself included) would love to have a copy of what was found in that dumpster.

It distresses me sometimes to think of what has been thrown away by various companies and dealers.

181. Re: Downloading from Yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: read@my.sig
Message-ID: <32d6973c.4118221@news.networx.net.au>
Source record: 77123

euskara@aol.com (Euskara) wrote:

>Hi everyone!
>
>Can someone tell me if there's a way to download more than one file at a
>time from the FTP site. (ie. highlighting a bunch of files and DL them
>simultaneously)
> Thanks!

I guess you are using NETSCAPE or some WEB browser? The best way is to
get an FTP program- WSFTP or CUTEFTP seem to be the best around. With
these the filenames come up like in WINDOWS FILE MANAGER, and you can
hold control down and select whatever files u want. Besides, Yogi's
FTP site server only allows 5 anonymous login's, so you would
DEFINATELY be better off using one. See, the problem using NETSCAPE is
when you select to change directorys or download files, the server
see's this as another LOGIN and promptly says to any other user ACCESS
DENIED after 5 attempts. Anyway, I guess you need some pointers to FTP
so here they are:

http://www.cuteftp.com

http://www.ipswitch.com/pd_wsftp.html

Have fun....

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

"ATARI: Power without the price!" even more so now.
----

182. Re: SIO2PC/APE cable construction?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: read@my.sig
Message-ID: <32d89ed1.6059435@news.networx.net.au>
Source record: 77124

csm@ix.netcom.com (Chris Marshall) wrote:

>On Sat, 4 Jan 1997 21:40:00 GMT, Michael Kling <kling@cis.picker.com>
>wrote:
>
>>I picked up an old 286 with a 40 meg IDE drive for $50.00, then built an
>>SIO2PC cable. This way I when I D/L software to my PC off the net I can
>>transfer it with a 3.5 inch disk from my 486 to the 286. Works great and
>>I can always upgrade the 40 meg drive if I need more space.
>>
>Where can I find info on building a SIO2PC cable?
>

There's lots of links around, check out my home page for some info.
Some quik links off the top of my head...

www.hackerz.com

go to their ATARI RETRO SITE.

http://nimitz.mcs.kent.edu/~clisowsk/8bit.html

lots of info here, I built my SIO2PC cable from a schematic found
here. It mentions that a diode is needed if you want access to real
disk drives, but I omited the diode and still can access everything.
This may differ for you, so see how you go......

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

"ATARI: Power without the price!" even more so now.
----

183. Re: Anyone use 'TurboBasic' on 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: read@my.sig
Message-ID: <32d79bf7.5329427@news.networx.net.au>
Source record: 77125

nadkar <nadkar@zeus.fh-pforzheim.de> wrote:

>hi... try open #1,4,0,"D2:*.*"
>
>or was the "6" for the directory??? i do not know... ,-)
>maybe you must reconfigure your dos...
>

Yes it is "6" for the DIR, "4" is the "open file for read", and "8" is
"open file for write" commands. Just for interests sake- "9" is "open
file for write/append", and "12" is "open file for read/write".
Hmmm seems wierd that the command OPEN#1,6,0,"D2:*.*" doesn't work,
maybe the DOS is only set for a single drive, or the device #1 is
already in use by something else. You could try using OPEN#2 etc etc
to see if it is the DEVICE #1 in use. I would suggest using another
DOS that is known to access D2 to load TurboBasic. But, just in case,
I'll boot up my old faithful 130xe and try the command myself.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

"ATARI: Power without the price!" even more so now.
---

184. Re: Cart Copy

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970107201000.PAA08774@ladder01.news.aol.com>
Source record: 77126

In article <5ash5o$2s2@kirin.wwa.com>, ericcron@wwa.com (Eric Michael Cron) writes:

>
>I looked on the archive, but I did not see it. This BASIC program works
>very well, and it only takes about ten seconds, two times out of two it
>has worked wonderfully! Yeah, I had to stick a pencil in my 800 so that
I
>could keep the lid open and insert a cart into the right slot, but thats
a
>small price to pay.
>
>I think I will copy all of my carts now, I am always so worried about
>trashing them while inserting (you know how they get stubborn sometimes!)

That works great on the 8k carts like Assembler/Editor, but it will not get the 16k carts or any Supercarts (Basic XL, Mac/65, etc.) you might have. I have a cartcopy utility around here somewhere that is in ML, if you like I can Fmail it to you.

185. Re: What's the best boot loader?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: read@my.sig
Message-ID: <32d9a1f6.6864087@news.networx.net.au>
Source record: 77127

lenspencer@aol.com wrote:

>In article <5aq6v3$ejm@sjx-ixn4.ix.netcom.com>, kheller2@ix.netcom.com
>(Karl Heller) writes:
>
>>
>> I have some program loader that only takes up a few sectors and it can
>use
>>both single and double density drives. All I can remember off the top of
>my
>>head is that it had red and green text, used the big text mode for the
>names
>>of the files and was darn fast. It was, as I recall, a "Real" product.
>Not
>>shareware. I'll have to see if I can find it somewhere...
>
>Are you thinking of LeMenu? I have that one, I think that is the one that
>works with Sparta format as well as DOS 2.x format?
>

Hmm.. LeMenu? I thought that was a PC program. I'd love to have a look
at it if it is for the ATARI.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

"ATARI: Power without the price!" even more so now.
---

186. Re: XL-it!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: read@my.sig
Message-ID: <32d5963d.3863644@news.networx.net.au>
Source record: 77128

Matty <moses@cybercomm.net> wrote:

>I know this question has been asked before so one more time won't
>hurt... I can't seem to get the sound to work with XL-it (.16).
>I'm using a SB-16. I've tried everything I can think of and was
>wondering if someone who has a SB-16 and working sound (with XL-it)
>could post the contents of their autoexec. Thanks...
>
>matt raupp

It's funny that version 0.14 works fine with my SB-PRO clone card, but
as for 0.16- no idea!! The only thing that is mentioned in the DOC's
is to make sure that the SET SOUND variable is in the Autoexec.BAT is
set properly. ie: SET SOUND16 = A220 I5 D1 T4 etc. This may differ
for you but is the usual setting. I have tried but no luck......

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

"ATARI: Power without the price!" even more so now.
---

187. 822 Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: Christopher Brett Strong <strong@facility.cs.utah.edu>
Message-ID: <Pine.HPP.3.95.970107104504.19923C-100000@labhp31.cs.utah.edu>
Source record: 77129

I am (still) searching for an Atari 822 Printer. This is the small beige
40 column thermal printer (not to be confused with the 820 printer, which
uses normal paper and a ribbon--and is much larger.

If anyone is interested in selling or trading one, please let me know.

Christopher B. Strong InterNet strong@ee.utah.edu
decRAD: CSTRONG CADE: strong@eng.utah.edu

||| "Speak 'Friend' and enter"
/ | \ --- Have You Played Atari Today? ---
"If the mean don't get you, the variance will." -- James 1. Rieger

188. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <5au4bhemf2@news.aros.net>
Source record: 77130

Randy Kramer (rhkramer@fast.net) wrote:

: But seriously, even if they saw what the 8bits could do, nobody would
: want one. Why? Because the keyboard is in serious need of a redesign.

Well, whoever designed the one-chip 8-bit dream machine would of course
wire in a port and converter for a regular PC-style keyboard. ;)

189. Re: Downloading from Yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970107214300.QAA11554@ladder01.news.aol.com>
Source record: 77131

In article <19970107064700.BAA22902@ladder01.news.aol.com>,
euskara@aol.com (Euskara) writes:

>Can someone tell me if there's a way to download more than one file at a
>time from the FTP site. (ie. highlighting a bunch of files and DL them
>simultaneously)

You gotta love that FTP. No batch transfers, no crash recovery, WHAT WERE
THEY THINKING???

190. Looking for 130XE Schematics and Tech info

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: crozier@rpi.edu
Message-ID: <5asob2$b24@usenet.rpi.edu>
Source record: 77132

Hello All,
I recently dusted off my old 130XE looking for something to drive
my HO train layout. I have been poking around the 'net looking for
information on the ECI and related hardware. I have found some
including the tech manual (but thats mostly software), various
FAQS, and even the 1090XL specs (which were quite helpful).
But I would really like a set of schematics and related information
like memory maps, timing and the like.

I noticed from the 1090XL spec that there is some memory free
in the D100-D1FF area (among others) could I connect the
latches I need to this address and get what I want or do I have
to worry about the whole PBI spec and interfacing.

I really just want maybe 20 bytes that I can connect to latches
outside the computer. Thoughts?
Thanks
Kevin
crozier@rpi.edu

191. conversion to PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: Marc or Richard Ehrenberg <mrmopar@computer.net>
Message-ID: <32D315FB.2D8D@computer.net>
Source record: 77133

Anybody know of a way to read 8-bit Atari diskettes in an IBM-compatible
5-1/4" drive? Assuming this can be done, how about converting from the
old Atari "Letter Perfect" files to ASCII?
Or, can anybody to this if I send the diskettes?
Richard Ehrenberg
mrmopar@computer.net

192. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0701972035220001@port45.bitstream.net>
Source record: 77134

In article <bwanga-0601972342100001@metricom01.ucsc.edu>,
bwanga@cats.ucsc.edu (Timothy A. Seufert) wrote:

> In article <5afgre$80g@nnrp1.news.primenet.com>, nickb@primenet.com (Nick
> S Bensema) wrote:
>
> >Sad, really. It would be keen to have an Apple II laptop, for example.
>
> What of the Apple IIc? Granted, no battery power, but I am pretty sure
> that some company or other made a battery kit for it. And I saw with my
> own eyes a LCD screen that could clip on to it, so you didn't have to have
> the full CRT monitor.

A little movie trivia: You can see a IIc with an LCD screen in the movie
"2010"--it's the scene near the beginning where Dr. Heywood Floyd (played
by Roy Scheider) is working at the beach. It's only shown from the side,
maybe to hide the fact that he's using 25-year-old hardware. All in all,
one of the sillier product placements ever made in a movie, considering
how quickly computers change. (Maybe it's supposed to be some kind of
retro thing. After all, look at this news group.;-)

Mark
marksim@bitstream.net

193. Atari 8bit alive?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970107112000.24923G-100000@fissure.scar>
Source record: 77135

All this interesting hardware hacks, OS upgrades, etc. about the Atari 8bit make me almost want to dust off the Atari 800Xl, and boot up good old SpartaDos from my trusty Xf551. Almost...

but you have to admit, they just don;t make game slike 4 player MULE for the Atari 800!

194. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: robscha@data.rhein-main.de
Message-ID: <HAHIFHBKUP@data.rhein-main.de>
Source record: 77136
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In <32CEB78B.5F83@worldgate.com> Bill Merik wrote:

>No, Toad is not the ONLY company. Computer Direct is pretty well
>exclusively devoted to TOS and MagiC platforms. Toad is hyping their PCs

How i can get a simple catalog of all computer direct items?
E-Mail!?

regards, robert

--
robscha@data.rhein-main.de -= Home of DOITF030 =-
_____
Robert Schaffner@OF2.maus.de F030-520ST-Jaguar-Mac
Tel/Fax/Modem: +49 (0)6103-67197 Lynx I + II
http://www.rhein-main.de/people/robert/doitf030.htm

195. XL BOSS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32d2f71b@pianosa.demon.co.uk>
Source record: 77137

Whilst reading the usual rubbish I find here, David A. Paterson wrote something
interesting to All about XL BOSS:

Hello David,

DAP> As I recall, the downside to the XLboss is that it removed the PBI
DAP> handlers.
DAP> So, no MIO, BB or KP interface with it installed.

:-(

Thanks for the info. At the time the Boss, OmniMon, etc. where readily
available, information about them was scarce here in the UK. Even when info
was around (ANALOG, Antic) shipping from the US was just too expensive. Yes,
yes, I know the XL Boss was easily bought here, but without information about
compatibility, I was too scared to shell out any hard earned on the damned
thing.

As ever, my loss. :-((

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... I don't want no uniform, and I don't want no book of rules.
Youth Youth Youth; Generation X

196. Re: Downloading from Yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <CMv0yMezGWUP092yn@kenton.com>
Source record: 77138

In article <19970107214300.QAA11554@ladder01.news.aol.com>,
lenspencer@aol.com wrote:
>In article <19970107064700.BAA22902@ladder01.news.aol.com>,
>euskara@aol.com (Euskara) writes:
>
>>Can someone tell me if there's a way to download more than one file at a
>>time from the FTP site. (ie. highlighting a bunch of files and DL them
>>simultaneously)
>
>You gotta love that FTP. No batch transfers, no crash recovery, WHAT WERE
>THEY THINKING???

If you use an updated FTP client, then you get both of these if the
server supports it, which is a pretty good chance. (I use NCFTP under
Win95, OS/2, and Linux)

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
---

197. New demos from europe?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970107055900.AAA21697@ladder01.news.aol.com>
Source record: 77200

There was an Atari get-together in Germany a couple of months back. Does anybody know if these demos are available anywhere for downloading?

198. Downloading from Yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970107064700.BAA22902@ladder01.news.aol.com>
Source record: 77201

Hi everyone!

Can someone tell me if there's a way to download more than one file at a time from the FTP site. (ie. highlighting a bunch of files and DL them simultaneously)
Thanks!

199. Cart Copy

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <5ash5o$2s2@kirin.wwa.com>
Source record: 77202

Geez, I wish I knew it was so stinking easy to copy cartridges.
Everything I read made it sound so hard.

While browsing through some unlabled disk I got in trade, I came across a BASIC program called cartcopy. Luckily, I had my 800 laying around. I have succesfully copied the Atari Assembler Editor cartridge that I just purchased new from B&C. Why wasn't this available on disk already? (If it already is available, pay no attention to the idiot behind the curtain, or the monitor, he he :))

I looked on the archive, but I did not see it. This BASIC program works very well, and it only takes about ten seconds, two times out of two it has worked wonderfully! Yeah, I had to stick a pencil in my 800 so that I could keep the lid open and insert a cart into the right slot, but thats a small price to pay.

I think I will copy all of my carts now, I am always so worried about trashing them while inserting (you know how they get stubborn sometimes!)

If anybody else has had problems copying carts and would like this neat little utility, just send mail to:

Eric_Cron@addus.com

Don't use the wwa.com, I rarely have time to read it.

Eric

200. Re: XL BOSS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: Bill Bragg <bbragg@iag.net>
Message-ID: <32D230B4.348F@iag.net>
Source record: 77203

David A. Paterson wrote:

> As I recall, the downside to the XLboss is that it removed the PBI handlers.
> So, no MIO, BB or KP interface with it installed.

Does the ONMINON XL have the same problem. Found one of them too ...
uninstalled.

--Bill B.

201. Re: Cart Copy

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32d207cf.17739228@news.inc.net>
Source record: 77204

On 7 Jan 1997 03:50:16 GMT, ericcron@wwa.com (Eric Michael Cron)
wrote:

>Geez, I wish I knew it was so stinking easy to copy cartridges.
>Everything I read made it sound so hard.
>
>While browsing through some unlabled disk I got in trade, I came across a
>BASIC program called cartcopy. Luckily, I had my 800 laying around. I
>have succesfully copied the Atari Assembler Editor cartridge that I just
>purchased new from B&C. Why wasn't this available on disk already? (If it
>already is available, pay no attention to the idiot behind the curtain, or
>the monitor, he he :))
>
>I looked on the archive, but I did not see it. This BASIC program works
>very well, and it only takes about ten seconds, two times out of two it
>has worked wonderfully! Yeah, I had to stick a pencil in my 800 so that I
>could keep the lid open and insert a cart into the right slot, but thats a
>small price to pay.
>
>I think I will copy all of my carts now, I am always so worried about
>trashing them while inserting (you know how they get stubborn sometimes!)
>
>If anybody else has had problems copying carts and would like this neat
>little utility, just send mail to:
>
>Eric_Cron@addus.com
>
>Don't use the wwa.com, I rarely have time to read it.
>
>Eric
>
I believe I had that program... if I remember right it worked for some
carts but not others.

202. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970107083800.DAA25168@ladder01.news.aol.com>
Source record: 77205

In article <5aq63u$ejm@sjx-ixn4.ix.netcom.com>, kheller2@ix.netcom.com (Karl Heller) writes:

>>If somebody made a "redesigned" Atari, they should increase the size
>>and durability of the keyboard.
>>
>
> Sounds like you have never used a 1200XL keyboard. Also, let us not forget
>
>the Transkey upgrade which let you use PC keyboards. I've got to dig mine
>out
>of the basement and get this Focus 9000 Keyboard hooked up to it! A big bad
>nasty keyboard!

I think my first 800XL has a 1200XL keyboard! Not that silkscreened membrane crap, but a REAL keyboard.

203. Re: What's the best boot loader?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970107083800.DAA25171@ladder01.news.aol.com>
Source record: 77206

In article <5aq6v3$ejm@sjx-ixn4.ix.netcom.com>, kheller2@ix.netcom.com (Karl Heller) writes:

>
> I have some program loader that only takes up a few sectors and it can use
>both single and double density drives. All I can remember off the top of my
>head is that it had red and green text, used the big text mode for the names
>of the files and was darn fast. It was, as I recall, a "Real" product. Not
>shareware. I'll have to see if I can find it somewhere...

Are you thinking of LeMenu? I have that one, I think that is the one that works with Sparta format as well as DOS 2.x format?

204. Atari 8-Bit WebRing Sites Needed!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bbfc79$037d3440$9af7aecc@127.0.0.1>
Source record: 77207

ATTENTION ALL ATARI 8-BIT WEBMASTERS!

Hi, I am setting up an Atari 8-Bit WebRing to link all the Atari 8-bit sites together. If you would like your site added into the ring please send e-mail to blackat@direct.ca including the following information:

1. Your Name
2. Your E-Mail Address
3. The URL Of Your Page
4. The Title Of Your Site
5. The 'Theme' Of Your Site
(ie: Hardware, Software, Hacks, Etc)

Thanx,
Once I get 5 ppl (or more) I will put up the 'official' homepage for the ring.

William J. Fisher

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

COMMERCIAL/BULK EMAIL WON'T BE TOLERATED
(all such mailings will be reported)

205. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bbfc79$6cc65440$9af7aecc@127.0.0.1>
Source record: 77208

> From what I saw of my friends playing it, that's really about all.
> There's some sorta jump moves and stuff too. It didn't look so good,
> given all the hype. Unless you're the sort that plays 3-D games just
> because they're 3-D...

I got it for X-Mas (Tomb Raider)... It's actually more like an explore the virtual world type game. No QUAKE killer/blood/mayhem here. =)

If you like exploring and atmosphere then Tomb Raider rocks. (I love the game).

BTW: Somehow I doubt there will be an Atari 8-Bit version anytime soon! ;)
--
William J. Fisher

_____
BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

COMMERCIAL/BULK EMAIL WON'T BE TOLERATED
(all such mailings will be reported)

206. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bbfc79$e22d90e0$9af7aecc@127.0.0.1>
Source record: 77209

> That was then. The now, for me, is a 150 MHz PowerPC 604, gobs-o-ram,
17"
> color monitor, etc. It's fast enough that Rainbow emulates the Atari
> 8-bitters at full-speed, 60fps. You did know that the Mac II came out
way
> back in 1987, ending the era of Macs being B&W only, didn't you? :)

Could you possibly do me a favour?

Take a screen shot of the MacOS's menubar and menus (the Finders that
is)... and possibly open the system folder and screen shot all the Icons
you can find? and possibly send me the system sounds as well?

Thanx in advance... If you want to know why I want all this e-mail me! =)
--
William J. Fisher

_____
BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

COMMERCIAL/BULK EMAIL WON'T BE TOLERATED
(all such mailings will be reported)

207. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5at6hk$et1@nnrp1.news.primenet.com>
Source record: 77210

In article <bwanga-0601972342100001@metricom01.ucsc.edu>,
Timothy A. Seufert <bwanga@cats.ucsc.edu> wrote:
>In article <5afgre$80g@nnrp1.news.primenet.com>, nickb@primenet.com (Nick
>S Bensema) wrote:
>
>>Sad, really. It would be keen to have an Apple II laptop, for example.
>
>What of the Apple IIc? Granted, no battery power, but I am pretty sure
>that some company or other made a battery kit for it. And I saw with my
>own eyes a LCD screen that could clip on to it, so you didn't have to have
>the full CRT monitor.

I have only seen IIe's, and one II in a thrift store.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

208. Anyone use 'TurboBasic' on 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: "J\"org Ritter" <ritter@sol.cs.uni-sb.de>
Message-ID: <32D23E33.41C67EA6@sol.cs.uni-sb.de>
Source record: 77211

```
Does anyone use 'TurboBasic' on 800 XE ?

I've a problem to access a second 5.25" disk drive.
I get from
OPEN#1,6,0,"D2:*.*"

the following error:
ERROR 130 Dev

Under DOS I can access the second drive ?

J"org.
```

209. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5ate1e$qa5@sjx-ixn8.ix.netcom.com>
Source record: 77212

In <CRdzyMezGC1Q092yn@kenton.com> gozar@kenton.com (Ryan 'Gozar'
Collins) writes:
>
>In article <5ai7ip$msn@News.Dal.Ca>,
>ab616@chebucto.ns.ca (Tony Cianfaglione) wrote:
>> One further note: Apple is not releasing this computer. A
company
>>called The Tiger Learning Computer Company has licensed the II format

>>from Apple for this project. The II was reduced to a single chip
used on
>>their 16 bit IIGS (the chip called the MegaII). It is probably this
chip
>>that is being used. Tiger is probably counting on families and
schools with
>>aging II's that need replacing as well as new sales.
>
><DREAM>
>This is what I could see if a company did want to re-release the
8-bit.
>Consolidate the entire 8-bit chip set into one chip, include 256K Ram,
>and allow a software switch to run at a faster speed. Instead of Basic
>it should include Action!.
>
>This design could incorporate the Gumby upgrade to allow stereo sound,
>and the second PIA modification to allow more digital inputs and
>outputs.
>
>Actually, if only this chip was produced, I'm sure there would be a
lot
>of electronic hobbiests that would love to use the chip in products,
>especially if this could be sold for under $30. This price would allow
>a home computer version to be sold for under $99.
>
></DREAM>
>
>--
>---

>Ryan 'Gozar' Collins
gozar@kenton.com
>"You can count on others, but its better to use your own fingers and
toes"
> http://www.kenton.com/users/gozar/index.htm

>--

I sort of prefer BASIC, but something like BASIC XE (with
enhancements). add a firmware switch for MAC/65 and Action!. Modify the
MAC to MADEM (Macro Assembler Debugger Editor Monitor). Have an
upgraded internal version of SpartaDOS X that supports ANSI, TCP/IP,
MS-DOS file format. Add a parallel floppy and ZIP drive and you've got
my dream 8-bit.
I like the one chip idea. Hmmm... While we're at it. Add 2 real
115Kbps uarts for 2 real serial ports and a real centronics parallel
port. Yeah... That's it!

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

210. Atari 8-Bit Computers: Frequently Asked Questions

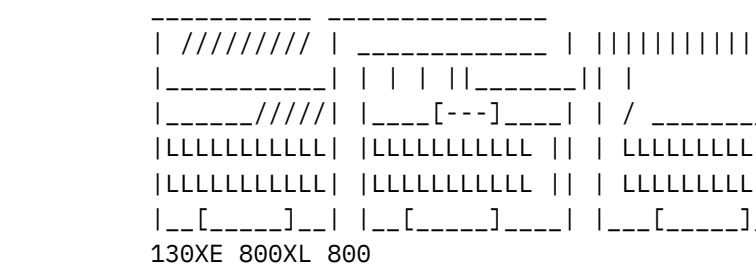
Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_852642760@rtfm.mit.edu>
Source record: 77213
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

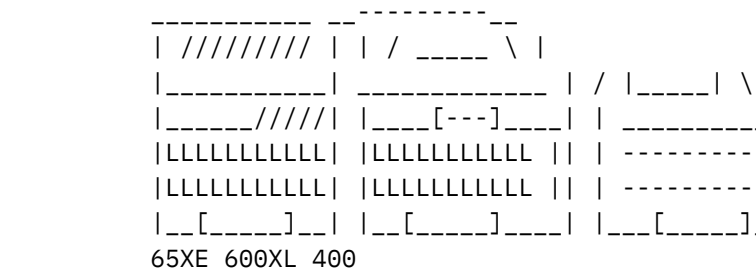
Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: December 19, 1996

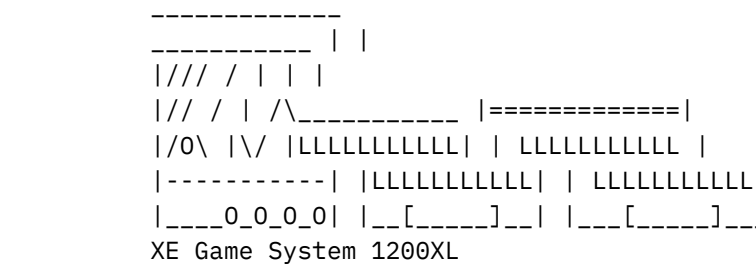
Welcome to the comp.sys.atari.8bit / INFO-ATARI8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List


130XE 800XL 800


65XE 600XL 400


XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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The Atari 8-Bit Computers Frequently Asked Questions List was created to provide answers to many commonly asked questions found in the Internet's comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. It is in a constant state of development, and comes with no guarantees. If you see any problems, I need to hear from you!

--- Where to get the latest copy of the 8-bit Atari FAQ List ---

The home of many FTP archive sites, automatically updated regularly:
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web version, automatically generated regularly:
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.faq.html

Usenet newsgroups where this FAQ list is automatically posted regularly:
news:comp.sys.atari.8bit news:comp.answers news:news.answers

You can also get the latest version by e-mail.
mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 0.1) Table of contents

0.1) Table of contents

Introduction
1.1) What is an Atari 8-bit computer?
1.2) What can I do with an 8-bit Atari?
1.3) What are the performance specifications of the 8-bit Atari?
1.4) What is the internal layout of the 8-bit Atari?
1.5) What replacements/upgrades have been created for the Atari OS?

Usenet
2.1) What is comp.sys.atari.8bit?
2.2) What is comp.sys.atari.announce?
2.3) What is comp.sys.atari.advocacy?
2.4) What is comp.sys.atari.programmer?
2.5) What is comp.emulators.misc?
2.6) What is comp.emulators.announce?
2.7) Where can I post Atari binaries?

E-Mail
3.1) What is INFO-ATARI8?
3.2) How can I retrieve files from FTP sites by e-mail?
3.3) How can I post to Usenet newsgroups by e-mail?
3.4) How can I access the World Wide Web by e-mail?

Software Archives
4.1) What is the University of Michigan Archive?

4.2) What is the Boston Archive?
4.3) What is the PVV Archive?
4.4) What is the ClarkNet Archive?
4.5) What is the Gatekeeper's Archive?
4.6) What is the Polish Demo Archive?
4.7) What is the Slovakian Archive?

Telnet
5.1) What is the Cleveland Free-Net Atari SIG?
5.2) What is the National Capital Free-Net Atari Users SIG?
5.3) What is the Victoria Free-Net Atari Computer Users SIG?
5.4) What is the Closer To Home BBS?
5.5) How can I access the World Wide Web by Telnet?

World Wide Web
7.1) What WWW pages support the 8-bit Atari?

IRC
8.1) What IRC channels discuss the 8-bit Atari?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?
9.2) What is an .arc file?
9.3) What are the .DCM, .ATR, and .XFD file formats?
9.4) What are the .XMO and .BIN file formats?

Emulation
10.1) What 8-bit Atari emulators exist for other computing platforms?

File Transfer Solutions
11.1) What are the best terminal emulators available?
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?
11.3) Can I read/write MS-DOS disks on an 8-bit Atari?
11.4) How do I transfer files using a null modem cable?

Storage Media
12.1) What 5.25" floppy disk drives are available?
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?
12.3) What do I need to connect a hard drive to my 8-bit Atari?
12.4) What is SIO2PC?

General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What version of Atari BASIC do I have?
13.7) What are the Standards for Used 8-Bit Stuff?
13.8) What games support 4 simultaneous players on the 400/800?
13.9) Why should I disconnect the 810/1050 power supply before connecting or disconnecting SIO cables?

Other FAQ Lists for the 8-bit Atari
14.1) What vendors, developers, or publishers support the 8-bit Atari?
14.2) Where is my nearest 8-bit Atari BBS?
14.3) Where is my nearest 8-bit Atari user group?
14.4) How do I use my new or emulated Atari?
14.5) What prominent Atarians are reachable by e-mail?
14.6) What hardware upgrades, modifications and add-ons are available?

Reader-suggested topics, unwritten as yet: (volunteers?!)
How fast of a modem can my Atari display keep up with?
-with Ultraspeed roms?
-with XEP-80
-with any particular terminal program

What is the XEP 80?

What programming languages are available for the Atari?

What kinds of monitors can I use with my Atari?
-Color Composite with separate chroma\luminance
-Commodore 1702
-Commodore 1084/1084s(stereo)
-can be used with ST or Amiga _and_ 8-bit
-monitor cable requirements
-400/600XL lack monitor port entirely
-800XL lacks separate chroma/lumi (can be added) as 800/XE
-XEGS totally different plug (RCA jacks) lacks chroma\lumi
-XEP80 has composite monochrome

Video Upgrades
-Adding chroma\lumi to 800XL
-Super Video Upgrades
-800XL
-130XE
-1200XL
How can I make my commercial boot disk (tape, cart)
into a load file or disk image?

What is APE?

Why does some European software (especially demos) flicker?

Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE XE Game System

It was 1979 when Atari, Inc. entered the home computer market with the
introduction of the 800 and the 400 computer systems. (The 400/800 models
were first shown publicly in November 1978). These MOS Technology
6502-based systems run at a clock speed of 1.79 MHz, offering 256 colors
displayable simultaneously, up to 320x192 graphics resolution and up to 40x24
text resolution in 11 graphics modes and 5 text modes. Video may be displayed
either on a composite video monitor in the case of the 800, or on a

standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM, but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

The introduction of the 1200XL in 1982 marks the single largest advance in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 14K Operating System offers many new features, including an alternate International Character Set.

In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface, providing direct memory access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus a few special new graphics capabilities. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface, continuing the powerful feature of direct memory access.

In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game, while offering 64K RAM and full compatibility with the 65XE.

Atari Corp. officially dropped all remaining support of their 8-bit computer line on January 1, 1992.
...
On July 31, 1996, Atari Corp. (http://www.atari.com/) became a division of JTS Corp. (AMEX:JTS). In the short term, Atari is to continue supporting their Jaguar 64-bit home game console as a division of JTS.

Founded in 1994, JTS Corporation develops and manufactures hard disk drives for the computer industry. JTS has recently introduced its new 3  Nordic product for the portable computer market. Headquartered in San Jose,

California, with manufacturing facilities in Madras, India, JTS employs 1,300 people worldwide.

Subject: 1.2) What can I do with an 8-bit Atari?

What can you do with an 8-bit Atari computer system? Virtually anything you can do with any other type of computer!

Programming? Pascal, C, BASIC, Logo, Pilot, Forth, Lisp, 6502 assembler... Plus powerful unique languages like Action! and QUICK...

Word Processing? Try AtariWriter, Letter Perfect, Paperclip, TextPro, Bank Street Writer, 1st EXLent, TurboWord, Cut & Paste, Letter Wizard, Panther, Superscript...

Database? Try TurboBase, TurboFile, Synfile, Data Perfect, MicroFiler, MegaFiler, Homebase, Super Data Base 1-2-3, Small Business System...

Speadsheet? Look at Syncalc, Visicalc, TurboBase, Calc Magic, Turbo-Calc, SAM Budget...

Communications? There's Express!, BobTerm, Kermit-65, Omnicom, VT850, Chameleon, Ice-T, FlickerTerm 80, Term80...

Graphics? Print Shop, Newsroom, Blazing Paddles, Video Title Shop, Virtuoso, Movie Maker, News Station, Publishing Pro, Awardware, Page Designer, ChromaCAD, Rambrandt...

Music? Virtuoso, Music Studio, Music Construction Set, Songwriter, Electronic Drummer, Music Painter, Music Composer, AtariMusic, MIDI-Track, Digital Music System, Chaos Music Composer...

Alternate Operating Systems? There's the Diamond Graphic Operating System; SpartaDOS X, the 64K DOS on a "supercartridge"; the S.A.M. (Screen Aided Management) 80 column Desktop System; the Ultra Speed Plus OS; the TurBoss! High Speed O/S...

Hardware? A plethora of upgrades and add-ons are available, realizing improvements in speed, memory, sound, graphics, storage media...you name it!

Education? Colorful graphics, exciting sounds and full-screen editing give rise to hundreds of quality educational software titles.

Entertainment? The 8-bit Atari has long been famous for thousands of great games.

If you want to do something with a computer, chances are you can do it on an 8-bit Atari computer. While slower than today's PC's, the 8-bit Atari is far less costly than any of these, is easier to program at the machine level or alter at the hardware level, and has been documented more thoroughly than any of the newer computing platforms. The relative simplicity in design of the 8-bit Atari also means that many people find the systems more reliable than their modern counterparts.

The software for the 8-bit Atari is sometimes more powerful than on any other platform. For example, some Bulliten Board Systems are still run on 8-bit Ataris specifically because the BBS software available can be better than that for any other type of computer. There is a reason for the relative quality of software on the 8-bit Atari. People program commercially for the latest PC's to make money; people program the 8-bit Atari because they want to -- they enjoy producing good software. It takes a team of specialized programmers to develop a major piece of software for those other systems; with the 8-bit Atari, a single person has the chance to learn the entire system, thereby developing greater pride in his programming abilities and his final product. The character of the programmer can shine through.

The 8-bit Atari owner can take pride that his computer platform was developed years before the PC or Macintosh were even on the drawing boards, but remains as useful today as it was in 1979.

For these reasons and more, the 8-bit Atari remains a viable alternative in today's home computer marketplace.

Subject: 1.3) What are the performance specifications of the 8-bit Atari?

Some of this section by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick).

Clock Speed:
NTSC machines: 1.78979 MHz
PAL machines: 1.773447 MHz

Graphics:
Mode Horiz.xVert.xColors text/graphics
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 2 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:
60 times per second (Hz) on NTSC Ataris

49.86 Hz on PAL machines
Fine scrolling (both vertical and horizontal) can be enabled on any
line on the screen.
All other screen attributes (color, player/missile horizontal position,
screen width, player/missile/playfield priority, etc.) can be ajusted
at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four
2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to XOR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection.

Sound:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

Subject: 1.4) What is the internal layout of the 8-bit Atari?

The following text was written by Chris Crawford and appears in De Re
Atari (Atari#APX-90008), a book published and copyright by Atari, Inc.,
1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different
from other systems. It of course has a microprocessor (a 6502), RAM,
ROM, and a (PIA). However, it also has three special-purpose (LSI) chips
known as ANTIC, GTIA, and POKEY. These chips were designed by Atari
engineers primarily to take much of the burden of housekeeping off of the
6502, thereby freeing the 6502 to concentrate on computations. While
they were at it, they designed a great deal of power into these chips.
Each of these chips is almost as big (in terms of silicon area) as a
6502, so the three of them together provide a tremendous amount of
power. Mastering the Atari 8-bit computers is primarily a matter of
mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor
dedicated to the television display. It is a true microprocessor; it has an
instruction set, a program (called the display list), and data. The display
list and the display data are written into RAM by the 6502. ANTIC retrieves
this information from RAM using direct memory access (DMA). It processes the
higher level instructions in the display list and translates these instructions
into a real-time stream of simple instructions to GTIA.

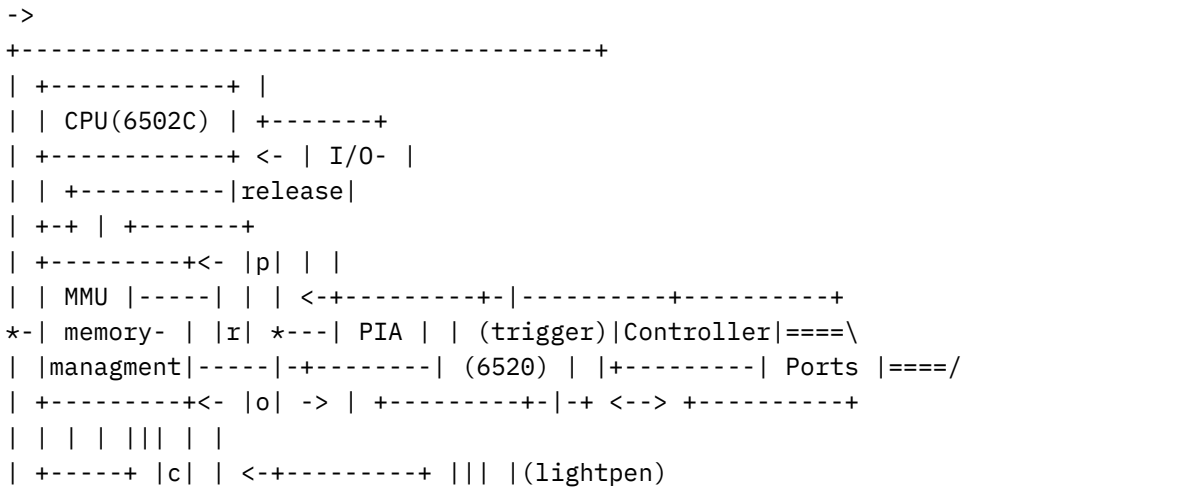
GTIA is a television interface chip. ANTIC directly controls most
of GTIA's operations, but the 6502 can be programmed to intercede and
control some or all of GTIA's functions. GTIA converts the digital
commands from ANTIC (or the 6502) into the signal that goes to the
television. GTIA also adds some factors of its own, such as color
values, player-missle graphics, and collision detection.

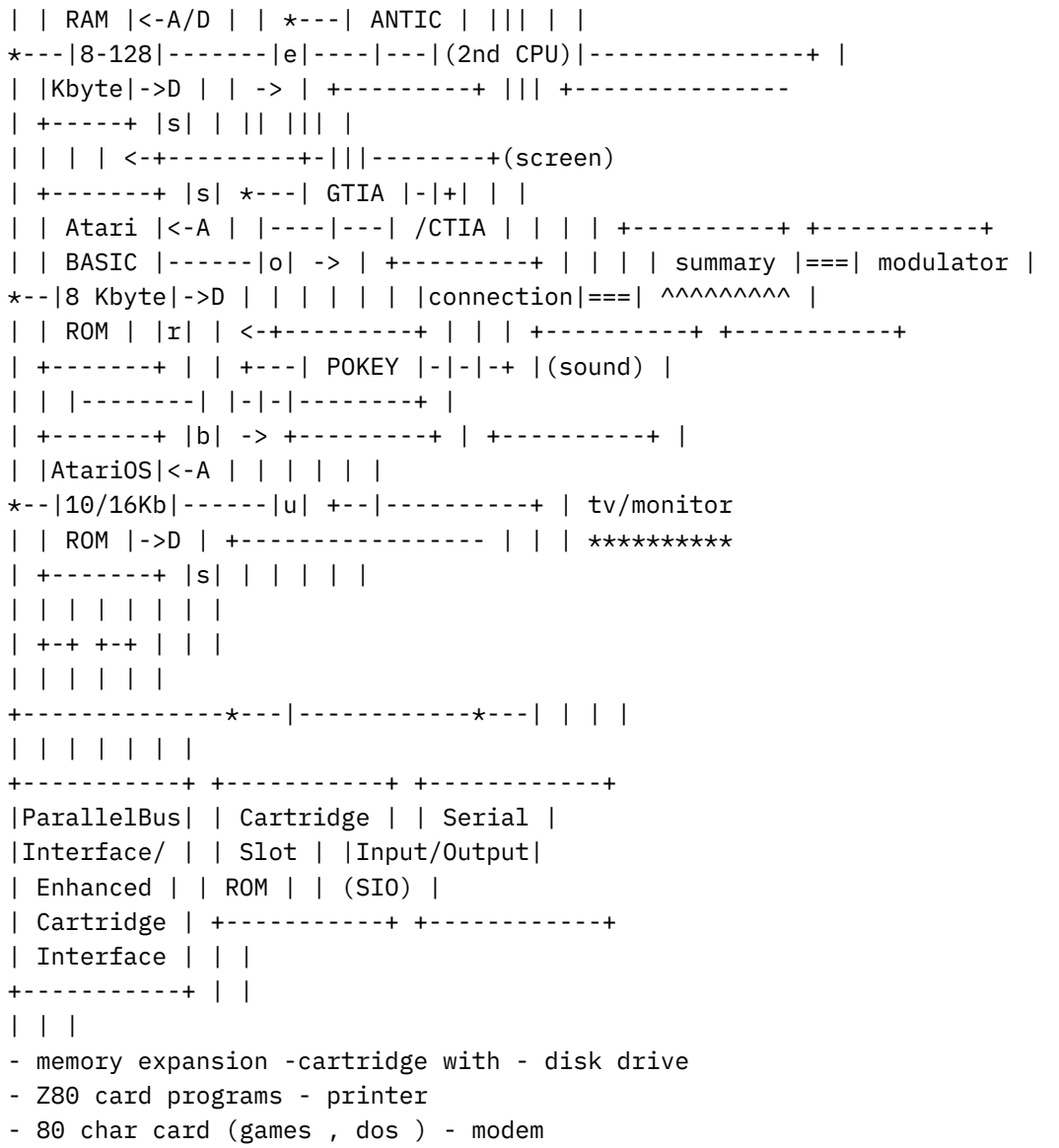
POKEY is a digital input/output (I/O) chip. It handles such
disparate tasks as the serial I/O bus, audio generation, keyboard scan,
and random number generation. It also digitizes the resistive paddle
inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful
separation of their functions in the design phase has minimized conflicts
between the chips. The only hardware level conflict between any two
chips in the system occurs when ANTIC needs to use the address and data
buses to fetch its display information. To do this, it halts the 6502
and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDIE, a RAM address
multiplexer. According to mailto:sup8pdct@closer.brisnet.org.au (James
Bradford), "Freddy is a type of memory controller. It takes the address and
clock from the CPU and multiplexes it with the appropriate timings and signals
to use DYNAMIC memory. Freddy also buffers the system clock crystal and
divides it down then feeds that to GTIA. The XEGS has a freddy but it doesn't
have the extended RAM. Even if it did, you would still need the chip that
does the REAL bank switching. It is a small 16-pin chip (Atari/Best
Electronics catalog number CO25953: rev9/page 42). It gets RAS from freddy,
the bank select bits from PIA, A14, A15 and the 6502 halt signal to control
which bank of 8 chips RAS goes to. A14 and A15 then go to freddy for the
address range of the extra memory bank (or normal address range with no bank
switching). The ANTIC/6502 select bits in combination with the 6502 halt
line, control the switching of the PIA bank number bits to A14/A15 and which
bank of memory RAS goes to. Why people say freddy does the bank switching is
beyond me. An 800XL can look like a 130XE with that 16-pin chip installed
(That's right NO freddy) and an extra 8 RAM chips."

Hardware Arrangement (With thanks to mailto:peter@soemtron.sb.sub.de (Peter))





- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800:8/16/48K, 1200XL/800XL/65XE/XEGS:64K, 600XL:16K, 130XE:128K
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE only

According to Doug Neubauer (by way of mailto:finneganj@delphi.com (James Finnegan), here is the team that originally designed the Atari 400/800:
<quote>

The A800 VLSI hardware guys include:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators (from the grass valley group)

Joe Decuir - Antic and system and creator
???A french guy (whose name I forget) - Antic logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - Pokey logic design
Mark Shieu - Pokey chip design
Steve Stone - Pokey layout design
Steve Smith - Technician for antic and gtia
Delwin Pearson - Technician for Pokey

There were a number of other people whoses names I have forgotten.
I have lost touch with most of them.

<end quote>

According to mailto:jjessop@ix3.ix.netcom.com (Jerry Jessop), the original
400/800 OS programmers were:

Larry Kaplan
David Crane
Bob Whitehead
Al Miller

Sybject: 1.5) What replacements/upgrades have been created for the Atari OS?

Taken from The Atari 8-bit Hardware Upgrade,Modification and Add-On FAQ,
which was created by David A. Paterson, mailto:davepat@total.net

8-Bit Atari Operating Systems

The original 400/800 had a 10k ROM OS. There was nothing in memory
from $C000-CFFF. The later xl/xe models all had 16k OSes. As an added
bonus, the xl/xe OS was in a 28 pin ROM that was pin compatible with a 27128
EPROM. What does this mean to the layman? With a little knowledge of 6502
assembly and an EPROM burner, you can write your own operating system (or at
least change Atari's).

Operating System upgrades

UltraSpeed + OS : from CSS. Supports high speed disk communication. Drives
1 through 9. Any RAM upgrade. Includes three modes: standard XL/XE OS;
400/800 OS; UltraSpeed+ OS. For XL/XE systems.

Omnimon: from Newell. M/l monitor for 400/800. Installs into $C000 bank of
memory, otherwise unused.

RAMROD OS: from Newell. Replacement for 400/800. Includes accelerated
floating point math package.

RAMROD XL: from Newell. OS speed-up routines, fast math, and Omnimon.
Includes option for second OS.

Omniview: from Newell. Adds 80 column display, using Graphics 8 3-bit wide
characters. Add-on for RAMROD boards, 400/800 and xl/xe versions.

XL Boss: from Allen Macroware. OS replacement for XL model computers. Includes m/l monitor. 400/800 OS compatible.

TurBoss: available from KP and Best. Fast math and fast screen routines. For XL/XE computers.

Turbo 816: Chuck Steinman at Dataque released a modified OS that used the 16 bit capability of the 65816 CPU upgrade he sold. For XL/XE computers.

SmartOS: This is a hardware upgrade that installs a battery-backed RAM chip into your XL/XE. This lets you fool around with changing the OS and not have to burn new EPROMs constantly. Presented in Atari Classics 4/3.

Subject: 2.1) What is comp.sys.atari.8bit?

If you have Usenet newsgroup access you can access this discussion group through news:comp.sys.atari.8bit . This is an unmoderated newsgroup for discussion about the 8-bit Atari 400/800/XL/XE computing platform. All postings to comp.sys.atari.8bit automatically appear in the Info-Atari8 Digest and in INFO-A8.

comp.sys.atari was split into comp.sys.atari.8bit and comp.sys.atari.st in approximately 1986. To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

comp.sys.atari.8bit is archived by the INFO-A8 list server.

Subject: 2.2) What is comp.sys.atari.announce?

news:comp.sys.atari.announce is the moderated Usenet newsgroup for news items and announcements related to all Atari computing platforms. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari announcements. Moderated by Yat Siu from mailto:lexicor@world.std.com .

Subject: 2.3) What is comp.sys.atari.advocacy?

news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for advocating for or against the various Atari computing platforms. If you enjoy making comparisons between Atari 8-bit and other computing platforms, this is the place to do it.

Subject: 2.4) What is comp.sys.atari.programmer?

news:comp.sys.atari.programmer is the unmoderated Usenet newsgroup for topics in programming on the various Atari computing platforms, including the Atari 8-bit.

Subject: 2.5) What is comp.emulators.misc?

news:comp.emulators.misc is the unmoderated Usenet newsgroup for the discussion of emulating computing platforms on other computing platforms. All emulator discussion that does not involve the Apple][, the Commodore 64, or the WINE MS-Windows emulator (which each have their own emulator groups) may be found on comp.emulators.misc.

Subject: 2.6) What is comp.emulators.announce?

news:comp.emulators.announce is the moderated Usenet newsgroup for news items about emulating one computing platform on another. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari emulator announcements. The moderator may be contacted at mailto:emulators-request@qualcomm.com .

Subject: 2.7) Where can I post Atari binaries?

If you really want to post uuencoded atari binaries to News, you can use

news:alt.binaries.atari

The discussion forum for that group is news:alt.binaries.atari.d

There is also a less-distributed newsgroup news:alt.binaries.comp.atari8bit

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Subject: 3.1) What is INFO-ATARI8?

INFO-ATARI8 is the e-mail discussion list which is made up of the postings to the comp.sys.atari.8bit Usenet newsgroup.

To subscribe to INFO-ATARI8, send a message to:

mailto:listserv@vm.marist.edu

that says:

subscribe info-atari8

All postings to comp.sys.atari.8bit will appear on the INFO-ATARI8 list.

To contribute to discussion threads in the comp.sys.atari.8bit/INFO-ATARI8 group by e-mail, send your posting to directly to comp.sys.atari.8bit via an e-mail->Usenet gatway. For example:

mailto:comp.sys.atari.8bit@pubnews.demon.co.uk

Any posting sent to info-atari8@vm.marist.edu will not reach comp.sys.atari.8bit, so don't send your postings there.

Contributions sent to this list are automatically archived. You can get a list of the available archive files by sending an "INDEX INFO-ATARI8" command to LISTSERV@VM.MARIST.EDU. You can then order these files with a "GET INFO-ATARI8 LOGxxxx" command, or using LISTSERV's database search facilities. Send an "INFO DATABASE" command for more information on the latter.

INFO-ATARI8 is moderated by mailto:snyder10@MAILHOST.TCS.TULANE.EDU (Mike Todd)

INFO-ATARI8 was created on December 9, 1986.

Subject: 3.2) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line body with line 1 help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a list of anonymous ftp sites)

Of the mail-servers listed here, I recommend this "BITFTP" server. To help you get started using it, try this example of retrieving files from the Umich Software Archives (through the barnone.citi.umich.edu mirror site). Send a message to bitftp@pucc.princeton.edu that says exactly:

```
ftp barnone.citi.umich.edu
user anonymous
cd atari/8bit
dir
cd Telecomm
dir
get ft80v037.txt
get icet.txt
binary
get ft80v037.arc
get icet.arc
quit
```

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or ftplist for a list of anonymous ftp sites) (Europe only)

Subject: 3.3) How can I post to Usenet newsgroups by e-mail?

From the internet-services/access-via-email FAQ, maintained by "Doctor Bob" Rankin. (1995/08/28 edition)

Mail the text of your post to:

group.name@pubnews.demon.co.uk
group.name@dispatch.demon.co.uk
group.name@paris.ics.uci.edu
group.name@crs4gw.crs4.it
group.name@berlioz.crs4.it
group.name@magus.dgsys.com (unverified)
group.name.usenet@hkucs92.air.org (unverified)

For example, to post to comp.sys.atari.8bit, you might send your
message to:

comp.sys.atari.8bit@pubnews.demon.co.uk

Be sure to include an appropriate Subject: line, and include your real
name and e-mail address at the close of your note.

Subject: 3.4) How can I access the World Wide Web by e-mail?

Swiped from the WWW FAQ, which is maintained by mailto:boutell@netcom.com
(Thomas Boutell), here is how to access a web page by email:

mailto:server@mail.w3.org (preferred) or to
mailto:listserv@info.cern.ch (older address) containing
the following single line. (What you put on the subject line doesn't
matter; blank is OK. This line should go in the text of the message.)
You will receive as a reply a simple page intended to help you learn
more about the Web.

send http://www.earn.net/gnrt/www.html

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of
files for many computing platforms, including the Atari 8-bit computers. For
more information:

Bill Kendrick, mailto:kendrick@zippy.sonoma.edu (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich
Archive. The Archivists request you use these mechanisms in this order of
preference:

1) The number one way to get into the UMich archives is via AFS. If you have
AFS, all our files are kept in the directory
"/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT!
Specifically, use:

file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software
Archives" choice. Specifically, use:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/
gopher://gopher.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.edu/atari/8bi
t

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/
Specifically, use:

http://www.umich.edu/~archive/atari/8bit/

A mirror web site:
http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory.
Specifically, use:

ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are
several mirror sites which are all updated from the home site regularly:
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit/
ftp://barnone.citi.umich.edu/atari/8bit/ (<-- RECOMMENDED)
ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
ftp://ftp.toad.net/pub/umich/8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can
I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You
might also suggest what permanent 8bit subdirectory you'd like your file to
end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to mailto:lenn@atari.archive.umich.edu (Jody Lenn). Please
name the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is
maintained by Adam Bryant, mailto:adb@albert.bu.edu . This site seems to
have seen no uploads for years, but there are some files here that aren't
on any of the other sites. [IS THIS SITE LOST? - 10/13/95]

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no
(Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software
Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate
directory. Please include a readme file with each upload, so people know
what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson,
mailto:kevina@clark.net .

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

A mirror of the ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari 8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only) on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

Subject: 4.7) What is the Slovakian Archive?

This FTP site contains some demos, games, utils, zines from all the world. Here you can also find some Slovak or Czech stuff.

Contact: mailto:mchorvat@econ.umb.sk (Marco, of GMG)

ftp://svs.scsss.sk/pub/atari/

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is the hub system of the NPTN, the National Public Telecomputing Network. It can be accessed by any of the following: telnet://freenet-in-a.cwru.edu, telnet://freenet-in-b.cwru.edu, or telnet://freenet-in-c.cwru.edu (129.22.8.32 or 129.22.8.51).
Type "go atari" to reach the Atari SIG.

Those who add their names to the Atari SIG user directories are automatically members of the official Atari user group C.A.I.N. - Central Atari Information Network.

The Cleveland Free-Net Atari SIG publishes the CAIN Newsletter, maintains the CAIN Home Page on the WWW, and keeps the "Who's Who in the Atari Community E-Mail Directory" listing. Send correspondence and press releases to mailto:xx004@cleveland.freenet.edu (Atari SIG).

Subject: 5.2) What is the National Capital Free-Net Atari Users SIG?

National Capital Free-Net (Ottawa, Canada)

Internet access to NCF is via

telnet://guest@freenet2.carleton.ca (134.117.1.39) type "go atari" at any menu
telnet://guest@freenet3.carleton.ca (134.117.1.22) type "go atari" at any menu
gopher://gopher.ncf.carleton.ca and choose:
'National Capital Freenet (NCF) Information by Gopher'
http://www.ncf.carleton.ca/freeport/sigs/computer/atari/menu/

This is the Atari computer(*) users special interest group.

Select the Bulletin Board for the latest Atari related news on the SIG
To get information on the other options select the menu option in question
and read the ABOUT message.

For more information, please contact Jack Kitowicz (ac382) on the
National Capital FreeNet. Comments & Suggestions for improvements to the
Atari SIG are always welcome.

Subject: 5.3) What is the Victoria Free-Net Atari Computer Users SIG?

Victoria Free-Net (Victoria, Canada)

telnet://guest@freenet.victoria.bc.ca (199.60.222.1)

type "go atari" at any menu

Facilitators: Gord Hooper (mailto:ua558@freenet.victoria.bc.ca)
Ted Skrecky (GCACE Librarian)
(mailto:ud264@freenet.victoria.bc.ca)

The aim of this SIG is to assist Atari Computer users. We can provide
assistance with XL/XEs, STs, and Falcons, whether you are a new or
experienced user.

Subject: 5.4) What is the Closer To Home BBS?

Kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears), this is a
BBS in Australia which supports the 8-bit Atari.

telnet://guest@closer.brisnet.org.au (203.4.149.97)

Subject: 5.5) How can I access the World Wide Web by Telnet?

This section swiped from the WWW FAQ, which is kept by
mailto:boutell@netcom.com (Thomas Boutell).

An up-to-date list of these is available on the Web as
http://info.cern.ch/hypertext/WWW/FAQ/Bootstrap.html and should be
regarded as an authoritative list.

telnet://telnet.w3.org
A telnettable browser provided by the W3 coalition.

telnet://www@www.cc.ukans.edu
Offers Lynx, a full screen browser which requires a vt100
terminal. Log in as www. Does not allow users to "go" to
arbitrary URLs, so GET YOUR OWN COPY of Lynx and install it on
your system if your administrator has not done so already. The
best plain-text browser, so move mountains if necessary to get
your own copy of Lynx!

telnet://www@www.njit.edu
(or telnet 128.235.163.2) Log in as www. A full-screen browser
in New Jersey Institute of Technology. USA.

telnet://www@www.huji.ac.il
A dual-language Hebrew/English database, with links to the rest
of the world. The line mode browser, plus extra features. Log
in as www. Hebrew University of Jerusalem, Israel.

telnet://sun.uakom.cs
Slovakia. Has a slow link, only use from nearby.

telnet://www@info.funet.fi
(or telnet 128.214.6.102). Log in as www. Offers several
browsers, including Lynx (goto option is disabled there also).

telnet://www@fserv.kfki.hu
Hungary. Has slow link, use from nearby. Login is as www.

Subject: 7.1) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

VENDORS/DEVELOPERS/PUBLISHERS:
See my companion vendor/developer list

USER GROUPS:

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Wolfgang Burger, mailto:wburger@cww.de
http://home.t-online.de/home/WBurger/

Atari Boise User Group (ABUG)
Ron Whittam, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus (ACEC)
Michael Steve, mailto:msteve@magnus.acs.ohio-state.edu
http://hcgl1.eng.ohio-state.edu/~steve/ATARI/acec.html

The Atari Exchange of Louisville (AEL)
http://ourworld.compuserve.com/homepages/rlink/

Central Atari Information Network (CAIN)
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Edmonton Atari Computer Hobbyists (EACH)
Leslie Hartmier, mailto:leslieh@tibalt.supernet.ab.ca
http://www.compdirect.com/each/

NorthWest Phoenix Atari Connection (NWPAC)
John Collins, Club Webmangler, mailto:coolzip@host.yab.com
http://www.yab.com/~coolzip/club.html

Queensland Atari Computer Enthusiasts (QACE)
mailto:qace@closer.brisnet.org.au
http://www.closer.brisnet.org.au/atari/atari.html

St. Paul Atari Computer Enthusiasts (SPACE)
Michael Current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

Toronto Atari Federation (TAF)
mailto:taf@io.org
http://www.io.org/~schrist/taf.html

OTHER HOME PAGES:

Atari 8-Bit Computers FAQ and Vendor/Developer Lists
Michael Current, mailto:mcurrent@carleton.edu
http://www.cs.ruu.nl/wais/html/na-bng/comp.sys.atari.8bit.html

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-System
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

ATARI XL/XE - Homepage
Stefan Lausberg, mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

The good old Atari Computers (1978-1985)
Sacha Hofer, mailto:hofer@iamexwi.unibe.ch

http://iamexwi.unibe.ch/studenten/hofer/atari1.html

Beyond ....The Black Stump Atari Page
mailto:pdg@alexia.net.au
http://werple.net.au/~lions/atari.htm

Alternate Reality Homepage
Robert Hagenstrom, mailto:sp93rob@ksk.sala.se
http://www.ksk.sala.se/~sp93rob/dungeon/

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

La cueva de los 8 bits
Mariano Domnguez Molina, mailto:mariano@ce.fciencias.unam.mx
http://graf.fciencias.unam.mx:100/~mariano/atari.html

Alternate Reality The Classic Role Playing Game
Matt Roller, kirk.webb@m.cc.utah.edu
http://www.cc.utah.edu/~krw8466

Atari 8-bit Emulation
Tony Smolar, mailto:asmolar@fast.net
http://www.users.fast.net/~smol/8bitemu.html

Atari 8-bit Utilities (emulators/SIO2PC/APE)
Preston Crow, mailto:crow@cs.dartmouth.edu
http://www.cs.dartmouth.edu/~crow/atari/

BRiTiSH Underground Atari 8-bit
Craig Lisowski, mailto:clisowsk@mcs.kent.edu
http://intrepid.mcs.kent.edu/~clisowsk/8bit.html

Homepage Nyman: Atari 8 bit
Peter Nyman, mailto:N94PetNy@Midgard.Liu.Se
http://www.geocities.com/SiliconValley/2741/8bit.html

Atari 8-bit Emulator utilities
Ivan Mackintosh, mailto:ivan@dales.rmplc.co.uk
http://dales.rmplc.co.uk/ivan/atari/

Draco's Atari area
Konrad M. Kokoszkiewicz, mailto:conradus@plearn.edu.pl
http://www.orient.uw.edu.pl/~conradus/atari.html

8-Bit Atari Emulation and Games
David Grieve, mailto:DavidG@bagend.otago.ac.nz
http://www.otago.ac.nz/Web_menus/User_Homepages/david/

Cartridge List for the Classic Atari 800/XL/XE Computers
Andrew Krieg, mailto:krieg@execpc.com
http://www.cs.uwm.edu/public/krieg/links/atari.8bit.carts

The M*U*L*E Web
David L. Tucker, mailto:dtucker@dtucker.ultranet.com
http://www.ultranet.com/~dtucker/

The Digital Antic Project
Kevin Savetz, mailto:savetz@northcoast.com
http://www.northcoast.com/savetz/antic/dap.html

TIGHT group - Atari 8-bit stuff
Michal Franczak, mailto:mfranczak@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~mfranczak/atari/

The Atari 400/800 and OSS
Paul Laughton, mailto:paul@laughton.com
http://www.laughton.com/paul/abps/oss/oss.html

InfoMan's Atari Page
Trevor Holyoak, mailto:infoman@poboxes.com
http://infoman.simplenet.com/atari/

BKproductions 8bit Power!
William J. Fisher, mailto:blackat@direct.ca
http://www.ogopogo.com/blackat/8bit/

Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

==> #classic - Classic Games and Systems Collectors.

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed

anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
mailto:76702.1076@compuserve.com for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.

ATR - Atari disk image format. Invented by Nick Kennedy,
mailto:nkennedy@cswnet.com for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
mailto:emulators@msn.com for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
mailto:classics@nacs.net for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load
files. Like .xmo, use of .bin is discouraged.

Subject: 10.1) What 8-bit Atari emulators exist for other computing
platforms?

The following software packages each allow you to run software written for the
8-bit Atari on other computers, to various degrees of success.

1) ST Xformer 3.0, from Emulators Inc, for the Atari ST.
mailto:emulators@msn.com
http://www.emulators.com/

2) PC Xformer 3.5, from Emulators Inc, for MS-Windows.
mailto:emulators@msn.com
http://www.emulators.com/

3) Rainbow 1.3, by Chris Lam, for MacOS/Windows 95/NT
mailto:jx91@cityscape.co.uk
http://www.cityscape.co.uk/users/jx91/rainbow.html

4) Atari800 Emulator for Unix, Amiga and MS-DOS 0.6.0, by David Firth
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/david/atari/atari.html

5) XL-it! 0.16, by Markus Gietzen, for MS-DOS
mailto:iig05-1@htw.uni-sb.de
http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html

6) Pokey 0.62 by Mike Hill, for MS-DOS
mailto:mhill@one.net
http://w3.one.net/~mhill/pokey/pokey.html

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes

Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
filename: ?????

Ice-T 2.71 XE (128K) or 1.1 (48K) by IceSoft (Itay Chamiel)
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download
Autodial: Yes (2.7 XE) or No (1.1)

Backscroll buffer: Yes--8 screens (2.7 XE) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.7 XE) or No (1.1)
Summary: Excellent for high-speed VT100 emulation
available from mailto:brucka@eruvin.jct.ac.il

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz, mailto:conradus@plearn.edu.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:crow@cs.dartmouth.edu (Preston Crow),
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050 drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can be used to read/write to a hard drive connected to an MS-DOS system. This can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the companion vendor/developer list) allow the Atari XF551 disk drive to read 720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software Services (see the companion vendor/developer list), allows both low density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard floppy drives to be used on the Atari. A utility is included to read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into

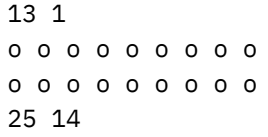
the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.



(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed but also pins 4 and 5 as well as 6 and 8. Or better yet, make a true 25 wire, straight through cable and use a commercial null modem. A commercial null modem is just a small device with the correct lines already crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

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==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track
buffering

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super Products. Compatiable with SuperDOS and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.

ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 67000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2001
SS SD/ED/DD 19200 bps or 38400 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.

Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades (CSS)
- Floppy Board (CSS)
- Percom drive upgrades

==> Atari XF521
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need to obtain one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Rare.
Fast but still relatively slow I/O, kludge through joystick ports for 800.

==> KPI Hard Disk Drive Interface (formerly Supra)
from K-Products (bobkla19@mail.tcd.net - Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (ftooned@crl.com - Mike Hohman)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Black Box
from Computer Software Services (CSS) (76702.1076@compuserve.com - Bob Puff)
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html)
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

Subject: 12.4) What is SIO2PC?

Original text by Dave Paterson, mailto:davepat@total.net

SIO2PC is a cable and software combination that lets you use your PC as up
to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to
16 megs. SIO2PC also lets you redirect the printer output to your PC
printer or to a file on the PC. High speed drives are emulated (a la US
Doubler).

All these functions are transparent at the Atari end; you never notice the
difference between SIO2PC and regular drives, except that the SIO2PC drives
are faster than any others (except Ramdisks and PBI interface drives).

Several different designs for the SIO2PC hardware are floating around. Best contact the author for the latest details.

SIO2PC 4.13 is shareware by Nick Kennedy, mailto:nkennedy@cswnet.com

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Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/developer list).

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Any other versions of DOS all 8-bit Atari users should be aware of??

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)~same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missle Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I software
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term software
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800-D (Developers Bus System)
1200 1200XL internally, many slight cosmetic differences
800XLF late 800XL with a redesigned motherboard, & FREDDY (from the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
1600XL ????
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE/AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have. I'm also not sure how much of this section is valid outside North America. If it's not valid where you are, I need to hear from you!

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P"

9 V DC 200 mA (1.8 W) adapter:
MPP1000C

9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adapter:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12,ICD/FTe P:R:Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6

6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input

4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1

9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used

11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section by mailto:winston@merk.com (Winston Smith)

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that
performs networking. There was an OASIS network between Boston,
Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word
of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank
Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial
programs. I haven't heard anything about OASIS IV and CARINA for a while,
but BBS Express! Professional is presently sold and supported by K-Products.

Subject: 13.6) What version of Atari BASIC do I have?

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Subject: 13.7) What are the Standards for Used 8-Bit Stuff?

Developed by mailto:b.poehland@genie.geis.com (Ben Poehland)

When selling used 8-bit Atari equipment in the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group, please consider describing the condition of the materials you are selling using these standards. This will go a long way toward preventing potentially highly-contentious misunderstandings. Usage is voluntary, but recommended.

LN (Like New)-- Item is pristine, unused, w/all manuals & original packaging materials.
EC (Excellent Condition)-- Item is little used, good working order, physically clean, may have a very few minor cosmetic blemishes, w/original manuals.
GC (Good Condition)-- Item is in good working order but slightly soiled, contains worn parts or minor scratches/dings that betray heavy service or old age, w/original manual or copied manuals.
FC (Fair Condition)-- Item in working order but missing manuals/accessories; heavily worn/soiled or cosmetically damaged.
BC (Basket Case)-- Item does not work, is damaged/butchered, missing manuals & accessories etc., but contains salvageable parts.

Subject: 13.8) What games support 4 simultaneous players on the 400/800?

The following games support 4 player head-to-head play. Remember, only the 400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Breakout, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor.

Thanks to mailto:jlodoen@shell.portal.com (Jeff M Lodoen) for initial info.

Subject: 13.9) Why should I disconnect the 810/1050 power supply before connecting or disconnecting SIO cables?

Rich Mier writes:

You've been plugging and unplugging the SIO cable with the 1050 power pack plugged in, right? That's a no-no. Most of the time it's Okay, but about 1 in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right, rear of the main board. A 14 pin DIL chip. Actually it is an array of 5 transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." The latest version may be obtained in the following locations, among many others:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers
mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/vendev
quit

You can also ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

1) Oscar Fowler maintains a list called "Atari 8bit Support BBS's." He posts his list to news:comp.sys.atari.8bit every once in a while.

You can also ask Oscar for his list at: mailto:oscar@primenet.com

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Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rick Detlefsen is presently compiling a new comprehensive Atari computers user groups list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: USER GROUP SURVEY
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms. See:

http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

Subject: 14.5) What prominent Atarians are reachable by e-mail?

The "Who's Who in the Atari Community E-Mail Directory" includes people involved in all of the Atari computing and gaming platforms. This directory is maintained by the managers of the Cleveland Free-Net Atari SIG. Write to mailto:xx004@cleveland.freenet.edu (Atari SIG) or see: http://ace.cs.ohiou.edu/personal/mleair/whos_who.html

---

Subject: 14.6) What hardware upgrades, modifications and add-ons are available?

The Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ is maintained by David A. Paterson, mailto:davepat@total.net

He posts it irregularly to news:comp.sys.atari.8bit

==========
End of atari-8-bit/faq
==========

211. Re: Coding Oddity II: The Wrath of VBI

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <32D2E6FD.445F@zeus.fh-pforzheim.de>
Source record: 77214

```
Nick S Bensema wrote:
>
> I solved my little problem.
>
> I changed my VBI into a DLI and it magically fixed itself.
>
> So I cleaned up all the sloppy code and it all still works. I even got a
> couple scrolls working... I just have to put text in them and make them
> reset when they're done, right now they just scroll through the data for
> the software sprites and such, and the little tables. The software
> sprites are running across my little background and I really am surprised
> I got this far.
>
> But I'd rather have a VBI. What did I do wrong? I set 546 and 547 and
> enabled them, and they run. Then they invariably blow the whole program.
> Half the time it works, half the time it doesn't. I thought it was the
> addition of other DLI's, but no. I have FIVE of them running and they
> take up half my CPU time, almost. Perhaps I'll use even more. But I
> think I'd be better off if I at least set the colors for the top half of
> the screen in a VBI instead of a DLI on the first scanline.
>

this problem sounds like the vbi takes too much cpu-time...

try the following...

1. for testing do not use the 546/547 vector...
2. try the 548/549... the deferred vbi...
lda #0
sta $d40e
lda #<vbi
sta 548
lda #>vbi
lda #$c0
sta $d40e
...

vbi jsr effects
jmp $e462

if this doesnt work... make a test and use this...

1. do not use a vbi...
2. set the dlis as usual
3. make a loop in the main-routine like this
```

```
loop lda #1
sta 540
loop0 lda 540
bne loop ; waits for vbi
jsr effects
jmp loop
```

or another helpfull thing is to install a "frame-counter"...

```
...
lda #0
sta nmien ; $d40e
lda #<vbi
sta 546
lda #>vbi
sta 547
lda #dli
sta dliv
lda #dli
sta dliv+1
lda #$c0
sta nmien

main jsr wait ; waits for vbi finished
lda #0
sta frame_counter ; sets the frame-counter to zero
jsr effects
lda frame_counter
sta store ; save the needed vbi-times
jmp main

wait lda #1
sta 540
wait0 lda 540
bne wait0
rts

vbi inc frame_counter
jmp $e45f

frame_counter dfb 0
store dfb 0
```

so you can press reset after a while and look into the memory-place of "store" where your amount of vbi-time is needed...

maybe this could help...

please code on...

heaven/Member of TaquarT

http://calia.daewoo.lublin.pl/~nic0/klub/heaven.html
http://www.uni-karlsruhe.de/~Marek.Tomczyk/
and click to the atari-pages and the demo-playground for my demos...

sta 549

> By the way, I make sure all the DLI's are in the right place by setting
> the DLI to a certain routine, but I don't enable them until just before
> that scanline comes up, so don't worry about my plan suddenly falling
> apart.
>
> Now I just need a fricken logo and music. I hope I can find some skilled
> people on IRC. Maybe I'll ask Kibo to loan me one of his nasty fonts.
>
> --
> N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
> ~
>
> 98-KUPD Red Card Holder #710563 WedSpc License #71.0563

212. Re: Anyone use 'TurboBasic' on 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <32D2E847.3F87@zeus.fh-pforzheim.de>
Source record: 77215

hi... try open #1,4,0,"D2:*.*"

or was the "6" for the directory??? i do not know... ,-)
maybe you must reconfigure your dos...

bye

HeAvEn/TQA

213. Re: HP Deskjet --> 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970107154000.KAA01691@ladder01.news.aol.com>
Source record: 77216

In article <5ar86g$cmg@stratus.skypoint.net>, no_junk_email@skypoint.com (Scott Butler) writes:

>asharkis@aol.com wrote:
>[snip]
>: BTW, even with A.P.E. and SIO2PC, when something gets sent to the printer
>: (mine is a 660C,) you have to press the top button (the yellow light will
>: be flashing) to get the page started.
>
>This should only happen if you send less than a full page to it. You can
>send a form feed to it (ASCII character 12) to force the page to feed.
>
>
>

All true. And you can put that ASCII 12 into text that you've prepared before hand with the intention of sending it to the Deskjet. But for partial pages printed on the spur of the moment, hitting the button is easier. I do it all the time when I want to print out a directory from my clone from DOS.

214. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970107154000.KAA01693@ladder01.news.aol.com>
Source record: 77217

In article <bwanga-0601972342100001@metricom01.ucsc.edu>,
bwanga@cats.ucsc.edu (Timothy A. Seufert) writes:

>What of the Apple IIc? Granted, no battery power, but I am pretty sure
>that some company or other made a battery kit for it. And I saw with my
>own eyes a LCD screen that could clip on to it, so you didn't have to
have
>the full CRT monitor.
>
>

The Apple //c and //c+ were heavy by today's standards. I carried a //c
with me to visit homebound students for many years, with the green-scren,
9" monitor and a modem that hung on the wall. The Board of Ed looked at
the LCD screen, showed some interest, and was told that it wouldn't be
practical for heavy-duty schlepping like we would do with it. Too bad
they were scared off. They were also suckered into buying a bunch of
battery-operated, thermal printers made by a small outfit in California.
Most of them were shipped with bad cables which I reworked and got
functioning, only to have the printers all die some months after the
outfit that made them went belly-up. The //c's keyboard was a horror.

The //c+, and a clone of it made by Franklin, were somewhat better. They
could take 3.5" floppies, for one thing. I don't recall the other
improvements.

But never, in my experience with Apple, did I find anything to make it a
superior line for educational use when compared to the Ataris. Atari had
the technological features to grab and hold kids (sound, graphics, etc.)
while Apple knew how to market their machines to schools. That was the
difference.

215. Q: 8bit magazine info

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-07 00:00:00 UTC
From: roughton@bnr.ca
Message-ID: <5atpk1$4cm@nrtphc11.bnr.ca>
Source record: 77218

Hi,

There is a project to convert a popular 8bit magazine to html. Anybody know what it is? I think the mag was the predecessor of ST-User. If anybody has any idea, please lemme know. Thanks.

Scott

216. Re: Q: 8bit magazine info

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: read@my.sig
Message-ID: <32d5d3fe.1775835@news.networx.net.au>
Source record: 77069

roughton@bnr.ca (Scott Roughton) wrote:

>Hi,
>
>There is a project to convert a popular 8bit magazine to html. Anybody
>know what it is? I think the mag was the predecessor of ST-User. If
>anybody has any idea, please lemme know. Thanks.
>
>Scott

I'm pretty sure it was called ATARI USER, I had a few of these mags..

Steve.

```
------------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
------------------------------------------------------------
"ATARI: Power without the price!" even more so now.
------------------------------------------------------------
```

217. Re: Atari 8bit alive?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: read@my.sig
Message-ID: <32d4d2e2.1492586@news.networx.net.au>
Source record: 77070

Alan Christie <94chrisv@scar.utoronto.ca> wrote:

>All this interesting hardware hacks, OS upgrades, etc. about the Atari
>8bit make me almost want to dust off the Atari 800Xl, and boot up good old
>SpartaDos from my trusty Xf551. Almost...
>
>but you have to admit, they just don;t make game slike 4 player MULE for
>the Atari 800!
>
Why not get it out and relive the good ol' days, there still happening
here. There's a wealth of stuff for the ATARI out now all over the
NET, just check links out.

heh, M*U*L*E- one of my favorite games, still being played out in
fury....... They certainly haven't come up with anything that could
top what MULE did for the ATARI. Altho I must admit I haven't gotten
out my old 800 to play 4 player MULE for quite a while.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

"ATARI: Power without the price!" even more so now.
---

218. Re: $$$$$$$$$$$$$$$$$$$$

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: darkknight@netvista.net
Message-ID: <5b0np6$3gq@Picasso.netvista.net>
Source record: 77071

sjmunchak@aol.com (SJMunchak) wrote:

>Take five minutes to read this and it WILL change your life.
>
>I've been a fool so far. Yes, I admit it I've been a fool. I've
>been doing this on local BBS's for the last 2 years. I've been
>getting about 40 to $50,000 a year if that. I tried it the net
>3 weeks ago and I wouldn't believe it! Not just a little each week
>(barely enough to keep my head above the debt), but tons, I mean
>big bucks! In the first week I got three hundred dollars, then a
>week later, a couple of thousand, and by the end of the third week,
>I had recieved nearly $32,000.00.

[Much crud deleted]

Your statement about being a fool is the only true item in this post.
What a butt-munch...

Sean Weber

219. Re: XL-it!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: davepat@total.net.REMOVE
Message-ID: <32d33fe8.0@news.total.net>
Source record: 77072

In an article dated Tue, 07 Jan 1997 18:34:14 GMT, some freak named Steve says...

>
>It's funny that version 0.14 works fine with my SB-PRO clone card, but
>as for 0.16- no idea!! The only thing that is mentioned in the DOC's
>is to make sure that the SET SOUND variable is in the Autoexec.BAT is
>set properly. ie: SET SOUND16 = A220 I5 D1 T4 etc. This may differ
>for you but is the usual setting. I have tried but no luck......
>
>Steve.

Try to SET BLASTER instead; some software only looks for BLASTER in the enviroment, not SOUND16 or anything else.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
--
"I do not feel obliged to believe that the same God who endowed us with sense, reason and intellect has intended us to forgo their use."
-- Galileo Galilei

220. Atari WebRing Sites Needed!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bbfd30$00574f00$02f7aecc@127.0.0.1>
Source record: 77073

Ok, we are now at THREE sites for the Atari WebRing.

ANY and ALL Atari WebSites that pertain to the 8-Bit Computers, the gaming consoles (2600, et al), hardware hacks, vapourware, etc. will be considered for the WebRing. I am not currently accepting Atari ST/TT, Falcon, Jaguar, etc sites for this particular ring. =)

Please submit your site now, once I get 5 ppl's submissions I will set the ring up and send everyone the source code (pure HTML) for inclusion on the pages.
--
William J. Fisher

_____
BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

COMMERCIAL/BULK EMAIL WON'T BE TOLERATED
(all such mailings will be reported)

221. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: Brian <bsturk@nh.ultranet.com>
Message-ID: <32D41BCB.1777@nh.ultranet.com>
Source record: 77074

The author Markus Geiten announced in comp.misc.emu that he was stopping the development of his two emulators...due to the warez and arcade emulator crowd...Too bad, XLIT was(is)IMHO one of the better emulators...

222. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0801970155590001@metricom34.ucsc.edu>
Source record: 77075

In article <5at6hk$et1@nnrp1.news.primenet.com>, nickb@primenet.com (Nick
S Bensema) wrote:

>In article <bwanga-0601972342100001@metricom01.ucsc.edu>,
>Timothy A. Seufert <bwanga@cats.ucsc.edu> wrote:
>>In article <5afgre$80g@nnrp1.news.primenet.com>, nickb@primenet.com (Nick
>>S Bensema) wrote:
>>
>>>Sad, really. It would be keen to have an Apple II laptop, for example.
>>
>>What of the Apple IIc? Granted, no battery power, but I am pretty sure
>>that some company or other made a battery kit for it. And I saw with my
>>own eyes a LCD screen that could clip on to it, so you didn't have to have
>>the full CRT monitor.
>
>I have only seen IIe's, and one II in a thrift store.

The IIc was barely wider than a keyboard without numeric keypad, maybe 2
or 3 inches thick, and (very much a guesstimate) 12 inches deep. Large by
modern standards, but I gather it was a miracle of compact design when it
was introduced. It did have a half-height 5.25" floppy disk and a power
supply crammed inside that package. As somebody else pointed out, a later
version, the IIc+, came with a 3.5" drive instead.

The IIc is nowhere near as common as the IIe. It was introduced pretty
late in the life of the Apple II, as I recall, and wasn't ever as popular
as the other II models.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

223. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0801970211050001@metricom34.ucsc.edu>
Source record: 77076

In article <01bbfb4e$1ea596d0$299072ce@yendor>, "yendor"
<yendor@blarg.net> wrote:

>That TIA chip or whatever it's called in the 2600...that was a standard
>part? Was the uP a standard part?

Both pre-existed the 2600 -- they weren't designed for it. The TIA was
just a chip you could use to drive a TV. Atari glommed that together with
a CPU, a *minimal* amount of RAM, and a sound chip to make the 2600. They
didn't even put in DMA for the TIA chip's screen refresh operation, so the
programmer has to slam pixel values into the TIA registers as each scan
line is drawn (for this reason you only get about half of the CPU for your
actual game).

>Incidently, does anyone know where I can get the information necessary to
>write a 2600 program, i.e. instructions, memory map? It doesn't use a 6502
>or derivative does it?

Can't be sure offhand, but if it doesn't use a 6502 it uses something
close. I have seen a 2600 programming FAQ floating around somewhere, try
a web search. I wouldn't recommend it: getting a 2600 to just display an
image, much less an animated game, is not easy.

>Regardless, how many emulators do we have now for the 2600 and 800? With
>all that documentation out there describing what the Atari chips are
>supposed to do from a software standpoint, I don't think it would be very
>difficult to do. Sprites...er...player missile graphics, and display lists
>are not rare elements any longer.

The problem isn't having similar technology yourself. (Actually, hardware
sprites and display lists are not used any more, since in the modern world
you just have a CPU fast enough to do all that with blits.) The problem
is to *exactly* simulate the behavior of the real Atari hardware. If you
want to do that with hardware of your own, you are in for a really
difficult task.

>Why do you think the shrunk 2600 would sell better?

Because the 2600 sold how many millions of units? There are a lot more
people out there who laid their hands on a 2600 than on an Atari 8-bit. I
guarantee you that selling to the few remaining people willing to buy a
new Atari 8-bit computer would not make money. On the other hand, there
are so many 2600 carts sitting in attics that if somebody sees this nice
little $15 box that can play them, they might be tempted to pick it up.
And many of the clone 2600s have a large ROM containing hundreds of
(pirated) games you can choose from.

>It does seem obvious though that the 2600 would be easier to shrink. It
>doesn't do a whole heck of a lot. It would be a nice final exam for some
>EE student. :)

Not me. I get to have enough fun designing a PCI card this quarter. :)

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

224. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0801970218160001@metricom34.ucsc.edu>
Source record: 77077

In article <01bbfc79$6cc65440$9af7aecc@127.0.0.1>, "William Fisher"
<blackat@direct.ca> wrote:

>I got it for X-Mas (Tomb Raider)... It's actually more like an explore the
>virtual world type game. No QUAKE killer/blood/mayhem here. =)
>
>If you like exploring and atmosphere then Tomb Raider rocks. (I love the
>game).
>
>BTW: Somehow I doubt there will be an Atari 8-Bit version anytime soon! ;)

Heh. I think the target for an Atari 8-bit 3D game is flat shaded
polygons, as opposed to wireframe. :)

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

225. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E3pnq1.1GH@iglou.com>
Source record: 77078

In article <bwanga-0801970211050001@metricom34.ucsc.edu>, Timothy A. Seufert wrote:
>
>>Incidently, does anyone know where I can get the information necessary to
>>write a 2600 program, i.e. instructions, memory map? It doesn't use a 6502
>>or derivative does it?
>
The 2600 used a 6507 CPU, which is a 6502 in a 28-pin package. It only
has 12 address lines and no IRQ or NMI, if I remember right. The same CPU
was also used in the 810 and 1050 disk drives.

--
Bill Marcum bmarcum@iglou.com
If you crossed Tickle Me Elmo with that Cabbage Patch doll, would you get
a Bite Me Elmo?

226. Re: Please help...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32D47070.348D@tcd.net>
Source record: 77079

```
Ok it could be one of 4, 14805, 6520, or the 12297/or 96, 14806
depending upon the computer..
bob
```

227. Re: Downloading from Yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5auqm3$8qv@sjx-ixn10.ix.netcom.com>
Source record: 77139

In article <32d6973c.4118221@news.networx.net.au>, read@my.sig (Steve) wrote:
>euskara@aol.com (Euskara) wrote:
>
>>Hi everyone!
>>
>>Can someone tell me if there's a way to download more than one file at a
>>time from the FTP site. (ie. highlighting a bunch of files and DL them
>>simultaneously)
>> Thanks!
>
>
>I guess you are using NETSCAPE or some WEB browser? The best way is to
>get an FTP program- WSFTP or CUTEFTP seem to be the best around. With
>these the filenames come up like in WINDOWS FILE MANAGER, and you can
>hold control down and select whatever files u want. Besides, Yogi's
>FTP site server only allows 5 anonymous login's, so you would
>DEFINATELY be better off using one. See, the problem using NETSCAPE is
>when you select to change directorys or download files, the server
>see's this as another LOGIN and promptly says to any other user ACCESS
>DENIED after 5 attempts. Anyway, I guess you need some pointers to FTP
>so here they are:
>
>http://www.cuteftp.com
>
>http://www.ipswitch.com/pd_wsftp.html
>
>Have fun....
>

For unix users: (and perhaps WIN95's version)
ftp
bin
prompt no
mget *

some versions of unix ftp let you do subdirectories... such as NCFTP:

get -R * will re-create the entire tree structure. Then again, You could
just get a "mirror" program to copy the entire site and update your local
copies when the source is. *grin*

Karl
>Steve.
>
>

```
> ----------------------------------------------------------
>/ If you want to email me, please remove the asterisks. \
> reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
>\ http://www.geocities.com/SiliconValley/Heights/9364/ /
> ----------------------------------------------------------
> "ATARI: Power without the price!" even more so now.
> ----------------------------------------------------------
>
```

```
Karl Heller - Making the world safe once again.
-----------------------------------------------------------------------
| heller@cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |
-----------------------------------------------------------------------
```

228. $$$$$$$$$$$$$$$$$$$$

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: sjmunchak@aol.com
Message-ID: <19970108021300.VAA19784@ladder01.news.aol.com>
Source record: 77140

Take five minutes to read this and it WILL change your life.

I've been a fool so far. Yes, I admit it I've been a fool. I've
been doing this on local BBS's for the last 2 years. I've been
getting about 40 to $50,000 a year if that. I tried it the net
3 weeks ago and I wouldn't believe it! Not just a little each week
(barely enough to keep my head above the debt), but tons, I mean
big bucks! In the first week I got three hundred dollars, then a
week later, a couple of thousand, and by the end of the third week,
I had recieved nearly $32,000.00.

It's REALLY SIMPLE to do too!!!

Here's all there is to do:

STEP 1.

Invest your $5 by writing your name and address on five seperate
pieces of paper along with the words: "PLEASE ADD ME TO YOUR MAILING
LIST."
(In this way, you're not just sending a dollar to someone; you're
payingfor a legitimate service.) Fold a $1 bill inside each paper,
and mail them by standard U. S. Mail to the following five addresses:

1-Sam Coice
25550 Buckthorn Ridge Rd
Pioneer Ca 95666

2-Peg Vickmore
14905 Highway 88
Jackson, Ca 95642

3-Brian Hyson
4278 Sayoko Cr
San Jose, Ca, 95136-2335 USA

4-Daniel Hanlon Jr.
6001 Fox Run
Fairfax, Va 22030

5-Joe Munchak
13535 Union Village Cir
Clifton, Va 20124

STEP 2.

Now remove the top name from the list, and move the
other names up. This way, #5 becomes #4 and so on.

Put your name in as the fifth one on the list.

STEP 3.

Post the article to "at least" 250 newsgroups. Rembering that the more that you post on, the more people see it, and the more you will get. There are at least 30,000 newsgroups at any given moment in time so don't be stingy.

STEP 4.

You are now in business for yourself, and should start seeing returns within 7 to 14 days! Remember, the Internet is new and huge. There is no way you can lose.

Now here is how and why this system works:

Out of every block of 250 posts I made, I got back about 5 responses. Yes, thats right,only 5. You make $5.00 in cash, not checks or money orders, but real cash with your name at #5.

Each additional person who sent you $1.00 now also makes 250 additional postings with your name at #4, 1000 postings. On average then, 50 people will send you $1.00 with your name at #4,....$50.00 in your pocket!

229. Re: The Goonies, Bounty Bob and Best RPG

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E3o3uy.IMw@nonexistent.com>
Source record: 77141

```
-> -
-> Yes, I did. I also have "Indenture" a rewrite for the pc, which has
an
-> expanded set of rooms. Unfortunately, it crashes alot so I can
finish
-> it.
-
-You may have a problem on your system. I have played Indenture quite
a
-bit with never a problem on two computers (386SX/16, 486DX/66) with
nary a
-problem. A friend has spent at least 96 hours (he mapped the entire
new
-section) on a 486DX/100 with never a lockup or crash.
-
- -Chris
-

Of course I have a problem with my machine. ITS GOT WINDOZE 95
INSTALLED!!!!!!!!!
I wish I could just DOS

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles*****@*****blast.*net
NO UNSOLICITED COMMERCIAL EMAIL
```

230. Re: Downloading from Yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E3o3v5.lno@nonexistent.com>
Source record: 77142

```
-FTP site server only allows 5 anonymous login's, so you would
-DEFINATELY be better off using one. See, the problem using NETSCAPE
is

Now allowing 20 anonymous logins from the main one, and the active
mirror (with a slightly different tree) has no limit (yet)

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles*****@*****blast.*net
NO UNSOLICITED COMMERCIAL EMAIL
```

231. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5b0heh$sin@login.freenet.columbus.oh.us>
Source record: 77143

Jon D. Melbo (ssilicon@lax.net) wrote:
: On 2 Jan 1997 07:08:30 -0500, dklugh@freenet.columbus.oh.us (Daniel
: Klugh) wrote:

: >Jon D. Melbo (ssilicon@lax.net) wrote:
: >: On 31 Dec 1996 13:38:39 -0500, lvt-cfc@cyber3.servtech.com
: >: (christopher f. chiesa) wrote:
: >
: >: >In article <Pine.SUN.3.92.961224010256.18720D-100000@linda.teleport.com>,
: >: >Bravo Sierra Computers <bensmith@teleport.com> wrote:
: >: >>On 19 Dec 1996, Daniel Klugh wrote:
: >: >>
: >: >>> Bravo Sierra Computers (bensmith@teleport.com) wrote:
: >: >>> : On 10 Dec 1996, Daniel Klugh wrote:
: >: >>>
: >: >>> : Bob Puff of CSS told me that neither the P:R:
: >: >>> : Connection nor the 850 Interface can reliably do over 2400 Baud. I have a
: >: >>>
: >: >>> I think you mean 9600,not 2400.
: >: >>
: >: >>No, I meant 2400. I called Bob Puff and he said trying to exceed 2400
: >: >>would result in dropped characters.
: >: >
: >: >For the record, I have transfered numerous files between my Atari and an
: >: >Amiga at 9600 baud using, on the Atari, an 850, a null-modem cable, and
: >: >Kermit65 software. I have never experienced dropped characters in this
: >: >configuration, and I conclude that the 850 "can" do 9600 when conditions
: >: >are "perfect."

: No one notices anything dropped when an error corecting transfer
: protocol is in use.

Well the Amiga term programmes keep tabs on the number of errors,so it
should be easy to tell if you're getting errors from the Amiga end.

: >: >On the other hand, I have never been able to get the SAME Atari-with-850-
: >: >and-Kermit65 configuration to even so much as establish command-mode
: >: >communication, with my ZOOM 14.4K modem -- which I normally use from the
: >: >Amiga at 9600.
: >: >
: >: >So: take two computers (Amiga and Atari), set 'em up at 9600 so that
: >: >they'll communicate successfully with EACH OTHER, and it turns out that
: >: >the Amiga will talk to the ZOOM modem but the Atari will NOT -- WITHOUT
: >: >changing the modem settings between Amiga/Atari usages. Graphically:
: >: >

: >: >
: >: > _ MODEM _
: >: > doesn't _/ _ works
: >: > work _/ _
: >: > / \
: >: > Atari -'\/\/\/\/\,- Amiga
: >: > works
: >: >
: >: >This is strange, asymmetric, and as yet unexplained. Anybody care to
: >: >offer a theory as to why the third leg of the triangle is a no-go?
: >: >
: >: >Chris Chiesa
: >: > lvt-cfc@servtech.com
: >
: >: Hi Chris. Sounds to me like you need to chang your Zoom modem
: >: settings for use with your Atari. First of all, the 850 will not
: >: handle data any faster than 9600bps. So that means right off the bat
: >: that you should:
: >
: >How does anybody know this?
: >Since the 850 handler won't let you switch to 19.200,how does anybody know
: >that it won't go this fast?Is there some custom disk 850 handler out there?

: >
: > : - NOT be using data compression
: >
: >Why not?

: Well, say if the 850 cannot handle a data rate more than 9600bps, and
: the modem has a 9600bps connection, with data compression then the
: modem will end up transfering more data than 9600bps. This obviously
: would exceed what the 850 can handle.

uh,if you have the 850 set at 9600baud,then the modem will ALWAYS send at
9600bps.Never slower nor faster.Either it sends at 9600 or not at all.

: >: - set your modem to only work at a maximum of 9600bps
: >
: >It doesn't really matter since it will never send data to the 850 faster
: >than 9600.

: It sure might try to.

How would it try?

: >
: >: - check what kind (if any) flow control the 850 supports

: >: and set the modem likewise
: >
: >The 850 has RTS and CTS lines.But it doesn't suport flow control.

: That is simply but one kind of flow control. There is also xon xoff.

The handler does not suport XON/XOFF either.It's totaly up to the programme.

: >The handler ignores these lines,except to report their status to a programme.
: >It would be up to the programme to implement that,and none do.
: >Of course,anything can suport XON/XOFF.Kermit-65 does.
: >But since flow control only matters when uploading Z-modem,and the Atari
: >can't do that,the whole matter is moot.
: >(though Kermit-65's flow control DOES help to stop character loss)

: First, there is a Zmodem for Atari. Second, you admit that it matters

Yes,but since you would be uploading from a non-Atari,it doesn't matter.
(the Atari would only be downloading)

: in Kermit. And thirdly a file transfer through a protocol looks just
: the same to the modem and the serial port on the 850 (simply data in
: and/or out) as any other data exchange, the only exception being that
: the data flow is more busy. It is the term software or what have you
: that distinguishes between a protocol and regular data exchange.

If the 850 or P:R:C could actually go at 19200,you might try to use it to
hook up a 14400 modem.But if you tried to upload,you would overflow the
modem buffer.
(the term programme wouldn't know when to pause)

: > : > : - check on how the 850 treats the CD line from the
: >modem : and set the modem similarily
: >
: >It ignores the DCD line.It's up to the programme to monitor it and take
: >action.

: Okay okay. So what I should have asked instead of how the 850 looks
: at it I should have asked how the 850 _combined_ with his term
: software of choice looks at the signal lines. Whatever that
: combination supports or expects is how the modem should be configured.

Well,go with XON/XOFF then.I've never seen RTS/CTS done.

: >But a programme can't comunicate to the modem and 850 at the same time,

: Huh? A program can't communicate to the modem at all but THROUGH the
: 850.

The 850 connects the SIO bus directly to the modem.This is called
concurrent mode and when it's active,you can't talk to the 850 to get the
status of the CTS line.Nor can you alter the RTS line.You have to break
out of concurrent mode which of course means that any incoming characters
get lost.Maybe it could be done if you cleared RTS imediately after
exiting concurrent mode,but I don't know.

: >so RTS,CTS,and DCD are ignored in most programmes.
: >(except BBSes,obviously)

: How about his favorite term program?

Who's?
Term programmes ignore the lines for the most part.Kermit-65 does raise
RTS to allow the modem to comunicate,but leaves it alone thereafter.

: >: Your Zoom modem has NVRAM for two stored profiles. You can transfer
: >: current modem settings to a user profile by doing AT&w0 (for profile
: >: 0) or AT&w1 for profile 1. To quickly and easily copy a profile into
: >: the current settings, simply do a ATZ0 or ATZ1.
: >
: >: Your Zoom modem manual has all the commands and what they do. Or you
: >: can download it in PDF and possibly other forms from Zoom on their web
: >: site www.zoomtel.com or directly from Rockwell Intnl.'s semiconductor
: >: division; www.tokyo.rockwell.com I think. Good luck. If you have any
: >: specific questions, please feel free to email me at ssilicon@lax.net.
: >
: >Hopefully they have it in ASCII text!!!
: >(sheesh!)
: >--

: Yes they do, or did. I got some text files back when those were
: supported. They used to do 'em all in Word for Win, Text, Post
: Script, and such. Now they just put stuff in PDF. I have text file
: manuals for Rockwell based older 14.4 & 28.8 modems.

What a gypp!

: Want 'em, anybody want them posted in the newsgroup?

Perhaps uploaded to some FTP site.
--
The Doctor

232. Re: Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5b0i6k$2rv@login.freenet.columbus.oh.us>
Source record: 77144

Janice in NYC (Sapphire@innonyc.com) wrote:

: dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

: >I never understood why 2 RS232 ports couldn't use the same IRQ.

: They can and do. The standard IRQs are IRQ 3 for Com2 and Com4, and IRQ 4
: for Com1 and Com3......on many systems, you can change it. The problem is
: if you try to use 2 devices hooked up to 2 comm ports that use the same IRQ
: _at the same time_ is when you get system lockups and stuff. For example,
: if you have your mouse on Com1 and your APE cable on Com3 and you have them
: set to use the same IRQ, you can't expect your mouse and APE to work at the
: same time, because the system has no way of knowing which of the two comm
: ports the data is coming from. So that means you can have a modem hooked
: to one comm port sharing an IRQ with say your Atari (via APE), but you
: can't use the two devices at the same time (i.e. using your PC's modem with
: the ATari via Ape).
: They could solve this problem by assigning each comm port a different IRQ,
: but there's a total limit of 16 IRQs that can be used, no matter how fancy
: your PC, and several are already reserved for system use. Which is why you
: can have a nice fancy Pentium with APE, three serial devices, two printers,
: a sound card, etc., but you can't use anywhere near all of the devices at
: the same time since all of those devices communicate with teh computer via
: IRQs.......

: >The BIOS doesn't even use IRQs so it's clear that the BIOS (or whatever)
: >can detect whether there's data at a port.So when a IRQ sounds,why doesn't
: >the RS232 handler just look at both ports?

: The reason IRQs are implemented in the first place is to multiplex
: different hardware devices. It's far too expensive and impractical to make
: independent communication lines on the motherboard for all existing comm
: ports and all future potential hardware addons, so they were forced to
: compromise.

The point is since the RS232 handler will get the interupt no matter which
(COM1 or COM2) RS232 port activated the IRQ,the RS232 handler would simply
look at BOTH RS232 ports for a byte to read,read it,and put it in the buffer.
Then the programme can read it when it gets around to it.

: >: When using w95 all your serial in/out requests are trapped in ring 0 and
: >: have to go through a number of VxD's to reach the hardware. If any
: >: of these VxD's decide to ignore stuff from your new com port in
: >: favor of the mouse driver, it will act dead.
: >
: >And people wonder why I don't "upgrade" to Windows.

: It has nothing to do with what operating system you use, you can use DOS or
: NT or OS/2 or Linux and you'd still have the same problem if you use two
: devices sharing the same IRQ at the same time, because it's a hardware
: conflict, not a software one.
: Maybe you should upgrade to a Mac instead (sorry, couldn't resist).....

I just meant all that "ringing" stuff.

--
The Doctor

233. Converting ATRs

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: malay@tds-gn.lmco.com
Message-ID: <5b0cd5$t17@news.tds-gn.lmco.com>
Source record: 77145

I'm sure that this question has been asked before - sorry
for that, but how can I convert an ATR for use with a
real Atari 8bit using only an 8bit - no PCs, no emulators.

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@tds-gn.lmco.com /
/ 703.367.2403 /
/ /
//

234. Re: conversion to PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: read@my.sig
Message-ID: <32d3cf62.596540@news.networx.net.au>
Source record: 77146

Bill Somrak <cooncat@ncweb.com> wrote:

>On reading Atari Disks with a PC .. Don't think you can do it easily.
>There IS a program that lets you read PC disks on an Atari, but this
>program doesn't let you save to that disk. You're better off just
>doing a file xfer via a null modem cable, running terminal programs on
>both the PC and the Atari (I do this all the time).

Actually there is an updated version of the program called "UTIL" that
will read AND write to an ATARI double density disk on the PC 5.25, it
works very well too. This is of course if the 1050 disk drive is
capable of D/D (U.S doubler upgraded or HAPPY or whatever).
One excellent feature of the program is it will convert ATASCII format
TXT files to ASCII as it is being read, and also writes vice-versa. It
all comes down to the command line params, like adding a -B to read
binary only (no conversion). You can find it on my WEB page..... it's
called MYUTIL.ZIP

>On importing WORD PERFECT (gag) or other WP files into a PC: use the
>"print to disk" option .. this creates an ascii file, which is then
>easily uploaded (via null modem cable) to the PC.
>
>An alternate (but much longer an tedious) method is to send the files
>you want xfered from your Atari to your "storage space" on some BBS.
>(I used to do this with the local BSD FREENET) Then, log into this
>same "storage space" with your PC, and download it.

Yeh I remember doing this with an ST BBS, it had BINKLEY TERM (I
think), it was great at the time, I could upload a TXT file in ATASCII
and then download it in ASCII. I didn't have any other way to convert
TXT files then, so it was the way to go.....

>I like the null modem cable MUCH better.

Great fun trying to set it up, I used to do it too. But a bit tedious
now I think, altho I know there are still 8-bitters who have to do it
this way. All I can say is, have an ATARI DAY :)

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

"ATARI: Power without the price!" even more so now.
---

235. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: yendor <yendor@blarg.net>
Message-ID: <01bbfb4e$1ea596d0$299072ce@yendor>
Source record: 77147

That TIA chip or whatever it's called in the 2600...that was a standard part? Was the uP a standard part?

***
Incidently, does anyone know where I can get the information necessary to write a 2600 program, i.e. instructions, memory map? It doesn't use a 6502 or derivative does it?
***

Regardless, how many emulators do we have now for the 2600 and 800? With all that documentation out there describing what the Atari chips are supposed to do from a software standpoint, I don't think it would be very difficult to do. Sprites...er...player missile graphics, and display lists are not rare elements any longer. Especially with all of the new fangled stuff they use in the coin ops. I don't think anyone would waste their time copying the chip or worrying about the original chip technology. They could simply emulate the interface using their own technology. The only genuinely proprietary chips that I can think of are the POKEY, ANTIC, and C/GTIA. That would be only 32 registers and the display list processor to emulate.

Why do you think the shrunk 2600 would sell better?

It does seem obvious though that the 2600 would be easier to shrink. It doesn't do a whole heck of a lot. It would be a nice final exam for some EE student. :)

- Yendor

Timothy A. Seufert <bwanga@cats.ucsc.edu> wrote in article
<bwanga-0601972352460001@metricom01.ucsc.edu>...
>
> Unfortunately, there are some problems.
>
> The 2600 didn't have any custom chips. It was built entirely from
> standard parts. And it had no operating system ROM. Reverse engineering
> it was a matter of looking inside to see which chips were there, and
> looking at the development docs so you'd know what the memory map looked
> like. This is perhaps an oversimplification, but it is essentially true.
>
> The 800 series has several custom ICs. To do the same job, one would
have
> to recreate the functionality of each from scratch, since I doubt the
> original engineering documents describing the circuitry still exist.
(The
> other possibility is to take photomicrographs of the surface of each

chip,
> and work from there... ugh!) Even if the documents did exist, a
> substantial amount of work would likely be needed to convert it all from
> NMOS or PMOS to CMOS.
>
> In other words, the required engineering effort would be substantially
> more than what was required to shrink a 2600, for a product that likely
> would not sell as well as the shrunk 2600.
>
> --
> +---+
> |Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
> | "I never give them hell. I just tell the truth, and they |
> | think it is hell." -Harry S Truman |
> +---+
>

236. Re: Super-Cartridges - how do they work ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: read@my.sig
Message-ID: <32d8dc4e.3904178@news.networx.net.au>
Source record: 77148

Matthias Belitz <matz@kawo2.rwth-aachen.de> wrote:

>Hello !
>
>Still wish you a hapy new year.
>
>But one question - how do the "super-cartridges" (f.e. SDX) work. Iï¿½ve
>heard that there is something like a bank-select-mode ...

Yes they are Bank-selected. They use the memory location $E500 (I'm
fairly sure of this) to switch RAM in and out of certain memory
locations in the cartidge area. So making a copy of these Super-Carts
would be a hard job for even the most experienced programmers.

BTW- happy new year to you also..... :)

Steve.

```
-----------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-----------------------------------------------------------
"ATARI: Power without the price!" even more so now.
-----------------------------------------------------------
```

237. Re: Downloading from Yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0801970222460001@metricom34.ucsc.edu>
Source record: 77149

In article <19970107214300.QAA11554@ladder01.news.aol.com>,
lenspencer@aol.com wrote:

>You gotta love that FTP. No batch transfers, no crash recovery, WHAT WERE
>THEY THINKING???

In its defense, it is kinda old.

BTW, you can do batch transfers. Type "prompt" to disable prompting for each file, and then "mget *" to get everything, or "mget *.txt" to get everything named with an extension of .txt. If you aren't familiar with UNIX, be aware that UNIX wildcards work different than DOS in some situations.

And there are extensions to FTP that allow crash recovery.

FTP actually has a lot of stuff. The "help" command should give you a list of commands, you'd be surprised how many there are.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

238. Re: Anyone use 'TurboBasic' on 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: mratari01@aol.com
Message-ID: <19970108104300.FAA01293@ladder01.news.aol.com>
Source record: 77150

Howdy freind, in answer to your question, Turbo Basic resides on a Boot Disk right? It is a very likely possibility that that version of Dos is only configured for a single drive. Poke it for 2 drives then re-write Dos to the disk.

Perhaps an easier way would be to just copy your Turbo Basic over to a fresh Dos disk written from the Dos that is working...

The Shadow

239. Re: XL-it!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: read@my.sig
Message-ID: <32d7db6c.3678601@news.networx.net.au>
Source record: 77151

davepat@total.net.REMOVE TO REPLY (David A. Paterson) wrote:

>In an article dated Tue, 07 Jan 1997 18:34:14 GMT, some freak named Steve
>says...
>>
>>It's funny that version 0.14 works fine with my SB-PRO clone card, but
>>as for 0.16- no idea!! The only thing that is mentioned in the DOC's
>>is to make sure that the SET SOUND variable is in the Autoexec.BAT is
>>set properly. ie: SET SOUND16 = A220 I5 D1 T4 etc. This may differ
>>for you but is the usual setting. I have tried but no luck......
>>
>>Steve.
>
>Try to SET BLASTER instead; some software only looks for BLASTER in the
>enviroment, not SOUND16 or anything else.
>

oops, yes you are right... I was thinking of the DIR for my sound card
software. I do have the SET BLASTER=etc etc. Maybe I need glasses
:)

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

"ATARI: Power without the price!" even more so now.
---

240. Super-Cartridges - how do they work ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32D38190.15DD@kawo2.rwth-aachen.de>
Source record: 77152

Hello !

Still wish you a hapy new year.

But one question - how do the "super-cartridges" (f.e. SDX) work. Ii¿½ve heard that there is something like a bank-select-mode ...

Thanx

Matt

P.S. Bye the way - does anybody know, how to program the R-Time-8 directly ?

241. Re: conversion to PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <32D3869D.75E5@ncweb.com>
Source record: 77153

On reading Atari Disks with a PC .. Don't think you can do it easily. There IS a program that lets you read PC disks on an Atari, but this program doesn't let you save to that disk. You're better off just doing a file xfer via a null modem cable, running terminal programs on both the PC and the Atari (I do this all the time).

On importing WORD PERFECT (gag) or other WP files into a PC: use the "print to disk" option .. this creates an ascii file, which is then easily uploaded (via null modem cable) to the PC.

An alternate (but much longer an tedious) method is to send the files you want xfered from your Atari to your "storage space" on some BBS. (I used to do this with the local BSD FREENET) Then, log into this same "storage space" with your PC, and download it.

I like the null modem cable MUCH better.

Bill ... 17 yr Atari 8bit user
--
```
*****************************************************************
* /\_/\ /\_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
*****************************************************************
```

242. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/welcome_852726089@rtfm.mit.edu>
Source record: 77154
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 23, 1996

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers. These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, and the XE Game System.

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
-------------------------------------------------------------------
This posting contains a list of Frequently Asked Questions (and their answers)
about Atari 8-bit computers.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
Or request from mailto:mcurrent@carleton.edu

Atari 8-Bit Computers: Vendors and Developers / Michael Current
---------------------------------------------------------------
This posting contains a comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
Or request from mailto:mcurrent@carleton.edu

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
----------------------------------------------------------------------
Bill and his FAQ are excellent sources for information on basic usage of the
8-bit Atari, and for information on the 8-bit Atari emulators which run on
other computing platforms.
Posted to comp.sys.atari.8bit irregularly.
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
Or request from mailto:kendrick@zippy.sonoma.edu

Atari 8bit Support BBS's / Oscar Fowler
---------------------------------------
The list of 8-bit Atari supporting BBS's around the world.
Posted to comp.sys.atari.8bit irregularly.
Request from oscar@primenet.com
```

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
---
Especially useful for hardware hackers, and interesting for the rest of us!
Posted to comp.sys.atari.8bit irregularly.
Request from davepat@total.net

243. Re: Atari 8-Bit WebRing Sites Needed!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: krap@freud.psych.uw.edu.pl
Message-ID: <5b0e1p$2f8@h1.uw.edu.pl>
Source record: 77155

William Fisher (blackat@direct.ca) wrote:
: 1. Your Name
maciej grzeszczuk

: 2. Your E-Mail Address
krap@freud.psych.uw.edu.pl

: 3. The URL Of Your Page
http://www.psych.uw.edu.pl/~krap/atari

: 4. The Title Of Your Site
'klupik dinozaurow malego atari'

: 5. The 'Theme' Of Your Site
: (ie: Hardware, Software, Hacks, Etc)
hardware, emulators

--
= KrAp = = krap@freud.psych.uw.edu.pl = = krap@lech7.pse.pl =
= http://www.psych.uw.edu.pl/~krap = = phone: +48-22-6594364 =
= PGP 50D98803B12327E7 216A787AB7EFD5FA = key available at finger =
= nic-hdls: MKG5, KRAP1-RIPE = FidoNet: 2:480/70 = * in arp we trust *

244. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: Peter Gillanders <peterg@uccentre.ucaqld.com.au>
Message-ID: <01bbfd3a$2f89a160$450000c0@busch.ucaqld.com.au>
Source record: 77156

Daniel Clinton <daniel11@appstate.campus.mci.net> wrote in article
<5a9b7f$fat@nw101.infi.net>...
> "Brien K. Meehan" <meehanb@detroitedison.com> wrote:
>
> >Eric <Eric_Cron@addus.com> wrote in article
<5a6tbr$nnn@kirin.wwa.com>...
> >> I really don't understand all of this talk about copyrights.
>
> >> Information should be free
>
> >As I was growing up, I discovered I had a choice: a) Become a caveman,
and
> >be totally self-sufficient (i.e. build or find my own shelter, make my
own
> >clothes, grow or find my own food, etc.), or b) Become good at
something,
> >and trade with other people for the things I need. I chose the latter,
and
> >became an Information Systems specialist.
>
> >I've never been a carpenter, but I live in a house. I'm not a farmer,
but
> >I eat food nearly every day! And so on. I've accomplished this by
trading
> >(indirectly, via an abstraction called "money") my skills (including
> >programming) for the skills and materials of others. As a result, I'm
> >having a much more rewarding life than I would have if I chose
"caveman."
>
> >Now, I'm explaining all this because I might not have the same vantage
> >point that you do. Can you explain to me, from this context, why
> >information should be free, "period," as you say?
>
> >... and why should it be more free than, for example, housing or food?
Or
> >perhaps an example closer to home would be health care services? Should
we
> >all just start taking health care services without paying for them?
>
> Cool post. I think maybe all information should not be free, but we
> would have to come up with a better definition of what 'information'
> is.
>
> [DC]

>
>
>
>

Perhaps we also need a better definition of what 'free' is.

For example:
The air at the South Pole is free - but difficult to get to.
Sugar is freely available at most supermarkets - but at a purchase price.

On the other hand "The Truth shall set you Free"

245. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: ab616@chebucto.ns.ca
Message-ID: <5avuqr$h6k@News.Dal.Ca>
Source record: 77157

Mark L. Simonson (marksim@bitstream.net) wrote:
: A little movie trivia: You can see a IIc with an LCD screen in the movie
: "2010"--it's the scene near the beginning where Dr. Heywood Floyd (played
: by Roy Scheider) is working at the beach. It's only shown from the side,
: maybe to hide the fact that he's using 25-year-old hardware. All in all,
: one of the sillier product placements ever made in a movie, considering
: how quickly computers change. (Maybe it's supposed to be some kind of
: retro thing. After all, look at this news group.;-)

In 1984 (when the movie 2010 was made), the IIc had just been released
and WAS the most futuristic-looking piece piece of computer hardware at
the time. In 1984, when the moviegoers went to see this movie, they didn't
know that this is 25-year old hardware because most probably had never
seen a IIc.

246. Re: Quick question on ATR files....

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: read@my.sig
Message-ID: <32d6da63.3413314@news.networx.net.au>
Source record: 77158

"Chris Dunlop" <dunlopc@mail.dec.com> wrote:

>I was wondering if there is an easy way to trasfer the image files back to
>an ATARI drive, either using a SIO2PC cable and APE, or directly using the
>IBMs drive.
>

Well, if you are using the SIO2PC cable, whats the prob? The ATR files
are direct images of real ATARI disks, so just load them into APE and
copy directly to a real disk drive. Of course if you don't have the
cable (yet?) I would highly recommend it.

Steve.

```
-----------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-----------------------------------------------------------
"ATARI: Power without the price!" even more so now.
-----------------------------------------------------------
```

247. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <5b137lbsa1@news.aros.net>
Source record: 77159

yendor (yendor@blarg.net) wrote:
: Incidently, does anyone know where I can get the information necessary to
: write a 2600 program, i.e. instructions, memory map? It doesn't use a 6502
: or derivative does it?

There's some information available on the Web, including a commented
source listing for Combat, and the Stella Programmer's Guide, part of the
original 2600 development kit, which details quite a lot of what you'd
need to know to write a 2600 program.

The 2600 used a 6507, which is identical to a 6502 except that it has
only an 8k address space and no external interrupt lines.

248. Re: Atari reasources online

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E3pnvt.1pv@iglou.com>
Source record: 77160

In article <19970104230800.SAA02412@ladder01.news.aol.com>, asharkis@aol.com wrote:
>If you have the July/August Ol' Hackers Newsletter disk, you have a fairly
>extensive list, but there were some changes and additions since then. For
>starters, try:
>
You mean somebody still publishes an 8-bit newsletter on disk?

--
Bill Marcum bmarcum@iglou.com
If you crossed Tickle Me Elmo with that Cabbage Patch doll, would you get
a Bite Me Elmo?

249. Re: Please help...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5b1937$3os@news1.fast.net>
Source record: 77161

rhkramer@fast.net (Randy Kramer) wrote:

>Hi. About 6 months ago, my Atari 800xl stopped working. We recently
>brought it out of the closet and tried to repair it. When I did a
>voltage test, most of the capacitors registered 4.2 volts. However,
>one capacitor only registered 3 volts.

>Could this be the problem? Has anyone tested the capacitor voltage? If
>so, what voltage are they all supposed to be?
>Do you think I should buy a new capacitor and connect it in place of
>the old one?

>Please help...

Well, after recieving a new Atari 800xl (or newer Atari), I plugged it in and it did not work. So, I finally deduced that it was a PS problem. I took the case of the PS, and attached a capasitor to it. After that, I placed it in a tin, and for the most part, both Atari's work.

I have two minor problems, though.

1. Using either computer, our Commodore 1702 Color Monitor displays a dark horizontal streak that gradually scrolls upward. This just makes the colors darker as it scrolls up, but I'd like help trying to fix this.

2. Using either computer with our PointMaster joystick, it will sometimes jam. This occures when I press the joystick left sometimes. This causes the screen to display all sorts of characters.

So, If anyone can help with the monitor or joystick problems, please email. Also, I'd be willing to buy a working pair of joysticks. Since our trackball works, I suspect it's the joystick, not the joystick port.

Thanks again!

250. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5b1c50$l4@nnrp1.news.primenet.com>
Source record: 77162

In article <01bbfb4e$1ea596d0$299072ce@yendor>,
yendor <yendor@blarg.net> wrote:
>That TIA chip or whatever it's called in the 2600...that was a standard
>part? Was the uP a standard part?
>
>***
>Incidently, does anyone know where I can get the information necessary to
>write a 2600 program, i.e. instructions, memory map? It doesn't use a 6502
>or derivative does it?

Yes, it uses a 6507 which is essentially a 6502 with a halt status and
only 13 address lines instead of 16, meaning only $0000-$1FFF was
available to it. The cartridge takes up all memory from $1000-$1FFF,
the graphics and sound/control chips take up $00-$80 and $200-$2FF,
respectively. RAM lies at $80-$FF and there is an exact copy of page zero
at $100-$1FF at all times (the stack page, meaning you can change a
vital register with a PHA).

More information is available, search the Web for it.

>Regardless, how many emulators do we have now for the 2600 and 800? With

Plenty.
--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

251. Re: XL-it!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: Matty <moses@cybercomm.net>
Message-ID: <32D4451D.133D@cybercomm.net>
Source record: 77163

Steve wrote:
> >I know this question has been asked before so one more time won't
> >hurt... I can't seem to get the sound to work with XL-it (.16).
> >I'm using a SB-16. I've tried everything I can think of and was
> >wondering if someone who has a SB-16 and working sound (with XL-it)
> >could post the contents of their autoexec. Thanks...
> >
> >matt raupp
>
> It's funny that version 0.14 works fine with my SB-PRO clone card, but
> as for 0.16- no idea!! The only thing that is mentioned in the DOC's
> is to make sure that the SET SOUND variable is in the Autoexec.BAT is
> set properly. ie: SET SOUND16 = A220 I5 D1 T4 etc. This may differ
> for you but is the usual setting. I have tried but no luck......
>
> Steve.

Yep same thing here. I set the dang emulator up on my friends
computer and the sound works fine... it's damn frustratin. Still
the best Atari emulator by leaps and bounds (but I want my sound!
I'm thinking of upgrading my computer to work with the emulator!).

252. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5b09vb$8a4@flood.xnet.com>
Source record: 77164

Timothy A. Seufert (bwanga@cats.ucsc.edu) wrote:
:
: The IIc was barely wider than a keyboard without numeric keypad, maybe 2
: or 3 inches thick, and (very much a guesstimate) 12 inches deep. Large by
: modern standards, but I gather it was a miracle of compact design when it
: was introduced. It did have a half-height 5.25" floppy disk and a power
: supply crammed inside that package. As somebody else pointed out, a later
: version, the IIc+, came with a 3.5" drive instead.

Actually, the IIc has a very small external power brick. (And I've got
one for sale if anybody is interested.) :)

: The IIc is nowhere near as common as the IIe. It was introduced pretty
: late in the life of the Apple II, as I recall, and wasn't ever as popular
: as the other II models.

It certainly wasn't cheap, and wasn't very appealing to hackers since it
didn't have any slots...

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
Pythagoras with the looking glass... ...reflects the full moon.

253. BIBO Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: wolf@lupus.ma.eunet.de
Message-ID: <32c7cb34.882511@PersonalNews.Germany.EU.net>
Source record: 77165

Hi Atarians !

In my old Atari times, i used an assembler called BIBO, which was from
the german atari store / developers COMPY SHOP.

Now, my original disks are defect and i would like to know, if there
exists any images on an archive, that contains the assembler.

I could deal with the docs, if even there is some interest?

Heiko Wolf (wolf@lupus.ma.eunet.de)

254. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0801972255190001@port28.bitstream.net>
Source record: 77166

In article <5avuqr$h6k@News.Dal.Ca>, ab616@chebucto.ns.ca (Tony Cianfaglione) wrote:

> Mark L. Simonson (marksim@bitstream.net) wrote:
> : A little movie trivia: You can see a IIc with an LCD screen in the movie
> : "2010"--it's the scene near the beginning where Dr. Heywood Floyd (played
> : by Roy Scheider) is working at the beach. It's only shown from the side,
> : maybe to hide the fact that he's using 25-year-old hardware. All in all,
> : one of the sillier product placements ever made in a movie, considering
> : how quickly computers change. (Maybe it's supposed to be some kind of
> : retro thing. After all, look at this news group.;-)
>
> In 1984 (when the movie 2010 was made), the IIc had just been released
> and WAS the most futuristic-looking piece piece of computer hardware at
> the time. In 1984, when the moviegoers went to see this movie, they didn't
> know that this is 25-year old hardware because most probably had never
> seen a IIc.

I can't speak for other people at the time, but I spotted it right away--and I'd never even used one. My point is that they could have been a little more imaginative in the prop department. For 2001, Kubrick enlisted the help of IBM to come up with a plausible look for HAL. They didn't say to him, "Well, here's our latest model, the 370. It's even got a light pen. Just put one of these babies on your space ship. No one will know the difference."

Mark
marksim@bitstream

255. Re: Looking for 130XE Schematics and Tech info

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <32D4875C.39AA@pacbell.net>
Source record: 77167

Kevin Michael Crozier wrote:
>
> Hello All,
> I recently dusted off my old 130XE looking for something to drive
> my HO train layout. I have been poking around the 'net looking for
> information on the ECI and related hardware.

.
.
You will probably do OK with $D1xx addresses - the -$D1 decode is already
on the ECI.
Just what are you going to do? I am also interested in HO applications!
Do you happen to know how the throttle controls work?

Bob Woolley

256. Re: Anyone use 'TurboBasic' on 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-08 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E3oBAA.775@iglou.com>
Source record: 77168

```
In article <32D23E33.41C67EA6@sol.cs.uni-sb.de>, J\"org Ritter wrote:
>Does anyone use 'TurboBasic' on 800 XE ?
>
>I've a problem to access a second 5.25" disk drive.
>I get from
> OPEN#1,6,0,"D2:*.*"
>
>the following error:
> ERROR 130 Dev
>
>Under DOS I can access the second drive ?
>
Did you write it all in upper case? TurboBasic allows commands in lower
case, but the "D:" in a file name must still be upper case.

--
Bill Marcum bmarcum@iglou.com
If you crossed Tickle Me Elmo with that Cabbage Patch doll, would you get
a Bite Me Elmo?
```

257. Flight Sim protection breaker!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-09 00:00:00 UTC
From: edmund.wells@stickwick.com
Message-ID: <32d41b7f.0@news-feed.ndirect.co.uk>
Source record: 77080

Hi guys

I'm unsure of the legality of this one but... I'm trying to break the protection surrounding Sub Logic's Flight Sim II program (it's my favourite 8-bit program -- I have the original, boxed with manuals and I'm sure as hell not going to lose it for the sake of some creative protection programming) but the trouble is, I'm not too skilled in breaking copy protection!

I program a little in assembler with the Ass/Ed cart so I'm not a total duffer but any tips would be great.

Thanks in advance
Ed

258. Re: Flight Sim protection breaker!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-09 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E3pwAz.BMq@nonexistent.com>
Source record: 77081

On Thu, 09 Jan 1997 06:03:21 GMT, edmund.wells@stickwick.com wrote:

-Hi guys
-
-I'm unsure of the legality of this one but... I'm trying to break the
-protection surrounding Sub Logic's Flight Sim II program (it's my
-favourite 8-bit program -- I have the original, boxed with manuals
and
-I'm sure as hell not going to lose it for the sake of some creative
-protection programming) but the trouble is, I'm not too skilled in
-breaking copy protection!
-
-I program a little in assembler with the Ass/Ed cart so I'm not a
-total duffer but any tips would be great.
-
Copy the disks with a sector copier, ignoring all the bad sections to
a new formatted disk.
Boot the disk. See if the game plays
Some versions of Flight Sim II have bad sectors and stuff, but the
program NEVER checks them. Maybe UR lucky and yours is like that.

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles*****@*****blast.*net
NO UNSOLICITED COMMERCIAL EMAIL

259. Atari/XL-it

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-09 00:00:00 UTC
From: Greg Granger <gregg@istar.ca>
Message-ID: <5b20m9$a1v@news.istar.ca>
Source record: 77082
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Where can I get a copy of Atari/XL-It from? Any help would be greatly
appreciated.
--
Gregeory C. (Greg) Granger 5516-190A Street Edmonton, AB Canada
T6M 2L3
Phone: + 1 (403) 483-2049 or +1 (403)
481-5110
WWW: http://home.istar.ca/~gregg Email:
gregg@istar.ca

260. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-09 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5b27v2$n9k@flood.xnet.com>
Source record: 77083

Mark L. Simonson (marksim@bitstream.net) wrote:
: I can't speak for other people at the time, but I spotted it right
: away--and I'd never even used one. My point is that they could have been a
: little more imaginative in the prop department. For 2001, Kubrick enlisted
: the help of IBM to come up with a plausible look for HAL. They didn't say
: to him, "Well, here's our latest model, the 370. It's even got a light
: pen. Just put one of these babies on your space ship. No one will know the
: difference."

However, Roy Scheider on the Apple IIc is a throwaway scene. Heywood
Floyd could be a classic computer enthusiast for all we know. HAL played
a very central role in 2001, so it's sensible that a bit more thought
should have gone into it.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
Pythagoras with the looking glass... ...reflects the full moon.

261. Re: XL-it!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-09 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32D4B83B.C45@kawo2.rwth-aachen.de>
Source record: 77084

Matty wrote:
>
> Steve wrote:
> > >I know this question has been asked before so one more time won't
> > >hurt... I can't seem to get the sound to work with XL-it (.16).
> > >I'm using a SB-16. I've tried everything I can think of and was
> > >wondering if someone who has a SB-16 and working sound (with XL-it)
> > >could post the contents of their autoexec. Thanks...
> > >
> > >matt raupp
> >
> > It's funny that version 0.14 works fine with my SB-PRO clone card, but
> > as for 0.16- no idea!! The only thing that is mentioned in the DOC's
> > is to make sure that the SET SOUND variable is in the Autoexec.BAT is
> > set properly. ie: SET SOUND16 = A220 I5 D1 T4 etc. This may differ
> > for you but is the usual setting. I have tried but no luck......
> >
> > Steve.
>
> Yep same thing here. I set the dang emulator up on my friends
> computer and the sound works fine... it's damn frustratin. Still
> the best Atari emulator by leaps and bounds (but I want my sound!
> I'm thinking of upgrading my computer to work with the emulator!).

Seems that there is a mistake in the archive. The sound files (.wav) M U
S T be placed in a subdirecdory called "samples" - try this and then
have a look again.
By the way - Markus said that the sounds were improved in V 0.16, but
IMHO the sounds of V 0.14 were much better ...

Matt

262. HELP: Nedd some information about Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-09 00:00:00 UTC
From: dya@netcom.es
Message-ID: <32d435d7.5691531@tomcat.msrcnavo.navy.mil>
Source record: 77085

```
Hello:
I'm a new Portfolio user and I need some information about hard and
soft.
I need the manuals too.
Is there any Portfolio user in Spain?
Thanks
Daniel
dya@netcom.es
```

263. Re: Help needed with XL-IT emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-09 00:00:00 UTC
From: nobody@nowhere
Message-ID: <852772642.10895.0@kwll.demon.co.uk>
Source record: 77086

>Getting sound to work is something I'd like to do. I have a
>Soundblaster Pro clone card, and I'm able to get sound using version
>0.14 of XLit, but 0.16 refuses to work. As far as I know it gets the
>settings of your sound card from the "SET SOUND" environment variable
>(ie: SET SOUND16= A220 I5 D1 T4). But I don't use WIN 95 so how that
>goes for you I don't know.

If read the BLASTER variable. Basically the same, but it's SET BLASTER=
instead. You'll find this will help a lot of other things find you soundcard
as well.

If you're interested in XLiT check out XFsio at www.kwll.demon.co.uk

264. Re: XL-it!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-09 00:00:00 UTC
From: frankh@sr.hp.com
Message-ID: <5b34fo$7jj@canyon.sr.hp.com>
Source record: 77087

```
: Steve wrote:
: >
: > It's funny that version 0.14 works fine with my SB-PRO clone card, but
: > as for 0.16- no idea!! The only thing that is mentioned in the DOC's
: > is to make sure that the SET SOUND variable is in the Autoexec.BAT is
: > set properly. ie: SET SOUND16 = A220 I5 D1 T4 etc. This may differ
: > for you but is the usual setting. I have tried but no luck......
: >
: > Steve.

: Yep same thing here. I set the dang emulator up on my friends
: computer and the sound works fine... it's damn frustratin. Still
: the best Atari emulator by leaps and bounds (but I want my sound!
: I'm thinking of upgrading my computer to work with the emulator!).

One of the nice things about windows95. XL-it works fine with my sound
card, without any autoexec.bat or config.sys files listings of BLASTER
or SOUND16 etc. In fact, I can delete my autoexec.bat and config.sys
files, and XL-it still works with my sound card. The W95 drivers take
care of many things like this.

--

Frank Hamlin, Santa Rosa Systems, Hewlett Packard __@ __@
1400 Fountaingrove Pkwy, Santa Rosa, Calif _-\<,-\<,
frankh@sr.hp.com (*)/---/(*)
```

265. Re: Super-Cartridges - how do they work ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-09 00:00:00 UTC
From: davepat@total.net.REMOVE
Message-ID: <32d52da4.0@news.total.net>
Source record: 77088

In an article dated Wed, 08 Jan 1997 12:14:24 +0100, someone named Matthias Belitz says...
>
>Hello !
>
>Still wish you a hapy new year.
>
>But one question - how do the "super-cartridges" (f.e. SDX) work. Iï¿½ve
>heard that there is something like a bank-select-mode ...
>
>Thanx
>
>Matt

Page $D500 (I think) is used as a select line within the cart. The value on the data bus is read by the cart and used to determine which bank to flip to. Most bank-select carts occupy 8k: the upper 4k is fixed, and does most of the housekeeping, such as initializing the cart etc. The lower 4k is what gets selected by changing writes to the $d500 page. I think that different carts can be made aware of different addresses on the page, so flipping banks in Express cart won't alter SDX as well.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
--
"I do not feel obliged to believe that the same God who endowed us with sense, reason and intellect has intended us to forgo their use."
-- Galileo Galilei

266. Re: XL-it!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-09 00:00:00 UTC
From: read@my.sig
Message-ID: <32d62476.2602291@news.networx.net.au>
Source record: 77089

Matthias Belitz <matz@kawo2.rwth-aachen.de> wrote:

>Seems that there is a mistake in the archive. The sound files (.wav) M U
>S T be placed in a subdirecdory called "samples" - try this and then
>have a look again.
>By the way - Markus said that the sounds were improved in V 0.16, but
>IMHO the sounds of V 0.14 were much better ...
>
>Matt

The WAV files were actually residing in that "samples" directory, just
as in the previous version (0.14), but- no sound! Looks like I'll have
to stick with 0.14? Not that it really matters for me, I use a real
130xe. I just wanted to see if it would work.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

"ATARI: Power without the price!" even more so now.
---

267. Re: XL-it!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-09 00:00:00 UTC
From: read@my.sig
Message-ID: <32d72598.2892295@news.networx.net.au>
Source record: 77090

frankh@sr.hp.com (Frank Hamlin) wrote:

>: Steve wrote:
>: >
>: > It's funny that version 0.14 works fine with my SB-PRO clone card, but
>: > as for 0.16- no idea!! The only thing that is mentioned in the DOC's
>: > is to make sure that the SET SOUND variable is in the Autoexec.BAT is
>: > set properly. ie: SET SOUND16 = A220 I5 D1 T4 etc. This may differ
>: > for you but is the usual setting. I have tried but no luck......
>: >
>: > Steve.
>
>: Yep same thing here. I set the dang emulator up on my friends
>: computer and the sound works fine... it's damn frustratin. Still
>: the best Atari emulator by leaps and bounds (but I want my sound!
>: I'm thinking of upgrading my computer to work with the emulator!).
>
>One of the nice things about windows95. XL-it works fine with my sound
>card, without any autoexec.bat or config.sys files listings of BLASTER
>or SOUND16 etc. In fact, I can delete my autoexec.bat and config.sys
>files, and XL-it still works with my sound card. The W95 drivers take
>care of many things like this.
>

At least someone has it working..... :)
I don't think I'm going to upgrade to WIN 95 just for the emulator
tho. Yeh I know I'll HAVE to get it sometime, seeing as ALL software
is being written for W95 (groannnnn)

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

"ATARI: Power without the price!" even more so now.
---

268. The Add-On,Upgrade and Hardware Modification FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-09 00:00:00 UTC
From: davepat@total.net.REMOVE
Message-ID: <32d52ef5.0@news.total.net>
Source record: 77091

Yes, it's finally online as HTML. Check it out at:

http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
--
"I do not feel obliged to believe that the same God who endowed us with
sense, reason and intellect has intended us to forgo their use."
-- Galileo Galilei

269. Re: XL-it!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-09 00:00:00 UTC
From: Matty <moses@cybercomm.net>
Message-ID: <32D52FED.2AF8@cybercomm.net>
Source record: 77092

Frank Hamlin wrote:
> One of the nice things about windows95. XL-it works fine with my sound
> card, without any autoexec.bat or config.sys files listings of BLASTER
> or SOUND16 etc. In fact, I can delete my autoexec.bat and config.sys
> files, and XL-it still works with my sound card. The W95 drivers take
> care of many things like this.
>
> Frank Hamlin, Santa Rosa Systems, Hewlett Packard

That's one of the things that strikes me as funny, I'm running
it under Windows 95 and have no sound. I've noticed other people
who can't get sound are using the same IRQ as me (5), maybe that
is the problem.

matt raupp

270. Re: Flight Sim protection breaker!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-09 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5b3ado$889@madeline.INS.CWRU.Edu>
Source record: 77093

(Ed's place 'stickwick.com' bounced. Is that a bogus adress?)
Ed wants to crack Flight Sim II.
Have you checked to see if 'Chipmunk' or 'Black Patch' will
crack it for you?

271. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-09 00:00:00 UTC
From: ab616@chebucto.ns.ca
Message-ID: <5b3kpq$a6t@News.Dal.Ca>
Source record: 77094

Mark L. Simonson (marksim@bitstream.net) wrote:
: I can't speak for other people at the time, but I spotted it right
: away--and I'd never even used one. My point is that they could have been a
: little more imaginative in the prop department. For 2001, Kubrick enlisted
: the help of IBM to come up with a plausible look for HAL. They didn't say
: to him, "Well, here's our latest model, the 370. It's even got a light
: pen. Just put one of these babies on your space ship. No one will know the
: difference."

While this would be true today whereas people, in general, are more computer sophisticated. In 1984, a lot of people simply didn't know or care about computers. They probably figured they lived this long without them, why start now. Nowadays a computer used in a movie would need to be mocked up to look very hi-tech or it would look out of place in a futuristic setting. Signs of the times, I guess.

272. Re: Anyone use 'TurboBasic' on 800 XE ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-09 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970109202700.PAA17678@ladder01.news.aol.com>
Source record: 77095

In article <32D2E847.3F87@zeus.fh-pforzheim.de>, nadkar
<nadkar@zeus.fh-pforzheim.de> writes:

>
>hi... try open #1,4,0,"D2:*.*"
>
>or was the "6" for the directory??? i do not know... ,-)
>maybe you must reconfigure your dos...

Yes, it is "6". OPEN #1,6,0,"D2:*.*" gets a DOS 2.x directory.

Under SpartaDOS, changing the "0" to "128" gets the Sparta directory
format, with time/datestamp and length in bytes.

As if anyone cares, under DOS XE change the "'6" to a "7" for the long
directory format.

273. Pokey Technical Information Request

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-09 00:00:00 UTC
From: mhalse@execpc.com
Message-ID: <32d680a9.5772656@news.execpc.com>
Source record: 77096

Hi!

Could someone email me (or point me the way to) any and all
technical information on the Pokey sound chip on the Atari800? I've
got an interested party that is willing to take on the challenge to
emulate it and I wan't to give him everything he needs to pull it off.

Thanks in advance.

MikeH

274. Converting ATRs

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-09 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32d5ba9a@pianosa.demon.co.uk>
Source record: 77097

Whilst reading the usual rubbish I find here, Bob Malay - Loral - X7750 wrote something interesting to All about Converting ATRs:

Hello Bob,

BML> I'm sure that this question has been asked before - sorry for that, but
BML> how can I convert an ATR for use with a real Atari 8bit using only an
BML> 8bit - no PCs, no emulators.

ATR2DSK.BAS, I have it here. I've never used it yet, but it was sent to me uuencoded by somebody who's name I no longer recall.

Let me know if you want it, and I'll uuencode it to you e-mail.

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... I'm tired of being told what to think, I'm tired of being told what to do. - Mr. Suit; Wire

275. Re: Help Bring Videotopia to the Science Museum

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <1ts1yMezGeCe092yn@kenton.com>
Source record: 77019
Cross-posted to: mn.general,rec.games.video.classic,comp.sys.atari.8bit

```
In article <5b60kj$og8@darla.visi.com>,
mfrahm@visi.com (Matthew J. Frahm) wrote:
>todd hoffman <*todd@visi.com> writes:
>>Matthew J. Frahm wrote:
>>> no_junk_email@skypoint.com (Scott Butler) writes:
>>> >For those interested in classic computers and videogames (home and
>>> >coinop):
>>>
>>> Oooo. The Atari 400, 800, and 1200XL I have are museum pieces!
>>>
>>> The 1200XL even gets used almost every day!
>
>>Outta see the people play on my old (but mint)full size coin op Space
>>Invaders I have sitting in my basement. Takes them back to there old bar
>>days I guess.Now if I could just find an Asteriods to put next to it:)
>
>A table-top version, even!
>
>If I could have a coin op game, though, it'd be Spy Hunter.

If you ever get to Cedar Point in Sandusky, Ohio, the arcade there has
a wide selection of older videogames. (The arcade version of Donkey Kong
is lot different from my 8-bit version!!!)

--
-------------------------------------------------------------------------------
Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
-------------------------------------------------------------------------------
```

276. How to connect your 1050 to your PC!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: ulf@antic.cls.de
Message-ID: <6Obv4UMmS7B@antic.cls.de>
Source record: 77020

Hi there!

Does anybody know what programme you have to use in order to transfer files directly to your PC? If you do, please send me the name of the FTP site. I already have a cable to connect my 1050 but no software. Any ideas?

Ulf

277. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970110144500.JAA13451@ladder01.news.aol.com>
Source record: 77021

In article <32D41BCB.1777@nh.ultranet.com>, Brian <bsturk@nh.ultranet.com>
writes:

>The author Markus Geiten announced in comp.misc.emu that he was stopping
>the development of his two emulators...due to the warez and arcade
>emulator crowd...Too bad, XLIT was(is)IMHO one of the better
>emulators...
>
>
>
>

Most people can guess my position on this. And Markus, if you're reading,
I hope you will reconsider. I'm not a game fan. In fact, I'm the
original model of a joystick klutz. I believe there's more to Atari
computers than playing games. My position as an officer in a couple of
user groups dictates that I won't support the distribution of
copy-protected software, no matter how much I wish and work for the
survival of this community. Emulation contributes to the survival of the
community, and XL-It, like the others (perhaps better than the others in
some respects), makes it possible to do the following:

1. Have people who've forsaken their Ataris get back to them

2. Make a truly portable Atari using a notebook PC or Powerbook

3. Appreciate the difficulty and challenges of emulating our truly
unique classics

I could go on and on, but you get the point. Everyone who uses an
emulator is looking for more and better. It puts enormous pressure on the
developer and frustrates the user. The results can be seen in Markus'
statement, if he really did say it.

My user group experience parallels the process I've just described. I've
seen more than one group break up because a future Atari product was
announced, or just hinted at, and was not forthcoming when the anxious
users expected it. Nor was it forthcoming some time down the road.

Perhaps we need to learn something about delayed gratification?

278. Re: GZ file Format

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5b73t0$p4n@login.freenet.columbus.oh.us>
Source record: 77022

Jim Klein (jklein@isd.net) wrote:
: I've downloaded a few files from the internet for my Atari 8 bit that have
: a long filename and a .gz extension. How do I uncompress it and where can I
: get ahold of the program?

"gz" file are files for UNIX.It's probably a UNIX Atari emulator.
("gz" is short for "GZIP",a UNIX compression programme like "compress")

You're out of luck unless the FTP site you got the file from will un GZIP
it for you.Of course if that gives you a "tar" file then you're still lost.
(just type the filename without the ".gz" part to FTP the file un-gz'ed)

--
The Doctor

279. Re: Help Bring Videotopia to the Science Museum

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: mfrahm@visi.com
Message-ID: <5b60kj$og8@darla.visi.com>
Source record: 77023
Cross-posted to: mn.general,rec.games.video.classic,comp.sys.atari.8bit

todd hoffman <*todd@visi.com> writes:

>Matthew J. Frahm wrote:
>>
>> no_junk_email@skypoint.com (Scott Butler) writes:
>>
>> >For those interested in classic computers and videogames (home and
>> >coinop):
>>
>> Oooo. The Atari 400, 800, and 1200XL I have are museum pieces!
>>
>> The 1200XL even gets used almost every day!

>Outta see the people play on my old (but mint)full size coin op Space
>Invaders I have sitting in my basement. Takes them back to there old bar
>days I guess.Now if I could just find an Asteriods to put next to it:)

A table-top version, even!

If I could have a coin op game, though, it'd be Spy Hunter.

--
Matthew J. Frahm_____mailto:mfrahm@visi.com
Stillwater, Minnesota / Winona, Minnesota http://www.visi.com/~mfrahm/

280. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E3ttqp.22M@nonexistent.com>
Source record: 77024

```
-
-Most people can guess my position on this. And Markus, if you're
reading,
-I hope you will reconsider. I'm not a game fan. In fact, I'm the
-original model of a joystick klutz. I believe there's more to Atari
-computers than playing games. My position as an officer in a couple
of
-user groups dictates that I won't support the distribution of
-copy-protected software, no matter how much I wish and work for the
-survival of this community. Emulation contributes to the survival of
the
-community, and XL-It, like the others (perhaps better than the others
in
-some respects), makes it possible to do the following:
-
- 1. Have people who've forsaken their Ataris get back to them
-
- 2. Make a truly portable Atari using a notebook PC or Powerbook
-
- 3. Appreciate the difficulty and challenges of emulating our
truly
-unique classics
-
-I could go on and on, but you get the point. Everyone who uses an
-emulator is looking for more and better. It puts enormous pressure
on the
-developer and frustrates the user. The results can be seen in
Markus'
-statement, if he really did say it.
-
He was mainly referring to the people who kept asking for ROMS for the
Sega emulator. As you are no doubt aware, there was a link to the 8
bit archive on his page.......

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL
```

281. Re: Pokey Technical Information Request

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: Ron Fries <rfries@tcmail.frco.com>
Message-ID: <32D697CC.294@tcmail.frco.com>
Source record: 77025

mhalse@execpc.com wrote:
>
> Hi!
>
> Could someone email me (or point me the way to) any and all
> technical information on the Pokey sound chip on the Atari800? I've
> got an interested party that is willing to take on the challenge to
> emulate it and I wan't to give him everything he needs to pull it off.
>
> Thanks in advance.
>
> MikeH

It's already been done, though don't let that stop you from creating
another. If you want to DL mine, it's at:

ftp://members.aol.com/atari800xl/POKEY11.ZIP

BTW, I'm currently working on a 2.0 release. It'll fix some minor bugs
and will add support for multiple POKEYs (mainly for arcade emulation).

Ron Fries

--
Ron Fries
rfries@tcmail.frco.com

Author of:
TRSF80: TRS-80 Model I Emulator for DOS
http://members.aol.com/trsf80
POKEYSND: POKEY Chip Sound Emulation Library (Atari 8-bit)
ftp://members.aol.com/atari800xl/POKEY11.ZIP
TIASOUND: TIA Chip Sound Emulation Library (Atari 2600 VCS)
ftp://members.aol.com/atari800xl/TIASND10.ZIP

282. W:E-Mail adress of 'MICRO SOLUTIONS'

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6Oc6SqZKzHB@peter.soemtron.sb.sub.de>
Source record: 77026

Howdy !

I'm looking for the 'Transkey'-hardware upgrade to connect my PC XT/AT keyboard to my XE. Does anybody know how to reach MICRO SOLUTIONS by e-mail? (snail mail is much too slow from germany)

--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate *(MEGA) 8-bï¿½t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

283. Hahahaha! Know what is coming!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32D6FBF9.103@tcd.net>
Source record: 77027

I to those serious users of the Atari 8-Bit cominity hereby apologise!

I know what the past few posts relating to Copyrights will bring..at least take it with a lighter light...Apple ll has to be moved to another base?

haha..and if you girlfriend, sweet heart. WIFE ect feels neglected then let her on here to respond!!

bob

284. Re: Quick question on ATR files....

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32D6F861.5109@tcd.net>
Source record: 77028

Depending upon what modle you have of the INDUS disk drive, the stepper motor controls everything. If you open up the unit and find you have a stepper motor installed (about 3-4inches round..that_) has claw like brackets about half way up the stepper then replace the stepper motor with one that is solid from the motor to the base where it is connected.

If you have the latter, or the earlier version...by all means clean the head and track the head travels on!...G5 means the disk is bad it can not read the boot sector..if the disk works on another drive then clean the head.if that doesn't work the the head need to be realigned.!!

bob

285. Re: HELP: Atari Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32D6F9AB.3C7E@tcd.net>
Source record: 77029

You say Atari 800? Well you can't have a hard drive on it unless you
can come up with and ATR 8000.

With later version of atari you can attach a hard drive to those units
with a little expense and effort.

bob

286. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32D6F664.1AF3@tcd.net>
Source record: 77030

At this point in time what you say and I reiterate is irrevelant!..

What I am in for is no enfrindging upon their rights!

Hey Girlfriend, wife, daughter..not getting enough attention because you mate is too involved in getting software that doesn't belong to him? Not a problem...have Myself, and several others to offer their services to you as a neglected piece of property! (at least they think they own you and what you do!!!)...

Now that I know you are looking over the shoulder..get yourself an account and gurantee you that when the dud relenquishes his right by downloanding a piece of software somewhere in the world you can be in your city or another enjoying company with one who is willing to turn the damn thing off for your company...

Worth something? Don't knock it untill you tried it!!

bob

287. Re: Flight Sim protection breaker!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32D6F6AF.7184@tcd.net>
Source record: 77031

If you have a wife or Grilfriend...would be happy to break your
Copyrights to either!

bob

288. Re:: COPYRIGHTS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32D6FD2D.6FFB@tcd.net>
Source record: 77032

Now that I have slipped into your back yard, how do you feel?

Give up your girlfriend, sweetheart, Wife ect..??? You do not actualy own her!...You do not have Copyright you have paid for or spent relentles hours completing what I can do for her in a few minutes! Guranteed!!!

EGO??? No straight fact! Been both places and can accomplish what I set out to do! Don't believe me...ship her to me like you ask othes to do and I will prove it!

hahahaha
bob

289. Re: Atari 8bit alive?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32D6ECDF.5999@tcd.net>
Source record: 77033

Don't be so d greedy, use the Translator disk on it and use 2 joysticks instead of 4...haha

bob

290. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32D6F109.44C2@tcd.net>
Source record: 77034

Lets put one's personal rights in the right perspective!...I pay to have an intellegent programer do something for me then the product belongs to me.. I own all rights to it as I paid for it. The law says I and my heirs own it until 70 years after my demise. So for the money I expend I attempt to sell it..granted the sales are slow but the product is still mine..

There are those out there that would not buy it if the price were reduced to cost!...Gurantee it as I own right to an Interface board to a hard drive and have done so...still too damn high in price..

There are those of you out there that say I should give up my rights to all I have worked for and went into debt for so that you can enjoy my efforts..

Now I would like to change the whole thing arround...to those of you that are married and have this attitude this is addressed to you...You have spent time money ect on your wife!....I want her!!!!Its my right!! haha
gotcha...you do not have time for her anymore you are too busy bitching about Copyrights...I don't care anymore therefore I have the right to her and I do expect you to relinquish all rights her so I can enjoy what your have been missing out on! I have not envested one dime in her welfare, clothing, health, ect...but beleive me I would die with a smile on my face from taking from you what you wish to take from those that have spent, time! Money!, extended effort! and put up with all the crap that come with purchasing a product!...

For the realisiation, of something gained! Your wife will be treated like a lady and I assure you I would turn off my computer if you relinquish your rights to this lady!.....

Like I said! I surely would die with a smile upon my face! I nor anyone else could handle over 4,000,000 Ladies and that is were we stand today..

Send here to me...

bob

291. Re: Quick question on ATR files....

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: stack@worldonline.nl
Message-ID: <32d4e533.10264679@news.worldonline.nl>
Source record: 77098

On 6 Jan 1997 21:55:01 GMT, "Chris Dunlop" <dunlopc@mail.dec.com>
wrote:

>I was wondering if there is an easy way to trasfer the image files back to
>an ATARI drive, either using a SIO2PC cable and APE, or directly using the
>IBMs drive.

For regular DOS files, you could use the COPY command from
DOS 2.5 or a similar DOS.

I also have written a program, which copies complete
disk images on a sector by sector basis.
This program runs under BIBODOS, and I don't know
for sure if it runs under DOS 2.5
But I'm willing to send you the SynAssembler source code
and object code...

Bo.

292. Re: Again: Mac/65 + BBK manuals, Speedscript source

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: stack@worldonline.nl
Message-ID: <32d2e2e1.9671011@news.worldonline.nl>
Source record: 77099

On 03 Jan 97 01:08:46 +0000, Richard.Douwes@hcc-lwd.idn.nl (Richard Douwes) wrote:

>Now it all comes back to me. I remember I
>really liked the idea of a "free" editor, database, ml monitor,
>copier, spreadsheet and game, including the manuals. I wanted to
>distribute a disk containing all the programs and manuals for a
>nominal fee. Only one problem: nobody wanted them. Maybe this is my
>second chance. Anybody want it? Maybe I should upload them to the
>manual site. Should I also include the UUEncoded program files then?
>
>What about the complete source code for Speedscript? (Even edited
>out a few mistakes!).
>
>Schreurs brothers: Do you want them on your next CD?

Well, of course we're interested.
As long as the stuuf is PD or Shareware of course.
No copyright material please!

As a matter of fact, if anybody else has nice
Public Domain or Shareware for the Atari 8 bit,
please send us a copy of it through email,
so we can include it on our CDROM.

Thank you!
Bo Schreurs.

293. Re: Downloading from Yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: no_junk_email@skypoint.com
Message-ID: <5b4a9c$cam@stratus.skypoint.net>
Source record: 77100

Timothy A. Seufert (bwanga@cats.ucsc.edu) wrote:
: In article <19970107214300.QAA11554@ladder01.news.aol.com>,
: lenspencer@aol.com wrote:

: >You gotta love that FTP. No batch transfers, no crash recovery, WHAT WERE
: >THEY THINKING???

: In its defense, it is kinda old.

: BTW, you can do batch transfers. Type "prompt" to disable prompting for
: each file, and then "mget *" to get everything, or "mget *.txt" to get
: everything named with an extension of .txt. If you aren't familiar with
: UNIX, be aware that UNIX wildcards work different than DOS in some
: situations.

: And there are extensions to FTP that allow crash recovery.

If you're using Windows 95 or Windows NT, get FTP Explorer. It does batch
transfers (including directory structures), and can do crash recovery.
Drag and drop whole directories to transfer them! A very nice utility.
Check it out at http://www.ftpx.com.

294. FS: Atari software/hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <E3rsuG.JuE.0.bloor@torfree.net>
Source record: 77101

I have the following items for sale:

Star SG-10 printer in original box, with extra ribbons, manual, and
Axiom AT-846 parallel interface for Atari computers. (Note: the Axiom
interface is kinda beat up but it works.) Printer is in great shape. $25.00

Educational software for Atari:

Sesame Street Ernie's Magic Shapes
Sesame Street Big Bird's Special Delivery
Sesame Street Print Kit
$2 each or $5 for all

EduFun! - Golf Classic & Compubar $2

The Scarborough System, Your Personal Net Worth, Home Money Manager with
box and manuals $6

800XL power supply $5

Prices do not include shipping. Email bx557@freenet.toronto.on.ca.

--

| Justin R. Smith | Email: bx557@freenet.toronto.on.ca / bg302@scn.org |
| 5034 Sabra Avenue, Huber Heights, Ohio 45424 | Ph: (937) 233-2125 |
---

295. Help Bring Videotopia to the Science Museum

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: no_junk_email@skypoint.com
Message-ID: <5b4jvc$dbv@stratus.skypoint.net>
Source record: 77102
Cross-posted to: mn.general,rec.games.video.classic,comp.sys.atari.8bit

For those interested in classic computers and videogames (home and coinop):

Videotopia is a traveling museum exhibit of classic video games and computer systems, put on by the Electronics Conservancy: "...an organization dedicated to the preservation and restoration of artifacts and information detailing the history of the electronic medium, as well as the use of these artifacts in informing and educating."

Videotopia board members include Nolan Bushnell, found of Atari and inventor of the first commercial videogame; Al Alcorn, formerly of Atari and co-designer of Pong; and Eugene Jarvis, creator of Defender, Robotron, and many other classics.

The exhibit itself looks pretty cool, with 30-50 fully operational classic coinop videogames that you can play (including a Computer Space, the first commercial videogame!). There are also exhibits of vintage home computers and videogaming systems, with multimedia informational dispays. The site listed below has much more info.

Anyway, the Science Museum in St. Paul is one of 23 museums currently considering booking Videotopia. If you're interested in seeing an exhibit like this pass through the area, visit http://www.videotopia.com and fill out the request form. The results are sent to the museums to help gauge interest level...

Scott

The above emaill address is (obviously) bogus, as an attempt to avoid U*E (junk email). Please direct any email replies to sydtech_[@]_skypoint.com, removing the underscore characters and brackets.

296. IN NEED OF ATARI 800 DUST COVER

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: ajbufort@mail2.sas.upenn.edu
Message-ID: <5b4l0j$6uo@netnews.upenn.edu>
Source record: 77103

```
Hello all...

Does anyone out there have an Atari 800 dust cover that they
could send me?

-Tony
```

297. HELP: Atari Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: ajbufort@mail2.sas.upenn.edu
Message-ID: <5b4l96$6uo@netnews.upenn.edu>
Source record: 77104

Hi everyone...

Can anyone out there give me some info on hard drives for my
Atari 800? I read what the FAQ had to say, but I'm interested in what
you guys think and what experiences you have had with the various stuff
that's around.

I'd also like to haer from anyone selling hard drives and related
software, if any, at a reasonable price.

-Tony

298. Re: Help Bring Videotopia to the Science Museum

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: mfrahm@visi.com
Message-ID: <5b4ls2$gst@darla.visi.com>
Source record: 77105
Cross-posted to: mn.general,rec.games.video.classic,comp.sys.atari.8bit

no_junk_email@skypoint.com (Scott Butler) writes:

>For those interested in classic computers and videogames (home and
>coinop):

Oooo. The Atari 400, 800, and 1200XL I have are museum pieces!

The 1200XL even gets used almost every day!

--
Matthew J. Frahm_____mailto:mfrahm@visi.com
Stillwater, Minnesota / Winona, Minnesota http://www.visi.com/~mfrahm/

299. WTD ..looking for a few 8 bit carts, Ball Blazer, Gyruss, Star Raiders 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <5b48rt$hr0@macaw.cyberport.com>
Source record: 77106

i am looking for Ball Blazer, Star Raiders 2, Gyruss...

let me know if you have them for sale or trade

300. Re: 8bit magazine info

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: Fred Thompson <fhthomps@concentric.net>
Message-ID: <01bbfecc$a3ba4e20$c98cadce@crc3.concentric.net>
Source record: 77107

Yup, Antic magazine.

Scott Roughton <roughton@bnr.ca> wrote in article
<5atpk1$4cm@nrtphc11.bnr.ca>...
> Hi,
>
> There is a project to convert a popular 8bit magazine to html. Anybody
> know what it is? I think the mag was the predecessor of ST-User. If
> anybody has any idea, please lemme know. Thanks.
>
> Scott
>

301. Re: Help Bring Videotopia to the Science Museum

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: todd hoffman <*todd@visi.com>
Message-ID: <32D5EDF9.7D42@visi.com>
Source record: 77108
Cross-posted to: mn.general,rec.games.video.classic,comp.sys.atari.8bit

Matthew J. Frahm wrote:
>
> no_junk_email@skypoint.com (Scott Butler) writes:
>
> >For those interested in classic computers and videogames (home and
> >coinop):
>
> Oooo. The Atari 400, 800, and 1200XL I have are museum pieces!
>
> The 1200XL even gets used almost every day!
>
> --
> Matthew J. Frahm_____________________________mailto:mfrahm@visi.com
> Stillwater, Minnesota / Winona, Minnesota http://www.visi.com/~mfrahm/

Outta see the people play on my old (but mint)full size coin op Space Invaders I have sitting in my basement. Takes them back to there old bar days I guess.Now if I could just find an Asteriods to put next to it:)

302. would you be my friend?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: dozer@netwizards.net
Message-ID: <5b50gc$kmr@news1-alterdial.uu.net>
Source record: 77109

Hello,

I'm 14 years old and I think I may be a gay. I'm looking for some support and friendship with a older male age 18-40. Please email if you can help.

303. Re: atari 2 pc files transfer please.

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: stack@worldonline.nl
Message-ID: <32d3e46f.10068991@news.worldonline.nl>
Source record: 77110

On 5 Jan 1997 23:37:17 GMT, avrisham@beitza.jct.ac.il (oded avrishami)
wrote:

>Can someone please tell me : is there a way to transfer file from
>atari to pc & how ?

You could use SIO2PC, which is a PC program
which you have to install on your PC.
Then you have to build a SIO2PC cable
(the documentation for this cable is included
with the SIO2PC software).
From that point on you can transfer files from your
Atari to your PC and back.

An other program which does the same is called
APE.

Bo.

304. COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: rochelle@umcc.umcc.umich.edu
Message-ID: <5b5hfc$dg0@umcc.umcc.umich.edu>
Source record: 77111
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Hi again,

We still have 4 systems left, each consisting of:

a Howard board
in case with the same footprint and color scheme as an Amiga 2000
the (Howdy) display unit
these are stereo enabled ... A Pinky/Mandy unit is NOT capable of stereo
full documentation
call it 3 pounds, 2 inches, or a few hundred pages... it's a lot
complete development software
9 Amiga floppies with Atari/Epyx programs, demos, sfx, utilities
1 Amiga formatted floppy with extra routines by Bastian Schick and myself
Expert technical support via email included.
Access to cartridge prototyping, production, packaging, & marketing included.

All this can be had for only $2000 + shipping each. You won't find a
better offer anywhere in the world! Atari charged developers $5000 for
these units but you get one for less than 1/2 the price.

We also have ONE Amiga 2000 with 5M RAM, 51Meg HD, WB 1.3 and the development
system preloaded on the hard drive. It's only $400 + shipping with the
purchase of a Howard board. This makes a complete (high-end) Lynx development
system for only $2400 + shipping (expect about $60.00 continental US)

Don't miss out! Just like Lynx games, these prices are NOT going to get
any lower.

}}}}}} Call Lance at Video 61 (612) 462-2500 to get yours now! {{{{{{

fine print:
1. You must supply your own monitor for the Amiga.
2. We accept most major credit cards, but the conditions are "no returns".
3. Personal checks will have to clear before shipping.
4. Units are returned from developers and sold "AS-IS". All of them
have been tested for all major functions to insure working status
before shipping.
5. The usual disclaimers about software doing what it is supposed to do,
not what you expect it to do in all cases and it's not our fault if
the UPS man drops it on your foot.
6. Any and all typos are mine...

Harry Dodgson
2600/7800/Lynx developer

305. s: ATARI-Key in XL-IT

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32D66772.796B@kawo2.rwth-aachen.de>
Source record: 77112

Hallo !

Pli¿½aying around with XL-it, I did not found the Atari (Invers)-Key in
XL-it.

Could someone give me a hint ?

Matt

306. Re: Flight Sim protection breaker!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: read@my.sig
Message-ID: <32d66d58.3234423@news.networx.net.au>
Source record: 77113

cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:

>
>(Ed's place 'stickwick.com' bounced. Is that a bogus adress?)
>Ed wants to crack Flight Sim II.
>Have you checked to see if 'Chipmunk' or 'Black Patch' will
>crack it for you?

I recieved my email back too from "stickwick.com".
Anyway, if anyone wants to try it, I have a copy of Flight Sim 2 that
Does work. I know that a normal copy of the original disk without the
bad and missing sectors will simply stop running after only a few
minutes. My copy seems to work indefinately, I've run it for hours
without a glich.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

"ATARI: Power without the price!" even more so now.
---

307. Atari 8-bit Web page links wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5b5vs6$8fk@ornews.intel.com>
Source record: 77114

I maintain a Web page designed to support all Atari users (both 8-bit and ST). However, I have only FOUR 8-bit links! If you have a Web site designed to support the Atari 8-bit that you'd like listed, please email the URL to me along with a brief description (remember to edit my email address, I got tired of the spam from CyberPromo).

Thanks!

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

308. Re: How to connect your 1050 to your PC!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: feb6399@osfmail.isc.rit.edu
Message-ID: <5b651r$m1g@news.isc.rit.edu>
Source record: 77115

In article <6Obv4UMmS7B@antic.cls.de>, Ulf Petersen <ulf@antic.cls.de> wrote:
>Hi there!
>
>Does anybody know what programme you have to use in order to transfer
>files directly to your PC? If you do, please send me the name of the FTP
>site. I already have a cable to connect my 1050 but no software. Any
>ideas?
>

Well, many years ago, I wrote such a program to do so for
PC's running Linux (I don't know if anyone ever did one for DOS,
or ported mine). It was originally called "PSIOX", and used a
cable that connected the parallel port to an SIO port. I later
integrated it into my Atari Emulator
(ACE: see http://www.csh.rit.edu/~shaggy/software.html)
but it might take some hacking to get it working right. I
don't remember if I included the cable specs in there or not.
Someday, if I ever get some free time, I want to clean up that
code and get everything working smoothly, but for now the source
is there if you're interested in looking at it or doing
something with it.

The way I had it set up, simulated Atari devices could
be mapped to disk images, ramdisks, or actual Atari peripherals
through the PSIOX interface. I hope that part of the code still
works with the newer Linux systems. I know it did about 3 years ago.

- Frank

--
Frank "Shaggy" Barrus: shaggy@csh.rit.edu; http://www.csh.rit.edu/~shaggy

309. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: thom@morgan.ucs.mun.ca
Message-ID: <5b69iu$lr@coranto.ucs.mun.ca>
Source record: 77116
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

On or about 10 Jan 1997 08:50:35 -0500, Rochelle Rogoff (rochelle@umcc.umcc.umich.edu) did proclaim:

While I _never_ normally do this, I feel I must, simply because of the false claim =')

(We also have ONE Amiga 2000 with 5M RAM, 51Meg HD, WB 1.3 and the development
(system preloaded on the hard drive. It's only $400 + shipping with the
(purchase of a Howard board. This makes a complete (high-end) Lynx development
(system for only $2400 + shipping (expect about $60.00 continental US)
(---

(Don't miss out! Just like Lynx games, these prices are NOT going to get
(any lower.

They sure will. That 2k w/5MB 51MBHD an WB1.3 can be had in comp.sys.amiga.marketplace for nomore than $175.00 and even that's pushing it. Heck, you might even get a monitor with it for an extra $25 or so.

Perhaps you should have said "_our_ prices are NOT going to get any lower"?!? =')

(4. Units are ... sold "AS-IS".

An "AS-IS" 2 grand investment? You'd have to be a fool to take one up on something like that.

///\ Thomas Clancy 1 Hunt's Lane \ INSERT \
///__\(709) 722-9692 St.John's, Newfoundland, Canada \ GENERIC \
\\\/// \MIGA A1B 2L2 \DISCLAIMER\
\/// Homepage http://www.ucs.mun.ca/~thom \ HERE \

310. Re: would you be my friend?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5b6fkq$7ie@news1.fast.net>
Source record: 77117

thester@nyx10.cs.du.edu (Uncle Fester) wrote:

>In article <5b50gc$kmr@news1-alterdial.uu.net>, <dozer@netwizards.net>
>wrote:

>>Hello,
>>
>>I'm 14 years old and I think I may be a gay. I'm looking for some
>>support and friendship
>>with a older male age 18-40. Please email if you can help.
>>
> I agree! The Atari 8-bit is a *great* computer.
> Nice to see you understand newsgroup charters.

> Uncle Fester

>--
> | SOCIOPATH n. - an aggressively antisocial psychopath taking |
> | no responsibility for his/her actions. See "INTERNET" for |
> | a collective of distinguishing characteristics - e.g., viz EFF. |
> | : *thester@nyx.cs.du.edu* : |

I'd be afraid of what you may have started, Uncle Fester.
Anyway, let's stop this thread.

311. Re: HELP: Atari Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-10 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E3t53z.7Mz@iglou.com>
Source record: 77118

In article <5b4l96$6uo@netnews.upenn.edu>, Anthony Bufort wrote:
>Hi everyone...
>
> Can anyone out there give me some info on hard drives for my
>Atari 800? I read what the FAQ had to say, but I'm interested in what
>you guys think and what experiences you have had with the various stuff
>that's around.
>
If it's an 800, not an 800XL, you have little choice other than using SIO2PC or APE with an IBM compatible computer (used XTs are as cheap as used Ataris). Corvus made hard disks for the 800 using joystick ports 3 and 4, but you'd be lucky to find one of those for sale.

> I'd also like to haer from anyone selling hard drives and related
>software, if any, at a reasonable price.
>
> -Tony
>
>

--
Bill Marcum bmarcum@iglou.com
In the computer lab, Nyarlathotep turned back to the terminal. He hit the Key With No Name Or ASCII Equivalent, and vanished.

312. Re: Super-Cartridges - how do they work ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: davepat@total.net.REMOVE
Message-ID: <32d73324.0@news.total.net>
Source record: 77035

```
In an article dated Wed, 08 Jan 1997 17:46:48 GMT, someone named Steve
says...
>
>Matthias Belitz <matz@kawo2.rwth-aachen.de> wrote:
>
>>Hello !
>>
>>Still wish you a hapy new year.
>>
>>But one question - how do the "super-cartridges" (f.e. SDX) work. Iï¿½ve
>>heard that there is something like a bank-select-mode ...
>
>Yes they are Bank-selected. They use the memory location $E500 (I'm
>fairly sure of this) to switch RAM in and out of certain memory
>locations in the cartidge area. So making a copy of these Super-Carts
>would be a hard job for even the most experienced programmers.
>
>BTW- happy new year to you also..... :)
>
>Steve.

Umm, the $E500 area is part of the OS CIO handler. According to Mapping the
Atari, $D500-DFFF: any access read or write to this area enables the cart
control line CCNTL as in the cart interface in the 400/800

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
--
"I do not feel obliged to believe that the same God who endowed us with
sense, reason and intellect has intended us to forgo their use."
-- Galileo Galilei
```

313. Atari WebRing Almost Online!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bbff8f$7d44fce0$16f7aecc@127.0.0.1>
Source record: 77036

Ok, we are sitting at about 6-7 websites for the ring which I will
hopefully get online this weekend. To all those who have submitted their
site: you should be getting a package via e-mail containing the graphics
for your page. The graphics only take up 360x50 pixels and one is an
animated fuji (rainbow animation).

The official homepage will be online soon as well, hopefully this weekend,
I am a student so we'll see how the college homework goes! =)

Thanx to all who submitted their sites, to all those who didn't: why not?
It's free and you get a 'free' major link on every 8bit site out there...
what more do you need? =)
--
William J. Fisher

_____
BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca
****
COMMERCIAL/BULK EMAIL WON'T BE TOLERATED
(all such mailings will be reported)

314. Atari 8-bit video output: Only RF?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5b72qb$l29@flood.xnet.com>
Source record: 77037

I was a little surprised when I picked up an Atari 800 last year and found
it only had an RF output on it--no composite or custom higher-quality
video out, like many of its contemporaries.

Did later 8-bit models add higher-quality video and audio output?

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
Pythagoras with the looking glass... ...reflects the full moon.

315. Re: Atari 800XL is lonely :^(

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: tekman55@aol.com
Message-ID: <19970111135700.IAA16006@ladder01.news.aol.com>
Source record: 77038

This is a note from Tekman. I did sell this machine, and I appreciate all
the interest it has generated. Thanks!

316. Re: Atari 8-bit Web page links wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bbff8e$8f6dd780$16f7aecc@127.0.0.1>
Source record: 77039

> I maintain a Web page designed to support all Atari users (both 8-bit and

> ST). However, I have only FOUR 8-bit links! If you have a Web site
> designed to support the Atari 8-bit that you'd like listed, please email
the
> URL to me along with a brief description (remember to edit my email
address,
> I got tired of the spam from CyberPromo).
>
> Thanks!
>
>
----------http://www.teleport.com/~atari----------
> ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
> NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
> email for subscription details and further information
> Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
>
----------ftp://ftp.teleport.com/users/atari----------

If you would like I will add you to my list of ppl to enter the Atari
WebRing. This ring includes Atari 8-bitters and 2600/5200 pages as well as
any other info relating to the 8bit.

Simply e-mail me your name, URL, e-mail address, and the theme and title of
your site!
--
William J. Fisher

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca
****
COMMERCIAL/BULK EMAIL WON'T BE TOLERATED
(all such mailings will be reported)

317. Re: Flight Sim protection breaker!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970111081300.DAA10919@ladder01.news.aol.com>
Source record: 77040

In article <32d41b7f.0@news-feed.ndirect.co.uk>,
edmund.wells@stickwick.com writes:

>
>I'm unsure of the legality of this one but... I'm trying to break the
>protection surrounding Sub Logic's Flight Sim II program (it's my
>favourite 8-bit program -- I have the original, boxed with manuals and
>I'm sure as hell not going to lose it for the sake of some creative
>protection programming) but the trouble is, I'm not too skilled in
>breaking copy protection!

Just use a sector copier. The only "copy protection" on FS2 is it checks drive speed, which means it won't run from Happy drives, nor (unfortunately) on XF551's. As for legality, as long as you own the original disk, you are allowed to make a backup copy for your own private use. But if you sell the original, the copy must either go with it or be erased. This falls under the "fair use" clauses of the revised Copyright Code.

Hope this helps set your mind at ease.... dB^)

318. Re: 1050 eats disks!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: read@my.sig
Message-ID: <32d9bb60.5333492@news.networx.net.au>
Source record: 77041

bx557@torfree.net (Justin R. Smith) wrote:

>
>Hi, I'm hoping someone here can help me. A few days ago I bought a 1050
>disk drive. It worked fine at first but now whenever I try to write to a
>disk it corrupts the disk and I can't read anything from it. The drive reads
>fine, when I run a program from it it works, but I cant write to it. I suspect
>this happpened because I had this 1050 and 2 others stacked in a small shelf
>where they were poorly ventilated and overheated. But even after I let the
>drive cool down it still doesn't work right. Is there any way this can be
>fixed or should I start looking for a new drive?
>

You could try cleaning the HEAD. I've found that after reading some of
the older disks, the head has a great buildup. Yes, it read the disks
ok, but when I went to write to a disk it was garbled etc. After
cleaning the head I had no trouble at all. I used a cotton bud and
methylated spirits, but I think you should try and use something that
won't damage it.
Anyone else use anything better?

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

"ATARI: Power without the price!" even more so now.
---

319. Re: Atari 8-bit video output: Only RF?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970111102800.FAA12968@ladder01.news.aol.com>
Source record: 77042

In article <5b72qb$l29@flood.xnet.com>, jcompton@typhoon.xnet.com (Jason Compton) writes:

>
>I was a little surprised when I picked up an Atari 800 last year and found
>it only had an RF output on it--no composite or custom higher-quality
>video out, like many of its contemporaries.
>
>Did later 8-bit models add higher-quality video and audio output?

If you will look on the right side of the 800, next to the SIO port, you will see a 5-pin DIN receptacle. This is where you will get your composite video and audio. The pinouts are:

(Looking at port)

1 5
2 4
3

1) Audio out (line level)
2) Composite Chroma
3) Signal ground
4) Composite Video
5) Composite Luminance

The XL and XE series dropped the Composite Chroma line, but there was a text file in circulation that described how to hook it back up.

Hope this helps....

320. NEW ATARI WEB PAGE :)))

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: ulf@antic.cls.de
Message-ID: <6Of-C-ImS7B@antic.cls.de>
Source record: 77043

Hi there!

Check out my new ATARI WEB PAGE at ...

http://members.aol.com/upetersen/atari.htm

It's still under construction! If I get enough feedback, I'll add some
more of my own software titles. I also have a disk with all the songs from
AR: THE DUNGEON *somewhere* which I could POSSIBLY add to my web page.
Well, let's see how many people show interest ;).

Ulf

321. SIO2PC -> APE fails to work

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: Trevin Beattie <trevin@xmission.com>
Message-ID: <32D78BF1.3DB2@xmission.com>
Source record: 77044

I've contructed the 1489 version of the Atari->PC interface, verified continuity on all pins of both cables, and checked the voltage levels on all 1489 pins when it was plugged in, The interface seems to be doing what is should, yet when I boot my Atari 800, it just goes to the memo pad and APE doesn't register any activity in the SIO monitor. I've tried both COM ports and even tried changing the values of 'extra safety margin'. What else could be preventing it from working?

Trevin Beattie "What's to bad about being drunk?"
trevin@xmission.com "You ask a glass of water."
{:-> --Douglas Adams, HGTTG

322. Re: How to connect your 1050 to your PC!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <01bbffe6$5878e6e0$b7cb01cf@jbk2>
Source record: 77045

The Emulator PcXformer 3.5 with a cable can do it...
http:\\www.emulators.com

Frank Barrus <feb6399@osfmail.isc.rit.edu> wrote in article
<5b651r$m1g@news.isc.rit.edu>...
> In article <6Obv4UMmS7B@antic.cls.de>, Ulf Petersen <ulf@antic.cls.de>
wrote:
> >Hi there!
> >
> >Does anybody know what programme you have to use in order to transfer
> >files directly to your PC? If you do, please send me the name of the FTP

> >site. I already have a cable to connect my 1050 but no software. Any
> >ideas?
> >

323. Re: Atari 8-bit video output: Only RF?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5b8kk2$abd@flood.xnet.com>
Source record: 77046

lenspencer@aol.com wrote:
: If you will look on the right side of the 800, next to the SIO port, you
: will see a 5-pin DIN receptacle. This is where you will get your
: composite video and audio. The pinouts are:

: Hope this helps....

Ah yes, sorry. That was pretty stupid on my part to overlook.

So, I guess the next question is--where might I purchase one of these
cables? Or do I have to build it?

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
Pythagoras with the looking glass... ...reflects the full moon.

324. Re: SIO2PC -> APE fails to work

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: read@my.sig
Message-ID: <32dabc8b.5632833@news.networx.net.au>
Source record: 77047

Trevin Beattie <trevin@xmission.com> wrote:

>I've contructed the 1489 version of the Atari->PC interface, verified
>continuity on all pins of both cables, and checked the voltage levels on
>all 1489 pins when it was plugged in, The interface seems to be doing
>what is should, yet when I boot my Atari 800, it just goes to the memo
>pad and APE doesn't register any activity in the SIO monitor. I've
>tried both COM ports and even tried changing the values of 'extra safety
>margin'. What else could be preventing it from working?
>

Have you tried changing the settings for the version of the cable?
I think APE comes set for the 2 chip version, so you will need to set
it for 1 chip. If all is set up right with the cable you should be
able to get something out of it. Also, what platform are you using to
run APE- DOS, or Win 95? I've heard a few people say that APE will
only work in DOS mode, altho there are a few who have success running
under Win 95.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

"ATARI: Power without the price!" even more so now.
---

325. 1050 eats disks!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <E3u9M4.AKw.0.bloor@torfree.net>
Source record: 77048

Hi, I'm hoping someone here can help me. A few days ago I bought a 1050 disk drive. It worked fine at first but now whenever I try to write to a disk it corrupts the disk and I can't read anything from it. The drive reads fine, when I run a program from it it works, but I cant write to it. I suspect this happpened because I had this 1050 and 2 others stacked in a small shelf where they were poorly ventilated and overheated. But even after I let the drive cool down it still doesn't work right. Is there any way this can be fixed or should I start looking for a new drive?

Thanx,
Justin
--

| Justin R. Smith | Email: bx557@freenet.toronto.on.ca / bg302@scn.org |
| 5034 Sabra Avenue, Huber Heights, Ohio 45424 | Ph: (937) 233-2125 |
---

326. Re: Atari 8-bit video output: Only RF?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <32d8076d.400348@206.127.32.39X119>
Source record: 77049

lenspencer@aol.com wrote:

>1 5
>2 4
> 3
>
>1) Audio out (line level)
>2) Composite Chroma
>3) Signal ground
>4) Composite Video
>5) Composite Luminance
>
>The XL and XE series dropped the Composite Chroma line, but there was a
>text file in circulation that described how to hook it back up.

The 130XE has its composite chroma line already hooked up, I know because I used it to make my own cable to hook up a Commodore 1702 monitor to it......

327. Re: 8bit magazine info

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080001101970925510001@nntp.netgate.net>
Source record: 77050

In article <01bbfecc$a3ba4e20$c98cadce@crc3.concentric.net>, "Fred
Thompson" <fhthomps@concentric.net> wrote:

> Yup, Antic magazine.

As far as I can tell, the Antic project is stalled on issue 1.5.

> Scott Roughton <roughton@bnr.ca> wrote in article
> <5atpk1$4cm@nrtphc11.bnr.ca>...
> > Hi,
> >
> > There is a project to convert a popular 8bit magazine to html. Anybody
> > know what it is? I think the mag was the predecessor of ST-User. If
> > anybody has any idea, please lemme know. Thanks.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/

Ratio of the amount that the (U.S.) federal government spent (in
1995) on Americans under 18 to those over 65: 1:5. (Harper's Index)

Want to guarantee I'll *never* buy your stuff? Send me e-mail spam.

328. Re: SIO2PC/APE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <x1OXNW3.lmcclure@delphi.com>
Source record: 77051

In a message dated 1-6-97, David A. Paterson said:
|
| Ask Bob Woolley -there are 1200xl PBI plans available at Umich,
| so where's the problem?
|
No problem, provided it is worth it to you to go to all that extra
work, and risk damage to your 1200XL motherboard. Frankly, with the
existence of APE and SIO2PC, where is the justification?
-
If a person really wants to use a PBI device, 800XL's are not that
expensive.
--
LMCCLURE@delphi.com
Little Rock, AR

329. Re: Atari 8-bit video output: Only RF?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <x7AXVo6.lmcclure@delphi.com>
Source record: 77052

In a message dated 1-11-97, Jason Compton said:
|
| I was a little surprised when I picked up an Atari 800
| last year and found it only had an RF output on it--no
| composite or custom higher-quality video out, like many
| of its contemporaries.
|
Either you actually have a 400 or 600XL instead of an 800, or you are not looking close enough. <grin>
-
The original Atari 800 has a 5-pin DIN monitor jack on the right side. The 800XL has the same on the back panel. The original 800 provides not only composite, but separate chroma/luma signals as well (just as the C64, which was actually released later, did).
-
The 800XL was built cheaper, and requires a small hack to connect the chroma line. Also, overall video quality is not as good as that of the original 800. There are additional hacks to improve the video output, however.

--
LMCCLURE@delphi.com
Little Rock, AR

330. Re: SIO2PC -> APE fails to work

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: Trevin Beattie <trevin@xmission.com>
Message-ID: <32D82D6B.D39@xmission.com>
Source record: 77053

At 12:47 pm 1/11/97 -0500, you wrote:
>Trevin Beattie (trevin@xmission.com) writes:
>> I've contructed the 1489 version of the Atari->PC interface, verified
>> continuity on all pins of both cables, and checked the voltage levels on
>> all 1489 pins when it was plugged in, The interface seems to be doing
>> what is should, yet when I boot my Atari 800, it just goes to the memo
>> pad and APE doesn't register any activity in the SIO monitor. I've
>> tried both COM ports and even tried changing the values of 'extra safety
>> margin'. What else could be preventing it from working?
>
>You didn't mention much about the system your running it on. Try these
> suggestions and see if they help :)
>
>1) You didn't mention if you knew your 800 was working ok, make sure it is :)

It runs M.U.L.E. from my 1050 drive. Good enough? %D

>2) If your using Windows95 start in dos mode by pressing F8 at bootup

When I ran it in a DOS window and used COM3, I kept getting the
Ultraspeed indicator flickering between Off and APE+. That's when I
started running it in DOS Mode.

>3) Set APE to use RI, the cable as posted uses the RI line

It already it. That was the default setting, and its use was clearly
explained in APE.HTM.

>4) Make sure nothing else is trying to use the same IRQ as your APE
> com port, like a mouse driver, etc.

The mouse is a bus mouse. IRQ4 is used by the modem, but the modem was
not in use, and I also tried IRQ3 which isn't used by anything else.

>5) Make sure the com port settings as far as base address and IRQ
> are set correctly in APE.

They are.

>
>Thanks
>
>Steve
>

Trevin Beattie "Do not meddle in the affairs of wizards,
trevin@xmission.com for you are crunchy and good with ketchup."

```
{:-> --unknown
```

331. Re: SIO2PC -> APE fails to work

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: Trevin Beattie <trevin@xmission.com>
Message-ID: <32D82CDA.540A@xmission.com>
Source record: 77054

```
Steve wrote:
>
> Trevin Beattie <trevin@xmission.com> wrote:
>
> >I've contructed the 1489 version of the Atari->PC interface, verified
> >continuity on all pins of both cables, and checked the voltage levels on
> >all 1489 pins when it was plugged in, The interface seems to be doing
> >what is should, yet when I boot my Atari 800, it just goes to the memo
> >pad and APE doesn't register any activity in the SIO monitor. I've
> >tried both COM ports and even tried changing the values of 'extra safety
> >margin'. What else could be preventing it from working?
> >
>
> Have you tried changing the settings for the version of the cable?
> I think APE comes set for the 2 chip version, so you will need to set
> it for 1 chip. If all is set up right with the cable you should be

That was one of the first things I corrected and then saved.

> able to get something out of it. Also, what platform are you using to
> run APE- DOS, or Win 95? I've heard a few people say that APE will

The first couple of times I tried it in Windows 95, but failing that I
ran the rest of the tests in DOS Mode.

> only work in DOS mode, altho there are a few who have success running
> under Win 95.
>
> Steve.
>
> ------------------------------------------------------------
> / If you want to email me, please remove the asterisks. \
> reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
> \ http://www.geocities.com/SiliconValley/Heights/9364/ /
> ------------------------------------------------------------
> "ATARI: Power without the price!" even more so now.
> ------------------------------------------------------------

--
----------------------
Trevin Beattie "Do not meddle in the affairs of wizards,
trevin@xmission.com for you are crunchy and good with ketchup."
{:-> --unknown
```

332. "AR: THE DUNGEON" MUSIC COLLECTION

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: ulf@antic.cls.de
Message-ID: <6Og0X6LmS7B@antic.cls.de>
Source record: 77055

Hi!

If you are interested in the "ALTERNATE REALITY: THE DUNGEON" MUSIC
COLLECTION check out my ATARI wep page at ...

http://members.aol.com/upetersen/atari.htm

CU!

Ulf

333. FS - 800XL system

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: terryb@bloomington.in.us
Message-ID: <5b962m$p9a@news.hoosier.net>
Source record: 77056

Well, I have finally decided to part with one of my 8-bit systems.
I just don't seem to need to run them both at the same time like I used
to ;-)
Anyway, here's what it is:

800XL with 1050 drive, 810 drive, and printer interface. all
cables and power supplies. 1030 modem
Software:
Print Shop and Companion and Graphics Library 1
Graphic Shop
PrintShop Graphics 1 & 2
SynCalc
SynTrend
SynFile+
NewsRoom
BankStreet Music Writer
AtariWriter+
The BookKeeper Kit (complete big box and everything)
Cut & Paste
Financial Cookbook
DOS 1, 2, 2.5, 3, SuperDOS 5.0, Spartados 1.1 and 3.2, SmartDOS
Word/Spell/Graphic Magic
Sherlock 1050
DiskWizard II
Paperclip
Family cash flow & Family Budget
Space Base

--Books--

Compute books:
Mapping the Atari
Atari Collection vol. 1
1st, 2nd, and 3rd Books of Atari
Inside Atari DOS
Machine Language for Beginners 1 & 2
Atari Graphics

Atari Basic
The Elementary Atari
Advanced Programming Techniques for your Atari
The Atari Assembler
Your Atari Computer
101 Atari programming Tips & Techniques
Atari Basic Programs in Minutes

6502 Assembly Programming
6502 System programming
And maybe a few others

--Games--

Well, I have around 300. Most are binary load - a bunch on the disk, but
I also have quite a few original.
-A Sample-

The Hally Project
Zork 1 and 2
the Ultima series
Alternate Reality
Trains
almost all the Infocom Games
BoulderDash 1 & 2
ChessMaster 2000

well, there's a bunch of them.

I have all kinds of disk utilities, drawing progams, print
programs -- just a lot of stuff.

If it matters to anyone, I am NOT getting out of Atari 8-bit, it's
just that I have got so many systems that it's running me out of room.

I would prefer to sell all of this to someone as a complete system
(as in showing someone else the joy and wonders of the Atari 8-bit)

but I will entertain offers if I have something you need.

I have Real Computers - They're Ataris
terryb@bloomington.in.us
---

334. FS: Atari Computer Goods! More Atari Stock! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <5b9ulenll1@julie.teleport.com>
Source record: 77057
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Updated Atari Catalogs and find More Atari stuff! I've bought out the Game Cartridge Gorf for the 400 & 800 & the Educational Math Game Cartridge Space Journey for any Classic 8 Bit Atari Plus I've cornered the Market on New Copies of Print Shop and some Print Shop related Items! That's Gorf, Space Journey & Print Shop All New Copies, All for the Atari 8 Bit! And for the Atari ST & newer Line of Computers We have updated the ST Catalogs most of all the ST Software Catalogs. Catalog updated and more Software Titles added such as Brand New copies of Ultima V for those of you fanatic Ultima Collectors for the ST & for those who like Battling in Mechanized Combat, their's BattleTech, OGRE & OMEGA! And for those of you with more productive things on your Mind, PrintMaster & PageSTream!

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking. And something you might want. At BSC's Web Page you can View, Capture and even DownLoad Atari Catalogs or Contact BSC by Web Page! Or Request Catalogs by E-Mail. Do You Have problems connecting with BSC's web page? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. I'll get back to you after the weekend. Catalogs are sent only by E-Mail. Not Snail (Postal) Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Also, on BSC's Home Page! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Page with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Page. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

335. How much is SD/MD/ED/DD ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-11 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6Og7u84pzHB@peter.soemtron.sb.sub.de>
Source record: 77058

Howdy !

I know it's a often asked question but I didn't find a answer in the FAQ.
So my question is: how much is the maximum data storage (in bytes) and how
fast are of those different format options (meaning of SD/MD/ED(?)/DD) ?

I have a Speedy 1050 from Compy-Shop, I heard that my drive is now capable
to format real DD , what does that mean?

Where is the difference between the XF Format (DS/DD)? Means it the space
of two DD Disks on one side without flipping disks?

When can a PC/AT based DD-Floppy read my Atari Disks, and how can I
program it for my self? (Pascal or C++ example needed, no hardcore 8088
assembler please)

.
.

thx ...

--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

336. MTG Clearance Flyer

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <Z5J1VNK.rldetlefsen@delphi.com>
Source record: 76969

Just a reminder that my clearance sale is still going on. Through Feb. 28th 1997. Email me if you want my flyer(56K), or send me your postal address so I can send a copy.
CIS:74766.1561@compuserve.com, or RLDETLEFSEN@delphi.com.

337. Re: Transferring to IBM PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5bbf4n$5kc@login.freenet.columbus.oh.us>
Source record: 76970

Brian Siano (siano@cceb.med.upenn.edu) wrote:
: Here's a problem I've asked about before, but that was a long
: time ago, and I never followed up on it. I've got an old 800 system
: gathering dust, with a lot of 5.25" disks that have some text files
: I'd like to keep, and transer to my IBM system.
: These are the low-density disks, using the original 810 disk
: drive's formatting. (I do have the later drive, the 1040 or somesuch.)
: So, the IBm can't read them at all.

uh,you mean single density,not low density.
Low density means that your drive is writing to the disk at 250,000bps,
which all Atari drives do.(or somewhere around that speed,the PC drive
goes at 300,000bps)
And the 1050 is double density.

: How might I go about transferring them? It'd be terrific if I
: could set up a null modem cable through my 850 interface, but when a
: friend and I tried this, I couldn't get Procomm for Windows
: to talk with the 850 Express modem program for the Atari 800.

The FAQ which should always be in this newsgroup explains this.
The BIOS won't let you read single density disks.
Even if your're using a double density disk,the BIOS won't read 128byte
sectors.As you can tell,the BIOS sucks.
But there are programmes that access the drive controller on your PC directly.
Once again,these programmes are listed in the FAQ.

Well,what software are you using on the Atari side?
BobTerm is good.

: Any suggestions? Pointers to Web pages? People in the Delaware
: Valley that might be willing to help? Replies by Email, please.

uh,there's some in the faq.
--
The Doctor

338. Re: XL-it!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5bbg0o$95r@login.freenet.columbus.oh.us>
Source record: 76971

Steve (read@my.sig) wrote:
: Matty <moses@cybercomm.net> wrote:

: >I know this question has been asked before so one more time won't
: >hurt... I can't seem to get the sound to work with XL-it (.16).
: >I'm using a SB-16. I've tried everything I can think of and was
: >wondering if someone who has a SB-16 and working sound (with XL-it)
: >could post the contents of their autoexec. Thanks...
: >
: >matt raupp

: It's funny that version 0.14 works fine with my SB-PRO clone card, but
: as for 0.16- no idea!! The only thing that is mentioned in the DOC's
: is to make sure that the SET SOUND variable is in the Autoexec.BAT is
: set properly. ie: SET SOUND16 = A220 I5 D1 T4 etc. This may differ
: for you but is the usual setting. I have tried but no luck......

uh,isn't IRQ5 used for the second printer port?

--
The Doctor

339. Re: XL-it!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5bbg6t$a0m@login.freenet.columbus.oh.us>
Source record: 76972

```
Matthias Belitz (matz@kawo2.rwth-aachen.de) wrote:
: Matty wrote:
: >
: > Steve wrote:
: > > >I know this question has been asked before so one more time won't
: > > >hurt... I can't seem to get the sound to work with XL-it (.16).
: > > >I'm using a SB-16. I've tried everything I can think of and was
: > > >wondering if someone who has a SB-16 and working sound (with XL-it)
: > > >could post the contents of their autoexec. Thanks...
: > > >
: > > >matt raupp
: > >
: > > It's funny that version 0.14 works fine with my SB-PRO clone card, but
: > > as for 0.16- no idea!! The only thing that is mentioned in the DOC's
: > > is to make sure that the SET SOUND variable is in the Autoexec.BAT is
: > > set properly. ie: SET SOUND16 = A220 I5 D1 T4 etc. This may differ
: > > for you but is the usual setting. I have tried but no luck......
: > >
: > > Steve.
: >
: > Yep same thing here. I set the dang emulator up on my friends
: > computer and the sound works fine... it's damn frustratin. Still
: > the best Atari emulator by leaps and bounds (but I want my sound!
: > I'm thinking of upgrading my computer to work with the emulator!).

: Seems that there is a mistake in the archive. The sound files (.wav) M U
: S T be placed in a subdirecdory called "samples" - try this and then
: have a look again.
: By the way - Markus said that the sounds were improved in V 0.16, but
: IMHO the sounds of V 0.14 were much better ...

Well PKZIP doesn't keep track of which file is in which directory.
(you need a special option)
I'd sugest INFO-group's UNZIP and ZIP.

--
The Doctor
```

340. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5bbi79$i94@login.freenet.columbus.oh.us>
Source record: 76973

Timothy A. Seufert (bwanga@cats.ucsc.edu) wrote:
: I know this was a hoary old message from before the dawn of time, but I
: can't resist...

: In article <58v84l$m77@login.freenet.columbus.oh.us>,
: dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

: >Aren't Macs just "school" computers?Much in the same way that Pascal is.

: Nope.

Just like how the Apple2 was a school computer.
(and PASCAL was FOR school,not a school computer)
I mean just look at the graphics capability,obviously not designed for games.
And a VERY simplistic OS.
(basicly programmes just use the Monitor's routines to access the screen and
slot card devices and keyboard)

: >I remember seeing one in a store once.I remember vaguely that you had to
: >manipulate little B&W pictures to do things.I about laughed out loud.
: >(B&W like a newspaper,not a TV)

: That was then. The now, for me, is a 150 MHz PowerPC 604, gobs-o-ram, 17"
: color monitor, etc. It's fast enough that Rainbow emulates the Atari
: 8-bitters at full-speed, 60fps. You did know that the Mac II came out way
: back in 1987, ending the era of Macs being B&W only, didn't you? :)

So,now you manipulate little coloured pictures.
That's kinda worse.At least with 1-bit graphics the lack of a text mode
only slowed down output by a factor of eight.(assuming 8x8 character cells)
With colour,it's even slower!
(is it planar or chunky graphics?)

: >Like a pictures of a sliding control to adjust volume or something.
: >I think Atari with MyDOS is a easy-to-use interface.

: I think you are in the minority. :)

With people buying Sega Genesis cartridges for then Super Nintendo,not
knowing where the "Any" key is,thinking that Sega Saturn disks will work
with their PlayStation,I'd say so!

But seriously,the childish control interface is what turned me off of the Mac.
Hell,that's a insult to children,I remember young kids being able to use
the Apple without little pictures to choose from.

I can't believe that people can't use the MyDOS interface,especially with
the instructions being free for download.

: >(if only DUP.SYS didnt re-load after loading every little binary file!)
: >The PC has a better interface than Mac.

: You have got to be joking. Even to a hardened CLI user, DOS is painful.
: It's like using UNIX with everything useful and good cut out.

Even a crippled UNIX interface is better than a Mac.You just go into the
directory,type the name of the game and off you go.
If the game needs options,then you can just put them in a batch file.
(many Microprose games are like this)

If you do more than play games,N-DOS (4-DOS) is a good enhancment to COMMAND,
which seems not to have been updated since the '80s!
I also used a shareware(PD?) Bourne shell way back when I used a PC.
One of the shell scripts for my Waffle board was a Bourne shell script.

: >Also,you have to BOOT handlers.You can't just load your RS232 handler
: >when/if you happen to want to call a BBS.Of course this isn't a
: >problem,since there is NO RS232 handler!!!

: There are RS232 drivers in the PC BIOS. Granted, they don't support more
: than 19.2K...

They're not IRQ driven.When you ask the OS for a block of bytes,it must ask
the BIOS once for each byte.When it asks,the BIOS just goes into a
loop,scaning the port over and over again,until a byte is present.
This means that there is no buffer,therefore,if two bytes come in,the
first byte gets lost instead of being put into a buffer.
It's like there's a one-byte buffer,in other words.

: >And the PC doesn't have P/M graphics.Nor a text winodw in graphics mode.

: You hardly need them in this day and age.

Even the 33mhz Sony Playstation has them.Quite a lot of them,as I remember.
(like 256 or something)

: >(that's why lots of games use 40col text.Because they can't use a text window,
: > and switching to 640x200 would be out of the question,they have to
: > bit-map the text on to the 320x200 screen.Hence,40columns!)

: Lots of games run at 640x480 now that there are sufficient CPU cycles to
: update that much at a reasonable frame rate...

Even Commodore got past this limitation in their 128.
(using a interupt to switch to text mode at the bottom of the screen)

: >Oh yeah,the incredibly HUGE slack!!!
: >Waffle keeps each and every message in a seperate file.But on
: >MS-DOS,sectors are huge.My HD had 8k sectors.A 512+MB drive would have 16k
: >sectors.A gigabyte drive would have 32k sectors!!!
: >(every time you double the size,double the sector-size.MS-DOS can only
: >have 65536 sectors("allocation units",really))
: >So my few megabytes of messages took up 20MB!
: >Oh,and you can't really un-delete files!

: >Well,enough PC bashing for now.

: Atari's solution is to not allow large partitions, which IMO is undesirable too.

You don't call 16MB a "large" partition?!?

And remember that you can have as many partitions as you like,and switch
between them at a momment's notice.
(at least with a GOOD interface)
But really,how big are you gonna need them for Atari games.
Remember,on a PC,for every pixel you need a whole BYTE per pixel,where as
you need one or two bits for each pixel for most Atari games.
(unless they use GTIA modes,that need 4-bits)
So,you don't need megabytes of disk space for games.

--
The Doctor

341. Re: XL-it!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: read@my.sig
Message-ID: <32d94ce2.3312581@news.networx.net.au>
Source record: 76974

dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>Steve (read@my.sig) wrote:
>: Matty <moses@cybercomm.net> wrote:
>
>: >I know this question has been asked before so one more time won't
>: >hurt... I can't seem to get the sound to work with XL-it (.16).
>: >I'm using a SB-16. I've tried everything I can think of and was
>: >wondering if someone who has a SB-16 and working sound (with XL-it)
>: >could post the contents of their autoexec. Thanks...
>: >
>: >matt raupp
>
>: It's funny that version 0.14 works fine with my SB-PRO clone card, but
>: as for 0.16- no idea!! The only thing that is mentioned in the DOC's
>: is to make sure that the SET SOUND variable is in the Autoexec.BAT is
>: set properly. ie: SET SOUND16 = A220 I5 D1 T4 etc. This may differ
>: for you but is the usual setting. I have tried but no luck......
>
>uh,isn't IRQ5 used for the second printer port?
>
>--
> The Doctor

Yes, IRQ 5 is used for a second printer port, but I don't have a
second printer port (altho I could use one). Everything else that I
run works just fine using the IRQ 5, all except XLit 0.16 :(

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

"ATARI: Power without the price!" even more so now.
---

342. Re: How much is SD/MD/ED/DD ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: read@my.sig
Message-ID: <32da4e4f.3677887@news.networx.net.au>
Source record: 76975

ziggy29@netgate.net (Tim Irvin) wrote:

>In article <6Og7u84pzHB@peter.soemtron.sb.sub.de>, peter@soemtron.sb.sub.de
>(Thomas Havemeister) wrote:
>
>> Howdy !
>>
>> I know it's a often asked question but I didn't find a answer in the FAQ.
>> So my question is: how much is the maximum data storage (in bytes) and how
>> fast are of those different format options (meaning of SD/MD/ED(?)/DD) ?
>
>From the c.s.a.8 FAQ, section 12:
>
>SD--Single density, 90K.
>ED--Enhanced density, 130K.
>DD--Double density, 180K.
>
>I've not heard of MD.
>

MD I've seen in a few programs- simply MEDIUM DENSITY aka- 1050
Enhanced Density. Also there is the XF551 which uses DS/DD=360k (using
both sides of the disk). As for reading ATARI disks on a PC 5.25,
there is a program called UTIL which will read and write Double
Density ATARI disks, and also do text file conversions ATASCII->ASCII
and back.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

"ATARI: Power without the price!" even more so now.
---

343. Re: Downloading from Yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970112214300.QAA04816@ladder01.news.aol.com>
Source record: 76976

In article <CMv0yMezGWUP092yn@kenton.com>, gozar@kenton.com (Ryan 'Gozar' Collins) writes:

>>You gotta love that FTP. No batch transfers, no crash recovery, WHAT WERE
>>THEY THINKING???
>
>If you use an updated FTP client, then you get both of these if the
>server supports it, which is a pretty good chance. (I use NCFTP under
>Win95, OS/2, and Linux)

I'll have to see if AOL will support crash recovery, I know it will not support multiple ftp the way I want it to.

344. ATARI equipment, MUST SELL!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: terry.ortman@mustang.com
Message-ID: <853105026@mustang.com>
Source record: 76977

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $50.00 or best offer. These SELL AT Video 61 for $49.95 used.

ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4 disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5 floppies, any IBM compatible printer, modem port for using any RS232C compatible external modem, includes Auto-Term Disk for Atari computers, CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS master Disk, CP/M Supplement Manual, modem cable, printer cable, original cost $695.00 for the ATR8000 Basic system, printer cable $39.95, Modem cable $39.95, asking $90.00.

Dual Floppy Disk Drives in case with power supply and cooling fan, connecting cable, for above ATR8000 or any IBM compatible computer. Case can hold 4 half height 5.25 floppies, original cost $895.00, Case alone is worth $89.95 at most supply companies, asking $55.00.

Both ATR8000 and Dual Disk Drives, $125.00

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $100.00 for both of them. Again, these sell, each $49.95 at Video 61.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes power supply, original cost $179.95, asking $75.00. These sell at Video 61 for $74.95, same price.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks, valued at $25.00 each. Asking $250.00 for the entire package. These are not currently available anywhere else that I know of.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific programs, already wired for Turbo-816 installation, just need to

re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the 256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for $59.95.

Supra External 2400 Baud Modem, includes powewr supply, no manual, Hayes Compatible, requires 850/P:R:/ATR8000, asking $30.00

ATARI RELATED MAGAZINES, Found this unopened box that I had boxed up for a person, but then he never sent the order in:

ATARI EXPLORER, February 1985, Cover Price $3.00
ATARI EXPLORER, April/May 1985, Cover Price $3.00
ATARI EXPLORER, Summer 1995, Cover Price $3.00, $3.95 Canadian
ATARI EXPLORER, Winter 1986, Cover Price $3/$3.95 Canadian

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Sept/Oct 1986, Cover Price $2.95 $3.95 Canadian

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Nov/Dec 1986, Cover Price $2.95 $3.95 In Canada

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Spring 1987, Cover Price $2.95 $3.95 In Canada

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Summer 1986, Cover Price $2.95 $3.95 In Canada

The Above Magazines are in good/fair confition. They are from the same collection the above 1027, 1050, are from, the previous owner suffered a stroke and asked me to dispose of these for him, as he has moved, and I am asking FAIR MARKET VALUE, as can be seen from the prices sent to me by Video 61, who seem to use the Internet and stocks and sells Atari equipment, Video 61 may send me an offer on these then, as I need the cash.

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE BADLY someone has to have one, or a trak double-sided slave drive. MAKE OFFERS!!

345. Internet Fax Service

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: info@mage.com
Message-ID: <5bbnmr$3h0@nntp1.best.com>
Source record: 76978

---------- Internet Fax Service ----------
---------- Save Your Long distance charges ----------
---------- HT-Net Internet International Fax Network ----------

For the mobile workers, accessing and managing your faxes from a remote location. Long distance or international telecommunications can be very expensive and until now there has been no simple way to manage faxes from a distance.

Check HT-Net at http://www.twsp.com

346. Atari 8-bit system 4 sale!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: mlias@ix.netcom.com
Message-ID: <mlias-1201971454270001@lax-ca21-12.ix.netcom.com>
Source record: 76979

```
I have:

800XL w/ Rambo Upgrade (256k)
1050 SS/DD
ICD 256k MIO
850 Interface
Practical Peripherals PM2400SA Modem w/cable
Basic XL Cart w/manual
tons of software!

plus other stuff that I have laying around!

make a reasonable offer!

email: mlias@ix.netcom.com
```

347. Atari CX77 Touch Tablet

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: mattc <mattc@intrnet.net>
Message-ID: <32D96CA8.DAE@intrnet.net>
Source record: 76980

Has anyone ever successfully attached a CX77 Touch Tablet to an IBM
clone and had it work?
Would like to know if it is possible and how to accomplish this feat.

Please email me at: brebman@intrnet.net or garyr@intrnet.net if you have
a solution please.

Thanx :)

348. Re: XL-it!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: Stuart Simpson <SSIMPSO1@NETCOM.CA>
Message-ID: <32D974D5.5BAE@NETCOM.CA>
Source record: 76981

Markus Gietzen wrote:

> The BLASTER= settings is not needed with the latest XL-it! version.
> 0.14 worked on most systems because there I used another (slower!)
> sound-library. That library was more compatible than the current
> VAT-PM library (that does autodetecion and it's very iffy).
> Anyway I'll write my own sound-routine that will use Ron Fries'
> excellent pokey-emulation.
>
> Bye,
> Markus Gietzen
>
> PS: Maybe BLASTER=.... can help on a few systems. I don't know the
> internals of the VAT-PM library.

this is great news!

If I can get this thing to work with my sound card, I'll be more than
happy to register the program!

349. Re: ATARI equipment, MUST SELL!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E3xGoJ.Mry@nonexistent.com>
Source record: 76982

- ATARI Equipment, MUST SELL!!!
-
You know, this thread is funny. It keeps reappearing and reappearing.
But everytime, something different is added, so I know someone must be
updating it. For one, how come the ATR8000 hasnt been sold yet? I'm
sure someone must have bought it by now.
Anyone know?

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

350. Peppers Jan Auction 460 Items Update #5

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A41.3.95.970112232151.45336E-100000@fn2.freenet.edmonton.ab.ca>
Source record: 76983

Other Items in Peppers Jan Auction

Turbo Graphics 28 Items Adam System 1 Item
Turbo Graphics system 1 Item Sega Master 40 Items
Atari 2600 108 Items Sega Master system 1 Item
Atari 2600 Manuals 3 Items Other Sega Items 7 Items
Atari 2600,7800 systems 2 Items NES & Famicom 44 Items
Atari 400 14 Items C64 41 Items
Atari XE systems 1 Item Vic-20 16 Items
Atari 5200 15 Items Odyssey 2 13 Items
Intellivision 50 Items Odyssey 2 System 1 Item
Intellivision system 2 Items Misc 6 Items
Colecovision 13 Items CD-I 53 Items

E-Mail me to get on the E-Mail list
Rules follow the Auction

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

Atari 400/ Ect. (Loose Unless Stated)
****
Atariwriter $3 Min
Bug Hunt with instr. $3 Min
Facemaker Complete $5 Min
Flight Simulator II with 2 books $4 cmoore
Frogger II Threedeep $10 bworkman
Gateway to Apshai Cart,Inst $5 Min
Gyruss Complete $10 Min
Pitstop Cart,Inst $5 Min
Sea Chase Complete $16 arizona
Springer Complete $16 arizona
Star Wars Return of the Jedi DSB Complete $25 Min
Telelink 1 $5 Min
Track & Field with Controller + disk $10 tafoid

A Guide to Atari 400/800 Personal Computers (Book) $2 Min

Atari XE system with original box (1 Joystick)
XE Gun And Bug Hunt Game, Power supply $25 cmoore

Rules:
Auction ends Jan 17/97
Then a Once, Twice, Sold format will occur Jan 18/97

One update per day or until bidding slows down..
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All Games & Game systems have been tested & work unless otherwise stated.

E-Mail bids to pepper@freenet.edmonton.ab.ca

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

351. Atari case screws!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <32D93F4D.4165@erols.com>
Source record: 76984

I was wondering if anyone knew of a source for the type of metal screws that are used to hold the plastic cases together on the Atari XL/XE computers and on the 1050 and XF551 disk drives?

Would like to find a source to buy them by the 50 or 100 pieces. I know Best Electronics sold them for like $1 or $2 for a set, but would like to buy them is larger quantities. I recall seeing them in an electronics catalog a few years ago, but do not remember which one.

Thank you and take care, Jon

352. Carrier Force

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: rashm62629@aol.com
Message-ID: <19970112001200.TAA03492@ladder01.news.aol.com>
Source record: 77059

Does anyone know how I can get hold of this tilte.
Produced by SSI.

353. Atari Computer and accessories for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: mrralan@aol.com
Message-ID: <19970112011500.UAA05280@ladder01.news.aol.com>
Source record: 77060

I have an Atari 130xe, 2 XF551 drives, 2 hayes modems(300 and 1200 baud), an atari printer, and atari cassette tape storage device, 2 atari joysticks and lots of software for sale.

I believe one of the drives starts and stops by itself...and I am not sure if the modem works...All this stuff I had laying around for years. I think a 'happy' chip is installed in the computer.

Best offer takes it all as is.

leave email to mrralan@aol.com if interested as I don't check the newsgroup.

354. Re: SIO2PC -> APE fails to work

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: mbrown@freenet.edmonton.ab.ca
Message-ID: <5b9lmc$8ne$1@news.sas.ab.ca>
Source record: 77061

Trevin Beattie (trevin@xmission.com) wrote:
: tried both COM ports and even tried changing the values of 'extra safety
: margin'. What else could be preventing it from working?
I constructed the one chip version, and when I tried it on an older 386 with a 15450 I/O card I had no success. Everything on the SIO board seemed to work fine, the soldering was ok and I couldn't figure it out. I got my hands on a new I/O Card with the 16550 chip and the SIO booted up right away. I've had it work successfully on a 386dx25, a 386dx33 and a 486dx33. Just make sure you have a newer I/O card with the newer chip - it seems to support the extra speed needed better. Of course, these were my own personal results and opinions... your's may differ.

/\
Michael 'Amra' Brown |==| To all the Smegheads, Metaldogs
mbrown@freenet.edmonton.ab.ca []-ww-[] and Hyboreans: Up The Irons!

355. Re: Atari 8-bit video output: Only RF?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5b9ncv$pcd@flood.xnet.com>
Source record: 77062

Lonnie McClure (lmcclure@delphi.com) wrote:
: In a message dated 1-11-97, Jason Compton said:
: |
: | I was a little surprised when I picked up an Atari 800
: | last year and found it only had an RF output on it--no
: | composite or custom higher-quality video out, like many
: | of its contemporaries.
: |
: Either you actually have a 400 or 600XL instead of an 800, or you are not
: looking close enough. <grin>

Yeah, my stupid mistake.

: The original Atari 800 has a 5-pin DIN monitor jack on the right side.
: The 800XL has the same on the back panel. The original 800 provides not
: only composite, but separate chroma/luma signals as well (just as the
: C64, which was actually released later, did).

Right, I know the 64 was three years later, but I think they're more or
less contemporaries.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
Pythagoras with the looking glass... ...reflects the full moon.

356. Re: FS - 800XL system

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: terryb@bloomington.in.us
Message-ID: <5b9rtu$le@news.hoosier.net>
Source record: 77063

Terry Borah (terryb@bloomington.in.us) wrote:
: Well, I have finally decided to part with one of my 8-bit systems.
: I just don't seem to need to run them both at the same time like I used
: to ;-)
: Anyway, here's what it is:

: 800XL with 1050 drive, 810 drive, and printer interface. all
: cables and power supplies. 1030 modem
: Software:
: Print Shop and Companion and Graphics Library 1
: Graphic Shop
: PrintShop Graphics 1 & 2
: SynCalc
: SynTrend
: SynFile+
: NewsRoom
: BankStreet Music Writer
: AtariWriter+
: The BookKeeper Kit (complete big box and everything)
: Cut & Paste
: Financial Cookbook
: DOS 1, 2, 2.5, 3, SuperDOS 5.0, Spartados 1.1 and 3.2, SmartDOS
: Word/Spell/Graphic Magic
: Sherlock 1050
: DiskWizard II
: Paperclip
: Family cash flow & Family Budget
: Space Base
:
: --Books--

: Compute books:
: Mapping the Atari
: Atari Collection vol. 1
: 1st, 2nd, and 3rd Books of Atari
: Inside Atari DOS
: Machine Language for Beginners 1 & 2
: Atari Graphics

: Atari Basic
: The Elementary Atari
: Advanced Programming Techniques for your Atari
: The Atari Assembler
: Your Atari Computer
: 101 Atari programming Tips & Techniques

: Atari Basic Programs in Minutes
: 6502 Assembly Programming
: 6502 System programming
: And maybe a few others

: --Games--

: Well, I have around 300. Most are binary load - a bunch on the disk, but
: I also have quite a few original.
: -A Sample-

: The Hally Project
: Zork 1 and 2
: the Ultima series
: Alternate Reality
: Trains
: almost all the Infocom Games
: BoulderDash 1 & 2
: ChessMaster 2000

: well, there's a bunch of them.

: I have all kinds of disk utilities, drawing progams, print
: programs -- just a lot of stuff.

: If it matters to anyone, I am NOT getting out of Atari 8-bit, it's
: just that I have got so many systems that it's running me out of room.

: I would prefer to sell all of this to someone as a complete system
: (as in showing someone else the joy and wonders of the Atari 8-bit)

: but I will entertain offers if I have something you need.

: ---
: I have Real Computers - They're Ataris
: terryb@bloomington.in.us
: ---

Luis R. Pena -- I got your mail, but when I tried to reply , it
said that it wasn't a valid address - I don't know what to do about it!
BTW - I also have the XM301 modem

"T"

357. Re: WTD ..looking for a few 8 bit carts, Ball Blazer, Gyruss, Star Raiders 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: davepat@total.net
Message-ID: <32d8943e.0@news.total.net>
Source record: 77064

In an article dated 10 Jan 1997 02:17:33 GMT, someone named cm says...
>
>
>
>i am looking for Ball Blazer, Star Raiders 2, Gyruss...
>
>let me know if you have them for sale or trade
>
Try BEST Electronics; I believe Brad still has the first two in stock, new,
shrinkwrapped, for about $10 each.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
--
"I do not feel obliged to believe that the same God who endowed us with
sense, reason and intellect has intended us to forgo their use."
-- Galileo Galilei

358. Re: XL-it!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: Markus Gietzen <magi@stud.uni-sb.de>
Message-ID: <32D8F70D.4F15@stud.uni-sb.de>
Source record: 77065

Frank Hamlin wrote:

> One of the nice things about windows95. XL-it works fine with my sound
> card, without any autoexec.bat or config.sys files listings of BLASTER

The BLASTER= settings is not needed with the latest XL-it! version.
0.14 worked on most systems because there I used another (slower!)
sound-library. That library was more compatible than the current
VAT-PM library (that does autodetecion and it's very iffy).
Anyway I'll write my own sound-routine that will use Ron Fries'
excellent pokey-emulation.

Bye,
Markus Gietzen

PS: Maybe BLASTER=.... can help on a few systems. I don't know the
internals of the VAT-PM library.

359. Re: How much is SD/MD/ED/DD ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080001201970818390001@nntp.netgate.net>
Source record: 77066

In article <6Og7u84pzHB@peter.soemtron.sb.sub.de>, peter@soemtron.sb.sub.de
(Thomas Havemeister) wrote:

> Howdy !
>
> I know it's a often asked question but I didn't find a answer in the FAQ.
> So my question is: how much is the maximum data storage (in bytes) and how
> fast are of those different format options (meaning of SD/MD/ED(?)/DD) ?

From the c.s.a.8 FAQ, section 12:

SD--Single density, 90K.
ED--Enhanced density, 130K.
DD--Double density, 180K.

I've not heard of MD.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/

Ratio of the amount that the (U.S.) federal government spent (in
1995) on Americans under 18 to those over 65: 1:5. (Harper's Index)

Want to guarantee I'll *never* buy your stuff? Send me e-mail spam.

360. Re: 1050 eats disks!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <32D8F79A.3E94@erols.com>
Source record: 77067

Steve wrote:
>
>
> You could try cleaning the HEAD. I've found that after reading some of
> the older disks, the head has a great buildup. Yes, it read the disks
> ok, but when I went to write to a disk it was garbled etc. After
> cleaning the head I had no trouble at all. I used a cotton bud and
> methylated spirits, but I think you should try and use something that
> won't damage it.
> Anyone else use anything better?
>
> Steve.

The recommended cleaner for Atari disk drives heads is 91% Isopropyl Alcohol. Many drug stores sell it for $1.00 for a 16oz bottle. Do not use the more common 70% to 80% Rubbing Alcohol. The 70 to 80% Rubbing Alcohol often contains other things besides Alcohol and Water and can leave an oily residue.

361. Atari 8 Bit For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-12 00:00:00 UTC
From: bp0267@aol.com
Message-ID: <19970112181500.NAA28524@ladder01.news.aol.com>
Source record: 77068

I have the following Hardware and Software for Sale:

HARDWARE

Atari 1200 XL Computer $30.00
Atari 130 XE Computer $30.00
Atari 1050 Disk Drives (2) $30.00 ea.
AXIOM AT-846 Interface $ 5.00
MPP-1000E Atari Modem $ 5.00
Riteman 9 pin Printer $25.00
Atari Joysticks (4) $ 2.50 ea.
Quickshot Joysticks (2) $ 2.50 ea.

SOFTWARE ALL TITILES $5.00 EA. SOME IN ORIGINAL PACKAGES
Disk: Cartridge:
Atari Family Finances Atariwriter

Atari Proofreader Basic
Atarimusic Smart Terminal
Atariwriter Plus Asteroids
B/Graph Atlantis
DOS 2 Basketball
DOS 2.5 Centipede
DOS 3 Donkey Kong
Printshop Galaxian
Printshop Companion Jungle Hunt
Syn Calc Mario Brothers
Syn Chron Missle Command
Syn File+ Pac-Man
Antic QIX
Cheesmaster 2000 Robotron
F15 Strike Eagle Space Invaders
Flight Simulator II Star Invaders
Ghost Busters E.T. Phone Home
King Cribbage Face Maker
Leader Board Kids on Keys
One on One Learning with Leeper
Public Domain Games 1 & 2
Silent Service
Gulp Math Fun
Master Type
Micro Addition

I would like to sell this system as a package. Total System Price $275.00
U.S.

Please contact me on AOL. BP0267 @ AOL

Thanks

Bob

362. Re: Atari 8-bit video output: Only RF?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970113012400.UAA11231@ladder01.news.aol.com>
Source record: 76985

In article <5b8kk2$abd@flood.xnet.com>, jcompton@typhoon.xnet.com (Jason Compton) writes:

>
>lenspencer@aol.com wrote:
>: If you will look on the right side of the 800, next to the SIO port, you
>: will see a 5-pin DIN receptacle. This is where you will get your
>: composite video and audio. The pinouts are:
>
>: Hope this helps....
>
>Ah yes, sorry. That was pretty stupid on my part to overlook.

Not really. If you're not used to the 8-bits (Atari, C=64), with no docs it's hard to tell.

>So, I guess the next question is--where might I purchase one of these
>cables? Or do I have to build it?

You can order one from B&C Computervisions (Sorry I don't have their number, but it is floating around this NG somewhere), or you can build one yourself, they are not that hard. On the video, just use the composite video output (you can use composite chroma, but it won't work on 800XL's) for color monitors, or for monochrome you can use composite luminance (this output has no color). On the computer end you need a 5-pin DIN male, the other end will be whatever your monitor uses. My Amdek Color 1 uses RCA plug for video, 3.5mm phone plug for audio, but most use RCA for both, so you will have to mark which is which. Use shielded cable for least interference.

Hope this helps.

363. Re: How much is SD/MD/ED/DD ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970113012500.UAA11233@ladder01.news.aol.com>
Source record: 76986

In article <ziggy29-ya023080001201970818390001@nntp.netgate.net>,
ziggy29@netgate.net (Tim Irvin) writes:

>> I know it's a often asked question but I didn't find a answer in the
FAQ.
>> So my question is: how much is the maximum data storage (in bytes) and
how
>
>> fast are of those different format options (meaning of SD/MD/ED(?)/DD)
?
>
>From the c.s.a.8 FAQ, section 12:
>
>SD--Single density, 90K.
>ED--Enhanced density, 130K.
>DD--Double density, 180K.
>
>I've not heard of MD.

That is actually 'Medium Density', just another name for Enhanced. In
some areas people call it medium instead of enhanced.

364. Re: Atari 8-bit video output: Only RF?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5bcb0k$r58@flood.xnet.com>
Source record: 76987

lenspencer@aol.com wrote:
: >Ah yes, sorry. That was pretty stupid on my part to overlook.
:
: Not really. If you're not used to the 8-bits (Atari, C=64), with no docs
: it's hard to tell.

Well, then I'm still guilty as I've been a 64 user since 1985. :)

: >So, I guess the next question is--where might I purchase one of these
: >cables? Or do I have to build it?
:
: You can order one from B&C Computervisions (Sorry I don't have their
: number, but it is floating around this NG somewhere), or you can build one
: yourself, they are not that hard. On the video, just use the composite
: video output (you can use composite chroma, but it won't work on 800XL's)
: for color monitors, or for monochrome you can use composite luminance
: (this output has no color). On the computer end you need a 5-pin DIN
: male, the other end will be whatever your monitor uses. My Amdek Color 1
: uses RCA plug for video, 3.5mm phone plug for audio, but most use RCA for
: both, so you will have to mark which is which. Use shielded cable for
: least interference.

Hmmm...sounds like I should either pull my C= 1702 out of semi-retirement
or further hack the cable into a standard S-Video plug for the TIMM.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
Pythagoras with the looking glass... ...reflects the full moon.

365. Re: Again: Mac/65 + BBK manuals, Speedscript source

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <32DA7C56.F09@zeus.fh-pforzheim.de>
Source record: 76988

hi bo!

you can put my demos on your cd-rom... :)

that would be nice...

heaven/tqa

http://www.uni-karlsruhe.de/~Marek.Tomczyk
in the demo-corner

366. Re: ATARI equipment, MUST SELL!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: phantom@aloha.com
Message-ID: <32d9968e.3250294@snews.zippo.com>
Source record: 76989

Got a Trak AT-D4. I originally paid $600 for it, I am willing to sell
it for $499. Let me know by e-mail. thanks.

The Phantom Sector

terry.ortman@mustang.com (Terry Ortman) wrote:

> ATARI Equipment, MUST SELL!!!
>
>ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
>connector, original cost $599.00, Joysticks $19.95 each, asking $50.00
>or best offer. These SELL AT Video 61 for $49.95 used.
>
>ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb
>(IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4
>disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5
>floppies, any IBM compatible printer, modem port for using any RS232C
>compatible external modem, includes Auto-Term Disk for Atari computers,
>CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS
>master Disk, CP/M Supplement Manual, modem cable, printer cable,
>original cost $695.00 for the ATR8000 Basic system, printer cable
>$39.95, Modem cable $39.95, asking $90.00.
>
>Dual Floppy Disk Drives in case with power supply and cooling fan,
>connecting cable, for above ATR8000 or any IBM compatible computer.
>Case can hold 4 half height 5.25 floppies, original cost $895.00, Case
>alone is worth $89.95 at most supply companies, asking $55.00.
>
>Both ATR8000 and Dual Disk Drives, $125.00
>
>ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
>manual, power supply, connecting cables, oil, original cost $399.95.
>Also have a non-working 1027, can be fixed at any Atari service center,
>both printers cost new $399.95 each, asking $100.00 for both of them.
>Again, these sell, each $49.95 at Video 61.
>
>ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
>good condition, like new, supports single and dual density modes,
>includes power supply, original cost $179.95, asking $75.00. These
>sell at Video 61 for $74.95, same price.
>
>Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers.
>Upgrades and replaces the 6502C in the computer with the 16-bit 65C816
>CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up
>programs as much as 350% faster. The 65C816 processes 4 instructions

>per clock cycle (Only the new P6, 80686 Intel chip does that, besides
>this), as compared to the 6502 which processes one instruction per
>clock cycle. Original cost $249.95. Includes T816 assembler $75.00,
>Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks,
>valued at $25.00 each. Asking $250.00 for the entire package. These
>are not currently available anywhere else that I know of.
>
>ATARI 800XL upgraded to 256K memory, will run most 130XE specific
>programs, already wired for Turbo-816 installation, just need to
>re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original
>cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the
>256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for
>$59.95.
>
>Supra External 2400 Baud Modem, includes powewr supply, no manual,
>Hayes Compatible, requires 850/P:R:/ATR8000, asking $30.00
>
>ATARI RELATED MAGAZINES, Found this unopened box that I had boxed up
>for a person, but then he never sent the order in:
>
>ATARI EXPLORER, February 1985, Cover Price $3.00
>ATARI EXPLORER, April/May 1985, Cover Price $3.00
>ATARI EXPLORER, Summer 1995, Cover Price $3.00, $3.95 Canadian
>ATARI EXPLORER, Winter 1986, Cover Price $3/$3.95 Canadian
>
>ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Sept/Oct 1986, Cover Price
>$2.95 $3.95 Canadian
>
>ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Nov/Dec 1986, Cover Price
>$2.95 $3.95 In Canada
>
>ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Spring 1987, Cover Price
>$2.95 $3.95 In Canada
>
>ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Summer 1986, Cover Price
>$2.95 $3.95 In Canada
>
>The Above Magazines are in good/fair confition. They are from the same
>collection the above 1027, 1050, are from, the previous owner suffered
>a stroke and asked me to dispose of these for him, as he has moved, and
>I am asking FAIR MARKET VALUE, as can be seen from the prices sent to
>me by Video 61, who seem to use the Internet and stocks and sells Atari
>equipment, Video 61 may send me an offer on these then, as I need the
>cash.
>
>MUST SELL, will consider any reasonable offers on this equipment.
>
>Send orders to:
>
> STARFLEET SOFTWARE Company

> 1037 West Leafland Avenue
> Decatur, Illinois 62522-1537
>
>Will consider trading for a trak AT-D4 double sided disk drive NEED ONE
>BADLY someone has to have one, or a trak double-sided slave drive.
>MAKE OFFERS!!
>
>

367. Re: NEW ATARI WEB PAGE :)))

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970112203016.14599D-100000@fissure.scar>
Source record: 76990

On 11 Jan 1997, Ulf Petersen wrote:

> Hi there!
>
> Check out my new ATARI WEB PAGE at ...
>
> http://members.aol.com/upetersen/atari.htm
>
> It's still under construction! If I get enough feedback, I'll add some
> more of my own software titles. I also have a disk with all the songs from
> AR: THE DUNGEON *somewhere* which I could POSSIBLY add to my web page.
> Well, let's see how many people show interest ;).
>
> Ulf
>
>
>

Alternate Reality: The Dungeon was the greatest game ever made for the 8bit. The music, the graphics and the story plot were revolutionary for its time. Did they ever create an end to AR: The City? Also they were supposed make some more scenarioes to continute the dungeon.

That game had the most incredible introduction...

368. Re: XL-it!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <32D9F3FD.167E@htw.uni-sb.de>
Source record: 76991

Daniel Klugh wrote:

> : Seems that there is a mistake in the archive. The sound files (.wav) M U
> : S T be placed in a subdirecdory called "samples" - try this and then
> : have a look again.

> I'd sugest INFO-group's UNZIP and ZIP.

I suggest that you read my documentation !
I wrote that it's a nice idea to use "pkunzip -d atari016.zip" ;-)

Bye,
Markus

369. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: Adam Billyard <ads@csl.com>
Message-ID: <32DA01E9.2788@csl.com>
Source record: 76992

Brian wrote:
>
> The author Markus Geiten announced in comp.misc.emu that he was stopping
> the development of his two emulators...due to the warez and arcade
> emulator crowd...Too bad, XLIT was(is)IMHO one of the better
> emulators...

On a related point. Why do people think Xlit is best? Yes, its better
than Xformer but I'm really more impressed with Rainbow - it seems far
more robust and complete. eg it get all the player priorities correct
etc. Am I missing something here?

ads

--

Adam Billyard,
Criterion Software Limited,
Westbury Court, Buryfields, Guildford, Surrey, GU25AZ, UK.
Tel: +44 (0) 1483 406203 Fax: +44 (0) 1483 406211

370. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: rochelle@umcc.umcc.umich.edu
Message-ID: <rochelle.853155722@umcc.umcc.umich.edu>
Source record: 76993
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

thom@morgan.ucs.mun.ca (Thomas Clancy) writes:

>On or about 10 Jan 1997 08:50:35 -0500, Rochelle Rogoff (rochelle@umcc.umcc.umich.edu)
did proclaim:

>While I _never_ normally do this, I feel I must, simply because of
>the false claim =')

What is the false claim? Is there anyone in comp.sys.amiga.marketplace
selling Lynx development systems? Haven't you ever heard of value-added
retailers in Canada?

>(We also have ONE Amiga 2000 with 5M RAM, 51Meg HD, WB 1.3 and the development
>(system preloaded on the hard drive. It's only $400 + shipping with the
>(purchase of a Howard board. This makes a complete (high-end) Lynx development
>(system for only $2400 + shipping (expect about $60.00 continental US)
>(---

>(Don't miss out! Just like Lynx games, these prices are NOT going to get
>(any lower.

>They sure will. That 2k w/5MB 51MBHD an WB1.3 can be had in
>comp.sys.amiga.marketplace for nomore than $175.00 and even that's
>pushing it. Heck, you might even get a monitor with it for an extra
>$25 or so.

Sure, go buy an Amiga from someone else - we will still help
you install the software on it. Since we only have one Amiga and four
Howard boards, people will have to get the other Amigas from somebody else.
It does sound like a good place to buy monitors too. But if you bothered
to read in the correct context, we aren't selling the Amiga as a stand-alone
system. Only as part of a package. For the person who wants a pre-installed
system (which looking at PC sales, there are lots of them), it makes sense
to offer one. And PC retailers do charge extra to install software and
make sure everything works together. We also checked with a local Amiga
dealer and he was selling Amiga 2000's for $400 each.

>(4. Units are ... sold "AS-IS".

>An "AS-IS" 2 grand investment? You'd have to be a fool to take one
>up on something like that.

And the people in comp.sys.amiga.marketplace are offering warranties on
their products? Ever buy a car from a used car dealer? The last one I
bought was for $7000 and had AS-IS marked on the sticker. What that
means in the US is that it has no express warranty. The buyer accepts

the fact that it might have some scratches and been used before. These units have been tested and do work. What does AS-IS mean in Canada?

> ///\ Thomas Clancy

the opinions expressed here are my own
the facts (claims) expressed here are true, not false

(I wonder why people in England and Canada have a hard time with people getting paid for an honest days work? Could it be their knowledge of American English and culture is lacking? Or are their morals really that different?)

Harry Dodgson
2600/7800/Lynx developer

371. Re: Atari 8-bit video output: Only RF?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970113174100.MAA03103@ladder01.news.aol.com>
Source record: 76994

In article <5bcb0k$r58@flood.xnet.com>, jcompton@typhoon.xnet.com (Jason Compton) writes:

>
>: >So, I guess the next question is--where might I purchase one of these
>: >cables? Or do I have to build it?
>:
>: You can order one from B&C Computervisions (Sorry I don't have their
>: number, but it is floating around this NG somewhere), or you can build
one
>: yourself, they are not that hard. On the video, just use the composite
>: video output (you can use composite chroma, but it won't work on
800XL's)
>: for color monitors, or for monochrome you can use composite luminance
>: (this output has no color). On the computer end you need a 5-pin DIN
>: male, the other end will be whatever your monitor uses. My Amdek Color
1
>: uses RCA plug for video, 3.5mm phone plug for audio, but most use RCA
for
>: both, so you will have to mark which is which. Use shielded cable for
>: least interference.
>
>Hmmm...sounds like I should either pull my C= 1702 out of semi-retirement
>or further hack the cable into a standard S-Video plug for the TIMM.

If the cable you have is a 5-pin DIN it will work on both the C=64 AND the Atari, as the pinouts are the same. The 64 uses an 8-pin DIN receptacle, but those extra 3 pins are unused, and the 5-pin plug mates to it perfectly. I have a 64 in the attic, and have had it hooked up in place of my Atari with no problems.

372. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: thom@morgan.ucs.mun.ca
Message-ID: <5bdv6n$i13@coranto.ucs.mun.ca>
Source record: 76995
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

On or about 13 Jan 1997 07:07:09 -0500, Rochelle Rogoff (rochelle@umcc.umcc.umich.edu) did proclaim:
(thom@morgan.ucs.mun.ca (Thomas Clancy) writes:

(>On or about 10 Jan 1997 08:50:35 -0500, Rochelle Rogoff (rochelle@umcc.umcc.umich.edu) did proclaim:

(What is the false claim? Is there anyone in comp.sys.amiga.marketplace

They make it sound as if they are doing you a favour by over-charging
for an ancient machine. They said (basically) that you wouldn't find
it anywhere is for less (false). They might be offering a deal on the
lynx-only stuff... but they're taking you to thte cleaners on the
A2000 setup.

(selling Lynx development systems? Haven't you ever heard of value-added
(retailers in Canada?

Value-added? Bah! I call it taking advantage of those that don't know
any better. He he not claimed that a lower price could not be found,
I would not have posted the info.

(>They sure will. That 2k w/5MB 51MBHD an WB1.3 can be had in
(>comp.sys.amiga.marketplace for nomore than $175.00 and even that's
(>pushing it. Heck, you might even get a monitor with it for an extra
(>$25 or so.

(It does sound like a good place to buy monitors too. But if you bothered
(to read in the correct context, we aren't selling the Amiga as a stand-alone

Context? Go reread what you posted.

(system. Only as part of a package. For the person who wants a pre-installed

Yes, and you made it sound that since (and only if you're buying this
package) we'll throw in this dandy system for this real-good price.

(make sure everything works together. We also checked with a local Amiga
(dealer and he was selling Amiga 2000's for $400 each.

Because you neighbour robs banks doesn't justify the fact that you do
to. If you can't compete with the market, then pehaps you shouldn't
be in it.

(>(4. Units are ... sold "AS-IS".

(>An "AS-IS" 2 grand investment? You'd have to be a fool to take one
(>up on something like that.

(And the people in comp.sys.amiga.marketplace are offering warranties on
(their products?

Almost 100% of the people there offer DOA guarantees, alot offer 30 days
etc.. You'll never see gear valued at over $75 sold as-is (rarely).

(Ever buy a car from a used car dealer? The last one I
(bought was for $7000 and had AS-IS marked on the sticker.

Then you're crazy.

(What does AS-IS mean in Canada?

In my province, it means nothing. It means that if there was an
existing defect that the consumer wasn't warned about, then the
dealer is still responsible. Aside from that, according to law here,
you've 30 days (or was it 10) to cancel. That aside, practically
all used car dealers here offer 90 day warrantys =')

((I wonder why people in England and Canada have a hard time with people
(getting paid for an honest days work? Could it be their knowledge of
(American English and culture is lacking? Or are their morals really that
(different?)

Getting paid? Who has trouble getting paid? Hell, your country is the
one that doesn't seem to have the bucks to help th unfortunate (welfare).
I doubt there is such a thing as "american" culture (in the true sense
of the word). Morals seem to be different? - I'd say yes. Perhaps that's why
americans rank the highest in the world of "least liked" - the vocal few
that come off as egomaniacal/self-centered/the world should follow us
attitude.

As an aside, what does getting paid in Canada have to do with lack-of
knowledge of American "culture" and American english (if such a thing
exists)- is this yet another example of ego? I would have referred to
it as "New World" english (as does Webster's "New World" dictionary.

Wow, what digression... from lynx packages to culture... to getting
paid... to automobile warranties... morals. =')

///\ Thomas Clancy 1 Hunt's Lane \ INSERT \
///__\(709) 722-9692 St.John's, Newfoundland, Canada \ GENERIC \
\\\/// \MIGA A1B 2L2 \DISCLAIMER\
\/// Homepage http://www.ucs.mun.ca/~thom \ HERE \

373. Re: 6502 assembly

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: gleis67@aol.com
Message-ID: <19970113190900.OAA05497@ladder01.news.aol.com>
Source record: 76996

I have the cartridge and 2 or 3 books that may have what you want. The catch is, you must buy it all!

2-800, 1-810, 1-1050, touch tablet, several games, manuals, books, etc

Dan

374. FS 800 (2), 810, 1050 & more

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: gleis67@aol.com
Message-ID: <19970113192400.OAA05906@ladder01.news.aol.com>
Source record: 76997

2 systems, 1 worked very well, 1 so - so. All cables & adapters. 2
Printer interface (1 works, 1 needs new ribbon cable (works if wiggled)),
several cartridges, incl basic, asm edit, etc, several books for the atari
& 6502, old mags.

Detailed list will be created if there are serious inquires at $100 plus
shipping.

Daniel

375. Re: ATARI equipment, MUST SELL!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: darkknight@netvista.net
Message-ID: <5bdua0$o2b@Picasso.netvista.net>
Source record: 76998

terry.ortman@mustang.com (Terry Ortman) wrote:

> ATARI Equipment, MUST SELL!!!
>
>ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
>connector, original cost $599.00, Joysticks $19.95 each, asking $50.00
>or best offer. These SELL AT Video 61 for $49.95 used.
>
<snip>
>
>The Above Magazines are in good/fair confition. They are from the same
>collection the above 1027, 1050, are from, the previous owner suffered
>a stroke and asked me to dispose of these for him, as he has moved, and
>I am asking FAIR MARKET VALUE, as can be seen from the prices sent to
>me by Video 61, who seem to use the Internet and stocks and sells Atari
>equipment, Video 61 may send me an offer on these then, as I need the
>cash.
>

Well, Terry......

Here in the sticks of the Bay Area of California, we haven't heard of the awesome Video 61. Frankly, their prices seem quite exhorbitant and I would be ashamed to use them as a guide. If you REALLY want to sell your aging stock, you should probably lower your prices 30% to 50%.

And you might also want to stop using the sob story. Though sad, it doesn't really enhance the sales pitch, nor does it make me wish to spend more for an item than it is worth.

Good Luck, for with these prices, you will need it.

Sean Weber

376. Atari 8-bit ROM

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: Paul Hollins <paul11@globalnet.co.uk>
Message-ID: <01bc017b$d4eae3e0$3c547ec2@globalnet.globalnet.co.uk>
Source record: 76999

I've just downloaded an 8-bit emulator, but it needs the 8-bit ROM to run. Apparently it has been transferred to a file that the PC can read. Anyone know where I could get a copy?

Your help is appreciated.

Paul
paul11@globalnet.co.uk

377. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn5dkkli.lcv.asmolar@nscs.fast.net>
Source record: 77000

```
>> emulator crowd...Too bad, XLIT was(is)IMHO one of the better
>> emulators...
>
>
>On a related point. Why do people think Xlit is best? Yes, its better
>than Xformer but I'm really more impressed with Rainbow - it seems far
>more robust and complete. eg it get all the player priorities correct
>etc. Am I missing something here?

Well for me, Rainbow has no sound, it doesn't run fast enough on my machine
(Xl-it does) and I prefer full screen emulation to emulation in a Window.

>Adam Billyard,
>Criterion Software Limited,

Hey, your name looks familiar. Did you write Elektraglide on the 8-bit?
```

378. 8-Bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: crawfordj@stelcos.com
Message-ID: <crawfordj-1301971040510001@205.169.31.4>
Source record: 77001

Wanted: Working 850 Interface and 810 or 1050 Disk Drive for Atari 800. I have not used the Atari for years, and want to fire it up again. Drop me a note as to price (including shipping to Colorado) and condition.

Thanks...
J.C.
crawfordj@earthlink.net

379. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: Brian <bsturk@nh.ultranet.com>
Message-ID: <32DAB1C1.2482@nh.ultranet.com>
Source record: 77002

```
Adam Billyard wrote:
>
> Brian wrote:
> >
> > The author Markus Geiten announced in comp.misc.emu that he was stopping
> > the development of his two emulators...due to the warez and arcade
> > emulator crowd...Too bad, XLIT was(is)IMHO one of the better
> > emulators...
>
> On a related point. Why do people think Xlit is best? Yes, its better
> than Xformer but I'm really more impressed with Rainbow - it seems far
> more robust and complete. eg it get all the player priorities correct
> etc. Am I missing something here?
>
> ads
>
> --
> -------------
> Adam Billyard,
> Criterion Software Limited,
> Westbury Court, Buryfields, Guildford, Surrey, GU25AZ, UK.
> Tel: +44 (0) 1483 406203 Fax: +44 (0) 1483 406211
Yeah.........speed and sound......as for a win95 product it's pretty
good. Oh yeah, it's crippled too....
```

380. Operation Barbarossa (old Atari game)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: The Yum Yum Boy <toby.douglass@ebo.mts.dec.com>
Message-ID: <32DAB66B.819@ebo.mts.dec.com>
Source record: 77003

Hi :-)

Many years ago (feeling my age now :-) a cousin of mine had an Atari 8-bit machine. I can't remember the exact type, only that it loaded from an internal tape drive (normal music style cassettes) and had a keyboard. One of the games he had was called, if I remember correctly, "Operation Barbarosa", and was a military stragetic sim of the WW2 invasion of Russia.

I would -dearly- love to play this game again. Of course, to do this, I need to find out what machine my cousin had, if an emulator exists, and if this game is available for FTP.

Could you help, please?

The Yum Yum Boy...

----mailto:toby.douglass@ebo.mts.dec.com
"you're such a sensitive boy that sometimes i just wanna slap you really hard."
- Aimee Lortskell
----http://bep240.ebo.dec.com/index.html

381. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5bf97j$etu@nnrp1.news.primenet.com>
Source record: 77004
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

In article <5b5hfc$dg0@umcc.umcc.umich.edu>,
Rochelle Rogoff <rochelle@umcc.umcc.umich.edu> wrote:
>Hi again,
>
> We still have 4 systems left, each consisting of:
>
>a Howard board
> in case with the same footprint and color scheme as an Amiga 2000
>the (Howdy) display unit
> these are stereo enabled ... A Pinky/Mandy unit is NOT capable of stereo
>full documentation
> call it 3 pounds, 2 inches, or a few hundred pages... it's a lot
>complete development software
> 9 Amiga floppies with Atari/Epyx programs, demos, sfx, utilities
> 1 Amiga formatted floppy with extra routines by Bastian Schick and myself
>Expert technical support via email included.
>Access to cartridge prototyping, production, packaging, & marketing included.
^^^^^^^^^

Huuuh?

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

382. Re: Atari 8-bit video output: Only RF?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: davepat@total.net
Message-ID: <32da503e.0@news.total.net>
Source record: 77005

In an article dated 11 Jan 1997 03:52:43 GMT, someone named Jason Compton says...
>
>I was a little surprised when I picked up an Atari 800 last year and found
>it only had an RF output on it--no composite or custom higher-quality
>video out, like many of its contemporaries.
>
>Did later 8-bit models add higher-quality video and audio output?
>
The 5-pin DIN is in fact a composite port: chroma, luminance and sound. The 400 had no composite port, nor did the 600xl. The other models did. Take a look at Atari Classics 2/6 for more info on Atari video.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
--
"I do not feel obliged to believe that the same God who endowed us with sense, reason and intellect has intended us to forgo their use."
-- Galileo Galilei

383. Re: ATARI equipment, MUST SELL!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: Christopher Brett Strong <strong@facility.cs.utah.edu>
Message-ID: <Pine.HPP.3.95.970113204636.771A-100000@labhp31.cs.utah.edu>
Source record: 77006

> -
> You know, this thread is funny. It keeps reappearing and reappearing.
> But everytime, something different is added, so I know someone must be
> updating it. For one, how come the ATR8000 hasnt been sold yet? I'm
> sure someone must have bought it by now.
> Anyone know?

I was ready to buy it; the price was not too bad. But I scared to deal
with him; I was afraid I would get a Radio Shack case full of used
Sinclair parts or something equally awful.

-Chris

384. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: read@my.sig
Message-ID: <32da7af2.1481052@news.networx.net.au>
Source record: 77007

Adam Billyard <ads@csl.com> wrote:

>Brian wrote:
>>
>> The author Markus Geiten announced in comp.misc.emu that he was stopping
>> the development of his two emulators...due to the warez and arcade
>> emulator crowd...Too bad, XLIT was(is)IMHO one of the better
>> emulators...
>
>
>On a related point. Why do people think Xlit is best? Yes, its better
>than Xformer but I'm really more impressed with Rainbow - it seems far
>more robust and complete. eg it get all the player priorities correct
>etc. Am I missing something here?
>
> ads

Not everyone has Windows 95 to run it on, and I'm certainly not
upgrading just to run Rainbow....

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

"ATARI: Power without the price!" even more so now.
---

385. Re: WTB: Complete Atari 800 system

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: gleis67@aol.com
Message-ID: <19970113191300.OAA05597@ladder01.news.aol.com>
Source record: 77008

I have two complete systems (comp+floppy+ps). One works real fine, the other works most of the time.

Several cartridges, books, tech manuals (original atari), two printer interfaces, magazines, etc.

If you're interested, I'll dig out the detailed list. $100 plus shipping

Dan

386. Converting ATRs

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32daccad@pianosa.demon.co.uk>
Source record: 77009

Whilst reading the usual rubbish I find here, I wrote something interesting to
Bob Malay - Loral - X7750 about Converting ATRs:

Hello Brad,

BML>> I'm sure that this question has been asked before - sorry for that,
BML>> but how can I convert an ATR for use with a real Atari 8bit using only
BML>> an 8bit - no PCs, no emulators.
BR> ATR2DSK.BAS, I have it here. I've never used it yet, but it was sent
BR> to me uuencoded by somebody who's name I no longer recall.

As there has been a certain amount of interest generated by my reply to Bob's
request, and at the suggestion of Alan Sharkis, I've posted a copy of
ATR2DSK.BAS in uuencoded form, to alt.binaries.atari.

So, if any of you other people want it, look for it there.

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... Why do they try to hide our past, by pulling down houses and building
car parks? - Bricks and Mortar; The Jam

387. List of Atari Carts

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: SUTTON GARY E <gesutton@olympic.ctc.edu>
Message-ID: <32DA9910.6A1D@olympic.ctc.edu>
Source record: 77010

Can anyone provide a list of every Atari 2600 cartridge ever made along with the names of their Sears Telegames counterparts? I've set a goal to have a collection of all carts available for the 2600 and there's so many of them that I can't remember them all.

Thanx.

Yerf!
Otter

388. Re: Atari 8-bit ROM

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: feb6399@osfmail.isc.rit.edu
Message-ID: <5be665$lbl@news.isc.rit.edu>
Source record: 77011

In article <01bc017b$d4eae3e0$3c547ec2@globalnet.globalnet.co.uk>,
Paul Hollins <paul11@globalnet.co.uk> wrote:
>I've just downloaded an 8-bit emulator, but it needs the 8-bit ROM to run.
>Apparently it has been transferred to a file that the PC can read. Anyone
>know where I could get a copy?
>

Since this is being brought up, I might as well ask this again
to see if things have changed (I asked this many years ago)

What is the current legal status of the OS ROM's for the Atari 8-bits?

That emulator he's referring to could be mine, or it could be someone
else's, I don't know. But I do know that I'm distributing mine in
source code form, but without the OS ROM's (or BASIC ROM's, or any
other actual Atari software) to avoid legal complications.
Back when I first wrote it, I had a lot of people
(including Derek Mihocka) tell me that it would be illegal to distribute
the ROM with my emulator.

So, has this changed by now? Are other people giving out the ROM
with their emulators, or is everyone on their own?
(I haven't had time to check out the other emulators recently)

- Frank

--
Frank "Shaggy" Barrus: shaggy@csh.rit.edu; http://www.csh.rit.edu/~shaggy

389. S: ATARI 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6Oo9mCZpzHB@peter.soemtron.sb.sub.de>
Source record: 77012

Howdy !

Ich suche einen gut erhaltenen:

ATARI 800XL oder ATARI 1200XL

Sollte optisch(!) und technisch einwandfrei sein, keine extras nï¿½tig.

----

for our english-only user: I'm looking for those computers :--)

--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

390. Re: 1050 eats disks!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-13 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32DA5ECF.33DE@tcd.net>
Source record: 77013

Clean the head and the tracks the head travels on and see if that corrects the problem.

bob

391. Re: NO YOGI..

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: tuf@cyberspy.com
Message-ID: <32dbc856.6082482@207.126.101.81>
Source record: 76895

fu511@cleveland.Freenet.Edu (Kevin S. Moore) wrote:

> Well, Well, it looks as though the Average Bear is ah..average..bye bye
> 3rd Planet..;)
>
> So where's the really good FTP sites?? Huh Huh inquireing minds
> want to know...

Huh? What language is this written in?

See ya, Joe

392. Re: 1050 eats disks!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: ya193@freenet.victoria.bc.ca
Message-ID: <E3zFoH.Ar0@freenet.victoria.bc.ca>
Source record: 76919

Jonathan C. Mordosky (mordosky@erols.com) wrote:
: Steve wrote:
: >
: >
: > You could try cleaning the HEAD. I've found that after reading some of
: > the older disks, the head has a great buildup. Yes, it read the disks
: > ok, but when I went to write to a disk it was garbled etc. After
: > cleaning the head I had no trouble at all. I used a cotton bud and
: > methylated spirits, but I think you should try and use something that
: > won't damage it.
: > Anyone else use anything better?
: >
: > Steve.

: The recommended cleaner for Atari disk drives heads is 91% Isopropyl
: Alcohol. Many drug stores sell it for $1.00 for a 16oz bottle. Do not
: use the more common 70% to 80% Rubbing Alcohol. The 70 to 80% Rubbing
: Alcohol often contains other things besides Alcohol and Water and can
: leave an oily residue.

Believe it or not, I cleaned the heads right before the drive started
having problems. I did use 70% isopropyl so that could be the cause of
the problem. But I also cleaned my other 2 1050s this way and they both work
fine. I'll go pick up some 91% alcohol and clean it again and see if that
helps (I hope so). If not, I sure won't put any non-write-protected disks
in it.

Thanks for your help,
Justin

393. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: Adam Billyard <ads@csl.com>
Message-ID: <32DB4E2D.1178@csl.com>
Source record: 76920

Tony Smolar wrote:
>
> >Adam Billyard,
> >Criterion Software Limited,
>
> Hey, your name looks familiar. Did you write Elektraglide on the 8-bit?

Yes, many moons ago.

--

Adam Billyard,
Criterion Software Limited,
Westbury Court, Buryfields, Guildford, Surrey, GU25AZ, UK.
Tel: +44 (0) 1483 406203 Fax: +44 (0) 1483 406211

394. Re: ATARI equipment, MUST SELL!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <32DB72EA.593@ncweb.com>
Source record: 76921

Terry Ortman wrote:
>
> ATARI Equipment, MUST SELL!!!

..... snip ..... a bunch of overprice stuff removed .....

For anyone NEW to the group .. BEWARE. For the old timers .. another
good laugh!

Bill
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

395. Re: FS 800 (2), 810, 1050 & more

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: gleis67@aol.com
Message-ID: <19970114121900.HAA02264@ladder01.news.aol.com>
Source record: 76922

I will of course entertain any serious bids over $50

Dan

396. Re:: COPYRIGHTS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <5bg0q1$g2t@news.asu.edu>
Source record: 76923

Bob, are you okay?

--
Phoenix Atari Connection - P.O. Box 67511 - Phoenix, AZ 85082
webpage - http://inficad.com/~bosco
Charter Member of: End Hostile Usenet Dolts

397. Re: : COPYRIGHTS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <5bfunl$glm@xmission.xmission.com>
Source record: 76924

BobKlaas <bobkla19@tcd.net> wrote:
: Now that I have slipped into your back yard, how do you feel?

: Give up your girlfriend, sweetheart, Wife ect..??? You do not actualy
: own her!...You do not have Copyright you have paid for or spent
: relentles hours completing what I can do for her in a few minutes!
: Guranteed!!!

: EGO??? No straight fact! Been both places and can accomplish what I set
: out to do! Don't believe me...ship her to me like you ask othes to do
: and I will prove it!

Have you been drinking? Please remember, dont drink and surf!

What would YOUR WIFE think about these posts, Bob?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

398. need T.N.

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: Pawel Lapinski <paul@cc.uni.torun.pl>
Message-ID: <5bg5ob$e7@Waldemar.mat.uni.torun.pl>
Source record: 76925

I need program Toms Navigator, could you send where can I get it.

paul@cc.uni.torun.pl

399. Atari 8-bit video output: Only RF?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5bg8mm$1bme@usenetp1.news.prodigy.com>
Source record: 76926

For a monitor cable from B&C Computervisions, their number is
408-986-9960.

bostone

400. Re: NO YOGI..

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E40A7w.C6q@nonexistent.com>
Source record: 76927

```
-
- Well, Well, it looks as though the Average Bear is ah..average..bye
bye
- 3rd Planet..;)
-
- So where's the really good FTP sites?? Huh Huh inquireing minds
- want to know...

Good ftp sites for what???
If you are referring to the lack of new uploads, bear in mind that
SOMEBODY has to u/l stuff. Maybe you don't know, but that collection
only started in April of 96, to get where it is. There are at least
2,000 more titles that need to be added.........
So......... do you have any to SHARE, or are you going to SHUT UP?

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL
```

401. 7800 and Maria Signals

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: malay@tds-gn.lmco.com
Message-ID: <5bgdjl$t19@news.tds-gn.lmco.com>
Source record: 76928

When using the Maria video signals off the 7800's expansion port (I'm trying to get composite video working) - I only see a picture when using a 7800 cart - when using a 2600 cart I get no picture but I can tell the game is running - sound works.

Are the Maria signals only for the 7800 "system"?

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@tds-gn.lmco.com /
/ 703.367.2403 /
/ /
//

402. Mystery stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: "Matt K." <mkozak@clam.rutgers.edu>
Message-ID: <Pine.GSO.3.94.970114131854.25707A-100000@clam.rutgers.edu>
Source record: 76929

I've been getting back into the classic stuff, but mostly hanging out in the c64 newsgroup; however, the other day I bought a load of stuff at a yard sale and hoped someone here could tell me what it is:

1. Power Supplies: one black rectanglular w/ a 7 prong female cord, part#C070099
one little black box with 7 prong male cord, part #C061982, seems to fit the 800xl I bought; it gets warm when plugged in, but the CPU power light doesn't come on...
one rectangular, but smaller than the one listed above,5 prong female cord, I was told it goes to the SF354 drive, but what Atari CPU is that drive for?

2. SC 1224 Monitor with 13 prong male cord and an RF? cord coming out of the hole for the horizontal hold(white). Is it color? What CPU does it work with? It looks similar to the casing design of the SF354.

3.And wierdest of all...an Atari model"C240 Video Music" thing. It looks like an on old piece of stereo equipment, with L and R RF? inputs and an RF cable coming out. It also has a strange shaped power cord with "Atari" on it in silver letters. The front has silver dials and push buttons which go from dark brown to brown to orange to yellow(power button). Any ideas? From the words near the buttons (shape, auto, hole) it seems to be something that would show funny graphics on a TV when music is played through it, but I don't see where the cables would go...

Sorry for this info. overload, but I'm at a complete loss and no one in my area (that I know of...) has been able to help (they're Commodore or Apple II people).

Thanks!

Matthew Kozak
Rutgers University-Camden
mkozak@camden.rutgers.edu

****
"They that can give up essential liberty to obtain a little temporary safety deserve neither liberty nor safety." -Ben Franklin
****

403. Re: Atari 8-bit ROM

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E3zBKq.73D@nonexistent.com>
Source record: 76930

```
-
-What is the current legal status of the OS ROM's for the Atari
8-bits?
-
-That emulator he's referring to could be mine, or it could be someone
-else's, I don't know. But I do know that I'm distributing mine in
-source code form, but without the OS ROM's (or BASIC ROM's, or any
-other actual Atari software) to avoid legal complications.
-Back when I first wrote it, I had a lot of people
-(including Derek Mihocka) tell me that it would be illegal to
distribute
-the ROM with my emulator.
-
No, still hasnt changed. Apparantly, xformer is the only one that
comes with the ROMS, and they can still work with everyone elses.
Since Darek can't prohibit you from using ROMS (especially if you own
a real 8 bit or two!), just d/l the demo version of xformer, it
includes them, and copy them to the appropriate directory.

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL
```

404. Re: Trackball

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32DBC1C0.41C67EA6@fir.fbc.com>
Source record: 76931

Hi,

The Wico trakball is a fairly common item, but still worth a decent price, you can probably get as much as $10 for them each.

As for your cords, its sounds like you've got a couple of Y spliteers to attach multiple joysticks, trakballs, etc... and the other maybe be a splitter from your 5 pin DIN port to go out to speakers for audio, just some cool connectors, nothing special, but definitely cool.

Curt

405. Re: Memory upgrade for Atari 400??

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32DBC26F.167EB0E7@fir.fbc.com>
Source record: 76932

Hi,

There are many memory upgrades for the Atari 400, even a 48K upgrade from Atari itself. Call B&C Computervisions and speak with Bruce (Don't speak with his wife, most of the time she'll say no they dont have it, when in fact they do) 408-986-9960. Next to Best electronics, B&C Computervision has one of the largest selections of Atari 2600/5200/7800, Atari 400/800, Atari XL/XE, Atari ST, Lynx & Jaguar selections out there.

Curt

406. Brand new Atari 1090XL cards & covers!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32DBC572.446B9B3D@fir.fbc.com>
Source record: 76933

Hi,

I'm trying to get feedback from owners of Atari 1090XL expansion systems. I currently have 2 projects which are close to complete (approxiametly 3 months)

1. The 1090-IDE interface. I fully functional IDE interface that will allow you to boot from any of D1: - D9: drives from an IDE hard drive. The card will be accessible from both an external connector or internal*

* note: I'm considering an internal mounting kit for a 3" IDE drive with bracket and power connector, this however is not until after I get some feedback.

2. Project number 2 applies to all Atari 1090XL owners who would love the one item they truly want for their expansion box: A COVER!!!!
I have a cover and I am having a machine shop measure and reproduce these cover which will be spray painted with the rough off white paint coat that the original covers would have had.

NOTE: I will only be planning on producing about 1 dozen of each product. Cost is expected at about $60.00 for the IDE interface (hopefully with an internal mounting bracket) and $15.00 for the Covers.

IMPORTANT: This email account is closing very soon, do NOT reply to it, please reply to my home account at:

cvendel@aol.com

Also, check out my webpage at:

http://members.aol.com/cvendel/vaporware.html

Curt Vendel

407. cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <32DC19C3.191E@cris.com>
Source record: 76934

Among the few left over 8 bit items I have, I found an unused cable about 3 feet long. At one end is a round connector with with 8 pins inside. The other end has 3 separate plugs similar to RCA jack plugs, a red one, a black one, and a slightly smaller white one. Does anyone know what this is or have a use for it?

Jim Treber

408. For Sale: AMDEK 3" Dual Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32DBDCA9.15FB7483@fir.fbc.com>
Source record: 76935

For Sale:

Amdek 3" (not 3.5") Dual drive unit, Direct connects to SIO port, has power supply and 10 PAK of 3" 360K disks. Extremely Rare item!

Make all offers to: cvendel@aol.com

IMPORTANT: DO NOT REPLY to the address of this newsgroup post, this address is no longer being used in a few days, use the cvendel@aol.com ONLY. Thanks.

Curt

cvendel@aol.com

http://memebers.aol.com/cvendel/vaporware.html

409. Re: Mystery stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970114210903.2825.qmail@mail.ptd.net>
Source record: 76936

> From: "Matt K." <mkozak@clam.rutgers.edu>
>
>I've been getting back into the classic stuff, but mostly hanging out in
>the c64 newsgroup; however, the other day I bought a load of stuff at a
>yard sale and hoped someone here could tell me what it is:
>
>1. Power Supplies: one black rectanglular w/ a 7 prong female cord,
> part#C070099
> one little black box with 7 prong male cord, part
> #C061982, seems to fit the 800xl I bought; it
> gets warm when plugged in, but the CPU power light
> doesn't come on...
> one rectangular, but smaller than the one listed above,5
> prong female cord, I was told it goes to the SF354
> drive, but what Atari CPU is that drive for?

That last one is for a disk drive that works on the Atari ST computer.
It's the Atari counterpart to the Amiga if you're wondering :)

The other ones I am not sure about though they may be for the ST if they
are packaged in the same box.

>2. SC 1224 Monitor with 13 prong male cord and an RF? cord coming out of
> the hole for the horizontal hold(white). Is it color? What CPU
> does it work with? It looks similar to the casing design of the
> SF354.

Again, it's for the ST. The SC 1224 monitor,which is what I have, is a
RGB color monitor and it's much more sharper than using a TV.

>3.And wierdest of all...an Atari model"C240 Video Music" thing. It looks
>like an on old piece of stereo equipment, with L and R RF? inputs and an
>RF cable coming out. It also has a strange shaped power cord with "Atari"
>on it in silver letters. The front has silver dials and push buttons
>which go from dark brown to brown to orange to yellow(power button). Any
>ideas? From the words near the buttons (shape, auto, hole) it seems to be
>something that would show funny graphics on a TV when music is played
>through it, but I don't see where the cables would go...

It's the Atari Video Music machine. :) You plug in your stereo in the L
and R jacks and it shows the music on the TV. Quite a rare find it is.
Only other device that does that is the Jaguar CD-ROM drive with bulit in
Virtual Light Music which uses CD's only. Hope this helps...

Eric Noss
a.k.a

Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or
automatic.

410. NO YOGI..

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: fu511@cleveland.Freenet.Edu
Message-ID: <5bf84l$j24@madeline.INS.CWRU.Edu>
Source record: 76937

Well, Well, it looks as though the Average Bear is ah..average..bye bye
3rd Planet..;)

So where's the really good FTP sites?? Huh Huh inquireing minds
want to know...

411. Re: Converting ATRs

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32DC0460.5CBD@kawo2.rwth-aachen.de>
Source record: 76938

```
Steve wrote:
>
> Brad Rogers <brad@pianosa.demon.co.uk> wrote:
>
> >Whilst reading the usual rubbish I find here, I wrote something interesting to
> >Bob Malay - Loral - X7750 about Converting ATRs:
> >
> >Hello Brad,
> >
> > BML>> I'm sure that this question has been asked before - sorry for that,
> > BML>> but how can I convert an ATR for use with a real Atari 8bit using only
> > BML>> an 8bit - no PCs, no emulators.

Iï¿½ve made a Image extractor for use with Sparta/BW-Dos.
It can extract SD/ED ATR or XFD Files.
Note File-size must be
92176 or 133136 bytes (ATR) bzw.
92160 or 133120 bytes (XFD).
It shows a short explanation by starting without parameters.
Itï¿½s located in the Utilities-disk at my homepage in the download area.

V1.00 is free for use, please send me a postcard, if you like it.
BTW - If someone wantï¿½s to upload it to UMICH - fell free.
I tried it with no success.

Matt
--
| | | _____________________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html
```

412. Re: Atari 8-bit ROM

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5beu58$qn5@flood.xnet.com>
Source record: 76939

Frank Barrus (feb6399@osfmail.isc.rit.edu) wrote:

: What is the current legal status of the OS ROM's for the Atari 8-bits?
:
: That emulator he's referring to could be mine, or it could be someone
: else's, I don't know. But I do know that I'm distributing mine in
: source code form, but without the OS ROM's (or BASIC ROM's, or any
: other actual Atari software) to avoid legal complications.
: Back when I first wrote it, I had a lot of people
: (including Derek Mihocka) tell me that it would be illegal to distribute
: the ROM with my emulator.
:
: So, has this changed by now? Are other people giving out the ROM
: with their emulators, or is everyone on their own?

Unless Atari has done as some companies (most notably British ones) have done with their 8-bit OSes, it would still be technically owned by the owner of the Atari properties, JTS.

Whether or not they care, I don't know. My guess is no, but...

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
Pythagoras with the looking glass... ...reflects the full moon.

413. Re: Just a thought: old software clearing house?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <5bh35u$ggd@zorak.acns.carleton.edu>
Source record: 76940

Tim Irvin, ziggy29@netgate.net wrote:

>Whatever the vendor--be it EA, or SSI, or Origin, or Sierra, or
>others--this place could work with them, pay royalties from sales
>to their respective copyright holders, and help pad their bottom
>line a bit with little or no cost to them. And I'd think it would
>be good for PR as well.
>
>It seems to me that the old software vendors would have very little
>to lose under such an arrangement. They're not making anything off
>of the copyright today anyway, and there would be a low-cost
>legitimate source for the software you kicked yourself for
>throwing away in 1990. Furthermore, there would again be *no*
>legitimate arguments in favor of software piracy, as there would
>now be accessible commercial channels for buying the software
>through legitimate means.

Problem is, most all the commercial software is already available on the various pirated software archives. Thanks to them, who's going to pay ANYTHING for 8-bit Atari software, knowing they can just download it off the net. People around here DEMAND their free warez, like it's their god-given right that all old commercial software should now be given to them for free, since they successfully waited for the market value of that software to drop to about zero. And what's driven the market value of 8-bit Atari software to approximately zero? Why, the availability of it all for free!

Your proposal could only work if the various pirate archive maintainers agreed to remove software made available legally through the "clearinghouse." But most of the commercial software on their archives IS available legally, from various commercial sources still trying to sell it, and on the used market. I highly doubt they would remove them from their archives just because ANOTHER legal source was available.

In a normal marketplace, the rare items in high demand (Bounty Bob Strikes Back, etc.) would bring in higher prices on the used market. But thanks to the pirate software archives, that softare isn't worth anything. You've read the arguments here, prices more than a couple dollars are generally considered outrageous. Never mind how common/rare it is, never mind the level of demand. The value of all 8-bit Atari software is being finalized to zero, thanks to the pirate software archive maintainers and supporters.

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

414. Magazine could add 8-bit Atari coverage!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <5bh3q1$eus@zorak.acns.carleton.edu>
Source record: 76941

If 25 of us are willing to subscribe, this magazine would like to start supporting the 8-bit Atari!

I plan on subscribing myself. If you'd be willing to put down some money as well, could you e-mail me so I can track how many respond to this?

Thanks!

-Michael

Date: Sun, 29 Dec 1996 16:27:40 -0500 (EST)
From: xx004@cleveland.Freenet.Edu (Atari SIG)
Subject: [DSRTFOX@delphi.com: Re: CAIN WWW Feedback (fwd)]
To: mcurrent@carleton.edu
Reply-to: xx004@cleveland.Freenet.Edu (Atari SIG)

================ Begin forwarded message =================

From: DSRTFOX@delphi.com (Frank Swygert)
To: xx004@cleveland.Freenet.Edu
Subject: Re: CAIN WWW Feedback (fwd)
Date: Sat, 07 Dec

On 5-DEC-1996 13:41:08.5 xx004 said to DSRTFOX
>I personally think including Atari support in your magazine would be a
>great idea. As the number of dedicated Atari magazines continues to
>dwindle, Atari coverage should be able to move into multi-platform
>publications, covering all similar systems.
>I only own 8-bit Atari computers myself, but if you manage to
introduce
>8-bit coverage into your magazine, please let me know so I can
>subscribe! :)
>-Michael Current, CAIN 8-bit computers support
>mcurrent@carleton.edu

Michael, if you can round up 25 subscribers to start, and some
contributers,
I'll happily add Atari 8-bit support. Will be 2-4 pages to start, but as
subscriptions come up content would also. I'll have to assume the content
is
correct, as I have only a limited knowledge of Atari 8 bits. I would
definitely be interested in BASIC programs and hardware subjects. Maybe we
can do some comparisons between the CoCo and Atari, not to determine any
kind of superiority, but to familiarize readers with the differences and
similarities. A history of Atari 8 bits would be good also.

Think you can get 25 Atari 8 bitters to "risk" $24 each? All I ask of my subscribers is that they support me with subscriptions and articles. The hardware articles (someone made a scanner that used a printer for an Atari 8
bit once) are especially interesting, as they can be modified for the other
platform.

Francis (Frank) G. Swygert
Publisher, "the world of 68' micros" Magazine

`[1;36;45mRainbow V 1.19.4 for Delphi - Test Drive

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

415. Re: atari 2 pc files transfer please.

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: Gideon <gideon.marcus@medtronic.com>
Message-ID: <01bc0271$77637ce0$81790f90@marcug1.iv.sd.am.medtronic.com>
Source record: 76942

I have two programs--Atario and Util. They will transfer files though you only will be able to access text files on the IBM. It does not work the other way (IBM to Atari). Are you calling from Israel? My family lives in Afula!

oded avrishami <avrisham@beitza.jct.ac.il> wrote in article <5apdvd$6hv@news.huji.ac.il>...
> BE'EZRAT HA'SHEM, WITH GOD'S HELP.
>
> HELLO.
> Can someone please tell me : is there a way to transfer file from
> atari to pc & how ?
>
> THANK U VERY MUTCH IN ADVANCE.
>
> SORY FOR THE POOR ENGLISH.
>
> ODED AVRISHAMI.
>
> avrisham@avoda.jct.ac.il
>

416. Re: Atari 8-bit video output: Only RF?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: wmcbrine@clark.net
Message-ID: <5bghr0$7bb@clarknet.clark.net>
Source record: 76943

lenspencer@aol.com wrote:

: (Looking at port)

: 1 5
: 2 4
: 3

: 1) Audio out (line level)
: 2) Composite Chroma
: 3) Signal ground
: 4) Composite Video
: 5) Composite Luminance

This is very similar to the port on a Commodore 64 (or 128):

Audio/Video
Pin Type
+-------+----------------------+
1	LUMINANCE
2	GND
3	AUDIO OUT
4	VIDEO OUT
5	AUDIO IN
6	CHROMINANCE
+-------+----------------------+
++ ++
/ +-+ \
/ \
+ +
| 6 |
|3O O O1|
| |
+ O O +
\5 O 4/
\ 2 /
+---+

Apart from pin 6, the connector is the same, as are pins 1 (5, on your chart), 2 (3), 3 (1), and 4 (4). I have a cable (it came with an old monitor) which will work with either system; it omits pin 6 and connects composite video and audio to RCA plugs.

--
William McBrine | http://www.clark.net/pub/wmcbrine/html/
wmcbrine@clark.net | Vote Ralph Nader for President in 2000!

417. Re: Converting ATRs

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: read@my.sig
Message-ID: <32dfc78e.5580434@news.networx.net.au>
Source record: 76944

Brad Rogers <brad@pianosa.demon.co.uk> wrote:

>Whilst reading the usual rubbish I find here, I wrote something interesting to
>Bob Malay - Loral - X7750 about Converting ATRs:
>
>Hello Brad,
>
> BML>> I'm sure that this question has been asked before - sorry for that,
> BML>> but how can I convert an ATR for use with a real Atari 8bit using only
> BML>> an 8bit - no PCs, no emulators.
> BR> ATR2DSK.BAS, I have it here. I've never used it yet, but it was sent
> BR> to me uuencoded by somebody who's name I no longer recall.
>
>As there has been a certain amount of interest generated by my reply to Bob's
>request, and at the suggestion of Alan Sharkis, I've posted a copy of
>ATR2DSK.BAS in uuencoded form, to alt.binaries.atari.
>
>So, if any of you other people want it, look for it there.

Well... Had a look, but it doesn't seem to have made it there..

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

"ATARI: Power without the price!" even more so now.
---

418. TIA Sound Emulation Library V1.1

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: Ron Fries <rfries@tcmail.frco.com>
Message-ID: <32DC18C0.B9B@tcmail.frco.com>
Source record: 76945

I've just released V1.1 of the TIASOUND Emulation Library for the Atari Television Interface Adapter (TIA) chip used in the Atari 2600 VCS. The changes from V1.0 are minor but do improve the sound quality. It can be downloaded from:

ftp://members.aol.com/atari800xl/TIASND11.ZIP.

I have a few other ideas I may implement as well, but I wanted to get this fix out now.

I will also be releasing an update (V1.2) to my POKEY Sound routines in the near future as a similar problem exists. A V2.0 version which supports multiple POKEY chips (mainly useful in Arcade emulators) is in the works as well.

Ron Fries
rfries@tcmail.frco.com

Author of:
TRSF80: TRS-80 Model I Emulator for DOS
http://members.aol.com/trsf80
POKEYSND: POKEY Chip Sound Emulation Library (Atari 8-bit)
ftp://members.aol.com/atari800xl/POKEY11.ZIP
TIASOUND: TIA Chip Sound Emulation Library (Atari 2600 VCS)
ftp://members.aol.com/atari800xl/TIASND11.ZIP

419. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: Matty <moses@cybercomm.net>
Message-ID: <32DBB149.4A7E@cybercomm.net>
Source record: 76946

Adam Billyard wrote:
>
> On a related point. Why do people think Xlit is best? Yes, its better
> than Xformer but I'm really more impressed with Rainbow - it seems far
> more robust and complete. eg it get all the player priorities correct
> etc. Am I missing something here?
>
> ads
>
> Adam Billyard,

I could be wrong, but I think Rainbow doesn't have sound (win95 version). For some people (me) it takes a big hit right there...

matt raupp

420. Re: Operation Barbarossa (old Atari game)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: The Yum Yum Boy <toby.douglass@ebo.mts.dec.com>
Message-ID: <32DBEC07.6004@ebo.mts.dec.com>
Source record: 76947

lenspencer@aol.com wrote:
> In article <32DAB66B.819@ebo.mts.dec.com>, The Yum Yum Boy
> <toby.douglass@ebo.mts.dec.com> writes:

> >Many years ago (feeling my age now :-) a cousin of mine had an Atari
> >8-bit machine. I can't remember the exact type, only that it loaded
> >from an internal tape drive (normal music style cassettes) and had a
> >keyboard. One of the games he had was called, if I remember correctly,
> >"Operation Barbarosa", and was a military stragetic sim of the WW2
> >invasion of Russia.

> >I would -dearly- love to play this game again. Of course, to do this, I
> >need to find out what machine my cousin had, if an emulator exists, and
> >if this game is available for FTP.

> Ah, yes. I remember it, the actual title was Eastern Front 1941.

Oh God I LOVE YOU!!! Have my children!!! :-))))

Oh WOW! Time to go surf those file archives!

Can you remember which machine it ran on? Or will or work on most
Atari's?

> Started
> out as an APX (Atari Program eXchange) title, then Atari re-released it in
> a cartridge. I had the original tape, and fortunately I was able to
> transfer it to a boot disk before the tape was eaten by a hungry 410
> recorder. The DOS file conversion (crack?) is still floating around on
> some Atari BBS's (what few are left), if you can't find an original...

No modem. And I'm in Switzerland. Lack of Atari BBS's, methinks.

But I hope to find it on the net.

Thankyou again!

The Yum Yum Boy...(wow woow wowoowowow!!!! :-))

----mailto:toby.douglass@ebo.mts.dec.com
"you're such a sensitive boy that sometimes i just wanna slap you really
hard."
- Aimee Lortskell
----http://bep240.ebo.dec.com/index.html

421. BOOK: Interviews with Classic Game Programmers

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: jhague@dadgum.com
Message-ID: <jhague-1401971914310001@dialup48.blarg.net>
Source record: 76948

I'm the author of the "Giant List of Classic Game Programmers" available at http://www.dadgum.com/giantlist.html.

Since 1995 I 've been talking with many of the people on that list for a book currently titled _Halcyon Days: Interviews with Classic Computer and Video Game Programmers_. The people included range from the well-known to the obscure; some names sure to ring a bell are:

Jeff Minter (Gridrunner, Sheep In Space, Tempest 2000)
David Fox (Rescue on Fractalus)
Phil Price & Gary Gilbertson (Alternate Reality)
Warren Robinett (Adventure)
Bill Budge (Raster Blaster, Pinball Construction Set)
Tim Skelly (Rip-Off, Armor Attack, designer of Star Castle)
Ed Rotberg (Battlezone, Blasteroids, S.T.U.N. Runner)
John Harris (Jawbreaker)
Doug Neubauer (Star Raiders, Solaris)
Danielle Berry (M.U.L.E., Seven Cities of Gold)

Plus fifteen or so other programmers of classic games for the Atari 2600, Atari 8-bit computers, Apple II, Commodore-64, and other systems. Even for a trivia hound like myself, the amount of new information is staggering. Do you know...

-What lousy Vic-20 game inspired Jeff Minter to start Llamasoft?
-What creature Warren Robinett removed from Adventure?
-What part George Lucas played in the development of Rescue on Fractalus?
-What famous Atari 800 game was programmed in a backwoods cabin, using the car battery of a Jeep for power?
-What Star Raiders/Solaris follow-up was written by Doug Neubauer for the NES?
-What kinds of programming tricks were used to pull off impossible feats like Electraglide?

The point isn't the trivia, though; it's hearing the stories and the inside information and what went on inside the heads of the people who wrote the classic games we remember so fondly.

Halcyon Days should be available within the next six weeks. To receive advance notice, reply to this posting. There are a few surprises I'm not letting out of the bag yet, either (collectors of classic game paraphenalia take note!).

--
James Hague
Dadgum Games
jhague@dadgum.com

http://www.dadgum.com

422. Menu programs.

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <32DC56A2.161B@cdsnet.net>
Source record: 76949

I have a few menu boot programs like MicroDos ect...

My problem is, in double density disks I have only microdos and
it will only display 8 files.

I hope I made myself clear.

Wanted! Booting menu program capable of Double density and able
to display all files on disk for booting.

423. Re: Looking for 130XE Schematics and Tech info

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: Gideon <gideon.marcus@medtronic.com>
Message-ID: <01bc0267$dc217b00$81790f90@marcug1.iv.sd.am.medtronic.com>
Source record: 76950

Are there any extant 1400 and 1450XL computers out there? I know they never made mass production.

Gideon

424. Re: Transferring to IBM PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: Gideon <gideon.marcus@medtronic.com>
Message-ID: <01bc0272$4044a8a0$81790f90@marcug1.iv.sd.am.medtronic.com>
Source record: 76951

Here's the technique! (I've told 5 people this today so I guess I'll make it public!) :) This is how I transferred Atariwriter stuff to Word for Windows. Have one single density drive and one true double density drive (you'll need a DOS that supports true double density as opposed to dual density). Copy the files from the single to the double. Stick the doubles in the IBM. I have two programs: Atario and Util. Both will copy files from the Atari disk to an IBM disk (hard or floppy). Only text files will actually be usable obviously. If you want a copy of Util or Atario, let me know...

Brian Siano <siano@cceb.med.upenn.edu> wrote in article
<5anj8v$2b@netnews.upenn.edu>...
> Here's a problem I've asked about before, but that was a long
> time ago, and I never followed up on it. I've got an old 800 system
> gathering dust, with a lot of 5.25" disks that have some text files
> I'd like to keep, and transer to my IBM system.
> These are the low-density disks, using the original 810 disk
> drive's formatting. (I do have the later drive, the 1040 or somesuch.)
> So, the IBm can't read them at all.
>
> How might I go about transferring them? It'd be terrific if I
> could set up a null modem cable through my 850 interface, but when a
> friend and I tried this, I couldn't get Procomm for Windows
> to talk with the 850 Express modem program for the Atari 800.
>
> Any suggestions? Pointers to Web pages? People in the Delaware
> Valley that might be willing to help? Replies by Email, please.
>
>
>
> --
> Brian Siano - siano@cceb.med.upenn.edu
> "The Internet is an elite organization. Most of the
> population of the world has never even made a phone call."
> -- Noam Chomsky
>
>
>
>
>

425. Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: InfoMan <infoman@poboxes.com>
Message-ID: <32DC7962.1B89@poboxes.com>
Source record: 76952
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

```
Did you hear anyone say "Goodbye"?
==================================
by Donald A. Thomas, Jr. (10/4/96)

It's odd to imagine an institution, which was as big and as powerful as
Atari
once was, to have been shut down in recent days. The real amazement for
me is
that it was all accomplished without a measurable flinch from within or
outside
the gaming industry. I can understand that gamers wanted to push Pong
out the
door early in the timeline. I can appreciate that the classics such as
Missile
Command and Asteroids do not push 32-bit and 64-bit systems to any
technological
limits. I know all these things intellectually, but the heart cannot
face the
truth that the world and the corporate machine known as Atari could not
find an
amicable way to coexist.

On Tuesday, July 30, 1996, Atari Corporation took each and every share
of it's
company (ATC), wrapped them all in a tight bundle and presented them to
JTS
Corporation; a maker and distributor of hard disk drives. On Wednesday,
the
shares were traded under the symbol of JTS. Within a few weeks, the
remaining
staff of Atari that were not dismissed or did not resign, moved to JTS'
headquarters in San Jose, California. The three people were assigned to
different areas of the building and all that really remains of the Atari
namesake is a Santa Clara warehouse full of unsold Jaguar and Lynx
products.

It was only as long ago as mid '95 that Atari executives and staff
believed
things were finally taking a better turn. Wal*Mart had agreed to place
Jaguar
game systems in 400 of their Superstores across the country. Largely
based on
this promise of new hope and the opportunities that open when such deals
are
```

made, Atari invested heavily in the product and mechanisms required to serve the
Wal*Mart chain. But the philosophical beliefs of the Atari decision makers that
great products never need advertising or promotions, put the Wal*Mart deal
straight into a tailspin. With money tied up in the product on shelves as well
as the costs to distribute them to get there, not much was left to saturate any
marketplace with advertising. While parents rushed into stores to get their kids
Saturns or PlayStations, the few that picked up the Jaguar were chastised by
disappointed children on Christmas day.

In an effort to salvage the pending Wal*Mart situation, desperate attempts to
run infomercials across the country were activated. The programs were
professionally produced by experts in the infomercial industry and designed to
permit Atari to run slightly different offers in different markets. In spite of
the relatively low cost of running infomercials, the cost to produce them and
support them is very high. The results were disappointing. Of the few thousand
people who actually placed orders, many of them returned their purchases after
the Holidays. The kids wanted what they saw on TV during the day! They wanted
what their friends had! They wanted what the magazines were raving about!

In early 1996, Wal*Mart began returning all remaining inventory of Jaguar
products. After reversing an "advertising allowance" Atari was obligated to
accept, the net benefit Atari realized was an overflowing warehouse of inventory
in semi-crushed boxes and with firmly affixed price and security tags. Unable to
find a retailer willing to help distribute the numbers required to stay afloat,
Atari virtually discontinued operations and traded any remaining cash to JTS in
exchange for a graceful way to exit the industry's back door.

Now that JTS has "absorbed" Atari, it really doesn't know what to do with the
bulk of machines Atari hoped to sell. It's difficult to liquidate them.

Even at
liquidation prices, consumers expect a minimal level of support which
JTS has no
means to offer. The hundreds of calls they receive from consumers that
track
them down each week are answered to the best ability of one person.
Inquiries
with regard to licensing Atari classic favorites for other applications
such as
handheld games are handled by Mr. John Skruch who was with Atari for
over 13
years.

In spite of Nintendo's claim that their newest game system is the first
64-bit
game system on the market, Atari Corporation actually introduced the
first
64-bit system just before Christmas in 1993. Since Atari couldn't afford
to
launch the system nationwide, the system was introduced in the New York
and San
Francisco markets first. Beating the 32-bit systems to the punch
(Saturn/PlayStation), Atari enjoyed moderate success with the Jaguar
system and
managed to lure shallow promises from third-party companies to support
the
system. Unfortunately, programmers grossly underestimated the time
required to
develop 64-bit games. The jump from 8-bit and 16-bit was wider than
anticipated.
In addition, Atari was already spread thin monetarily, but were required
to
finance almost every title that was in development.

After the initial launch, it took Atari almost a year before an
assortment of
games began to hit store shelves. Even then, having missed the '94
Holiday
Season, many of the planned titles were de-accelerated to minimize
problems
caused by rushing things too fast. Consumers were not happy and
retailers were
equally dismayed. The few ads that Atari was able to place in magazines
were
often stating incorrect release dates because that information changed
almost
every day although magazines deadline their issues up to 120 days in
advance.

It was in 1983 that Warner Communications handed Jack Tramiel the reins
of

Atari. By this time, Atari was often categorized as a household name, but few households wanted to spend much money on new software and the systems were lasting forever. No one needed to buy new ones. That, combined with Warner's obscene spending, amounted to a *daily loss* of over $2 million. Atari was physically spread all over the Silicon Valley with personnel and equipment in literally 80 separate buildings; not considering international offices and manufacturing facilities. Mr. Tramiel took only the home consumer branch of Atari and forced Warner to deal with the arcade division separately. Within a few years, Jack took the company public, introduced an innovative new line of affordable 16-bit computers and released the 7800 video game system.

To accomplish these miracles for Atari, Jack implemented his "business is war" policies. While people who publicly quoted his statement often felt that policy meant being extremely aggressive in the marketplace, the meaning actually had closer ties to Tramiel's experience as a concentration camp survivor. Of the 80 buildings in Sunnyvale, Santa Clara and Milpitas, almost every one of them were amputated from Atari's body of liabilities. The people, the work, the heritage, the history were fired or liquidated. Those who survived were unsympathetically required to fill in the gaps and while most tried, few actually found a way to be successfully do what a dozen people before them did. Atop the mountain, Jack pressed with an iron thumb. All Fed/Ex mailings were required to be pre-approved by one of a handful of people. "Unsigned" purchase orders went unpaid regardless of the urgencies that inspired their creation. Employees found themselves spending valuable time trying to find ways around the system to accomplish their jobs. Many of them lost their jobs for bending the rules or never finding a way to make things work. As horrible as it all sounds, it actually was the only way

to protect Atari as a company and give it a chance to survive as it did and did
very well.

Jack's introduction of the 16-bit computer was initially hearty in the United
States but it went extremely well in Europe. Europeans were not accustomed to
"affordable" technology and although the Atari computers were not IBM
compatible, it didn't matter because people could afford them. Jacks' private
laugh was that the computers were sold at prices much higher in Europe than
Americans were willing to pay. As a result, most of the machines made were being
shipped to European destinations to capture the higher margin. This enraged the
people in the United States that had been Atari loyalists. While waiting months
for stores to take delivery domestically, international magazines were touting
ample supplies. Those in the know within the U.S. became dismayed. The remainder
never knew Atari was slowly abandoning the value of Atari's name recognition as
it became easier and easier to forget some assuming Atari had long filed for
bankruptcy.

On a technical level, Atari 16-bit computers were designed beyond their time.
For less than $1,000, consumers could enjoy "multimedia" before the phrase was
ever really widely used. The icon-based working environment proceeded Windows
popularity although the essential attributes of the two environments were very
similar. MIDI was built-in and became an instant hit in the high-end music
industry. Tasks were activated and manipulated with a mouse and the system
accepted industry standard peripherals such as printers, modems and diskettes.

With all the genius that went into the technology of the machines, very little
of equivalent genius went into the promoting and marketing the machines. Mr.
Tramiel was the founder of Commodore Business Machines. When he introduced the
PET computer in 1977, Jack discovered he didn't have to call a single

publication. Instead they all flocked to his door demanding an opportunity to see the product. News magazines. Science Journals. Business newsletters. Newspaper reporters. They were all there with microphone, camera and pen in hand. And they kept coming back. Adding a switch, announcing a new 4K application or signing a new retailer were all big stories the press wanted to handle.

Today, a new video game announcement may generate a request from any of the dozens of gaming magazines for a press release, but a lot of costly work has to be done to assure fair or better coverage. Editorial people are literally swamped with technical news. Samples are mailed regularly to their attention. Faxes fly in through the phone lines and e-mail jams up their hard drives. It takes a lot to grab their attention.

While Atari retained hopes to be successful with the Jaguar, Atari's marketing people were fighting established standards in the industry with severe handicaps. Since cartridges (the Jaguar was/is primarily a cartridge-based system) were so expensive, editorial people were required to return them before new ones would be sent. Editorial people like to assign review projects. So finding cartridges they sent out was not always easy to do. Additionally, reviewers often love their work because they get to keep what they write about. Regardless, the few magazines willing to cover Atari products were more often turned away because of a lack of programmable cartridges or any number of other indecisive barriers. In-store signs and posters were sometimes created, but many retail chains charge premiums to manufacturers that want to display them. Some direct mail campaigns were implemented, but Atari often could not afford to keep those things being advertised on schedule. Therefore, the advertisements were published and distributed, but the product was not available.

Clearly, Jack's experience with the world beating a path to the door of a

company making a better mousetrap no longer applied. The world had revolved a few times beneath him and he never noticed. The tactics used to successfully sell Commodore computers were simply antiquated notions from the past. Meanwhile, Sony launches the PlayStation with over $500 million in marketing funds. Today, the PlayStation is considered the most successful next-generation gaming machine throughout the world. Sony bought the market. Tramiel's Atari never learned how to do that. Actually, they never could afford it anyway.

After the 1990's got underway, Europe as well as the rest of the world, discovered that IBM-compatible computers were becoming more powerful and more affordable. The world always did want computers at home just like in the office and companies like Dell and Gateway exemplified the industry's trend toward home-based office computers. As a result, companies like Commodore, Atari and Next couldn't compete any longer. While the dedicated user base of each of them felt abandoned by these companies having to leave the computer market, the inevitable prevailed. Commodore jumped ship, Next changed business goals completely and Atari invested what they had left in the Jaguar game system. Even today, Apple is kicking and screaming. As good as Apple was at creating a huge niche for themselves, they focused more heavily on education. When kids grow up and get jobs, they want business machines. IBM was always the business standard.

When one examines the history of Atari, an appreciation can grow for how many businesses and people were a part of the game over the years. Chuck E. Cheese Pizza was started by Atari's founder, Mr. Nolan Bushnell. Apple Computer was born in a garage by ex-Atari employees. Activision was founded by Ace Atari programmers. The list goes on and on.

But for some pathetic reason Atari's final days came and went with no tribute, no fanfare and no dignified farewells. Why? Where did all the talent go? Where

are all the archives? Where are the vaults? Where are the unpublished games and
where are the originals of those that were? Why has no company stepped forward
to adopt the remaining attributes Atari has to offer? Where are the creditors?
What has happened to all the properties and sites? Where are the databases,
warranty cards, promotional items, notes on meetings, unanswered mail? Who owns
P.O. Box 61657? Who goes to work in Atari's old offices? Where do consumers have
their systems fixed? Who is publishing new games? Who still sells Atari
products? Why are there still a lot of people talking about Atari on-line?

I'm an ex-Atari employee and proud to have been. I'm still an Atari devotee and
proud to be. To me, these are questions which all deserve an answer, but who
will ask them?

The best people to ask these questions are those who have exposure to the
public. If you believe Atari left us without saying goodbye, contact Dateline at
dateline@nbc.com. If you REALLY believe, then send this article to 10 of your
friends in e-mail. AND if YOU REALLY, REALLY believe, mail a few to newspapers
or other news programs. A letter in your own words would be great!

I'd spend money for a thorough retrospect on Atari. Wouldn't you?

Wouldn't it at least be nice to say "Goodbye"?

--Don Thomas
75300.1267@compuserve.com
209/239-3898

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the author is duly credited.

--
Visit InfoMan's Atari Page!
Home of the Atari 8-bit Support BBS List
http://infoman.simplenet.com/atari/
----- ----- ----- ----- ----- -----
Receive a monthly commission check - guaranteed!
http://www.cyber-action.com/oed/infoman.html

426. Exansion Slot on XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: Thomas Main <main@conrad.appstate.edu>
Message-ID: <Pine.PMDF.3.95.970114124948.616628373A-100000@conrad.appstate.edu>
Source record: 76953

What was the expansion slot on the 130XE used for? Are there any products available today that take advantage of it?

Also, what type of monitor will fit into the monitor port of the 130XE?

Thanks for the info.

-Thomas

427. Atari LYNX

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970114173514.24771B-100000@fissure.scar>
Source record: 76954

What is the current status of Atari Lynx?

Last time I saw a commercial for it, it looked pretty hot. A hand held colour game system with awesoem sound. I don't know who was producing games for it though. (nor do I know what hardware/softwar package is used to make a Lynx game) Anybody out there can provide details?

Alan
University of Toronto, Computer Science student

428. A Special Offer!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: dozer@netwizards.net
Message-ID: <5bhn3r$j6e@news1-alterdial.uu.net>
Source record: 76955

Are you interested in making Millions in your spare time?

Any housewife could do it and so can you!

Just email me at dozer@netwizards.net to receive your FREE information packet.

Thanks for your attention, and I'll be talking with you soon.

Bill
dozer@netwizards.net

429. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: ecastle@cherita.netkonect.co.uk
Message-ID: <32dce4ae.91157252@news2.netkonect.co.uk>
Source record: 76956
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Hi,

>>Access to cartridge prototyping, production, packaging, & marketing included.

And how many Lynx games have you produced, packed and marketed? (I'll point out now that I haven't done any myself, just so Harry can't say that in return.)

430. fs: Atari 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: salimk@nt.com
Message-ID: <5bgal2$9gs@bcrkh13.bnr.ca>
Source record: 76957
Cross-posted to: att.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,alt.atari.2600

Atari 2600 games - 18 in all - popular and unique - all for $35 + s & h

Buyer Pays the shipping
Please send replies to johny@pipeline.com

Salim Khan
BroadBand Networks
NorTel (Northern Telecom). Norcross, Georgia

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins or the matter in this post.

431. Re: Downloading from Yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: heller@socko.cdnow.com
Message-ID: <5bgqij$t57@netaxs.com>
Source record: 76958

lenspencer@aol.com wrote:
: In article <CMv0yMezGWUP092yn@kenton.com>, gozar@kenton.com (Ryan 'Gozar'
: Collins) writes:

: >>You gotta love that FTP. No batch transfers, no crash recovery, WHAT
: WERE
: >>THEY THINKING???
: >
: >If you use an updated FTP client, then you get both of these if the
: >server supports it, which is a pretty good chance. (I use NCFTP under
: >Win95, OS/2, and Linux)

: I'll have to see if AOL will support crash recovery, I know it will not
: support multiple ftp the way I want it to.

I really want to make a comment about AOL and "what were they thinking"...
but I wont. *grin*.

432. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: The Maverick <TheMaverick@volcano.net>
Message-ID: <32DC83F1.1C1A@volcano.net>
Source record: 76959
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Rochelle Rogoff wrote:
>
> >(4. Units are ... sold "AS-IS".
>
> >An "AS-IS" 2 grand investment? You'd have to be a fool to take one
> >up on something like that.
>
> And the people in comp.sys.amiga.marketplace are offering warranties on
> their products? Ever buy a car from a used car dealer? The last one I
> bought was for $7000 and had AS-IS marked on the sticker. What that
> means in the US is that it has no express warranty. The buyer accepts
> the fact that it might have some scratches and been used before. These
> units have been tested and do work. What does AS-IS mean in Canada?

Yeah, but it's a lot easier finding someone to repair a broken car... ;-)

--
--> none of the above statements are represented to be the facts,
--> even if they coincidentally happen to be true!

------=======++++++++++++++++++++++++++++++++++++=======-------
http://www.volcano.net/~themaverick/
------=======++++++++++++++++++++++++++++++++++++=======-------

433. Re: ATARI equipment, MUST SELL!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E3z26v.EII@iglou.com>
Source record: 77014

Yogi (noone@nowhere.com) wrote:

: You know, this thread is funny. It keeps reappearing and reappearing.
: But everytime, something different is added, so I know someone must be
: updating it. For one, how come the ATR8000 hasnt been sold yet? I'm
: sure someone must have bought it by now.
: Anyone know?

The problem with Ortman is that he doesn't understand that the prices have gone down, as he's selling them with prices that are way too high. The entire lot he has can easily go for around maybe $200. I tried offering him just that much awhile ago, but he flamed me to a crisp with bullshit and then some. Someone's got to get to him to tell him this.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

434. Re: Atari 8-bit ROM

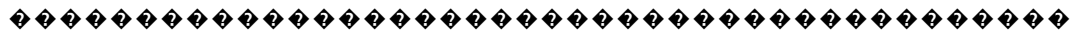
Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc01db$88989d60$a9f7aecc@127.0.0.1>
Source record: 77015

<01bc017b$d4eae3e0$3c547ec2@globalnet.globalnet.co.uk>...
> I've just downloaded an 8-bit emulator, but it needs the 8-bit ROM to
run.
> Apparently it has been transferred to a file that the PC can read. Anyone
> know where I could get a copy?
>
> Your help is appreciated.
>
> Paul
> paul11@globalnet.co.uk

Irregardless of Atari's (re: JTS) copyright on the 8bit ROM Images I do
have them on my webpage.

http://www.ogopogo.com/blackat/8bit/

(this site is still under construction and has been for a while, due to
school, etc i don't have as much time as I would like for the www. the rom
images are all there tho!)
--
William J. Fisher

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

COMMERCIAL/BULK EMAIL WON'T BE TOLERATED
(all such mailings will be reported)

435. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <5bev5r$rcf@ccshst05.cs.uoguelph.ca>
Source record: 77016
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Harry,

I have no problem with you selling Lynx stuff but knock off the
racist Canadian comments, will ya? I'm sure you wouldn't like us to start
proclaiming that Americans are all obnoxious assholes would you? (That
would be silly because I have met many great friends over the years who
happen to come from the US)

>> Mark <<

--

Mark Rathwell
E_Mail: mrathwel@uoguelph.ca
Web Page: http://www.uoguelph.ca/~mrathwel

436. Re: Looking for Atari Profibuch

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: Stephan Elsner <selsner@metronet.de>
Message-ID: <32DB3709.3382@metronet.de>
Source record: 77017

```
Lawrence Gold wrote:
>
> In an old e-mail message from Markus Gietzen (author of the XL-IT
> emulator), he mentions that much of his information came from "Das ATARI
> Profibuch".
>
> Does anyone know where I could obtain a copy?
>
> Thanks...

The "Atari Profibuch" is out of print for several years.
Since this book has been published in Germany only, try the "de.*"
groups like "de.markt.comp.misc".

+--------------------------------------------------------------------------+
| moo? \ Stephan Elsner \ |
| (__)_________ \ -------------- \ |
| \OO/_(__) (_|\ \ selsner@metronet.de \ |
| (oo) \ |___ | \ \ elsnerV@ru.fh-luebeck.de \ |
| || || \ \ |
+--------------------------------------------------------------------------+
| ...our continuing mission: |
| too seek knowledge of C, to explore strange unix commands, and to |
| boldly code where no one has man page 4. (Linux programmer's guide) |
+--------------------------------------------------------------------------+
```

437. Re: Operation Barbarossa (old Atari game)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-14 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970114093000.EAA21550@ladder01.news.aol.com>
Source record: 77018

In article <32DAB66B.819@ebo.mts.dec.com>, The Yum Yum Boy
<toby.douglass@ebo.mts.dec.com> writes:

>
>Many years ago (feeling my age now :-) a cousin of mine had an Atari
>8-bit machine. I can't remember the exact type, only that it loaded
>from an internal tape drive (normal music style cassettes) and had a
>keyboard. One of the games he had was called, if I remember correctly,
>"Operation Barbarosa", and was a military stragetic sim of the WW2
>invasion of Russia.
>
>I would -dearly- love to play this game again. Of course, to do this, I
>need to find out what machine my cousin had, if an emulator exists, and
>if this game is available for FTP.

Ah, yes. I remember it, the actual title was Eastern Front 1941. Started
out as an APX (Atari Program eXchange) title, then Atari re-released it in
a cartridge. I had the original tape, and fortunately I was able to
transfer it to a boot disk before the tape was eaten by a hungry 410
recorder. The DOS file conversion (crack?) is still floating around on
some Atari BBS's (what few are left), if you can't find an original...

438. Re: Converting ATRs

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970115123100.HAA01500@ladder01.news.aol.com>
Source record: 76869

In article <32daccad@pianosa.demon.co.uk>, Brad Rogers
<brad@pianosa.demon.co.uk> writes:

>BR> ATR2DSK.BAS, I have it here. I've never used it yet, but it was sent
> BR> to me uuencoded by somebody who's name I no longer recall.
>
>As there has been a certain amount of interest generated by my reply to
Bob's
>request, and at the suggestion of Alan Sharkis, I've posted a copy of
>ATR2DSK.BAS in uuencoded form, to alt.binaries.atari.
>
>

Brad, I tried the program. It's mighty slow, but it works. I'm giving
the listing to a TurboBasic expert at my next user group meeting to see if
it can be speeded up.

The program successfully decoded an .ATR of an Ol' Hackers Newsletter disk
that I null-modemed from my clone to my Atari, although it reported an
error 136 at the end. It did _NOT_ successfully decode an .ATR of a game
with defeated copy-protection, and reported an error 8, as I would have
suspected. It's still a useful program, but it obviously won't work on
everthing.

439. Re: Mystery stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: jcolb90@aol.com
Message-ID: <19970115173501.MAA11460@ladder01.news.aol.com>
Source record: 76870

In article <19970114210903.2825.qmail@mail.ptd.net>,
Mr.Maddog@mail.ptd.net writes:

>>3.And wierdest of all...an Atari model"C240 Video Music" thing. It
looks
>>like an on old piece of stereo equipment, with L and R RF? inputs and an
>>RF cable coming out. It also has a strange shaped power cord with
"Atari"
>>on it in silver letters. The front has silver dials and push buttons
>>which go from dark brown to brown to orange to yellow(power button).
Any
>>ideas? From the words near the buttons (shape, auto, hole) it seems to
be
>>something that would show funny graphics on a TV when music is played
>>through it, but I don't see where the cables would go...
>
>It's the Atari Video Music machine. :) You plug in your stereo in the L
>and R jacks and it shows the music on the TV. Quite a rare find it is.
>Only other device that does that is the Jaguar CD-ROM drive with bulit in
>Virtual Light Music which uses CD's only. Hope this helps...
>
I remember lusting after one of those when I was in high school. It was in
the sound room at the local stereo/record store.

Jeff

440. Re: Transferring to IBM PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: read@my.sig
Message-ID: <32de02ed.3175983@news.networx.net.au>
Source record: 76871

"Gideon" <gideon.marcus@medtronic.com> wrote:

>Here's the technique! (I've told 5 people this today so I guess I'll make
>it public!) :) This is how I transferred Atariwriter stuff to Word for
>Windows. Have one single density drive and one true double density drive
>(you'll need a DOS that supports true double density as opposed to dual
>density). Copy the files from the single to the double. Stick the doubles
>in the IBM. I have two programs: Atario and Util. Both will copy files
>from the Atari disk to an IBM disk (hard or floppy). Only text files will
>actually be usable obviously. If you want a copy of Util or Atario, let me
>know...
>

There is an updated version of UTIL which can both read AND write to
an ATARI double density disk. It will convert text files
ATASCII-->ASCII and back, and you can also copy BINARY files as they
are, not like in the previous version where the files get converted
anyway. Have a squiz at my WEB page if you need it.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

"ATARI: Power without the price!" even more so now.
---

441. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <32DD1CC5.201A@ncweb.com>
Source record: 76872
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

Don,

Very well written article. I first got aboard the Atari wagon in 1976 or so with the VCS .. then sold it and in 1980 got the Atari 800, my first computer, which I used to get through some college 'basic' programming classes, even though we were using IBM's then .. I could write my programs in OSS Basic XL, then convert it "on the fly" in the classroom ... I was always the 1st one done with my programs .. got A's in both classes too. Over the years, I've had many Atari computer systems, even had an ICD Multi I/O system with 1meg MIO and a 40meg HD, along with the 320k 130xe and the xf-551 dual system (which had a 3.5" 720k floppy).

Now, I'm using a PC, like most people. I still have my original 800 set up at home, as well as a 130xe. Somehow, I can't bring myself to put them away. I suppose I will, one day.

You're right. It WOULD have been nice to say, "Goodbye"!

Bill

442. Defending the English Language (Re: Atari 8-bit ROM)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: mjewison@irus.rri.uwo.ca
Message-ID: <5bip1h$bhm@falcon.ccs.uwo.ca>
Source record: 76873

In article <01bc01db$88989d60$a9f7aecc@127.0.0.1>, "William Fisher" <blackat@direct.ca> writes:

|>
|> Irregardless of Atari's (re: JTS) copyright on the 8bit ROM Images I do
|> have them on my webpage.
|>

I've been lurking a lot lately (mainly because (a) I started a new job not too long ago, and (b) my 8-bits are in storage until I finish the renovations to the basement of my house), but I defy anyone to point me to a dictionary entry for the word "irregardless". This word is right up there on my top ten list of things which annoy me no end, like fingernails on a blackboard, or cats (sorry, Blackat :-).

Ob Atari note: I am still looking for a number of Infocom games with all the accompanying goodies. The list includes:

Zork 2
Zork 3
Sorcerer
Spellbreaker
Witness
Suspect

If you have any original copies of these games for sale, please let me know. Thanks.

- Mike Jewison
mjewison@irus.rri.uwo.ca
Self-Proclaimed Defender of the English Language

443. Re: Converting ATRs

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: mratari01@aol.com
Message-ID: <19970115202400.PAA17630@ladder01.news.aol.com>
Source record: 76874

In article <32DC0460.5CBD@kawo2.rwth-aachen.de>, Matthias Belitz
<matz@kawo2.rwth-aachen.de> writes:

>I�ve made a Image extractor for use with Sparta/BW-Dos.
>It can extract SD/ED ATR or XFD Files.
>Note File-size must be
>92176 or 133136 bytes (ATR) bzw.
>92160 or 133120 bytes (XFD).
>It shows a short explanation by starting without parameters.
>It�s located in the Utilities-disk at my homepage in the download area.

What is BW Dos?

444. Re: cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: infoman@xmission.xmission.com
Message-ID: <5bjehk$n3h@xmission.xmission.com>
Source record: 76875

Jim Treber <jtreber@cris.com> wrote:
: Among the few left over 8 bit items I have, I found an unused cable
: about 3 feet long. At one end is a round connector with with 8 pins
: inside. The other end has 3 separate plugs similar to RCA jack plugs, a
: red one, a black one, and a slightly smaller white one. Does anyone know
: what this is or have a use for it?

: Jim Treber

Sounds like a monitor cable.
/InfoMan

445. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: Markus Gietzen <magi@stud.uni-sb.de>
Message-ID: <32DD47AD.16@stud.uni-sb.de>
Source record: 76876

Brian wrote:

> The author Markus Geiten announced in comp.misc.emu that he was stopping
> the development of his two emulators...due to the warez and arcade
> emulator crowd...Too bad, XLIT was(is)IMHO one of the better

That's true but I changed my mind on XL-it! because I got many
nice mails from Atarians asking me to continue with XL-it!.
As my frustrations comes from the console "crowd" and I like
the Atari 8-bit the development of XL-it! will be continued.

Bye,
Markus

PS: I'll reopen my site again in a few days.

446. Re: Flight Sim protection breaker!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <5bj5t1$ms1@earth.alpha.net>
Source record: 76877

In article <32d41b7f.0@news-feed.ndirect.co.uk>,
<edmund.wells@stickwick.com> wrote:
>
>I'm unsure of the legality of this one but... I'm trying to break the
>protection surrounding Sub Logic's Flight Sim II program (it's my
>favourite 8-bit program -- I have the original, boxed with manuals and
>I'm sure as hell not going to lose it for the sake of some creative
>protection programming) but the trouble is, I'm not too skilled in
>breaking copy protection!
>
>I program a little in assembler with the Ass/Ed cart so I'm not a
>total duffer but any tips would be great.

Here's a tip: BUY THE CART!

You probably won't experience cart rot in your lifetime.

You can get one for $5 from D'Antiques on the Net.

--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

447. InfoMan's Atari Page has changed URL's

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: InfoMan <infoman@poboxes.com>
Message-ID: <32DD692D.5BE4@poboxes.com>
Source record: 76878
Cross-posted to: comp.sys.atari.8bit,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs

```
InfoMan's Atari Page is now located at http://www.holyoak.com/atari/.
The old URL will continue to work for a while, but you will want to
update any bookmarks, etc. you may have with the old address. It has
changed because I now have my own domain.

InfoMan's Atari Page is the official home of the Atari 8bit Support BBS
List, and also has many FAQ's, files, and other info for Atari game
systems and 8-bit home computers.

Thanks,
_/InfoMan\_
aka Trevor Holyoak
http://www.holyoak.com/atari/
infoman@poboxes.com
```

448. Re: Atari 8-bit video output: Only RF?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: Dan Vernon <104522.3076@compuserve.com>
Message-ID: <01bc0330$5f1ed160$2bdfaec7@danv>
Source record: 76879

> >: (Looking at port)
> >
> >: 1 5
> >: 2 4
> >: 3
> >
> >: 1) Audio out (line level)
> >: 2) Composite Chroma
> >: 3) Signal ground
> >: 4) Composite Video
> >: 5) Composite Luminance
> >
> >This is very similar to the port on a Commodore 64 (or 128):
> >(snipped)
>
> The 5-pin DIN plug will actually work on both systems. I used my C=64
> with the same cable with no trouble at all.
>
> But I STILL prefer my Atari, even though I give Commie a SLIGHT edge in
> graphics capability (multicolored text)....

I just picked up a Commodore 1701 monitor and haven't tried to do much with it yet. It has a choice of inputs. Either Chroma/Luma/Audio or Video/Audio. I have heard some about the 1702 (in the most recent FAQ) but not this model. Does anyone know if this will work with the 8-bit as well? Also I read somewhere that the Commodore Chroma should be connected to the Atari Video -- is this right?

449. Re: Just a thought: old software clearing house?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5bjk06$q18@madeline.INS.CWRU.Edu>
Source record: 76880

(Pardon paraphrase, esp. if incorrect)
(M. Current expresses belief that internet 'pirate' sites and other sources of free A8 software interfere with the few remaining vendors' sales.)
I suspect B&C, Toad, Amer. Tech., Ben Smith and others are getting increased sales due to remaining interest in A8, not decreased sales. But that isn't my point.
A. There is a finite amount of 'legit' commercial software. (It gets copied and commercially sold, like 'AstroGrover' I bought recently, but not with the full original concept, eg. the keyboard overlay, but that's another point.) Sooner or later, there is an end to 'legit' commercial software.
B. There is a finite lifetime for commercial software, esp. the copy protected type.
C. My point, I think A8 software should be archived, like books, tapes, records, vhs tapes, films, art photographs, etc.
If we, us, don't archive A8 software then that software will be lost. Of course, that may be the theory behind computer hardware and software becoming obsolete in six months to a year, keep the consumers needing new stuff. I believe A8 software deserves to be archived. Who else is going to do it? Is M. Current's library going to purchase commercial software, or even provide space for donated A8 software? The Boston Computer Society archives other platforms, but not the A8 AFAIK. All copyright issues and protecting vendors aside. Who's going to preserve A8 stuff if we don't? I think A8 stuff deserves to be preserved.
The plans to the A8 were sold with a VAX that got erased, in my opinion that's a crime, or at least a shame.

Russ Gilbert

450. Re: XL-it

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: read@my.sig
Message-ID: <32df0879.4595739@news.networx.net.au>
Source record: 76881

wiz0wor@htc.net (Wizard of WOR) wrote:

>oops - darn mouse!
>
>tried running XLit, setting up the samples subdir and everything, just
>like in docs...
>it does nothing but one long beeeeeeeep, and the system hangs.
>
>any info why?
>
>Mike
>

I've found that XLit runs best from a bare "boot", no TSR's, Drivers
(except maybe the mouse) etc. It works ok then......

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

"ATARI: Power without the price!" even more so now.
---

451. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: read@my.sig
Message-ID: <32e00e37.6065697@news.networx.net.au>
Source record: 76882
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

InfoMan <infoman@poboxes.com> wrote:

>Did you hear anyone say "Goodbye"?
>Wouldn't it at least be nice to say "Goodbye"?
>

Now that brought a tear to my eyes, well written!!!
My God.... If only they had changed a few tactics, ATARI would still
be around.

Steve.

452. New Free Atari Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <01bc027a$ff466380$10cb01cf@jbk2>
Source record: 76883

I was just at http:\\www.emulators.com

I use (a purchased) copy of xformer 3.5 as my emulator & saw that he is now offering version 3.6 as FREE (yes, FREE). Also xformer 96 as a free upgrade to registered users of xformer 3.5. (I can't wait.. as I really like 3.5)

453. Re: NEW ATARI WEB PAGE :)))

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: "W. David Falcon, Jr." <wfalcon@uofrlaw.urich.edu>
Message-ID: <32DD4263.6EFE@uofrlaw.urich.edu>
Source record: 76884

Did they ever create an end to AR: The City? Also they were
> supposed make some more scenarioes to continute the dungeon.
>
> That game had the most incredible introduction...

According to the documentation of AR: The City, there were supposed to be several more chapters to the series past The City and The Dungeon, all of which would allow you to reintegrate your advanced character into the earlier chapters to buy equipment, gain experience, etc.

Unfortunately, the only two chapters that were actually released were The City and The Dungeon. Atari users are fortunate, b/c not even those two made it to all the systems.

Falcon

454. Re: XL-it

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: Matty <moses@cybercomm.net>
Message-ID: <32DCF99F.6C8D@cybercomm.net>
Source record: 76885

Wizard of WOR wrote:
>
> oops - darn mouse!
>
> tried running XLit, setting up the samples subdir and everything, just
> like in docs...
> it does nothing but one long beeeeeeeep, and the system hangs.
>
> any info why?
>
> Mike

Did the same thing to me... If you run it under Win 95 it should
take care of that. If you don't have Win 95, I think the problem
is with expanded memory managers (I use old QEMM for some of my
boot disks). Try using "HIMEM.SYS" as your memory manager...
I made a "bare minimum" boot disk (sound card drivers, mouse
driver) with HIMEM and it ran fine (still can't get the sound
to work though).

matt raupp

455. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: InfoMan <infoman@poboxes.com>
Message-ID: <32DD67EE.21A0@poboxes.com>
Source record: 76886
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

```
InfoMan wrote:
>
> Did you hear anyone say "Goodbye"?
> ==================================
> by Donald A. Thomas, Jr. (10/4/96)
>

I just want to clear up any misunderstandings - I did not write this. It
was written by Donald Thomas (see quote above). I am merely reprinting
it (permission is given at the end of the article) because I thought it
was so good and that others would appreciate it. Thanks for the e-mail,
but the guy you want to contact is someone else - his e-mail address is
listed at the end of the article.

_/InfoMan\_
```

456. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: reynolds@panix.com
Message-ID: <5bjovv$qt3@panix3.panix.com>
Source record: 76887

In article <5aq63u$ejm@sjx-ixn4.ix.netcom.com>,
Karl Heller <kheller2@ix.netcom.com> wrote:
>In article <5ahq26$ggj@news1.fast.net>, rhkramer@fast.net (Randy Kramer) wrote:
>
>>
>>If somebody made a "redesigned" Atari, they should increase the size
>>and durability of the keyboard.
>>
>
> Sounds like you have never used a 1200XL keyboard.

Sounds like he never used an Atari 800. That was a good keyboard.

--
Brian Reynolds | "Humans explore the Universe with five
reynolds@panix.com | senses and call the adventure science."
http://www.panix.com/~reynolds/ | - Edwin P. Hubble

457. Re: ATARI equipment, MUST SELL!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: Graham Thornton <dangermouse@prodigy.net>
Message-ID: <32DD9C66.7091@prodigy.net>
Source record: 76888

Robert Goodwin wrote:
> =

> =

> The problem with Ortman is that he doesn't understand that the prices hav=
e
> gone down, as he's selling them with prices that are way too high. The
> entire lot he has can easily go for around maybe $200. I tried offering
> him just that much awhile ago, but he flamed me to a crisp with bullshit
> and then some. Someone's got to get to him to tell him this.
> =

The problem is much wider than that....

Ortman lists an address of Decatur, Illinois. I moved to Peoria, Illinois =
from the United Kingdom just =

over six months ago. Back in the UK, a working 800XL would be lucky to fet=
ch =A315, a 1050 drive maybe =A320
and even something really rare like a PAL 1200XL sold for just =A350 at the=
last Alternative Micro Show. =

Heck, even a reconditioned, cleaned up 1050 with a limited warranty from At=
ari support specialist Derek =

Fern were going for less than =A350, and I think that was complete with pow=
er pack and SIO lead.

Here in Illinois things are very different. To quote a couple of examples f=
rom the local ads-paper just =

before Christmas:

Tandy TRS-80 - $80
Clone XT with keyboard, 20MB hard disk but no monitor - $150
Atari 800 with 810 drive and some software - $350

At the local used computer stores things are even sillier: =

Intel 486DX/2 66 CPU - $80
Commodore 1701 monitor - $150
IBM 8513 VGA monitor - $199
Apple Laserwriter - $399

And these prices are by no means the exception, as we are expected to pay e=
qually outrageous sums for used =

(often very used) televisions, automobiles, furniture... in fact just about=
everything. It's almost as if =

the residents of Central Illinois believe the economic laws of depreciation=
don't apply to them.

Please! - don't just regard it as your right, but your duty to comment on t=
hese ridiculous prices and =

maybe, if we're really lucky, the folks around here will eventually get the=
message.

Just my $2 worth :)

Graham.

PS. If anyone knows of a really good computer store in Chicago or Downstate=
Illinois (sort of like a Fry's =

would be nice), please please let me know.

458. Re: Old Atari Games - i.e., Classic Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: antbbaker@aol.com
Message-ID: <19970115030500.WAA19433@ladder01.news.aol.com>
Source record: 76889

I am with you all on that. I have a Macintosh PowerBook 5300cs and a PowerMac 7500. When I get bored of clicking on my icons I go to my basiclly raw Atari 800XL. Ahh, nothing like a little SmartDOS to make you think you know a lot about computers.

459. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: Brian <bsturk@nh.ultranet.com>
Message-ID: <32DDA856.30E8@nh.ultranet.com>
Source record: 76890

Markus Gietzen wrote:
>
> Brian wrote:
>
> > The author Markus Geiten announced in comp.misc.emu that he was stopping
> > the development of his two emulators...due to the warez and arcade
> > emulator crowd...Too bad, XLIT was(is)IMHO one of the better
>
> That's true but I changed my mind on XL-it! because I got many
> nice mails from Atarians asking me to continue with XL-it!.
> As my frustrations comes from the console "crowd" and I like
> the Atari 8-bit the development of XL-it! will be continued.
>
> Bye,
> Markus
>
> PS: I'll reopen my site again in a few days.
Thanks Markus!!!!!.....I can understand how you must feel with all of
the "warez doodz" asking for roms and rats....it's annoying and must be
pretty disheartening. I started programming 3 years ago and realize how
much work must have gone into what you've done, it's a talent I wish I
had. Please don't give up on the "Atarians"!!!!

460. atr to real disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: beavis <beavis@butthead.com>
Message-ID: <32DD5D54.2E0F@mail.utexas.edu>
Source record: 76891

i have a question regarding transfering disk images (.atr's) to real
atari disks.

i have run across a few that seem to transfer to a disk, yet when i
boot i either get a lock-up or garbage. i've tried including dos
files on the disk in the case that they were binaries, however i
still have had no luck.

other images transfer just fine. all the images work beautifully, so
long as they are booted under ape or sio2pc.

i would like to keep them on 5 1/4 though.

should i use a sector copier? if so which one?

i have tried the 'j' copy disk option under mydos, and 'superdup'
under young's dos.

anyone?

thanks,
robert

ps. one particular file is atari home file manager :)

461. Re: email address

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <32DD6517.69DB@mail.utexas.edu>
Source record: 76892

```
i submitted this from a terminal where i work,

someone thought it would be funny to change my email address.

sorry 'bout that.

that address is as follows:

dperw@mail.utexas.edu

thanks.
```

462. Re: : COPYRIGHTS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32DD7AA3.C6F@tcd.net>
Source record: 76893

Hahahaha!!!!

I did apologise for those of you dedicated to the Atai 8-Bit..

No I am not ok, just looking at extending ones rights to a product doesn't matter if its Software (or real software!) Hahaha..

Take it lightly as that how it was intended..With the Inetnet anything goes and who knows perhaps someone will send me something I can cherish that they no longer have time for!??? Sorry I can't stop laughing!!

bob

463. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <5bh468$3u5@triglav.iwaynet.net>
Source record: 76894
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

thom@morgan.ucs.mun.ca (Thomas Clancy) wrote:

>Getting paid? Who has trouble getting paid? Hell, your country is the
>one that doesn't seem to have the bucks to help th unfortunate (welfare).
>I doubt there is such a thing as "american" culture (in the true sense
>of the word). Morals seem to be different? - I'd say yes. Perhaps that's why
>americans rank the highest in the world of "least liked" - the vocal few
>that come off as egomaniacal/self-centered/the world should follow us
>attitude.

PLEASE don't start that US vs Canada stuff here. It has infected half
of the NG's on the USENET. If we're intelligent to use Ataris then we
should be smart enough not to turn our Atari related NG's into yet
another corner of the America vs. Canada flame wars.

464. Any Atari Groups in Texas?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: antbbaker@aol.com
Message-ID: <19970115031600.WAA19762@ladder01.news.aol.com>
Source record: 76960

I have a Macintosh PowerBook 5300cs but I still LOVE my Atari's that I have. Anyways, if anyone knows of an Atari group in Texas please E-mail me.

Long live the Atari owners! We may have new computers now but we'll never scrap that Atari!!

E-mail:AntBBaker@AOL.com
or on AOL
AntBBaker

465. 1050 anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: antbbaker@aol.com
Message-ID: <19970115031200.WAA19658@ladder01.news.aol.com>
Source record: 76961

I was wondering if anyone had a 1050 disk drive. I was fooling around with my old one trying to see if I could put a Meg in it and hook it up to my Macintosh PowerBook 5300cs and it was fried. It sure sucks having an 800XL without a disk drive. E-mail me if you have one.

AntBBaker@AOL.com

466. XL-it

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: wiz0wor@htc.net
Message-ID: <5bhtd3$e2t@ns.htc.net>
Source record: 76962

oops - darn mouse!

tried running XLit, setting up the samples subdir and everything, just
like in docs...
it does nothing but one long beeeeeeeep, and the system hangs.

any info why?

Mike

467. FS: Atari 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: Tony Ramos <ramos.15@osu.edu>
Message-ID: <32DC65CD.7D60@osu.edu>
Source record: 76963

The original buyer has disappeared, so I'm offering this up for
sale again.

One unmodified Atari 1050 disk drive in good condition, with power
supply and SIO cable. Best offer over $20 (plus shipping) in the
next 7 days takes it.

I also have a couple of Atari 800 computers and an 810 drive. Does
anyone want these beasts enough to pay shipping?

-Tony

--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
855 Chambers Rd., Apt. 15 : tony_ramos@fitch.com, ramos.15@osu.edu
Columbus, OH 43212 : *** computer-mediated environments ***
(614)297-6352 : *** interface ** image synthesis ***

468. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc02b7$e7fb2d40$08f7aecc@127.0.0.1>
Source record: 76964
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

> On Tuesday, July 30, 1996, Atari Corporation [died]

So if July 30,1996 is when Atari officialy died when was it 'born'??

Will Fisher

469. MULE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: InfoMan <infoman@poboxes.com>
Message-ID: <32DC84E9.1438@poboxes.com>
Source record: 76965

Did anyone ever see MULE on the NES? Is it very close to the Atari game
we know and love?

Thanks,
/InfoMan
infoman@poboxes.com
--
Visit InfoMan's Atari Page!
Home of the Atari 8-bit Support BBS List
http://infoman.simplenet.com/atari/
----- ----- ----- ----- ----- -----
Receive a monthly commission check - guaranteed!
http://www.cyber-action.com/oed/infoman.html

470. Re: Atari 8-bit video output: Only RF?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970115075901.CAA28618@ladder01.news.aol.com>
Source record: 76966

In article <5bghr0$7bb@clarknet.clark.net>, wmcbrine@clark.net (William McBrine) writes:

>
>: (Looking at port)
>
>: 1 5
>: 2 4
>: 3
>
>: 1) Audio out (line level)
>: 2) Composite Chroma
>: 3) Signal ground
>: 4) Composite Video
>: 5) Composite Luminance
>
>This is very similar to the port on a Commodore 64 (or 128):
>(snipped)

The 5-pin DIN plug will actually work on both systems. I used my C=64 with the same cable with no trouble at all.

But I STILL prefer my Atari, even though I give Commie a SLIGHT edge in graphics capability (multicolored text)....

471. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc02b7$845401e0$08f7aecc@127.0.0.1>
Source record: 76967
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

> Did you hear anyone say "Goodbye"?

Wow... that was cool.

It really is too bad that Atari did just 'die' quietly. There are so many
loyal Atari ppl out here that we deserve a miniute to say goodbye...

{1 miniute of silence}

Bye.

Will

472. Re: Any Atari Groups in Texas?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-15 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970115122901.HAA01443@ladder01.news.aol.com>
Source record: 76968

I believe that AAAUA (San Antonio area, exclusively 8-bit) and HACE (Houston area) are still alive and well.

I'm sending you a private message with the contact numbers.

473. Atari 400/800 game list?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: Bob <ratst18+@pitt.edu>
Message-ID: <32DEAB80.33B9@pitt.edu>
Source record: 76819

I was wondering if anyone could point me in the direction of an Atari 400/800 game list, with rareity ratings. If you know where there is such a list please email the adress to me. Thanks in advance!
-Bob

474. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: c_graham@patrol.i-way.co.uk
Message-ID: <5bm9s4$h6q@lira.i-way.co.uk>
Source record: 76820
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Lionel Theunissen <lionelth@ozemail.com.au> mumbled indistinctly:

>> All this can be had for only $2000 + shipping each. You won't find a
>> better offer anywhere in the world! Atari charged developers $5000 for
>> these units but you get one for less than 1/2 the price.

A comparison is in order here:

A third party Jaguar dev kit is approx 300.00 (uk).

An SNES third party dev kit is around 350.00 (uk).

The Sony Yaroze Playstation home dev kit is 550.00 (uk), and includes
rather a lot of stuff for the money - assembler, C compiler, debugger,

developer PSX, libraries, documentation, free Pipex account, 3d
object creators, graphics convertors, loads of utils, etc. Available
direct from Sony only.

I could quote retail on a full-blown pro Playstation dev kit, but my
licensing agreement with Sony prohibits it - all I can say is that
it's a bit more than that ;)

Datel were selling a system that would stand in for a full blown
dev kit for around the 200.00 (uk) mark.

I can say what 3rd party pro-dev kits for a Saturn cost, and it's
around the 5000.00 (uk) price by the time you've bought everything
you need.

I think, on reflection that the $2000 for a Lynx dev kit with no real
probability of a market for product from it is a bit steep.....

I've got a Vectrex dev system that I put together myself
- bet there's even less of a market for that, but I know of at least
three new games that have been released just recently. Fact is
that folks only do old platforms for fun and nostalgia now, and
$2000 is just to much (I used a Crash Barrier EPROM emulator
and a dismantled cartridge to build the Vectrex dev unit in case
anyone is interested - just to prove to a guy in the office that
it could be done).

Much better call is for folks to sign up to the Yaroze project
on Sony - it's cheaper, you get more for your wedge and
you get a crack at the wider world if you produce something
worthwhile (license it to a big boy like Psygnosis). Or do it
for a better reason - fun, and a chance to face off against

the best of the amatuar game dev fraternity from Japan &
Europe.
UK delivery of Yaroze kits is february, US launch should be
some time after that - we finally get something first ;)

Craig Graham.
STM, Falcon, Jaguar, Lynx, Vectrex, Dragon32
XaAES, CLA, DUftp

475. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: 42Bastian Schick <elw5basc@gp.fht-esslingen.de>
Message-ID: <Pine.HPP.3.91.970116110200.3142B-100000@rghx50.gp.fht-esslingen.de>
Source record: 76821
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

> Yeah, but it's a lot easier finding someone to repair a broken car... ;-)
But not if you got an Oldtimer !

What do you pay for a Classic Car ???

42Bastian

476. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: Deana Barrett <pwein@umich.edu>
Message-ID: <32DEE03B.52FA@umich.edu>
Source record: 76822

--
Deana Barrett

Hey Bob!
Don't let all the crazies get to you. You can't expect everyone to
travel the high road with you. Hopefully, there are still a lot of Atari
users that will want to 'buy" what you hope to sell.

Hang in there. Don't trash your "upscale" reputation.

477. Wanted: Unarc for Unix

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: malay@tds-gn.lmco.com
Message-ID: <5bm9gt$cms1@news.tds-gn.lmco.com>
Source record: 76823

Looking for unarc or arc sources for Unix. D'ya Know where
they may be??

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@tds-gn.lmco.com /
/ 703.367.2403 /
/ /
//

478. Re: FS II Protection Breaker #2

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: feb6399@osfmail.isc.rit.edu
Message-ID: <5bmdo1$ilv@news.isc.rit.edu>
Source record: 76824

In article <32dd35bf.0@news-feed.ndirect.co.uk>,
<edmund.wells@stickwick.com> wrote:
>And now a little more about the FSII protection. It has, as far as I
>can make out, a bad sector positioned at every 18th sector (18, 36
>etc) plus some bad/missing/phantom or whatever sectors starting around
>sector 50 or 60.

really? Many years ago (decades, it seems), I bought FSII
for my Atari 800, and when I went to make a backup, I discovered that
the disk was filled with many bad sectors (I was used to seeing
a few for copy protection). I figured that the disk was bad,
since there were so many bad sectors, so I returned it to the store,
and ended up getting something else, since they didn't have any
more FSII copies in stock. Oops. I wonder if anyone else did this?

>Loving Atari 8-bits since 1982...
>(...and for another fifteen years at least)

Since 1981 for me...
Right now I'm taking a long break from them, due to lots of Thesis work
eating up all my free time, but hopefully I'll be involved with them
again when it's over... Hey, maybe I'll even get my emulator up
to date with the latest emulator innovations then?

- Frank

--
Frank "Shaggy" Barrus: shaggy@csh.rit.edu; http://www.csh.rit.edu/~shaggy

479. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: rochelle@umcc.umcc.umich.edu
Message-ID: <rochelle.853414706@umcc.umcc.umich.edu>
Source record: 76825
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

ecastle@cherita.netkonect.co.uk (Edward Castle) writes:

>Hi,

>>>Access to cartridge prototyping, production, packaging, & marketing included.

>And how many Lynx games have you produced, packed and marketed? (I'll point
>out now that I haven't done any myself, just so Harry can't say that in
>return.)

Which comes first, getting the facilities to produce, package, and
market a game? or selling it?

We have hundreds of EPROM cards in stock waiting for the software to be
done. We have dealers who are ready to distribute anything we write.
We are working on getting boxes and manuals made that look like the
ones that Atari did (as opposed to what Telegames is doing). We have
the EPROM programmer and EPROMs (and I'm ordering more EPROMs today).
The only thing we don't have is a "track record", but I don't need one
to offer these services.
For example, if Carl Forhan wants us to make 200 Pong games
and sell them, we could get it done in short order.

If anyone buys a Howard board from us, writes any kind of
game, and needs facilities to sell their game, we have it.

repeat sales pitch

Only $2000 buys you a Lynx business opportunity - not a toy or a
collector's item. Call (612) 462-2500 to order one.

****
Watch this space for new Lynx games currently in development by
Carl Forhan, Bastian Schick, and myself.
This is NOT a vaporware announcement.
****

Harry Dodgson
2600/7800/Lynx developer

480. Re: Just a thought: old software clearing house?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970116102648.3405C-100000@fissure.scar>
Source record: 76826

On 14 Jan 1997, Michael Current wrote:

> Tim Irvin, ziggy29@netgate.net wrote:
>
> >Whatever the vendor--be it EA, or SSI, or Origin, or Sierra, or
> >others--this place could work with them, pay royalties from sales
> >to their respective copyright holders, and help pad their bottom
> >line a bit with little or no cost to them. And I'd think it would
> >be good for PR as well.
> >
> >It seems to me that the old software vendors would have very little
> >to lose under such an arrangement. They're not making anything off
> >of the copyright today anyway, and there would be a low-cost
> >legitimate source for the software you kicked yourself for
> >throwing away in 1990. Furthermore, there would again be *no*
> >legitimate arguments in favor of software piracy, as there would
> >now be accessible commercial channels for buying the software
> >through legitimate means.
>
> Problem is, most all the commercial software is already available on the
> various pirated software archives. Thanks to them, who's going to pay
> ANYTHING for 8-bit Atari software, knowing they can just download it off
> the net. People around here DEMAND their free warez, like it's their god-
> given right that all old commercial software should now be given to them
> for free, since they successfully waited for the market value of that
> software to drop to about zero. And what's driven the market value of 8-bit
> Atari software to approximately zero? Why, the availability of it all for
> free!
>
> Your proposal could only work if the various pirate archive maintainers
> agreed to remove software made available legally through the "clearinghouse."
> But most of the commercial software on their archives IS available legally,
> from various commercial sources still trying to sell it, and on the used
> market. I highly doubt they would remove them from their archives just
> because ANOTHER legal source was available.
>
> In a normal marketplace, the rare items in high demand (Bounty Bob Strikes
> Back, etc.) would bring in higher prices on the used market. But thanks
> to the pirate software archives, that softare isn't worth anything. You've
> read the arguments here, prices more than a couple dollars are generally
> considered outrageous. Never mind how common/rare it is, never mind the
> level of demand. The value of all 8-bit Atari software is being finalized
> to zero, thanks to the pirate software archive maintainers and supporters.
>

>
> Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
> User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

Even if there was no atari piracy do you honestly believe Activision, Electronic Arts and other software manufacturers would have supported the Atari 8bit for any longer than 86/87 or 1988. Even the C64 which had their software manufacturers locked in long term contract saw new software till about the earlier 90s then it died off too.

Piracy didn't kill the 8bit, new technology and profitability did. more people have Nintendo, segas andIBM pcs than atari 8bits, there just wasn't money (even if all 8bitters bought legit software) to keep them in a profitable business!
> >

481. Re: Atari 8-bit video output: Only RF?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <ZjJ2tHz.lmcclure@delphi.com>
Source record: 76827

In a message dated 1-15-97, Dan Vernon said:
|
| I just picked up a Commodore 1701 monitor and haven't tried
| to do much with it yet. It has a choice of inputs. Either
| Chroma/Luma/Audio or Video/Audio. I have heard some about
| the 1702 (in the most recent FAQ) but not this model.
|
The 1701 and 1702 are essentially different versions of the same monitor.
If you covered up the nameplate, you would not be able to tell them apart.
The only difference I know of it that the 1701 was packaged with a 5-pin
DIN to dual RCA capable (composite + sound), whereas the 1702 was
packaged with the 8-pin DIN to triple RCA cable needed for chroma/luma/
audio from a C64. Both monitors have both the front audio/video and
rear chrom/luma/audio jacks, however.
-
I have heard there were some internal differences, but have never been
able to confirm any. My first monitor was a 1701, BTW (which I still
have), which is why I know a bit about it.

--
LMCCLURE@delphi.com
Little Rock, AR

482. Re: MULE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: jasonbar@rose.ucsb.edu
Message-ID: <5bm32j$mun@rose.ucsb.edu>
Source record: 76828

>InfoMan (infoman@poboxes.com) wrote:
>: Did anyone ever see MULE on the NES? Is it very close to the Atari game
>: we know and love?

It's veeery close.

The only differences are:
The MULE sprite is multi-color and more detailed
During production, there's no sound of "stuff" being produced
During auctions, there's no rising/falling sound associated w/ production
and spoilage and use
During auctions, pushing your stick against the transaction line will not
accelerate the timer
I could never get collusion to work

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling.PWEI.LEGO.Tit Wrench.Battle of the Planets.Star Wars.
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN.
The Jitterbug.Bill Gibson.Robot Wars.Tim Burton.The Cult.fried cheese.

483. Re: Defending the English Language (Re: Atari 8-bit ROM)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0370$492f7a40$0af7aecc@127.0.0.1>
Source record: 76829

```
> |>
> |> Irregardless of Atari's (re: JTS) copyright on the 8bit ROM Images I
do
> |> have them on my webpage.
> |>
>
> I've been lurking a lot lately (mainly because (a) I started a new job
not
> too long ago, and (b) my 8-bits are in storage until I finish the
renovations
> to the basement of my house), but I defy anyone to point me to a
dictionary
> entry for the word "irregardless". This word is right up there on my top

> ten list of things which annoy me no end, like fingernails on a
blackboard,
> or cats (sorry, Blackat :-).

=) not a problem... my engish 121 proff would probably freak out if she saw
me writing like that anyways. It's just one of those 'english' words that
we say that have no dictionary meanings.

Will
```

484. Re: cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: ya193@freenet.Victoria.BC.CA
Message-ID: <E44JyF.99q@freenet.victoria.bc.ca>
Source record: 76830

In a previous article, infoman@xmission.xmission.com (InfoMan) says:

>Jim Treber <jtreber@cris.com> wrote:
>: Among the few left over 8 bit items I have, I found an unused cable
>: about 3 feet long. At one end is a round connector with with 8 pins
>: inside. The other end has 3 separate plugs similar to RCA jack plugs, a
>: red one, a black one, and a slightly smaller white one. Does anyone know
>: what this is or have a use for it?
>
>: Jim Treber
>
>Sounds like a monitor cable.
>_/InfoMan_
>
>

More specifically a Commodore 64 monitor cable.
--

| Justin R. Smith | bx557@freenet.toronto.on.ca / an422@dayton.wright.edu |
| 5034 Sabra Avenue, Huber Heights, Ohio 45424 | Phone +1 937-233-2125 |
---

485. Re: Flight Sim protection breaker!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970116202447226707@mutl-d22.bctel.net>
Source record: 76831

Andrew Krieg <krieg@earth.execpc.com> wrote:

> In article <32d41b7f.0@news-feed.ndirect.co.uk>,
> <edmund.wells@stickwick.com> wrote:
> >
> >I'm unsure of the legality of this one but... I'm trying to break the
> >protection surrounding Sub Logic's Flight Sim II program (it's my
> >favourite 8-bit program -- I have the original, boxed with manuals and
> >I'm sure as hell not going to lose it for the sake of some creative
> >protection programming) but the trouble is, I'm not too skilled in
> >breaking copy protection!
> >
> >I program a little in assembler with the Ass/Ed cart so I'm not a
> >total duffer but any tips would be great.
>
> Here's a tip: BUY THE CART!
>
> You probably won't experience cart rot in your lifetime.
>
> You can get one for $5 from D'Antiques on the Net.

What is the URL?

--
Ryan Goolevitch
http://www.trideja.com/

486. Re: Just a thought: old software clearing house?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970116131001.IAA18591@ladder01.news.aol.com>
Source record: 76832

In article <5bjk06$q18@madeline.INS.CWRU.Edu>, cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:

> If we, us, don't archive A8 software then that software
>will be lost.

I totally agree with you. However, there's a legal difference, as it was explained to me, between somebody archiving the software and somebody making it available for distribution. That stumbling block will probably get bigger as legislation and international agreements unfold.

487. Re: MULE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: heller@socko.cdnow.com
Message-ID: <5blerv$7qq@netaxs.com>
Source record: 76833

InfoMan (infoman@poboxes.com) wrote:
: Did anyone ever see MULE on the NES? Is it very close to the Atari game
: we know and love?

Its similar. Send an email to my brothers:
axh174@psu.edu (Kevin heller), akh123@psu.edu (Kirk Heller), they own
a copy for the NES and have played the Atari version.

Karl

488. Converting ATRs

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32dedcfb@pianosa.demon.co.uk>
Source record: 76834

Whilst reading the usual rubbish I find here, Steve wrote something interesting
to All about Converting ATRs:

Hello Steve,

>> Bob's request, and at the suggestion of Alan Sharkis, I've posted a copy
>> of ATR2DSK.BAS in uuencoded form, to alt.binaries.atari.
S> Well... Had a look, but it doesn't seem to have made it there..

Well, it's there now, I've just checked. At the time I posted that message,
there were problems with my ISP's news server, causing delays of up to 30
hours. Things are on the mend, now.

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... Drums quite good, bass is too loud, and I can't hear the words.
Sound Of the Suburbs; The Members

489. Rare 8-bit Software/Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: phantomm@harold.eastky.com
Message-ID: <5bm9ut$522@netnews.mis.net>
Source record: 76835

Anyone have a list of hard to find original Atari 8-bit software and hardware?

Net-Tamer V 1.08XB - Test Drive

490. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: Lionel Theunissen <lionelth@ozemail.com.au>
Message-ID: <32DCE0FB.77DE@ozemail.com.au>
Source record: 76896
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Rochelle Rogoff wrote:
>
> Hi again,
>
> We still have 4 systems left, each consisting of:
>
> a Howard board
> in case with the same footprint and color scheme as an Amiga 2000
> the (Howdy) display unit
> these are stereo enabled ... A Pinky/Mandy unit is NOT capable of stereo
> full documentation
> call it 3 pounds, 2 inches, or a few hundred pages... it's a lot
> complete development software
> 9 Amiga floppies with Atari/Epyx programs, demos, sfx, utilities
> 1 Amiga formatted floppy with extra routines by Bastian Schick and myself
> Expert technical support via email included.
> Access to cartridge prototyping, production, packaging, & marketing included.
>
> All this can be had for only $2000 + shipping each. You won't find a
> better offer anywhere in the world! Atari charged developers $5000 for
> these units but you get one for less than 1/2 the price.

I have to say that the price you want for these units is very steep.
They may have cost $5000 originally, but it wasn't that long ago that
286's cost that sort of money, and you can't even give them away now.
It's an unfortunate fact that computer equipment devalues hideously
quickly, and obsolete equipment is worth almost nothing. The units you
are selling aren't even new. Half price may be reasonable for
second-hand units for a CURRENT product, but the LYNX is effectively
dead. No more are being made. Atari in effect no longer exists. There is
therefore no hope of marketing or advertising support for any new Lynx
related product. Also, what if the thing breaks down? They are full of
custom chips. What hope of getting spares? This is a very risky
investment!

$2000 may not be much to a professional developer, but how many
professional developers are really going to be interested in the Lynx?
Can you HONESTLY make a livable income writing Lynx games?

In my opinion, the only people who are likely to be interested in the
development units are tinkerers, like myself. I would be very interested
in obtaining a development system, but not at this price. The price
would have to be about a quarter of what you are asking for me to
consider it. If you find you can't sell the units, and are prepared to

drop the price, then contact me.

My offer isn't going to get any higher...Sorry.

Lionel...

491. Re: : COPYRIGHTS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: edmund.wells@stickwick.com
Message-ID: <32dd3720.0@news-feed.ndirect.co.uk>
Source record: 76897

jeking@xmission.xmission.com (James King) wrote:

>BobKlaas <bobkla19@tcd.net> wrote:
>: Now that I have slipped into your back yard, how do you feel?

>: Give up your girlfriend, sweetheart, Wife ect..??? You do not actualy
>: own her!...You do not have Copyright you have paid for or spent
>: relentles hours completing what I can do for her in a few minutes!
>: Guranteed!!!

>: EGO??? No straight fact! Been both places and can accomplish what I set
>: out to do! Don't believe me...ship her to me like you ask othes to do
>: and I will prove it!

Why does Mr Klutz insist on using a cap W with the word 'wife'? And
didn't anyone ever tell him not to punctuate using exclamation marks
with elipses, full stops and the like?

Maybe I'm expecting too much from someone who obviously has trouble
chewing gum and tying a shoe lace at the same time, but this kind of
simple grammatical error is so easily avoided (and probably mastered
by those who graduate from grade school).

(Apologies if I've got the 'grade school' age group wrong BTW. I'm
from the wrong side of the Atlantic.)

Ed

492. FS II Protection Breaker #2

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: edmund.wells@stickwick.com
Message-ID: <32dd35bf.0@news-feed.ndirect.co.uk>
Source record: 76898

Hey all

Thanks for your tips. I apologise for the fake email address -- I did intend to note that fact in my original posting. To those who emailed me and were bounced: sorry! Those whom I've managed to thank via email and with my real address have already received my apologies.

Why the cloak and dagger stuff? Read the asshole posting from Bob Klutz and you'll know why...

Just for the record ... I have the original disk, boxed, with manuals, that I bought new back in 1986. It cost around UK 45 pounds (work it out in dollars!) and I love it so much I'd like to make a copy (or two!) for my OWN BACK-UP PURPOSES ONLY, and partly because I'd like to examine the original code and try to work out what's going on in there!

And now a little more about the FSII protection. It has, as far as I can make out, a bad sector positioned at every 18th sector (18, 36 etc) plus some bad/missing/phantom or whatever sectors starting around sector 50 or 60.

A straight sector copy produces a working version that runs for around a minute or so -- just long enough to get off the ground -- then hangs with a blacked-out windshield view -- clever programming or what?!

A tricky 'patched' type copy doesn't work at all. It stops just after loading and before the instrument panel is drawn (those who know the program know at which point I mean) and puts up a message 'System Error xx at xxxx'.

I've disassembled the code using Scanalyser and there's *thousands* of CMP xx, BNE xxxx and CMP xx, BEQ xxxx type instructions. Try unravelling that little lot!

Thanks for all the help.

Loving Atari 8-bits since 1982...
(...and for another fifteen years at least)

Ed.

493. Re: SIO2PC -> APE fails to work

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: edmund.wells@stickwick.com
Message-ID: <32dd3b65.0@news-feed.ndirect.co.uk>
Source record: 76899

Trevin Beattie <trevin@xmission.com> wrote:

>I've contructed the 1489 version of the Atari->PC interface, verified
>continuity on all pins of both cables, and checked the voltage levels on
>all 1489 pins when it was plugged in, The interface seems to be doing
>what is should, yet when I boot my Atari 800, it just goes to the memo
>pad and APE doesn't register any activity in the SIO monitor. I've
>tried both COM ports and even tried changing the values of 'extra safety
>margin'. What else could be preventing it from working?

>-----------------------
>Trevin Beattie "What's to bad about being drunk?"
>trevin@xmission.com "You ask a glass of water."
> {:-> --Douglas Adams, HGTTG

I built the 1489 version too and it failed to work ... however (and
this has already been mentioned in other posts but...) I changed the
RI 'notification of action on the SIO2PC' to the DSR option from the
APE main screen and Hey Presto! It fired up and worked fine.

My SIO2PC is connected to the PC (a P75) via a four-way serial port
switch box -- maybe there's no ring indicator pin connection in there?
Whatever, it worked! Try it.

Just for the record: I've also used APE with my ancient 'Tandy 5000MC'
386DX20 machine and it works just fine, though much slower when
formatting *big* (ie 16Mb) images.

If all else fails, try building another, completely fresh cable -- the
1489's a pretty cheap component and you might have a bad one (OK, but
it's worth a try!). And remember, not all SIO cables have the same
colour coding -- some differ from the orange/purple/light blue/black
etc connections described.

Good luck. You'll crack it soon

Ed

494. BW-DOS (was Re: Converting ATRs)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32DD75A6.1105@kawo2.rwth-aachen.de>
Source record: 76900

mratari01@aol.com wrote:

> What is BW Dos?BW-Dos is a Freeware (V1.30) Dos with Sparta-Dos Filesystem.
The first version was distributed by the ABBUC (a German Atari-User
Club) as a gift (there are two free gifts per year, when Iï¿½m right).
Itï¿½s works fine, has the SD 3.2f command set (That means CWD not CD ...)
and some very nice tools, also working with SD 3.2.
The most important feature is, that it will not use any memory below the
Operating system, so that Turbobasic and other programs will work, too.
It has no built in DOS 2.5 Filesystem supports "only" drives 1 till 4
and 8.
It comes with some nice features as an default "DOS" path (means that
you can store all utilities in the "DOS"-directory, an AUTOCWD command
(means that you can specify a path as default, which is set during
every "RESET"-command) ...

There is only thing I donï¿½t like - itï¿½s only half as fast as SD 3.2 gx
(tested with my hard drive) I donï¿½t know why - but it is that way.

The utilities disk in the downlod area at my homepage contains a BW-DOS
1.3 (but without all utilities.
I donï¿½t know, hwere to get it from and if it is uploaded at UMICH yet,
but contact me for further information.

Thanx, Matt

--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

495. AMDEK 3" Disk Drive 4sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970116032000.WAA00720@ladder01.news.aol.com>
Source record: 76901

```
For Sale:

Amdek 3" dual drive system (Not 3.5")
Unit is in perfect working condition and includes 20 3" mini-disc's.
Item is EXTREMELY RARE.

Make all offers to: cvendel@aol.com

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html
```

496. RAMBO!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: antbbaker@aol.com
Message-ID: <19970116033700.WAA01620@ladder01.news.aol.com>
Source record: 76902

I was wondering. I have a new computer (ironically a PowerMac), but I still love to to so call "beef-up" (for the 800XL anyway) its RAM. Does anyone have a RAMBO card or something similar that would work on my cool little 8-bit?

Thanks,

AntBBaker@AOL.com

P.S. I case you didn't know, E-mail me a response.

497. C64 power supply -> Atari 130xe?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: wmcbrine@clark.net
Message-ID: <5blc4p$7au@clarknet.clark.net>
Source record: 76903
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

The other day I picked up an Atari 130xe, but without a power supply. I was then chagrined to see that it was different from the 800's.

After recently discovering that the video/audio ports of the Ataris and Commodores were mostly compatible (the same cord can be used), I wondered if, by some lucky miracle, the power supplies might be as well. Sure enough, the C64 power supply plugs into the 130xe's port (but I haven't tried turning it on, for fear of damaging the 130xe), and the specs partly match -- 5V, 7.5W DC. But the C64 also offers 9V AC.

Since I have several spare C64 power supplies, is it possible I could adapt one of them to drive the Atari? I hope no one regards this as sacrilege. ;-) I haven't yet been able to find the pinout for the C64's power; I have the Atari's, but I'm not sure if it's the port or the plug (i.e., is it flipped).

I've been finding a lot of machines without power supplies in thrift stores lately. :-(

--
William McBrine | http://www.clark.net/pub/wmcbrine/html/
wmcbrine@clark.net | Vote Ralph Nader for President in 2000!

498. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: asal@mimuw.edu.pl
Message-ID: <5blftq$av9@h1.uw.edu.pl>
Source record: 76904

```
: That's true but I changed my mind on XL-it! because I got many
: nice mails from Atarians asking me to continue with XL-it!.
: As my frustrations comes from the console "crowd" and I like
: the Atari 8-bit the development of XL-it! will be continued.

THANKS!!!!!!!!!!!!

--
Adam Salamon (asal@melkor.mimuw.edu.pl)
```

499. New Free Atari Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5blg19$1ld4@usenetp1.news.prodigy.com>
Source record: 76905

I saw his page updates too. I guess you mean the Xformer upgrade will be free to registered users, because just below that offer, he's got a place for the demo version, both available soon.

I know. I know. There are a lot of you who don't like this emulator, but for software developement, it kicks. The speed is fantastic. And it's good to see someone who continues work through all the abuse that creative types often get.

- bostone

500. Re: MULE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: Matty <moses@cybercomm.net>
Message-ID: <32DE5A1D.63F7@cybercomm.net>
Source record: 76906

A. Karl Heller wrote:
>
> InfoMan (infoman@poboxes.com) wrote:
> : Did anyone ever see MULE on the NES? Is it very close to the Atari game
> : we know and love?
>
> Its similar. Send an email to my brothers:
> axh174@psu.edu (Kevin heller), akh123@psu.edu (Kirk Heller), they own
> a copy for the NES and have played the Atari version.
>
> Karl

I owned it (got rid of it), and I hated it. The whole game had an
odd feel to it (very Japanese). The "town" was laid out horizontally
(changed everything!). What I mean by that is that little doors
for each thing (crystite,land,pub,food, etc..) were spread out over
a few screens! In auctions you can't sell fast, if you have 80
smithore to sell you have to sell them one at a time (slowly). Not
to mention much crappier music. I bought it at the time because I
hadn't played MULE for a long time and I expected it to be an upgrade.
Wrong. Dig up your Atari and play that version it's still the best...

matt raupp

501. Re: Atari 8-bit ROM

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970116011618.15565.qmail@mail.ptd.net>
Source record: 76907

> From: feb6399@osfmail.isc.rit.edu (Frank Barrus)
>
>Paul Hollins [6]<paul11@globalnet.co.uk> wrote:
>>I've just downloaded an 8-bit emulator, but it needs the 8-bit ROM to run.
>>Apparently it has been transferred to a file that the PC can read. Anyone
>>know where I could get a copy?
>>
>
>Since this is being brought up, I might as well ask this again
>to see if things have changed (I asked this many years ago)
>
>What is the current legal status of the OS ROM's for the Atari 8-bits?
>
>That emulator he's referring to could be mine, or it could be someone
>else's, I don't know. But I do know that I'm distributing mine in
>source code form, but without the OS ROM's (or BASIC ROM's, or any
>other actual Atari software) to avoid legal complications.
>Back when I first wrote it, I had a lot of people
>(including Derek Mihocka) tell me that it would be illegal to distribute
>the ROM with my emulator.

I not sure what the legal situtation is, but anyone can just download PC Xformer 2.3 or something and just get the ROM files as well as AtariDOS on a disk image. The guy who wrote the Pokey emulator has Xformer on his web site so you can get the OS images from there.

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or automatic.

502. Re: Menu programs.

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: read@my.sig
Message-ID: <32e26618.5310863@news.networx.net.au>
Source record: 76908

Mike LaRue <bandit@cdsnet.net> wrote:

>I have a few menu boot programs like MicroDos ect...
>
> My problem is, in double density disks I have only microdos and
> it will only display 8 files.
>
> I hope I made myself clear.
>
> Wanted! Booting menu program capable of Double density and able
> to display all files on disk for booting.

There is a menu program that comes with SUPERDOS, called AUX.SYS.
When this is loaded you can select to write "SUPERBIN" to any sized
disk (up to double density). This uses graphics mode 1 when booted,
and can display around 20 odd filenames. But, as is with a lot of boot
sector loaders, there are a few BIN/COM/EXE's that refuse to work. So
a little experimentation is prudent. And try not to place too many
files on the disk, because the boot program uses some of the DIR
sectors to load DATA from (for high speed operations etc).
I think it can also load BASIC files, but I haven't actually tried
this.

Steve..

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

"ATARI: Power without the price!" even more so now.
---

503. ANTIC questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: Christopher Brett Strong <strong@facility.cs.utah.edu>
Message-ID: <Pine.HPP.3.95.970116114613.1393C-100000@labhp33.cs.utah.edu>
Source record: 76909

Hello. I need some help with ANTIC...hardware questions, not software.

I know very little about this IC. I mean, I know what it does--but not how it does it.

In particular I seek information about the bidirectional data lines. How are they releated to the R/W line. As I recall, the ANTIC has a bidirectional line to the xITA for the video, as well as bidirectional address lines.

Are any more lines bidirectional? How about the data lines?

How do I know in which direction the data is flowing. IS there I way I can tell from the R/W line?

Any information (pointers to web pages, etc) would be helpful. Thanks.

Christopher B. Strong InterNet strong@ee.utah.edu
decRAD: CSTRONG ||| CADE: strong@eng.utah.edu
/ | \ http://www.elen.utah.edu/~strong
"If the mean don't get you, the variance will." -- James 1. Rieger

504. 1200XL PBI

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: Christopher Brett Strong <strong@facility.cs.utah.edu>
Message-ID: <Pine.HPP.3.95.970116115214.1393D-100000@labhp33.cs.utah.edu>
Source record: 76910

Has anybody done this upgrade? If so, what do you need the Supra
MicroPort kit for. What exactly _is_ a Supra Microport kit?

-Chris

505. 822 Printer wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: Christopher Brett Strong <strong@facility.cs.utah.edu>
Message-ID: <Pine.HPP.3.95.970116115603.1393E-100000@labhp33.cs.utah.edu>
Source record: 76911

I am (still) searching for an Atari 822 Printer. This is the small beige
40 column thermal printer (not to be confused with the 820 printer, which
uses normal paper and a ribbon--and is much larger.

If anyone is interested in selling or trading one, please let me know.

Christopher B. Strong InterNet strong@ee.utah.edu
decRAD: CSTRONG CADE: strong@eng.utah.edu

506. Re: Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <32DE43EC.1D83@anest4.anest.ufl.edu>
Source record: 76912

Daniel Klugh wrote:

> The point is since the RS232 handler will get the interupt no matter which
> (COM1 or COM2) RS232 port activated the IRQ,the RS232 handler would simply
> look at BOTH RS232 ports for a byte to read,read it,and put it in the buffer.
> Then the programme can read it when it gets around to it.

There is a fundamental problem with IRQ sharing on a PC. While,
theoretically, two COM ports could share an IRQ and the driver could
poll both to see which UART generated the interrupt, there is a
race-condition that can develop between the two ports when they both try
to generate an interrupt at the SAME time. The problem lies with the
8259 programmable interrupt controller. If two of its pins go TRUE at
the same time, the thing flakes out and stops giving any further
interrupts without reinitializing the chip. I've played with this
extensively and found that the only guaranteed way to implement more
than two COM ports is to use different IRQs for each.

Hope this helps...

-Michael Ellis

507. Re: Atari 8-bit video output: Only RF?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: Christopher Brett Strong <strong@facility.cs.utah.edu>
Message-ID: <Pine.HPP.3.95.970116115711.1393F-100000@labhp33.cs.utah.edu>
Source record: 76913

> The 5-pin DIN plug will actually work on both systems. I used my C=64
> with the same cable with no trouble at all.
>
> But I STILL prefer my Atari, even though I give Commie a SLIGHT edge in
> graphics capability (multicolored text)....

Slight edge in graphics?? Yeah, you have multicolored text, but you only have 16 colors. Lets see, colored text in 40 column mode vs sixteen times more colors. Not a tough question for me.

The Commodores have a some good points, but compared to the Atari graphics is not one of them.

-Chris

508. Re: atr to real disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: read@my.sig
Message-ID: <32e05d77.3102383@news.networx.net.au>
Source record: 76914

beavis <beavis@butthead.com> wrote:

>i have a question regarding transfering disk images (.atr's) to real
>atari disks.
>
>i have run across a few that seem to transfer to a disk, yet when i
>boot i either get a lock-up or garbage. i've tried including dos
>files on the disk in the case that they were binaries, however i
>still have had no luck.
>
>other images transfer just fine. all the images work beautifully, so
>long as they are booted under ape or sio2pc.
>
>i would like to keep them on 5 1/4 though.
>
>should i use a sector copier? if so which one?
>
>i have tried the 'j' copy disk option under mydos, and 'superdup'
>under young's dos.
>
>anyone?
>
>thanks,
>robert
>
>ps. one particular file is atari home file manager :)

One problem using any type of DOS to copy a full NON-DOS disk, is that DOS usually only copies by checking the sector map located near the DIR sectors. I remember using MYDOS to copy a disk, and re-writing it back, only to find HALF the DATA had been copied. (arrgghh no backup either). There are a number of sector copiers around, and a couple of DOS's that will copy ALL too (ie: DOS 2.1c, SMARTDOS, and SuperDOS (if you input the sector numbers)). If you let me know what type of hardware you have I can send you XE-MEGADUPE, of course the name means you need an XE or expanded XL., and also a US 1050.

Steve..

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

"ATARI: Power without the price!" even more so now.

---

509. sector copier

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <32DE4EF7.5E3F@mail.utexas.edu>
Source record: 76915

anybody have a good sector copier?

i'm using either an 800, 1200xl, or 800xl and stock 1050's.

i have one called sector tool written in basic, but thought someone
might have a better one.

thanks,

robert
dperw@mail.utexas.edu

510. Re: cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: Dan Vernon <104522.3076@compuserve.com>
Message-ID: <01bc03d5$4bad57a0$55bfaec7@danv>
Source record: 76916

Jim Treber <jtreber@cris.com> wrote in article <32DC19C3.191E@cris.com>...
> Among the few left over 8 bit items I have, I found an unused cable
> about 3 feet long. At one end is a round connector with with 8 pins
> inside. The other end has 3 separate plugs similar to RCA jack plugs, a
> red one, a black one, and a slightly smaller white one. Does anyone know
> what this is or have a use for it?

Its a monitor cable for a C64 I'll wager. Probably RCA jacks go to chroma,
luma, and audio.

511. Last of the 8-bit stuff I have for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: Ron Pothier <falken@tstonramp.com>
Message-ID: <32DEBAC9.3CB3@tstonramp.com>
Source record: 76917

```
Atari 8-Bit Stuff
--------------------

Disks:
------
Home-Pak (Word proc., term and database) 3 programs by Russ Wetmore
Mastertype Filer
Math Blaster
Alternate Reality the City
Pinball Construction Set
Timewise
Carts:
------
Dig Dug
Kids on Keys

Cassettes:
----------
Invitation to Programming 1
" " " 2
" " " 3
Pacific Coast Highway
Zaxxon

Hardware
-----------

130 XE computer,ps and dust cover
CM-141 14" color monitor and cable
Amdek 12" amber monitor/sound
Mitsuba 1200bps modem
Atari SX-212 1200bps modem
Epson FX-80 printer
Atari joysticks

Books
---------

Compute's 1st book of Atari
Compute's 2nd book of Atari
Compute's 1st book of Atari Games
Analog Compendium
Atari DOS
```

512. Atari BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-16 00:00:00 UTC
From: paulsmith@enterprise.net
Message-ID: <32de9525.1652085@news.enterprise.net>
Source record: 76918

Does Anyone know of a BBS program for the Atari??

513. Re: : COPYRIGHTS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <32e10c27.19496652@news.demon.co.uk>
Source record: 76769

On Thu, 16 Jan 1997 03:51:29 GMT, edmund.wells@stickwick.com wrote:

Re Bob Klass`s spelling....

>Why does Mr Klutz insist on using a cap W with the word 'wife'? And
>didn't anyone ever tell him not to punctuate using exclamation marks
>with elipses, full stops and the like?
>
>Maybe I'm expecting too much from someone who obviously has trouble
>chewing gum and tying a shoe lace at the same time, but this kind of
>simple grammatical error is so easily avoided (and probably mastered
>by those who graduate from grade school).
>
Son....the fact that you do not approve of Bob`s spelling or grammar
does not detract from the rudeness of your reply. Bob has been
supporting the 8bit for quite a while now and does not need some
"college boy" to be arrogant to him....
Bob has a passion for the 8 bit that is to be admired. Some of us have
the same passion in different fields (hacking, cracking & collecting)
that although different are linked by a bond towards the continuation
of the 8 bit as an ongoing item.....

How long have you been an "8 bitter"?? I have been with the Atari
since day 1 and I dare say Bob and almost all of this group have been
too. What right have you to snap at him...errrrrrrr....NONE

If you want 100% spelling and grammar then nip off to another news
group like alt.anorak.spelling.lists.

If you have something to add to this group PLEASE do, if not then pass
on to another group and hassle them.....Sorry buy Im fed up with
people invading this group just to "Take the piss" as we Brits say...

Cheers....

Paul `Mclane` Irvine

PC, PSX , Atari8bit & C64
&Tomb Raider Helpline :-)

514. Converting ATRs

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32e011ee@pianosa.demon.co.uk>
Source record: 76770

Whilst reading the usual rubbish I find here, asharkis@aol.com wrote something interesting to All about Converting ATRs:

Hello asharkis@aol.com,

>> BR> ATR2DSK.BAS, I have it here. I've never used it yet, but it was sent
aac> Brad, I tried the program. It's mighty slow, but it works. I'm

Hey, at least that's /something/. :-)

aac> giving the listing to a TurboBasic expert at my next user group meeting
aac> to see if it can be speeded up.

Just running it under Turbo will help, assuming there are no VAR conflicts. Of course, compiling it will help, too.

aac> as I would have suspected. It's still a useful program, but it
aac> obviously won't work on everthing.

Like everything else (except me) in this world, it ain't perfect. :-))

As I said at the beginning, we've got a start. What with that, and the program Mathias has at his website...

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... Did you do it for fame, did you do it in a fit? Did you do it before you read about it? - Identity; X-Ray Spex

515. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: Christer Bergstr&#65533;m <cri@teracom.se>
Message-ID: <32DFF631.3EDB@teracom.se>
Source record: 76771

WL-it! is so far the BEST emulator for Atari 8 bit!
My favourite game MontezumaII works OK with sound! Under Windows 95 on
my laptop (Pentium 133)! That&#65533;s great!

```
Greetings from the northen part of Sweeden!
/Cri
```

516. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: bond@access5.digex.net
Message-ID: <5bpd1e$ek8@access5.digex.net>
Source record: 76772
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

In article <5bev5r$rcf@ccshst05.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>
>Harry,
>
> I have no problem with you selling Lynx stuff but knock off the
>racist Canadian comments, will ya? I'm sure you wouldn't like us to start
>proclaiming that Americans are all obnoxious assholes would you? (That
>would be silly because I have met many great friends over the years who
>happen to come from the US)

I, for one, can't wait until bill HR3816725 passes this year declaring
the "Great White North" as public dumping grounds for U.S. nuclear waste.
Seems like a win-win situation to me...

--
____ ____ __ ___ mailto:bond@access.digex.net | PGP
/ __ \ / __/ _/_/ |_ | http://www.access.digex.net/~bond | on
/ /_/ / _\ \ _/_/ / __/ -=-=-=-

517. Exansion Slot on XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32e020b2@pianosa.demon.co.uk>
Source record: 76773

<Pine.PMDF.3.95.970114124948.616628373A-100000@conrad.appstate.edu>
Whilst reading the usual rubbish I find here, Thomas Main wrote something
interesting to All about Exansion Slot on XE:

Hello Thomas,

TM> What was the expansion slot on the 130XE used for? Are there any

The expansion slot and cartridge port, when combined, provide the same
expansion slot as found on the 800XL. The MIO or Black Box interface units can
be plugged in there to add hard disk drives, etc.

TM> Also, what type of monitor will fit into the monitor port of the 130XE?

Any one that has composite video input.

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... We don't like you, go away. Come back when you've learnt to play.
One Chord Wonders; The Adverts

518. Re: Menu programs.

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <5bodi6$6kv$1@dartvax.dartmouth.edu>
Source record: 76774

When I started using MyDos with SIO2PC, I wrote a new menu program
which allows me to use MyDos subdirectories. It uses the joystick to
select a file or directory, sortof like a mouse.

It's availabe on my Atari web page:
http://www.cs.dartmouth.edu/~crow/atari/

--PC
--
==========
"It is perhaps only in mathematics that the means of study are also the
objects of study." _The Handbook of Artificial Intelligence, Vol. 3,
page 445.

519. Re: 1200XL PBI

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <32DFC48F.53BD@pacbell.net>
Source record: 76775

Christopher Brett Strong wrote:
>
> Has anybody done this upgrade? If so, what do you need the Supra
> MicroPort kit for. What exactly _is_ a Supra Microport kit?
>
> -Chris.
.
I have done the upgrade..... <G>
The Supra MicroPort kit is a generic, do-it-yourself PBI board. You can use it for whatever you like - build it on the board. Basically a power supply, a decoder and empty board space for your project. You don't need it for a PBI on the 1200XL. I have plugged into a Black Box, a Supra HD (now KPI) and an MIO with my 1200XL PBI. Works OK..... a lot of little wirez, though.
Bob Woolley

520. Re: XL-it!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32dfc2ed.2810781@news.inc.net>
Source record: 76776

On 12 Jan 1997 15:02:32 -0500, dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>: is to make sure that the SET SOUND variable is in the Autoexec.BAT is
>: set properly. ie: SET SOUND16 = A220 I5 D1 T4 etc. This may differ
>: for you but is the usual setting. I have tried but no luck......
>
>uh,isn't IRQ5 used for the second printer port?
>
>--
> The Doctor

Why yes _IF_ the following two conditions are met:

1) there is actually exists a 2nd printer port
2) that 2nd printer port is used with an IRQ (mostly the
the IRQ is not used anyway).

Cheers,

Jon

521. Re: ANTIC questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <32DFC727.DD9@pacbell.net>
Source record: 76777

Christopher Brett Strong wrote:
>
> Hello. I need some help with ANTIC...hardware questions, not software.
.
.
ANTIC takes control of the address and data lines whenever it needs them by asserting the HALT line (goes to ground). ANTIC then controls the R/W line to set data direction - plus is data into ANTIC (read) and minus is data out (write). So, once HALT is active, look at R/W for data direction by ANTIC. Note that HALT is 1/2 cycle ahead of the system clock, going active or inactive in the last half of each cycle. You must latch it during clk0 to use it properly.
ANTIC uses the buss for REFRESH and getting data from memory, and to supply data to GTIA for players, I think..... never looked that close at P/M activity. Anyone know for sure?
Bob Woolley

522. Re: Mystery stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970117202301.PAA26269@ladder01.news.aol.com>
Source record: 76778

The SF-354 that you spoke about goes to the ST series computer. It is an external drive. Single sided.

The SC-1224 is a color monitor designed for use with the ST line of Atari computers

Hope that this helps you
Atari*Dave

523. Re: Atari BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: beco@worldaccess.nl
Message-ID: <5621.6956T1377T2483@worldaccess.nl>
Source record: 76779

Hello Jonathan Smith,

On 16-Jan-97 21:53:01, Jonathan Smith <paulsmith@enterprise.net> wrote:

JS> Does Anyone know of a BBS program for the Atari??

Here is a list what was post in this newgroup some time ago... :

I run a BBS by my self and I like the : BBS Express PROfessional as the BEST.

===

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o F.O.R.E.M. BBS -- Friends of Rick E. Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FOREM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the ATARI 8-bit
has been placed into the public domain or not. This BBS was the first to
support a RAM-disk, which Paul Swanson called a "V:" device for "virtual
disk". This BBS was written in ATARI BASIC and required a joystick
hardware "dongle" device. This was notable as being one of the first ATARI
8-BIT BBSes that could actually go for a week without having to be
rebooted. Pointers to the message base were kept in an ATARI "very long
string" (for which ATARI BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An ATARI 8-BIT version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC-XE cartridge to run. This BBS program was very

popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SPARTA-DOS environment. This was a problem
until very recently, when SPARTA-DOS was released into the public domain.
This BBS program uses a "modem clock string" rather than an R-TIME-8
cartridge in order to retrieve the current time. It also comes with an
ATARI BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC-XE.
This version of FOREM BBS requires the commercial BASIC-XE
cartridge in order to run. It is in the public domain and can import and
export messages from the ATARI PRO! BBS EXPRESS-NET (7-BIT text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in ACTION! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that
performs networking. There was an OASIS network between Boston,
Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word
of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank
Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial
programs. I haven't heard anything about OASIS IV and CARINA for a while,
but PRO!-BBS is still a viable commercial enterprise last that I had heard.

===

Gtx. Bernard Kok (Sysop of BECO TEL bbs)

--

Bernard Kok BECO TEL (XL/XE support)
beco@worldaccess.nl Online : every day from 17-06 GMT
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859
Last Updated : 11 january > Home Page : http://www.worldaccess.nl/~beco

... Motorola makes chips, I fry them!

524. Thanks and fond memories

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: "Matt K." <mkozak@clam.rutgers.edu>
Message-ID: <Pine.GSO.3.94.970116182812.2251A-100000@clam.rutgers.edu>
Source record: 76780

Thanks for all the great replies, information, and offers to my post!
You have all been very helpful.
I'm keeping the video music device, at least to try it out, so no offers
right now please.

I was wondering, is it just fond memories of my innocence, or were the
Atari/Commodore/Apple II days great? I think it was nearly utopian that
there were so many choices, yet a lot of stuff still was available for
most systems. It seems glorious compared to the Mac/PC wars and near
monopolies of today...of course Microsoft still made all the system
software back then, too.
I remember using the Apple II's at school and then coming home to my C128
and trying to program in BASIC, then my mom's friend brought over his
Atari (800XL, I think) and he, my brother, and myself would play Wizard's
Crown or Eternal Dagger, and others all night/day...

Oh well, thanks again; I'll be reading!

Matthew Kozak
Rutgers University-Camden
mkozak@camden.rutgers.edu

****
"They that can give up essential liberty to obtain a little temporary
safety deserve neither liberty nor safety." -Ben Franklin
****

525. Re: FS II Protection Breaker #2

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E44y3A.FCC@nonexistent.com>
Source record: 76836

```
-
-Since 1981 for me...
-Right now I'm taking a long break from them, due to lots of Thesis
work
-eating up all my free time, but hopefully I'll be involved with them
-again when it's over... Hey, maybe I'll even get my emulator up
-to date with the latest emulator innovations then?
-
- - Frank
-
---
-Frank "Shaggy" Barrus: shaggy@csh.rit.edu;
http://www.csh.rit.edu/~shaggy

Frank, Ron Fries tried to add his Pokey emulation to your ACE code,
maybe you and he could get together on it to nail sound emulation??

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL
```

526. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: Matty <moses@cybercomm.net>
Message-ID: <32DF083D.6F0B@cybercomm.net>
Source record: 76837

Markus Gietzen wrote:
>
> Brian wrote:
>
> > The author Markus Geiten announced in comp.misc.emu that he was stopping
> > the development of his two emulators...due to the warez and arcade
> > emulator crowd...Too bad, XLIT was(is)IMHO one of the better
>
> That's true but I changed my mind on XL-it! because I got many
> nice mails from Atarians asking me to continue with XL-it!.
> As my frustrations comes from the console "crowd" and I like
> the Atari 8-bit the development of XL-it! will be continued.
>
> Bye,
> Markus
>
> PS: I'll reopen my site again in a few days.

Thank you. Using your emulator has brought back some warm
fuzzy memories (mostly good anyway, I still get chills when I
see "BOOT ERROR BOOT ERROR BOOT ERROR").

matt raupp

527. Re: Atari 8-bit video output: Only RF?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970117081101.DAA03197@ladder01.news.aol.com>
Source record: 76838

In article <01bc0330$5f1ed160$2bdfaec7@danv>, "Dan Vernon"
<104522.3076@compuserve.com> writes:

>
>I just picked up a Commodore 1701 monitor and haven't tried to do much
with
>it yet. It has a choice of inputs. Either Chroma/Luma/Audio or
>Video/Audio. I have heard some about the 1702 (in the most recent FAQ)
but
>not this model. Does anyone know if this will work with the 8-bit as
well?
> Also I read somewhere that the Commodore Chroma should be connected to
the
>Atari Video -- is this right?

Unless you are using a stock (unmodified) 800XL, you can chroma/luminance
lines, they might give a better quality picture. The Video line is just
that, the full video information, both Chroma and Luminance in one signal.
The 800XL was the only model that didn't have the Chroma output, so your
best bet would be to stick with the video. You could try putting the
Atari Video into the Commodore Chroma, but whether it works or not, I'm
not sure. You'll get color for sure, but I'm not sure about luminance
(some monitors act different than others).

Hope this helps.

528. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970117081100.DAA03204@ladder01.news.aol.com>
Source record: 76839

In article <5bjovv$qt3@panix3.panix.com>, reynolds@panix.com (Brian Reynolds) writes:

>>>
>>>If somebody made a "redesigned" Atari, they should increase the size
>>>and durability of the keyboard.
>>>
>>
>> Sounds like you have never used a 1200XL keyboard.
>
>Sounds like he never used an Atari 800. That was a good keyboard.

Depends on where and when it was made. My 800 has the silk-screened conductive-paint type keyboard that most of the 800XL's have, just the older layout.

529. Re: Downloading from Yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970117081100.DAA03200@ladder01.news.aol.com>
Source record: 76840

In article <5bgqij$t57@netaxs.com>, heller@socko.cdnow.com (A. Karl Heller) writes:

>
>: >>You gotta love that FTP. No batch transfers, no crash recovery, WHAT
>: WERE
>: >>THEY THINKING???
>: >
>: >If you use an updated FTP client, then you get both of these if the
>: >server supports it, which is a pretty good chance. (I use NCFTP under
>: >Win95, OS/2, and Linux)
>
>: I'll have to see if AOL will support crash recovery, I know it will not
>: support multiple ftp the way I want it to.
>
>
> I really want to make a comment about AOL and "what were they thinking"...
>but I wont. *grin*.

Aw, c'mon, go for it! What can they do? I for one am ready to dump 'em anyway...

530. Re: Menu programs.

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970117081100.DAA03203@ladder01.news.aol.com>
Source record: 76841

In article <32DC56A2.161B@cdsnet.net>, Mike LaRue <bandit@cdsnet.net>
writes:

> My problem is, in double density disks I have only microdos and
> it will only display 8 files.
>
> I hope I made myself clear.
>
> Wanted! Booting menu program capable of Double density and able
> to display all files on disk for booting.

I have LeMenu, if I can find it. I just hope that wasn't one of the disks
I lost! When (if?) I find it, I'll put it up on my web page for
downloading.

531. Re: ANTIC questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <32DF4766.41C6@htw.uni-sb.de>
Source record: 76842

Christopher Brett Strong wrote:

> How do I know in which direction the data is flowing. IS there I way I
> can tell from the R/W line?

You can use the !HALT signal. This is set (to stop the 6502) when the
Antic does DMA.
Why exactly do you need the direction of the signals ?

Bye,
Markus

--
Markus Gietzen

E-Mail: iig05-1@htw.uni-sb.de

532. Re: Defending the English Language (Re: Atari 8-bit ROM)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: Will Dwinnell <76743.1740@CompuServe.COM>
Message-ID: <5bnh68rc1@mhadf.production.compuserve.com>
Source record: 76843

"...but I defy anyone to point me to a dictionary entry for the
word "irregardless"."

"Webster's New World Dictionary (Second College Edition)"
published by Simon & Schuster

"This word is right up there on my top ten list of things which
annoy me no end, like fingernails on a blackboard, or cats
(sorry, Blackat :-)."

I don't see why such words should cause such consternation: they
allow one to tell who the real intellectuals are! Heh heh...

--
Will Dwinnell
Commercial Intelligence Inc.

533. Re: ATARI equipment, MUST SELL!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E44sy2.EGo@iglou.com>
Source record: 76844

Graham Thornton (dangermouse@prodigy.net) wrote:

: Ortman lists an address of Decatur, Illinois. I moved to Peoria, Illinois =
: from the United Kingdom just over six months ago.

I lived in Centralia, which isn't too far from Decatur, about 100 miles. I
now live in Louisville, KY, and been here since late 1987.

As for the prices in pounds you're mentioning, Atari did well in the UK
and other European countries. The only differences I know of in the 8bits
would be that they're in PAL and not NTSC, if I'm understanding right.

I came across a 1040ST with color monitor and trakball for $40 at a thrift
shop. I let it go, and it was gone next time I went by.

: Tandy TRS-80 - $80

Nice price, provided it still works, has the original tape drive with it,
and so on. Was it a Model I or III?

: Clone XT with keyboard, 20MB hard disk but no monitor - $150

The local thrift has a full size tower 286 with monitor for that much.
[sigh] These people don't realize what's going on at times.

: Atari 800 with 810 drive and some software - $350

I bought someone's collection with the same thing for less than half.
Hmph. The kind of weird people you come across...

: IBM 8513 VGA monitor - $199

This is quite a good monitor... I got two 8515s, for $200 each a few years
ago. They still work. When the connector went out, I sort of BSed the
techs that I had lost the paperwork and they gave me a new monitor, when I
tried to get it repaired and they attempted to charge me for a new one.

: And these prices are by no means the exception, as we are expected to pay e=
: qually outrageous sums for used (often very used) televisions,
: automobiles, furniture... in fact just about everything. It's almost as
: if the residents of Central Illinois believe the economic laws of
: depreciation don't apply to them.

It's not just Illinois, rather, most of the other states. I see sometimes
ridiculous prices around as well. You can see it in the misc.forsale
groups as well.

: Please! - don't just regard it as your right, but your duty to comment on
: these ridiculous prices and maybe, if we're really lucky, the folks

: around here will eventually get the message.

The problem is that if you tell Ortman that, he will flame you to a crisp telling you he's had these storage fees he wants to recoup, something about a guy who had a stroke, and then some. The guy's all bark, no bite. He threatens, but little or no action. All hot air. Just like Steve Winter, the infamous loon of Durham, NC, in the alt.fan.steve-winter newsgroup. The 400 price was something from around the late 80s, after I left college. I can easily find one with a little looking around for less than $15.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

534. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: 42Bastian Schick <elw5basc@gp.fht-esslingen.de>
Message-ID: <Pine.HPP.3.91.970117134738.7032A-100000@rghx50.gp.fht-esslingen.de>
Source record: 76845
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

```
> A comparison is in order here:
>
> A third party Jaguar dev kit is approx 300.00 (uk).
Wrong, <20USD !

Tell me, does one of these dev.kits provide real debugging ??
With a Howard board, you have a Lynx where you can access nearly every
single register.
I think the N64 dev. kit is the only one giving you this feeling.

42Bastian
<-------------------------------------------------->
http://www.gp.fht-esslingen.de/students/mt/elw5basc/
<-------------------------------------------------->
```

535. Some music

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: Pawel Lapinski <paul@cc.uni.torun.pl>
Message-ID: <5bnshc$6kc@Waldemar.mat.uni.torun.pl>
Source record: 76846
Body handling: Inline uuencoded payload not displayed: ./gutek.exe

```
I send you my old program - it's some music from my game Alfa Boot...

Paul Lapinski

cut -------

[Inline uuencoded payload not displayed: ./gutek.exe]
```

536. Re: Atari 8-bit video output: Only RF?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5bo1nj$p74@flood.xnet.com>
Source record: 76847

Dan Vernon (104522.3076@compuserve.com) wrote:
: I just picked up a Commodore 1701 monitor and haven't tried to do much with
: it yet. It has a choice of inputs. Either Chroma/Luma/Audio or
: Video/Audio. I have heard some about the 1702 (in the most recent FAQ) but
: not this model. Does anyone know if this will work with the 8-bit as well?
: Also I read somewhere that the Commodore Chroma should be connected to the
: Atari Video -- is this right?

The only difference I can think of offhand between the 1701 and 1702 is
simply that there are a lot more 1702s. It sounds like they're the same
thing.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
Pythagoras with the looking glass... ...reflects the full moon.

537. Re: C64 power supply -> Atari 130xe?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: Graham Thornton <gt$z1d1@cat.e-mail.com>
Message-ID: <32DF9894.14E@cat.e-mail.com>
Source record: 76848
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

William McBrine wrote:
>
> The other day I picked up an Atari 130xe, but without a power supply. I
> was then chagrined to see that it was different from the 800's.
>
> After recently discovering that the video/audio ports of the Ataris and
> Commodores were mostly compatible (the same cord can be used), I wondered
> if, by some lucky miracle, the power supplies might be as well. Sure
> enough, the C64 power supply plugs into the 130xe's port (but I haven't
> tried turning it on, for fear of damaging the 130xe), and the specs partly
> match -- 5V, 7.5W DC. But the C64 also offers 9V AC.

Last year I accidently used my Commodore VIC-20 power supply with my
800XL and fried the motherboard. Since then I've had to colour-code
the power-supplies to make sure I don't make the same mistake again.

> Since I have several spare C64 power supplies, is it possible I could
> adapt one of them to drive the Atari? I hope no one regards this as
> sacrilege. ;-) I haven't yet been able to find the pinout for the C64's
> power; I have the Atari's, but I'm not sure if it's the port or the plug
> (i.e., is it flipped).
>

Maybe, I have a bunch of spare Commodore PSUs aswell so let me know if
you get an answer on this.

Sorry I couldn't be more help

Graham

538. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: mhill@one.net
Message-ID: <32def960.5584354@news.one.net>
Source record: 76849

Markus,

Glad to see your still with us!

Mike Hill Author of Pokey
mhill@one.net The Atari 800/XL/5200
http://w3.one.net/~mhill Emulator for MSDOS systems

539. Re: sector copier

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: read@my.sig
Message-ID: <32dfa695.2761958@news.networx.net.au>
Source record: 76850

robert erickson <dperw@mail.utexas.edu> wrote:

>anybody have a good sector copier?
>
>i'm using either an 800, 1200xl, or 800xl and stock 1050's.
>
>i have one called sector tool written in basic, but thought someone
>might have a better one.
>
>thanks,
>
>robert
>dperw@mail.utexas.edu

Well, there's not too many around that will run on less than a 130xe
(or expanded XL), and usually require US doubled or Happy drives for
high speed. Hmm, your best bet would be to use DOS instead of BASIC
programs. If you need one with a decent "duplicate disk" option, I
have DOS 2.1c, SmartDOS, and SuperDOS (2.9, 4.0, and 5.1).
I recommend DOS because of course running BASIC programs uses up
memory that could be used for copying disks.
DOS 2.1c and SmartDOS both have a similar "J- Duplicate Disk" option,
once you have selected the drive(s) for copying, it goes to a screen
which displays the sector count(s), empty sectors, bad sectors etc.
Empty sectors are not actually written, so formatting a blankdisk
first would be best. To bad you are not using a 130xe (or upgraded
XL), I have XE-MEGADUPE, which is a great US doubler sector copier. It
copies a full single density disk into memory in about 30 seconds, and
then writes in about 40 seconds. Anyways, I'll check my utils disks
for some other great copying utilities, and hopefully post them into
alt.binaries.atari soon.
BTW, do you have any way of copying any files that you get from the
NET to your ATARI? Just asking- in case you need help there....

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

"ATARI: Power without the price!" even more so now.
---

540. Re: FS II Protection Breaker #2

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E45vxC.57D@nonexistent.com>
Source record: 76851

```
->Frank, Ron Fries tried to add his Pokey emulation to your ACE code,
->maybe you and he could get together on it to nail sound emulation??
->
-
-When you say "tried", does that mean that he wasn't able to do it?
-The way I structured ACE, it should be fairly easy to add different
-interfaces, which include SIO devices (disks, printers, etc),
-input devices (keyboard, joystick, etc),
-as well as output devices (video, sound).
-
-If there was trouble interfacing with it, I'd like to know what
-the problem was, although I can't make any guarantees about when
-I'll be able to fix it.
-
- - Frank
-
Uhh...... dunno. Last I heard he was trying to do it, havent heard
anything since about the 1st.

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL
```

541. Re: sector copier >>> Try this out...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: read@my.sig
Message-ID: <32e0b171.4949731@news.networx.net.au>
Source record: 76852
Body handling: Inline uuencoded payload not displayed: sectcopy.arc; Inline uuencoded payload not displayed: sectcopy.com

robert erickson <dperw@mail.utexas.edu> wrote:

>anybody have a good sector copier?
>
>i'm using either an 800, 1200xl, or 800xl and stock 1050's.
>
>i have one called sector tool written in basic, but thought someone
>might have a better one.
>
>thanks,
>
>robert
>dperw@mail.utexas.edu

OK, just went thru my utils disks, and came up with "SECTOR COPY".
It looks perfect for use on any standard ATARI (400/800/XL/XE), and
any standard or modified 1050. It also copies 1050 enhanced density
disks too, which is a bonus.. (I didn't even know I had it). The
default setting it has for "ending read sector" is 410- which I have
found is in HEX and =1040, so for single density disks change it to
2D0. You'll see what I mean when you run it.
I've included the .COM file and an .ARC just in case the .COM gets
corrupted in transfer.

Happy copying.... Steve.

ps... if you cannot load it from DOS, try placing it on a disk with a
simple boot sector file loader. If you need a file loader let me
know..

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

"ATARI: Power without the price!" even more so now.

[Inline uuencoded payload not displayed: sectcopy.arc]

[Inline uuencoded payload not displayed: sectcopy.com]

542. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <32dfca11.254852@206.127.32.39X119>
Source record: 76853

lenspencer@aol.com wrote:

>Depends on where and when it was made. My 800 has the silk-screened
>conductive-paint type keyboard that most of the 800XL's have, just the
>older layout.

Some 800s had that kind of keyboard? My 800 had two metallic fingers
sticking vertically up underneath each keycap that made contact when the
key was depressed.
The feel was pretty okay, not like the tactile clicks I'm used to on my PC
keyboard, but it was firm and not mushly like my 130XE's.......

543. Atari 8bit hardware-extensions

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <32DF4B35.167E@htw.uni-sb.de>
Source record: 76854

Maybe someone of you is interested in upgrading his/her Atari:

I found these nice sites:

o http://rzstud1.rz.uni-karlsruhe.de/~un55/Hardware/hard.html
- power-suply
- 65816 add-on

o http://www.kawo2.rwth-aachen.de/~matz/atari/index.html
MSC IDE-harddisk controller

Bye,
Markus

--
Markus Gietzen

E-Mail: iig05-1@htw.uni-sb.de

544. Bit's needed for Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: Chris Wiggins <cw8co@herts.ac.uk>
Message-ID: <Pine.SUN.3.91.970117195714.1485B-100000@altair.herts.ac.uk>
Source record: 76855

```
I need for the Atari 800XL

power lead
tape drive + cables

Any offers?

Chris Wiggins
```

545. Re: Atari BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970117203801.PAA26988@ladder01.news.aol.com>
Source record: 76856

You didn't happen to mention with Atari computer you were using, but for the 8-bit the best two on the market would have to be Pro BBS or Carnia BBS. Of the two I perfer using Pro.(written in assembly) It is easy to write modules for. Carnia is written mostly in Basic with machine language calls for doing the hard and dirty work. It too is easy to write user modules for. Both can network. Bob Klass sell Pro. While Carnia is sold by the Shadow (Mr Atari01 here on the net)

Hope this helps you out.

The only on that I have seen for the ST is BBS EXpress ST and I don't know who sells it anymore

Atari*Dave

546. Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: rashm62629@aol.com
Message-ID: <19970117203600.PAA26919@ladder01.news.aol.com>
Source record: 76857

```
Trying to obtain original Atari joysticks for 800XL in the UK
Any information or pointers welcome.
```

547. Re: SIO2PC -> APE fails to work

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: Trevin Beattie <trevin@xmission.com>
Message-ID: <32DFEA7D.1665@xmission.com>
Source record: 76858

mbrown@freenet.edmonton.ab.ca wrote:
>
> Just make sure you have a newer I/O card with the newer chip - it seems to
> support the extra speed needed better. Of course, these were my own
> personal results and opinions... your's may differ.

I've already got a 16550. Any other ideas?

Trevin Beattie "Do not meddle in the affairs of wizards,
trevin@xmission.com for you are crunchy and good with ketchup."
{:-> --unknown

548. Re: FS II Protection Breaker #2

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: feb6399@osfmail.isc.rit.edu
Message-ID: <5bo0i1$pdq@news.isc.rit.edu>
Source record: 76859

In article <E44y3A.FCC@nonexistent.com>, Yogi <noone@nowhere.com> wrote:
>-
>-Since 1981 for me...
>-Right now I'm taking a long break from them, due to lots of Thesis
>work
>-eating up all my free time, but hopefully I'll be involved with them
>-again when it's over... Hey, maybe I'll even get my emulator up
>-to date with the latest emulator innovations then?
>-
>- - Frank
>-
>---
>-Frank "Shaggy" Barrus: shaggy@csh.rit.edu;
>http://www.csh.rit.edu/~shaggy
>
>Frank, Ron Fries tried to add his Pokey emulation to your ACE code,
>maybe you and he could get together on it to nail sound emulation??
>

When you say "tried", does that mean that he wasn't able to do it?
The way I structured ACE, it should be fairly easy to add different
interfaces, which include SIO devices (disks, printers, etc),
input devices (keyboard, joystick, etc),
as well as output devices (video, sound).

If there was trouble interfacing with it, I'd like to know what
the problem was, although I can't make any guarantees about when
I'll be able to fix it.

- Frank

--
Frank "Shaggy" Barrus: shaggy@csh.rit.edu; http://www.csh.rit.edu/~shaggy

549. Coding Oddity 3

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5boq6h$q17@nnrp1.news.primenet.com>
Source record: 76860

Yeah, I knew not using vertical blanks would screw up my program. All my interrupts have shifted down to the next "spot". And I can't get them back.

I'm going to hold off for a while before fixing it. I can't code right now because I'm too mad at that commercial where some guy makes cappucino machine noises with his mouth to fool a guest.

dangit, I thought that one belonged in that Kibo group I'm always at. But anyway it'll be a while, as I've got some school problems and have to sell all the video game stuff I bought at thrift stores over the ast few months.

But I will be back.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

550. thanks

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <32DFAC80.2F2A@mail.utexas.edu>
Source record: 76861

steve,

THANKS !!!!!

-robert

551. AtariWriter Designer Sells All

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: garyf@mcsiad.UUCP
Message-ID: <E45qu8.FpL@mcsiad.UUCP>
Source record: 76862

It seems like only a short time ago when during Easter vacation 1982,
I sat down at my Atari 800 using the original Atari Word Processor
to design the specifications for the AtariWriter cartridge word
processor. I was the Program Manager for productivity software for
the Atari Home Computer Division, and spent the next year managing
the development and productization of the AtariWriter word processor.
But time flies when you're having fun and before I knew it, I was
leaving Atari and had begun to write and sell the Printer Drivers
for the AtariWriter cartridge word processor. I eventually built
Printer Drivers for about 145 printers and sold them all since late
1983 via mail order for $10.00 each.

Now comes the time when I have decided to part with all of that Atari
hardware, software and documentation that I used over the last 13 to
14 years because I haven't sold a Printer Driver for the last year,
and .... more importantly, my wife says we need the space in the
computer room!

Anyone interested in buying all or part of the hardware, software
and documentation should contact me (Gary Furr) at 1-800-470-0704
PRIOR to January 24th when I leave my current job for a different
company. After January 24th, you can reach me through my CompuServe
account at: 75673.2446@compuserve.com

I have not actually cataloged all of the stuff, and I'm pretty sure that
I have some source listings that some of you would be very interested
in. But, primarily, I'm trying to get rid of:

two (2) Atari 800 systems with all power supplies and cables, work great
three (3) Atari 810 disk drives, working and complete
one (1) Atari 1050 disk drive, working and complete
one (1) Atari 600XL system ... brand new, never used, complete
one (1) Atari 800XL system ... brand new, never used, complete
one (1) Atari 1027 printer ... still works as far as I know
one (1) Atari 825 dot matrix printer ... still works as far as I know
one (1) Okidata Microline 92 printer ... still works, in great condition
one (1) Atari 850 interface box ... still works attached to 800 system
one (1) set of Joy Sticks ... worked the last time I used them, 12 years ago
one (1) 12" monitor used with connected 800 system
numerous cartridge games
numerous Atari manuals including several copies of De Re Atari

Business hours at the above phone are 8:30am - 5:30pm EST, but only until
January 24th. You can get me through the CompuServe account any time.
Located in Northern Virginia, price will include shipping to your location.

552. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <32e008d9.18650734@news.demon.co.uk>
Source record: 76863

On Fri, 10 Jan 1997 17:46:49 -0800, BobKlaas <bobkla19@tcd.net> wrote:
Snip....
>
>Like I said! I surely would die with a smile upon my face! I nor
>anyone else could handle over 4,000,000 Ladies and that is were we stand
>today..
>
>Send here to me...
>
>bob
>

Bob, My wife is yours.....Just pay the shipping and I will send her
over...

If you spend as much on her as I have then boy will you be in debt.

:-)))

Paul `Mclane` Irvine

PC, PSX , Atari8bit & C64
&Tomb Raider Helpline :-)

553. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: Marcin Lewandowski <jaskier@mat.uni.torun.pl>
Message-ID: <5bo5ti$ck1@Waldemar.mat.uni.torun.pl>
Source record: 76864

Adam Salamon <asal@mimuw.edu.pl> wrote:
> : That's true but I changed my mind on XL-it! because I got many
> : nice mails from Atarians asking me to continue with XL-it!.
> : As my frustrations comes from the console "crowd" and I like
> : the Atari 8-bit the development of XL-it! will be continued.

> THANKS!!!!!!!!!!!!
I agree...
And one question. My friend tested Xl-it 1.6, and many games didn't work.
Fred,Mission Shark and many other great games from Poland. Did my friend
made any mistake in configuration, or this emulator don't emulate games
from Poland ;-)
P.S. It's funny, because all demos works on Xl-it. Without my Back to Life.
I'm very angry ;-)

Jaskier/Taquart
Marcin Lewandowski
(jaskier@mat.uni.torun.pl)

554. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: c-gle@ceslab01
Message-ID: <5bp26l$2ri@news.cc.utah.edu>
Source record: 76865
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

William Fisher (blackat@direct.ca) wrote:
: > On Tuesday, July 30, 1996, Atari Corporation [died]

: So if July 30,1996 is when Atari officialy died when was it 'born'??

Some time in 1972, I believe.

Oh, incidentally, Don's article (Did Anyone Say Goodbye?) appeared a couple of months ago in Next Generation, a video games oriented magazine. The month before or after they also ran an article on the history of Atari, whether the idea for Pong was stolen from Magnavox, etc. This month's issue has a section on myths/truths about classic video games. Well worth checking out...

555. Re: AtariWriter Designer Sells All

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <32DFD43E.7DDC@mail.utexas.edu>
Source record: 76866

gary,

thanks for a great product, both to you and everyone else who
contributed.

atariwriter was my first wordprocessor, and required learning way
back in 9th grade.

cheers,
robert

556. Re: Thanks and fond memories

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080001701971746290001@nntp.netgate.net>
Source record: 76867

In article <Pine.GSO.3.94.970116182812.2251A-100000@clam.rutgers.edu>,
"Matt K." <mkozak@clam.rutgers.edu> wrote:

> I was wondering, is it just fond memories of my innocence, or were the
> Atari/Commodore/Apple II days great? I think it was nearly utopian that
> there were so many choices, yet a lot of stuff still was available for
> most systems. It seems glorious compared to the Mac/PC wars and near
> monopolies of today...of course Microsoft still made all the system
> software back then, too.

Thing is, from about '82-85, these three platforms all had an appreciable
market share, and none dominated. Apple started pulling away from Atari
and Commodore by about '84, but even so, none of them had more than a 50%
share at any one time, and none had less than a 20-25% share. In other
words, all the markets were too large to ignore, and the major software
almost always came in three (or more!) formats.

Consumer choice *and* a lot of software for each platform. In many ways
that *was* utopian.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/

Ratio of the amount that the (U.S.) federal government spent (in
1995) on Americans under 18 to those over 65: 1:5. (Harper's Index)

Want to guarantee I'll *never* buy your stuff? Send me e-mail spam.

557. Peppers Jan Auction (Ends Soon!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-17 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A41.3.95.970117084838.28976G-100000@fn2.freenet.edmonton.ab.ca>
Source record: 76868

```
Once, Twice, Sold format starts Saturday Jan 18/97
Most Items will be mark Sold by Monday Jan 20/97
So get those bids In.

Rules follow the Auction
Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

Atari 400/ Ect. (Loose Unless Stated)
*********************************************
Atariwriter $3 imaginos
Bug Hunt with instr. $3 Min
Facemaker Complete $5 Min
Flight Simulator II with 2 books $5 imaginos
Frogger II Threedeep $16 krieg
Gateway to Apshai Cart,Inst $7 cmoore
Gyruss Complete $15 springer
Pitstop Cart,Inst $5 cmoore
Sea Chase Complete $17 krieg
Springer Complete $22 krieg
Star Wars Return of the Jedi DSB Complete $25 Min
Telelink 1 $5 imaginos
Track & Field with Controller + disk $10 tafoid

A Guide to Atari 400/800 Personal Computers (Book) $5 imaginos

Atari XE system with original box (1 Joystick)
XE Gun And Bug Hunt Game, Power supply $29 cmoore

Rules:
Auction ends Jan 17/97
Then a Once, Twice, Sold format will occur Jan 18/97
One update per day or until bidding slows down..
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All Games & Game systems have been tested & work unless otherwise stated.

E-Mail bids to pepper@freenet.edmonton.ab.ca

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up
```

558. CD-R Media

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: TheCopyCatShop@noisp.com
Message-ID: <5bp52t$9qj@mtinsc01-mgt.ops.worldnet.att.net>
Source record: 76781

We have the following CD-R media for sale.

Brand: Pioneer
Type: Printable Media (Surface is blank for printing or labels)
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.99
Minimum Order: 10

Brand: Pioneer
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: Maxell
Type: Gold on Gold
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: TDK
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: Hewlett Packard
Type Gold on Gold
Size: 74 min (650 mb)
Price: 7.15
Minimum Order: 10
Lifetime Warranty

The Copy Cat Shop has all your CD duplication, replication, recorders,
software, and media needs.

If you have any questions or comments feel free to call.

Cordially,

The Copy Cat Shop
213-650-1680
213-650-9110 Fax

Email: angie@tccs.net

559. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: rbennett@jagunet.com
Message-ID: <5bp6l4$23p@skydiver.jaguNET.com>
Source record: 76782

Brian <bsturk@nh.ultranet.com> wrote:

>Markus Gietzen wrote:
>>
>> Brian wrote:
>>
>> > The author Markus Geiten announced in comp.misc.emu that he was stopping
>> > the development of his two emulators...due to the warez and arcade
>> > emulator crowd...Too bad, XLIT was(is)IMHO one of the better
>>
>> That's true but I changed my mind on XL-it! because I got many
>> nice mails from Atarians asking me to continue with XL-it!.
>> As my frustrations comes from the console "crowd" and I like
>> the Atari 8-bit the development of XL-it! will be continued.
>>
>> Bye,
>> Markus
>>
>> PS: I'll reopen my site again in a few days.

Markus, you're a Prince!

R.R. Bennett
rbennett@jagunet.com
Bel Air, MD, USA
Don't even THINK about sending Commercial E-mail !

R.R. Bennett (rbennett@jaguNET.com)
Editor, Dragon's Lair Webzine
http://www.jaguNET.com/~rbennett/dragon.htm
Science Fiction, Fantasy, and Horror

560. FS: Atari Computer Goods! More Atari Stock! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <5bpbjonon1@nadine.teleport.com>
Source record: 76783
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Updated Atari Catalogs and find More Atari stuff! I've got Monitors for your Atari 8 Bit like Commodore CM-141 "Like the Commodore 1802" And Disk Drives for the Atari 8 Bit like Stock 1050 and a 1050 Duplicator Drive for Backing Up Software. Plus I've bought out the Game Cartridge Gorf for the 400 & 800 & the Educational Math Game Cartridge Space Journey for any Classic 8 Bit Atari Plus I've cornered the Market on New Copies of Print Shop and some Print Shop related Items! That's Gorf, Space Journey & Print Shop All New Copies, All for the Atari 8 Bit! And for the Atari ST & newer Computers I've added to my HardWare Catalog Supra Hard Drives, Spectre GCR Mac Emulators and Indus (Future) GT Disk Drives. I've also updated the ST Software Catalogs. Updated and more Software Titles added such as Brand New copies of Ultima V for those of you fanatic Ultima Collectors for the ST & for those who like Battling in Mechanized Combat, their's BattleTech, OGRE & OMEGA! And for those of you with more productive things on your Mind, PrintMaster & PageSTream!

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking. And something you might want. At BSC's Web Page you can View, Capture and even DownLoad Atari Catalogs or Contact BSC by Web Page! Or Request Catalogs by E-Mail. Do You Have problems connecting with BSC's web page? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. I'll get back to you after the weekend. Catalogs are sent only by E-Mail. Not Snail (Postal) Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Also, on BSC's Home Page! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Page with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Page. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

561. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <5bplq4$nri@lastactionhero.rs.itd.umich.edu>
Source record: 76784
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- molin 103241 Aug 18 16:16 ./8bit/Diskutils/Transfer/xfdtools.zip
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

562. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: morbid@best.com
Message-ID: <32e05f89.9649680@nntp.best.com>
Source record: 76785

On Wed, 15 Jan 1997 22:10:05 +0100, Markus Gietzen
<magi@stud.uni-sb.de> wrote:

>Brian wrote:
>
>> The author Markus Geiten announced in comp.misc.emu that he was stopping
>> the development of his two emulators...due to the warez and arcade
>> emulator crowd...Too bad, XLIT was(is)IMHO one of the better
>
>That's true but I changed my mind on XL-it! because I got many
>nice mails from Atarians asking me to continue with XL-it!.
>As my frustrations comes from the console "crowd" and I like
>the Atari 8-bit the development of XL-it! will be continued.
>
>Bye,
> Markus
>
>PS: I'll reopen my site again in a few days.

WHOOOOOOHOOOOO!!!! :-)

563. ST's....crave that 16-bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: antbbaker@aol.com
Message-ID: <19970118061401.BAA20027@ladder01.news.aol.com>
Source record: 76786

Hello,

Does anyone out there have a 1040 ST or the Atari Mega ST? I know I can't use it with my PowerMac but I have always wanted one of those.

Also, does anyone have software for one?

564. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: Christopher Brett Strong <strong@facility.cs.utah.edu>
Message-ID: <Pine.HPP.3.95.970118011014.2424A-100000@labhp31.cs.utah.edu>
Source record: 76787

> Depends on where and when it was made. My 800 has the silk-screened
> conductive-paint type keyboard that most of the 800XL's have, just the
> older layout.

At one time I would have thought that statement incorrect. Only recently did I become aware of those horrible "fake" 800 keyboards. All 800s were made in the USA; and the "real" and "fake" keyboards seem to have installed at the same time, according to the date codes. Very sad.

-Chris

565. Printer anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: antbbaker@aol.com
Message-ID: <19970118082201.DAA24421@ladder01.news.aol.com>
Source record: 76788

Does anyone have a dot-matrix printer with pretty-good resolution (hopefully a brand name)? I know my Macintosh Color StyleWriter 2200 Ink-jet won't work with my 800XL and all I have for the 800XL is a daisy-chain printer.

Thanks and E-mail me with a price at:

AntBBaker@AOL.com

566. A Hard Drive would be a good thing

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: antbbaker@aol.com
Message-ID: <19970118082400.DAA24505@ladder01.news.aol.com>
Source record: 76789

Does anyone have a Hard Drive that would work with a 800XL or 130XE (Hopefully it would work with both but if not, one for the 800XL)? I prefer it to be 10-40 Meg but E-mail me still if you have a 5 Meg.

Thanks,

AntBBaker@AOL.com

567. Does anyone have a XF551?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: antbbaker@aol.com
Message-ID: <19970118082801.DAA24643@ladder01.news.aol.com>
Source record: 76790

Does anyone have a XF551 in good condition? I would really like to have one. E-mail me if you are interested.

Thanx,

AntBBaker@AOL.com

568. Re: C64 power supply -> Atari 130xe?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970118090101.EAA25483@ladder01.news.aol.com>
Source record: 76791

In article <5blc4p$7au@clarknet.clark.net>, wmcbrine@clark.net (William McBrine) writes:

>
>The other day I picked up an Atari 130xe, but without a power supply. I
>was then chagrined to see that it was different from the 800's.
>
>After recently discovering that the video/audio ports of the Ataris and
>Commodores were mostly compatible (the same cord can be used), I wondered
>if, by some lucky miracle, the power supplies might be as well. Sure
>enough, the C64 power supply plugs into the 130xe's port (but I haven't
>tried turning it on, for fear of damaging the 130xe), and the specs
partly
>match -- 5V, 7.5W DC. But the C64 also offers 9V AC.

Just be VERY glad you didn't try to turn it on. The Atari XL and XE series take a 5vdc supply. +5v is on one side of that plug, return is on the other. There is no 7.5v. The other voltages present in that C64 supply would have burned that 130XE up in half a heartbeat. I don't remember offhand what current the C64 supply can handle, but you need almost a full 1.5 amps to reliably operate the 130XE.

569. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-1801971110190001@cisjx91.demon.co.uk>
Source record: 76792

In article <32DBB149.4A7E@cybercomm.net>, Matty <moses@cybercomm.net> wrote:

> Adam Billyard wrote:
> >
> > On a related point. Why do people think Xlit is best? Yes, its better
> > than Xformer but I'm really more impressed with Rainbow - it seems far
> > more robust and complete. eg it get all the player priorities correct
> > etc. Am I missing something here?
> >
> > ads
> >
> > Adam Billyard,
>
> I could be wrong, but I think Rainbow doesn't have sound (win95
> version). For some people (me) it takes a big hit right there...
>

Rainbow 95 will have full sound very, very soon using POKEY samples.
You will need DirectX to run it.

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: jx91@cityscape.co.uk
WWW: http://www.cityscape.co.uk/users/jx91/emulators.html
---

570. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6P7DI3NpzHB@peter.soemtron.sb.sub.de>
Source record: 76793

Howdy !

Am 18.01.97 , prï¿½zise um 09:20 , schrieb Adam zu diesem Thema
folgenden "netten Text" , den ich nun im einzelnen zitieren werde .

> > Hey, your name looks familiar. Did you write Elektraglide on the 8-bit?
> Yes, many moons ago.

hey! Elektraglide was the best car-game I ever bought! (excellent &
colorfull graphics! - congratulations)

--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

571. Nybbles & Bytes Newsletter

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <5bqsvp$rgt@news.asu.edu>
Source record: 76794

We are looking for a few good Atarians who like to write about
Atari 8-bits. We are still publishing Nybbles and Bytes and need
new articles to put in it. Atari Classics status is uncertain
and Current Notes is purely anti-8bit nowadays. N&B is stictly
8-bit ONLY! Here is your chance to show off your literary skills

We have had original articles from the likes of Charles Cole,
Andy Floyd, Rowland Grant, Dale Wooster, "The Popcorn Man" and
others. If you wish to contribute, e-mail us right away!

Subscription and other info is available via e-mail.

Get a sample issue too! E-mail us.
--
Phoenix Atari Connection - P.O. Box 67511 - Phoenix, AZ 85082
webpage - http://inficad.com/~bosco
Charter Member of: End Hostile Usenet Dolts

572. 8-bit system wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <5br273$b7t$1@o.online.no>
Source record: 76795

Would like an offer on a 130XE system with disk drive and
preferably accessories and programs. Email me offers.

573. Atari Newsgroups

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: antbbaker@aol.com
Message-ID: <19970118170000.MAA09840@ladder01.news.aol.com>
Source record: 76796

Are there any other Atari Newsgroups besides this one? It is amazing to see how many Atari users are still around. E-mail me with what you think.

Thanks,

AntBBaker@AOL.com

574. 4sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: crj@vcn.bc.ca
Message-ID: <5bqppb$4o5@milo.vcn.bc.ca>
Source record: 76797

```
Whole 8-bit system for sale. As is.
--
Hardware:
Atari 130/320 XE
4 - 1050's (1 modified w/ write/nowrite switch; 1 drive not working)
Cardinal 2400 modem
P:R: connector w/ manual
XEP80 driver
Zenith amber monitor
Texas Instruments color monitor
APEFACE Printer Interface
.
Manuals:
Atari Basic Reference Guide for Experienced Programmers
SAMS Programming Reference Guide for Atari 400/800
Tara 32K RAM Expansion Board Manual for 400/800
Machine Language For Beginners
BASIC Reference Manual
Mapping The Atari
130XE manual
.
Applications:
Visicalc
Atariwriter
Paperclip
Timewise
.
Games-Etc:
Pinball Construction Set
Music Construction Set
M.U.L.E.
Zork I
Enchanter
Flight Simulator II (cartridge & disk)
Silent Service
Space Shuttle Simulator (cartridge)
The Book of Adventure Games
--

Send e-mail to address below:

. "That which you fear
.. the most,
... will meet you
crj@vcn.bc.ca halfway."
```

575. My old demo

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: Pawel Lapinski <paul@cc.uni.torun.pl>
Message-ID: <5br9pa$ot2@Waldemar.mat.uni.torun.pl>
Source record: 76798
Body handling: Inline uuencoded payload not displayed: alfadem.exe

```
This is my old demo, it's presents Alfa Boot game (only in Polish version)

paul@cc.uni.torun.pl

[Inline uuencoded payload not displayed: alfadem.exe]
```

576. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <5bquh2$ehf@ccshst05.cs.uoguelph.ca>
Source record: 76799
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

```
: I, for one, can't wait until bill HR3816725 passes this year declaring
: the "Great White North" as public dumping grounds for U.S. nuclear waste.
: Seems like a win-win situation to me...

hmm ... rec.games.video.atari.idiots seems like an appropriate
title.

>> Mark <<

--
-------------------------------------------------------------------------
Mark Rathwell
E_Mail: mrathwel@uoguelph.ca
Web Page: http://www.uoguelph.ca/~mrathwel
```

577. Re: ST's....crave that 16-bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970118214904.27716.qmail@mail.ptd.net>
Source record: 76800

> From: antbbaker@aol.com (AntBBaker)
>
>Hello,
>
>Does anyone out there have a 1040 ST or the Atari Mega ST? I know I can't
>use it with my PowerMac but I have always wanted one of those.
>
>Also, does anyone have software for one?

Sure you can use ST software on your PowerMac, just get MagicMac. It
works great for GEM applications, but not with games.

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or
automatic.

578. Re: Printer anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <5brfa2$h9g@dfw-ixnews3.ix.netcom.com>
Source record: 76801

In <19970118082201.DAA24421@ladder01.news.aol.com> antbbaker@aol.com (AntBBaker) writes:

>
>
>Does anyone have a dot-matrix printer with pretty-good resolution
>(hopefully a brand name)? I know my Macintosh Color StyleWriter 2200
>Ink-jet won't work with my 800XL and all I have for the 800XL is a
>daisy-chain printer.
>
>Thanks and E-mail me with a price at:
>
>AntBBaker@AOL.com

My company, American Techna-Vision sells a parallel printer interface for your Atari 800XL that will allow you to connect any standard printer; inkjet or dot matrix. The interface sells for $9.95 plus $6.00 shipping/ha
ndling. Contact: American Techna-Vision, 15338 Inverness St., San Leandro, Ca. 94579 510-352-3787

579. Re: Printer Hookup

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <5brg7u$bgt@dfw-ixnews11.ix.netcom.com>
Source record: 76802

American Techna-Vision is currently offering special pricing on
the Supra MicroPrint Parallel Printer Interface. This interface
connects to the 13 Pin S I/O connector on your computer of disk drive.
You can connect any standard parallel printer; inkjet or dot matrix,
etc. to any Atari 8 bit model. The 1200XL requires internal
modification, instruction included. Special internet pricing: $9.95
plus $6.00 shipping and handling. MasterCard/ Visa welcome.

Contact: American Techna-Vision
15338 Inverness St.
San Leandro, Ca. 94579 510-352-3787

580. Re: Bit's needed for Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <5brfr7$ku7@dfw-ixnews5.ix.netcom.com>
Source record: 76803

In <Pine.SUN.3.91.970117195714.1485B-100000@altair.herts.ac.uk> Chris Wiggins <cw8co@herts.ac.uk> writes:
>
>I need for the Atari 800XL
>
>power lead
>tape drive + cables
>
>Any offers?
>
>Chris Wiggins

My company, American Techna-Vision sells replacement Atari power supplies for the following: 800XL/130XE/600XL/65XE/XEGS . . $7.50 ea.
Power paks for: 800/400/1200XL/850/1050/XF551/810 . . . . . $4.50 ea.
Add $6.00 for shipping / handling.
Contact: American Techna-Vision, 15338 Inverness St., San Leandro, Ca. 94579 510-352-3787

581. Re: SIO2PC -> APE fails to work

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: brat@interlog.com
Message-ID: <5brkge$ptg@news.interlog.com>
Source record: 76804

In article <32DFEA7D.1665@xmission.com>, trevin@xmission.com wrote:

>I've already got a 16550. Any other ideas?

I tested my SIO2PC box using HyperTerminal (under Windows '95) even before I
tried the SIO2PC program. This gave independent verification that the Atari's
bootup sequence of command frames were indeed getting through.
Before that, I used a LED left from my old PC to test the signals on
various pins.

Bernie

--
Bernie Rataj brat@interlog.com qth://toronto.on.ca
Member: Ontario DX Association, Tsuruoka Canadian Budokai
--

582. Emulators & SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32e15ed0.22369333@news.inc.net>
Source record: 76805

Hello everyone. I have had no luck running any version of SpartaDOS under any of the emulators I use: XL-It, XF, etc. Anyone else have any luck, and if so, which version of SD in what disk format & image, and under what emulator?

Jon

583. Re: Menu programs.

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: Tony Ramos <ramos.15@osu.edu>
Message-ID: <32E14526.2036@osu.edu>
Source record: 76806

> Mike LaRue <bandit@cdsnet.net> wrote:
>
> >I have a few menu boot programs like MicroDos ect...
> >
> > My problem is, in double density disks I have only microdos and
> > it will only display 8 files.
> >
> > I hope I made myself clear.
> >
> > Wanted! Booting menu program capable of Double density and able
> > to display all files on disk for booting.
>
I made a binary file menu & loader especially for SpartaDOS X called
(what else) MyMenu. Special features include:

. program size < 2K
. lists up to 36 files
. loader code hides in the stack- can run nearly every binary file
. switch disks and hit any key to see new dir. without rebooting
. does not rely on extensions, you can use entire 8+3 for naming
. lists only protected files- unprotected data files are hidden
. customize with your own font and/or title

no subdir. support or lists longer than 36 files, sorry.

--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
855 Chambers Rd., Apt. 15 : tony_ramos@fitch.com, ramos.15@osu.edu
Columbus, OH 43212 : *** computer-mediated environments ***
(614)297-6352 : *** interface ** image synthesis ***

584. For Sale: misc. 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: Tony Ramos <ramos.15@osu.edu>
Message-ID: <32E14C36.334B@osu.edu>
Source record: 76807

Hi,

I've got some Atari 8-bit related stuff to get rid of.

o Atari 1050 disk drive, unmodified, with
power supply and SIO cable $25

o Star SG-10 dot matrix printer, like new
works great, hood missing $20

Please reply by e-mail if interested.
-Tony R.

--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
855 Chambers Rd., Apt. 15 : tony_ramos@fitch.com, ramos.15@osu.edu
Columbus, OH 43212 : *** computer-mediated environments ***
(614)297-6352 : *** interface ** image synthesis ***

585. Re: Power Supply "blowout"

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <5brft6$1k1@sjx-ixn6.ix.netcom.com>
Source record: 76808

My company, American Techna-Vision sells replacement Atari power
supplies for the following: 800XL/130XE/600XL/65XE/XEGS . . $7.50 ea.
Power paks for: 800/400/1200XL/850/1050/XF551/810 . . . . . $4.50 ea.
Add $6.00 for shipping / handling.
Contact: American Techna-Vision, 15338 Inverness St., San Leandro, Ca.
94579 510-352-3787

586. Re: Please help...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5bqn5u$kgn@news1.fast.net>
Source record: 76809

rhkramer@fast.net (Randy Kramer) wrote:

>rhkramer@fast.net (Randy Kramer) wrote:

>>Please help...

>Well, after recieving a new Atari 800xl (or newer Atari), I plugged it
>in and it did not work. So, I finally deduced that it was a PS
>problem. I took the case of the PS, and attached a capasitor to it.
>After that, I placed it in a tin, and for the most part, both Atari's
>work.

>I have two minor problems, though.

>1. Using either computer, our Commodore 1702 Color Monitor displays a
>dark horizontal streak that gradually scrolls upward. This just makes
>the colors darker as it scrolls up, but I'd like help trying to fix
>this.

Well, I have tried fixing the power supply (again), and that failed.
SO, I decided to build my own and I used the transformer from the
Atari "Black Brick" power supply. The humbar problem has now been
fixed!

>2. Using either computer with our PointMaster joystick, it will
>sometimes jam. This occures when I press the joystick left sometimes.
>This causes the screen to display all sorts of characters.

Well, I'm still in search of a pair of working joysticks. Bob Klaas,
you have not yet replied to my email for some reason. What I used to
have were a pair of PointMasters (black with button on top of the
stick), so I'd like a pair of them or a similar kind (that would
last...).
Until then, I will have to make do with my modified trackball.
I added a homemade switch (to override the faulty contacts) to it.
It's okay, but not ideal for playing Super Cobra, Frogger, Star
Raiders, Star Raiders II, et al.

So, if any of you have a pair of working joysticks for sale, please
email me!

>Thanks again!

Thanks! rhkramer@fast.net

Go Patriots! (Getting into the SuperBowl mentality)

587. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <5brkic$9fg@oolong.memphis.edu>
Source record: 76810

Adam Billyard <ads@csl.com> wrote:

>Brian wrote:
>>
>> The author Markus Geiten announced in comp.misc.emu that he was stopping
>> the development of his two emulators...due to the warez and arcade
>> emulator crowd...Too bad, XLIT was(is)IMHO one of the better
>> emulators...

>On a related point. Why do people think Xlit is best? Yes, its better
>than Xformer but I'm really more impressed with Rainbow - it seems far
>more robust and complete. eg it get all the player priorities correct
>etc. Am I missing something here?

I never could get Rainbow to run. I was glad to hear that Markus is
continuing development of xl-it...

Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm

588. Re: InfoMan's Atari Page has changed URL's

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32e16019.22698217@news.inc.net>
Source record: 76811
Cross-posted to: comp.sys.atari.8bit,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs

On Wed, 15 Jan 1997 16:33:01 -0700, InfoMan <infoman@poboxes.com>
wrote:

>InfoMan's Atari Page is now located at http://www.holyoak.com/atari/.
>The old URL will continue to work for a while, but you will want to

>Thanks,
>_/InfoMan_
>aka Trevor Holyoak
>http://www.holyoak.com/atari/
>infoman@poboxes.com

That new URL does not resolve in the DNS database at this time. Is it
a typo, or did you jump the gun and relase this before the DNS
databases have been ammended to include this?
Or is there something wrong with my ISP, my machine, my brain? :)

What is a brain?

TTYL

Jon

589. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-18 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199701181509.a40664@do2.maus.de>
Source record: 76812

```
MG>That's true but I changed my mind on XL-it! because I got many
MG>nice mails from Atarians asking me to continue with XL-it!.
MG>As my frustrations comes from the console "crowd" and I like
MG>the Atari 8-bit the development of XL-it! will be continued.

That's marvellous. The first thing I thought about Markus was that he
must be a real ATARIan and now I know that he is one, isn't he?

Tschuess
Frank
```

590. Next Issue of Atari Classics?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970119054200.AAA11859@ladder01.news.aol.com>
Source record: 76719

Does anybody know when it's coming out?

591. Re: Emulators & SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32E1EAA1.19A0@kawo2.rwth-aachen.de>
Source record: 76720

Jon D. Melbo wrote:
>
>
> SpartaDOS works just fine with standard (non high-speed drives) at
> least on a real atari.Yes, thats right - but in emulators often the disk emulation is not "good enough" - sorry to say this, but I also think beside the graphik a really good SIO emulation is the most dificult part to do(And a great work was done, if AR runs at the emulator).
> Where do I get BW-DOS?If Iï¿½ll have some time, Iï¿½ll set one disk-image on my page.
> BW-DOS does not support DD 256 byte sectors?BW-DOS supports a lot of things, SD 3.2 does , too.
The most important differences:
-does not support the Dos 2.5 Filesystem - you need an external "NC"-like program
-did not use RAM under the OS
-supports one path (and only this one) - "DOS"
-some commands are only external (f.e. copy, boot ...)
> How do you create such large (8MB) disk images?There are some crunched at the umich-Archive.
Are those ATR or XFD or something totally different?
The 256-byte access is a problem, XL-it still have - it emulates a normal 1050 floppy - but with a number till $FFFF sectors.
So if you directly use the files on umich, half of the place is wasted.
But with a hex-editor you can (nearly) double the number of sectors and set the density to 128 bytes/sec. These files also work with sio2pc then.

Hereï¿½s one wish, I still have : I would prefer to have the ATR-format as a standard, because it defines the parameters of a disk while XFD only stores the sectors. So it is hard to decide if the disk is 2 sectors 256 bytes, 4 sectors 128 byte or 1 sector 512 byte (maybe future Dos) - note this was an example, cause I canï¿½t calculate with large figures 8-).

Matt

--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

592. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/welcome_853674487@rtfm.mit.edu>
Source record: 76721
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 23, 1996

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers. These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, and the XE Game System.

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
-------------------------------------------------------------------
This posting contains a list of Frequently Asked Questions (and their answers)
about Atari 8-bit computers.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
Or request from mailto:mcurrent@carleton.edu

Atari 8-Bit Computers: Vendors and Developers / Michael Current
---------------------------------------------------------------
This posting contains a comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
Or request from mailto:mcurrent@carleton.edu

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
----------------------------------------------------------------------
Bill and his FAQ are excellent sources for information on basic usage of the
8-bit Atari, and for information on the 8-bit Atari emulators which run on
other computing platforms.
Posted to comp.sys.atari.8bit irregularly.
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
Or request from mailto:kendrick@zippy.sonoma.edu

Atari 8bit Support BBS's / Oscar Fowler
---------------------------------------
The list of 8-bit Atari supporting BBS's around the world.
Posted to comp.sys.atari.8bit irregularly.
Request from oscar@primenet.com
```

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
---
Especially useful for hardware hackers, and interesting for the rest of us!
Posted to comp.sys.atari.8bit irregularly.
Request from davepat@total.net

593. Clearance Sale!! - 8bit HW/SW

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: ya193@freenet.victoria.bc.ca
Message-ID: <E48yon.GA0@freenet.victoria.bc.ca>
Source record: 76722
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.apple2

I have the folowing items for sale:
Prices do not includde shipping.

Hardware

Zenith ZVM121 green mono composite monitor, with anti-glare filter. Works great. $20

Audiotronics amber mono composite monitor. $15

Multitech 1200 baud modem. No pwer supply but it will work with an Atari 1050 power supply. $5

5.25" internal SS/DD floppy drive from TRS80 model III. Can also be used with an IBM-PC. $7

5.25" floppy drive. Same as above but door is missing. Works, for parts or whatever. $3

Parallel printer interface with cable for Apple II. $6

Eight Inch Disks

Box of 9 NEW Xerox SS/SD 8" disks with labels. $3

Box of 10 USED 3M SS/SD 8" disks. These have software on them (Wang Cobol) but they could be reformatted. $3

Box of 10 NEW Dysan SS/DD 8" disks, with labels and write-protect tabs, PLUS five used Memorex DS/DD 8" disks. $4

Software
All include box and manual unless otherwise noted.

Silent Butler - Home bookkeeping program for Atari XL/XE. Disk. $6

Timeworks Data Manager for Atari and C64. Disk. $7

Partyware for Atari and C64. 2 disks. $3

Zork I for Commodore Plus/4. With box, manual and maps. $8

Script Plus - word processor for Commo Plus/4. No box or manual. Cartridge. $5

Pascal for TRS80 Model III. 2 Disks. $8

Editor Assembler for TRS80 Model III. Disk. $8

Statistical Analysis for TRS80 Models I & III. 5 Cassettes. $5

Budget Management for TRS80. Cassettes for Model I & III, disk for Model III. $5

Ricochet - game for TRS80 and Atari. Cassette. $3

Sesame Street Print Kit for Atari and C64/128. $4

Sesame Street: Big Bird's Special Delivery for Atari and C64/128. $3

Sesame Street: Erie's Magic Shapes for Atari and C64/128. $3

I will consider trades for an Atari SX212 modem and term prog. (or maybe some other Atari modem.)

Please reply to bx557@torfree.net. Do not reply to my Victoria Freenet address. Prices do not include shipping.

--

| Justin R. Smith | bx557@freenet.toronto.on.ca / an422@dayton.wright.edu |
| 5034 Sabra Avenue, Huber Heights, Ohio 45424 | Phone +1 937-233-2125 |
---

594. Horizontal and Vertical Scrolling???

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: ulf@antic.cls.de
Message-ID: <6PBaS8DXS7B@antic.cls.de>
Source record: 76723

Hi!

Can anyone give me an example what a scrolling routine (in Assembler)
should look like? I need one for horizontal and vertical scrolling. The
last time I wrote such a routine was probably more than 2 years ago, so I
really need your help - otherwise my new game will have to work without
scrolling ;).

Ulf

595. Re: Emulators & SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: read@my.sig
Message-ID: <32e347f8.4328035@news.networx.net.au>
Source record: 76724

ssilicon@lax.net (Jon D. Melbo) wrote:

>Hello everyone. I have had no luck running any version of SpartaDOS
>under any of the emulators I use: XL-It, XF, etc. Anyone else have
>any luck, and if so, which version of SD in what disk format & image,
>and under what emulator?
>
> Jon
>

If you have access to a real Atari and disk drive, there is a patch
for SpartaDOS to select what kind of disk drives are attached. I would
assume that if SpartaDOS were patched for the older 810 drives, it
would work under any of the emulators? I think I will give it a go and
let you know how it went.
BTW, the patch is actually a basic program, and allows selection of
810, 1050, 1050 U.S. doubled, and XF551. I'll try setting SD for all
of these and then run it under the emulators.

Back to ya soon, Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!
---

596. Eastern Front 1941 running under emulation?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: The Yum Yum Boy <toby.douglass@ebo.mts.dec.com>
Message-ID: <32E25272.632E@ebo.mts.dec.com>
Source record: 76725

Has anyone here succeded in getting Eastern Front 1941 to work under a
PC emulator?

This is something I -really- want to achieve but...failed so far :-/

hmph

The Yum Yum Boy...

----mailto:toby.douglass@ebo.mts.dec.com
"you're such a sensitive boy that sometimes i just wanna slap you really
hard."
- Aimee Lortskell
----http://bex000.ebo.dec.com/douglass/index.html

597. Re: ST's....crave that 16-bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: Christopher Brett Strong <strong@facility.cs.utah.edu>
Message-ID: <Pine.HPP.3.95.970119105920.3786B-100000@labhp31.cs.utah.edu>
Source record: 76726

> Does anyone out there have a 1040 ST or the Atari Mega ST? I know I can't
> use it with my PowerMac but I have always wanted one of those.
>
> Also, does anyone have software for one?

Yeah, I own one of each...but you're looking in the wrong place. Try
comp.sys.atari.st for info on them.

-Chris

598. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32E28488.1E99@kawo2.rwth-aachen.de>
Source record: 76727

HELLO !

Think, this is definitly a RAM extension.
If Iï¿½m right, there are 16 4164-RAM-Chips, means 128 kb Extra-RAM.
If Iï¿½m right, Axlon built something like this.
Please take the description from the backside of the board to the net, it will help
the guys, to recognize this board.

Matt
--

| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

599. (Useful?) ATARI SCANS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: Anthony Bufort <ajbufort@mail.sas.upenn.edu>
Message-ID: <32E29FBD.683C@mail.sas.upenn.edu>
Source record: 76728

Well folks, so many people have given me such good advice and helped me out in other ways, that I want to give something back to the group. I know it isn't much, but while I was at my good-ol' alma mater, Rutgers U., I used the digital camera to scan in some images of Atari stuff. For your use and edification (hopefully) here they are, with perhaps more to come in the future.

-Tony :)

(see next posts)

600. Re: Please help...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32e266ef.775111@news.inc.net>
Source record: 76729

On Sat, 18 Jan 1997 14:41:53 GMT, rhkramer@fast.net (Randy Kramer)
wrote:

>Go Patriots! (Getting into the SuperBowl mentality)

The Pack is going to stomp the Patriots. The Patriots will be
crushed.

Cheers,

Jon

601. NEED: Shadow World DOCS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: Anthony Bufort <ajbufort@mail.sas.upenn.edu>
Message-ID: <32E2AA0B.D27@mail.sas.upenn.edu>
Source record: 76730

Hey guys...

Is anyone out there familiar with the game >Shadow World< by Synapse?
It looks like a real cool game, but after the third or fourth board, at
least one of the pods lands and "takes root" in the terrain, and I have
no freaking idea how to defeat it after that! Can anyone at least tell
me how to do that, or, if you have the docs, could you please post them?

Thanks,

Tony

602. XEGM

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: Bill Bragg <bbragg@iag.net>
Message-ID: <32E2B5B4.B12@iag.net>
Source record: 76731

Anyone every do a memory upgrade on an XEGM? Any docs available?

--Bill B.

603. Re: Atari BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970119143700.22446B-100000@fissure.scar>
Source record: 76732

RE: OASIS IV

I ran OASIS 4.7 for about 2 years, very good crash resistant BBS program. Worked like a charm with my black box and 40 meg hd. Oasis 4.7 suffered from a poor message editor to an atrocious file processor. Which as you said earlier discouraged file hogs. Oasis 5.0 was done in a demo version (the owner of OASIS) lives here in Toronto, Ont, Canada, but oasis 5.0 had a few problems too and was never released to the public (as of 1994) I don;t know the current status of Oasis. BBS PRO! seemed like the only real BBS program for 8bitters, as it was fast, had a great file and msg processor and tremenmdous support via online games and other modules.

Alan

604. Re: Atari Newsgroups

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5btr7alvi1@zwieracz.psych.uw.edu.pl>
Source record: 76733

```
dnia 18 Jan 1997 17:00:48 GMT AntBBaker napisal(a) byl(a) w comp.sys.atari.8bit:
> Are there any other Atari Newsgroups besides this one? It is amazing to
> see how many Atari users are still around. E-mail me with what you think.

and do you know any discussion lists about 8 bit ataris?

57
--
= wasza KrAp = krap@freud.psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone: 22-6594364 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
```

605. Re: Thanks and fond memories

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970119143313.22446A-100000@fissure.scar>
Source record: 76734

Eternal Dagger, now there's a game I haven't played in eons. yeah I have the fond memories of the classic 8bit Atari games too. (The games on the PC just don't have that character.. heh) Could never go back to watch 2 minutes for a game to load now could we?

Alan
University of Toronto, Computer Science

606. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: Anthony Bufort <ajbufort@mail.sas.upenn.edu>
Message-ID: <32E2A3FB.6F05@mail.sas.upenn.edu>
Source record: 76735

Well, thanks to Matthias, I have confirmed that it IS an Axlon board... because those images were scanned in upside-down by me, the word Axlon is upside-down on the image. I didn't realize that there was upside-down writing when I posted it to the net in my haste. At any rate, at least I now know it's an Axlon, probably 128K.

Now my question is... WHY DOESN'T IT WORK ON MY 800!!??

-Tony

607. Atari 8bit system complete

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970119145234.24137C-100000@fissure.scar>
Source record: 76736

Here's a run down of what I still have left in my 8bit collection. I know
the value of 8bit equipment has gone down a lot, but hopefully a collector
out there will give a reasonable offer.

Atari 800Xl 256k
Atari Xf551 drive (true DS/DD)
About a half dozen 8bit carts in box/w/manuals
ACEX 2400bd modem
Printer Connection (use standard printers via the 8bit SIO port)
Original Lode Runner, and several other 8bit games.
About 600 disks and 8 disk holders. A broad range of software, from
games, applications, operating systems, music and graphics.

About 40 ANTIC magazines
Over 60 COMPUTE! magazines, including some classic issues from 1981
About a dozen ATARI COMPUTE/ANTIC books including:
Mapping the Atari
Atari Graphics
etc.

Just the books and magazines were probably over $500.
Also a registered version of OASIS 4.7 BBS software.

That's all I can think of right now. I'm open to all/any offers so I'm
not going to specify individual prices. Shipping/Handling is the buyers
expense...

Alan

608. DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: Anthony Bufort <ajbufort@mail.sas.upenn.edu>
Message-ID: <32E26318.72A1@mail.sas.upenn.edu>
Source record: 76737
Body handling: Binary attachment payload not displayed: application/applefile, mystery_front.GIF, application/applefile, mystery_back.GIF

Hi folks...

A while back, I purchased an Atari 800 from someone for the spare parts, and, upon opening up the hood, found the circuit board you'll see here below. These are images of the front and back of it, which I scanned in using a digital camera I have access to at Rutgers University. These images come out fine on my system - I hope they show up well on here. (If not, you can always play with them on Adobe Photoshop, which is actually what I did before posting them.)

I know enough about the guts of an Atari to know that this is not the 16K RAM card one normally encounters when opening up an Atari, not is it the traditional Atari OS. SO JUST WHAT IS IT? My guess is a memory upgrade of some sort. I tried plugging the thing in (in every one of the three normal memory slots), then checked how much memory I had using the FRE(0) command in BASIC. In all cases, the computer either crashed, or it functioned minus the 16K which was replaced by this "mystery board". One clue might be the switch which is visible in the lower left-hand corner of the first image. WHAT IS THIS FOR???

If it is a memory upgrade, I would greatly appreciate someone telling me how I could fix it so I can take advantage of it. If not, then I just want to know what the heck it is so that I could fix it if it needs to be fixed and put it to some good use.

Thanks in Advance,

-Tony :)

[One or more binary attachments are retained only in the source text.]

609. Re: Atari BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970119235501.SAA21364@ladder01.news.aol.com>
Source record: 76738

In article <32de9525.1652085@news.enterprise.net>,
paulsmith@enterprise.net (Jonathan Smith) writes:

>
>Does Anyone know of a BBS program for the Atari??

There are quite a few out there. For several years I ran (and supported) a PD program called Forem XE Pro, a complete rewrite of the old Matt Singer Forem XE program. If you're interested, it requires a 130XE or expanded 800XL (needs at least 128k), Basic XE, SpartaDOS 3.2 (will NOT work under SDX), hayes-compatible modem, and lots of disk space. For a PD program, it is really powerful. The latest version, 5.4, is available for ftp download at http://members.aol.com/xeboard/fxep/ which is a directory on my web page. XE-Board is a program I have been trying to work on for the past few years, but unfortunately either haven't had much time, or other things had my attention. I hope to get an alpha-test up and running up by the end of the year, but I'm not holding my breath, as my computer chess programming is starting to take precedence.

For other programs, two commercial ones are BBS Express! Pro and Carina II. Pro is supported by Bob Klaas, and Carina II is supported by Dave Hunt (aka "the Shadow"). Both make their appearances on this NG from time to time.

There are many other older programs out there, but they do not support higher speed modems.

Download FXEP (if you have web access) and let me know what you think.

610. Re: : COPYRIGHTS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32E2465B.6D73@tcd.net>
Source record: 76739

Thank you for the support but don't give them he.. on my behalf. I get a good laugh out of most replies. Just another (different) form of entertainment for myself.

It is also nice to see there are still some literate computer users on the network.

Obiously they missed the whole point! A copyright belongs to someone, some of these users think it belongs to them as well as their wife, girlfriend, or sweetheart. I don't want their copyrights without paying for them what serves me better is the latter, provided they think they own them!!

hahaha
bob

611. Re: 1050 eats disks!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32E2474F.5346@tcd.net>
Source record: 76740

Ok get the 91%+ but take a maganafine glass and look at the head, some times the residue is harder to get off you think you have it but find one small dot left creating havoc.

bob

612. Re: Defending the English Language (Re: Atari 8-bit ROM)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32E24DCE.23C9@tcd.net>
Source record: 76741

The English language is subject to change. In the early 60's I use to go with a lady who corrected my diction all the time. My favorate word then that was not in the dictionary was evidently, perhaps if you persue Webster now you will find it there...

Use it enough and they will change..

bob

613. Re: Exansion Slot on XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32E24F7D.6AE7@tcd.net>
Source record: 76742

The expansion slot on the 130XE can be converted to a PBI. Primary use at this time is to attach a hard drive to the system. Two companies produced them ICD which is now FTE, and Supra.

I purchased the rights from Supra and still have the cards avaiable.

As to the monitor, any Commodore monitor will work, or just about any RGB color or mono monitor will work as long as it has the video and audio in ports. The Commodore video cable works to attach the monitor.

bob

614. Re: Emulators & SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32E1785C.2A25@kawo2.rwth-aachen.de>
Source record: 76813

Jon D. Melbo wrote:
>
> Hello everyone. I have had no luck running any version of SpartaDOS
> under any of the emulators I use: XL-It, XF, etc. Anyone else have
> any luck, and if so, which version of SD in what disk format & image,
> and under what emulator?
>
> JonSD fails to work IMHO because itï¿½s first lucking for a high-speed-drive.
Most of the emulators only support a 1050.
But should be possible to fix this problem ...

Matt

One hint - try to use BW-Dos instead - istï¿½s the same filesystem.
Works fine on my compi with XL-It.
Note that XL-it will only use 128 bytes/sector atr-images , but I made a
8 MB imkage with 128 byte/sec and it works great.

--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

615. Re: Wanted: Unarc for Unix

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: clisowsk@aegis.mcs.kent.edu
Message-ID: <5brt3o$isv@info.mcs.kent.edu>
Source record: 76814

Bob Malay - Loral - X7750 (malay@tds-gn.lmco.com) wrote:
: Looking for unarc or arc sources for Unix. D'ya Know where
: they may be??

ftp://ftp.garbo.uwasa.fi/pub
[might be in /pub/arcers or /pub/archivers]

--Craig

616. Re: Printer anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32e177ac.28734196@news.inc.net>
Source record: 76815

On 18 Jan 1997 08:22:17 GMT, antbbaker@aol.com (AntBBaker) wrote:

>
>Does anyone have a dot-matrix printer with pretty-good resolution
>(hopefully a brand name)? I know my Macintosh Color StyleWriter 2200
>Ink-jet won't work with my 800XL and all I have for the 800XL is a
>daisy-chain printer.
>
>Thanks and E-mail me with a price at:
>
>AntBBaker@AOL.com

I have a Citizen 200GX color dot matrix printer you might be interested in. It has an industry standard centronics parallel style interface, which means you need an Atari 850, ICD PR:Connection, or MIO, Black Box or what have you. There is a color ribbon already in it, and I _think_ I have an all black ribbon around here somewhere. I also have the manual for this gem. It has emulation modes for Epson FX-850 and IBM Proprinter III, plus it's own native Citizen 200GX mode.

I would like to get about $50 but perhaps a little less if that is too hard to swing. Let me know if you are seriously interested.

Jon

617. Re: Emulators & SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32e179f5.29318923@news.inc.net>
Source record: 76816

On Sun, 19 Jan 1997 02:26:52 +0100, Matthias Belitz
<matz@kawo2.rwth-aachen.de> wrote:

>Jon D. Melbo wrote:
>>
>> Hello everyone. I have had no luck running any version of SpartaDOS
>> under any of the emulators I use: XL-It, XF, etc. Anyone else have
>> any luck, and if so, which version of SD in what disk format & image,
>> and under what emulator?
>>
>> JonSD fails to work IMHO because it's first lucking for a high-speed-drive.
>Most of the emulators only support a 1050.
>But should be possible to fix this problem ...
>
>Matt
>
>One hint - try to use BW-Dos instead - ist's the same filesystem.
>Works fine on my compi with XL-It.
>Note that XL-it will only use 128 bytes/sector atr-images , but I made a
>8 MB imkage with 128 byte/sec and it works great.

SpartaDOS works just fine with standard (non high-speed drives) at
least on a real atari.

Where do I get BW-DOS?

BW-DOS does not support DD 256 byte sectors?

How do you create such large (8MB) disk images? Are those ATR or XFD
or something totally different? What emulator uses them?

Cheers,

Jon

618. Re: InfoMan's Atari Page has changed URL's

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32e17c5e.29936420@news.inc.net>
Source record: 76817
Cross-posted to: comp.sys.atari.8bit,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs

On Sat, 18 Jan 1997 23:45:55 GMT, ssilicon@lax.net (Jon D. Melbo)
wrote:

>On Wed, 15 Jan 1997 16:33:01 -0700, InfoMan <infoman@poboxes.com>
>wrote:
>
>>InfoMan's Atari Page is now located at http://www.holyoak.com/atari/.
>>The old URL will continue to work for a while, but you will want to
>
>>Thanks,
>>_/InfoMan_
>>aka Trevor Holyoak
>>http://www.holyoak.com/atari/
>>infoman@poboxes.com
>
>That new URL does not resolve in the DNS database at this time. Is it
>a typo, or did you jump the gun and relase this before the DNS
>databases have been ammended to include this?
>Or is there something wrong with my ISP, my machine, my brain? :)
>
>What is a brain?
>
> TTYL
>
> Jon
>

Well, I got on it now.... who knows what was wrong.

Cheers,

Jon

619. Re: Emulators & SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-19 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E48os9.Fpz@nonexistent.com>
Source record: 76818

```
-
-Where do I get BW-DOS?
-
-BW-DOS does not support DD 256 byte sectors?
-
-How do you create such large (8MB) disk images? Are those ATR or XFD
-or something totally different? What emulator uses them?
-

I use APE for that, then format them with either sparta or mydos.
All the emulators currently can use them except for rainbow.

-
- Cheers,
-
- Jon
-

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL
```

620. Re: atr to real disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32e3da7c.4503344@news.inc.net>
Source record: 76669

On Mon, 20 Jan 1997 02:01:01 GMT, Michael Kling <kling@cis.picker.com>
wrote:

>beavis wrote:
>>
>> i have a question regarding transfering disk images (.atr's) to real
>> atari disks.
>>
>> i have run across a few that seem to transfer to a disk, yet when i
>> boot i either get a lock-up or garbage. i've tried including dos
>> files on the disk in the case that they were binaries, however i
>> still have had no luck.
>>
>> other images transfer just fine. all the images work beautifully, so
>> long as they are booted under ape or sio2pc.
>>
>> i would like to keep them on 5 1/4 though.
>>
>> should i use a sector copier? if so which one?
>>
>> i have tried the 'j' copy disk option under mydos, and 'superdup'
>> under young's dos.
>>
>> anyone?
>>
>> thanks,
>> robert
>>
>> ps. one particular file is atari home file manager :)
>
>
>Are you trying to write to new 5.25 inch disks (i.e. IBM comp)? I've run
>into similar problems. I've taken 1.44 meg High density disks and
>refomatted them SS/SD on my Atarai 810. Using SIO2PC I've then
>transfered an ATR image to that disk. The disks seems to work for a
>couple of days or weeks then goes bad. Anybody else run into this?
>
>
>Mike

A couple of things... You mean a 1.2MB HD disk right? A 1.44MB disk
is a 3.5" and a 1.2MB is 5.25". Anyway as to why the disk "goes bad"
the answer is simple. You must use the disk in the density it was
manufactured for. HD disks and DD disks use a different design
magnetic coating with different magnetic coercitivity. This means

that the write current on the disk head is higher for the old DD style disks, and lower for the HD style disks. By forcing the drive to treat the HD disk as a mere DD disk, you end up having the head write current being too high which results in the magnetic domains on the disk surface "bleeding" all over the place before long.

Also another problem to consider is that DD drives have a wider track width than HD drives. The head in a HD drive is only half the width of one in a DD drive. Now I'm sure you are aware that a 1.2MB HD drive is supposed to do 360KB DD disks... and they can providing a few limitations are observed. What you need to do is get some DD 360KB disks that are UNFORMATTED and format them in your HD drive as DD disks. Also, you need to be sure to NEVER write to these DD disks in a REAL DD drive. Always write to them using a HD drive.

I don't have time to draw a diagram right now but if you need clarifiacation just ask and I will. It helps in understanding this much more.

Cheers,

Jon

621. Re: Atari 8-bit video output: Only RF?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32e3ded7.5618568@news.inc.net>
Source record: 76670

On 20 Jan 1997 06:10:23 GMT, "Roger Sween" <emonk@death-star.com>
wrote:

>
>
>William McBrine <wmcbrine@clark.net> wrote in article
><5bghr0$7bb@clarknet.clark.net>...
>> lenspencer@aol.com wrote:
>>
>> : (Looking at port)
>>
>> : 1 5
>> : 2 4
>> : 3
>>
>> : 1) Audio out (line level)
>> : 2) Composite Chroma
>> : 3) Signal ground
>> : 4) Composite Video
>> : 5) Composite Luminance
>>
>> This is very similar to the port on a Commodore 64 (or 128):
>
>Just out of curiosity, could the composite video be put into a VCR? would
>there be color it you could?
>
Yes composite video will work fine in a VCR's RCA type video input
jack. And yes, with color!

Cheers,

Jon

622. Re: Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6PFGPcEpzHB@peter.soemtron.sb.sub.de>
Source record: 76671

In article <Joysticks>, rashm62629@aol.com (RAshm62629) wrote:

Howdy RAshm62629,

> Trying to obtain original Atari joysticks for 800XL in the UK
> Any information or pointers welcome.

buy an Amiga,C64 or Sega compatible joystick. I think they are still
available. It's not all that bad!

--
6502 Ri¿½SC power! ||| i¿½ntel Outsi¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bi¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bi¿½t power !

623. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: fseipel@freenet.columbus.oh.us
Message-ID: <fseipel-2001971838240001@ts17-1.homenet.ohio-state.edu>
Source record: 76672

In article <32E2A3FB.6F05@mail.sas.upenn.edu>, Anthony Bufort
<ajbufort@mail.sas.upenn.edu> wrote:

> Well, thanks to Matthias, I have confirmed that it IS an Axlon board...
> because those images were scanned in upside-down by me, the word Axlon
> is upside-down on the image. I didn't realize that there was
> upside-down writing when I posted it to the net in my haste. At any
> rate, at least I now know it's an Axlon, probably 128K.
>
> Now my question is... WHY DOESN'T IT WORK ON MY 800!!??
>
>
> -Tony

(1.) I think the AXLON RAMdisk had to go in a certain slot, perhaps the
first or middle one -- I can't remember.

(2.) You need a RAMdisk drive that can handle an AXLON RAMdisk. MyDos 4.5 was
able to do it, and there were drivers for other DOS's. SpartaDOS will also
handle it, but DOS 2.0/2.5 will *not* recognize the extra RAM without a
special driver.

--
Frank Seipel
fseipel@freenet.columbus.oh.us

624. problems with SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32E3E6C6.189C@kawo2.rwth-aachen.de>
Source record: 76673

Hello !

I bought a SIO2PC interface from Thomas Grasel here in Germany.
But I have a big problem :
I test with SIO2PC 4.12, a AMD K5-90 .
SIO2PC as stand alone works fine, even with high speed.
But when I have the SIO2PC cable connected to my system, all high speed
acesses to my Speedy or Happy drives fail.
In normal speed they work properly.
It doesnï¿½t matter, if SIO2PC software runs on PC or not, if the cable is
connected to PC or not - when the interface is plugged into SIO-chain -
every high speed command fails. The greatest problem is now, that
booting up SD 3.2 fails ...

Please help me with this problem, ï¿½cause I now want to copy all my disks
to images.

Matt
--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

625. Re: Wanted: Unarc for Unix

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6PFGP3P4zHB@peter.soemtron.sb.sub.de>
Source record: 76674

In article <Wanted: Unarc for Unix>, malay@tds-gn.lmco.com (Bob Malay - Loral - X7750) wrote:

Howdy Bob,

> Looking for unarc or arc sources for Unix. D'ya Know where
> they may be??

get the source code and compile it for your own.

--
6502 Ri¿½SC power! ||| i¿½ntel Outsi¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bi¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bi¿½t power !

626. Does anyone have them

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: Joe Cimmarrusti <joec@capescott.net>
Message-ID: <32E4441A.7EBB@capescott.net>
Source record: 76675

It has been 1987, since I last owned my atari 130xe. Being such a long
time ago, I do not remember the error codes, that come up. If someone
has them, or knows where I can find them, please let me know
Later
Joe

627. It is Still Alive in a sense

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: Joe Cimmarrusti <joec@capescott.net>
Message-ID: <32E4433E.ECB@capescott.net>
Source record: 76676

I have been utilizing some of the atari emulators on dos for the pc and have played a few games that I used to play 12 to 14 years ago. I do think it is pretty neat to play them again, but this could be because playing games that you loved during your teens brings back the feelings when this stuff was just revolutionarily new and cool. Sorta like meeting an old highschool sweetheart, don't you agree.
Later,
Joe

628. Re: Next Issue of Atari Classics?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <32E458B1.13D1@pacbell.net>
Source record: 76677

Euskara wrote:
>
> Does anybody know when it's coming out?AC is still working on it. I'll stick my neck out and say February....
Nobody would be happier than I when it gets into the mail!

Bob

629. Re: NEED: Shadow World DOCS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <5c0m2i$1ae$1@dartvax.dartmouth.edu>
Source record: 76678

Anthony Bufort <ajbufort@mail.sas.upenn.edu> writes:
> Is anyone out there familiar with the game >Shadow World< by Synapse?
>It looks like a real cool game, but after the third or fourth board, at
>least one of the pods lands and "takes root" in the terrain, and I have
>no freaking idea how to defeat it after that! Can anyone at least tell
>me how to do that, or, if you have the docs, could you please post them?

Shadow World is one of may all-time favorite games!

It's been a while since I've played, though. :(

I believe that you have to somehow plug the pod, and it self-destructs
the next time it generates a ship. I think it ties in with the thing
that goes back and forth across the bottom.

One key thing to remember is that there's a limit on the number of
space ships attacking you, so you can let them accumulate so you don't
have to worry about them comming out of the pod when you're trying to
cap it.

--PC

--
Luke Skywalker: "My name is Luke Skywalker. You are my father. Prepare
to die!"
Darth Vader: "Stop saying that!"
Luke Skywalker: "You are my father. Prepare to die!" [Oops, wrong movie.]

630. Re: Atari 8-bit ROM

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32E41A0A.2C00@tcd.net>
Source record: 76679

JTS own all Atari ROM Copyrights.

Its illegal to reverse ingineer ect any ROM Copyrighted by Atari unless
you have an Agreement with them and are liscened to do same.

I have purchased those rights and have a High Speed operating system Rom
available. Check Best Electronics Catalog.

Be carefull as to what you modify and put out without an agreement with
Atari (JTS!)

bob

631. BBS Express Professional! Vers 5.0b

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32E41EE7.FF0@tcd.net>
Source record: 76680

Entire product is up for grabs, (FORSALE!).

Clubs ect make reasonable offer on all items produced for PRO from
Version 1 through 5.0b.

Last Node Sold was 479..

Serious offers call me voice at 801-966-1697 after 4pm MDST.

or post reply e-mail here.

Bob

632. Re: atr to real disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: Michael Kling <kling@cis.picker.com>
Message-ID: <32E2D1DD.47@cis.picker.com>
Source record: 76743

beavis wrote:
>
> i have a question regarding transfering disk images (.atr's) to real
> atari disks.
>
> i have run across a few that seem to transfer to a disk, yet when i
> boot i either get a lock-up or garbage. i've tried including dos
> files on the disk in the case that they were binaries, however i
> still have had no luck.
>
> other images transfer just fine. all the images work beautifully, so
> long as they are booted under ape or sio2pc.
>
> i would like to keep them on 5 1/4 though.
>
> should i use a sector copier? if so which one?
>
> i have tried the 'j' copy disk option under mydos, and 'superdup'
> under young's dos.
>
> anyone?
>
> thanks,
> robert
>
> ps. one particular file is atari home file manager :)

Are you trying to write to new 5.25 inch disks (i.e. IBM comp)? I've run
into similar problems. I've taken 1.44 meg High density disks and
refomatted them SS/SD on my Atarai 810. Using SIO2PC I've then
transfered an ATR image to that disk. The disks seems to work for a
couple of days or weeks then goes bad. Anybody else run into this?

Mike

633. Antic & Softside Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: Jim Kopenec <jktinley@interaccess.com>
Message-ID: <01bc0666$d1e7ee00$ab8658c7@foeyplfq>
Source record: 76744

I have about 40 Antic Magazines and many Softside magazines with the program disks for the Atari 8-bit. Can anyone tell me their valve and if anyone is interested in them?

634. Atari stuff forsale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: Kevin Burkhardt <kb-1@ix.netcom.com>
Message-ID: <01bc0669$5ba676a0$6dc5b8cd@p5-133>
Source record: 76745

FOR SALE: ATARI 1040 ST - SYSTEM AND SOFTWARE !!!
ATARI 800 - SYSTEM AND SOFTWARE !!! (Listed Below)

****
ATARI 1040 ST - SYSTEM AND SOFTWARE !!!
****

***** Best Offer ****** For Everything ***** (plus shipping costs)
Will sell components seperatly.

HARDWARE: Original boxes and documentaion.
* All hardware purchased in 1990. (except for 2 original style
joysticks)

ATARI 1040 ST (with Mouse and Boot Disk) and ATARI SC-1224 COLOR MONITOR

ATARI SX-212 MODEM - 2400 Baud
SUPER CHARGER - TALON TECHNOLOGY (converts Atari to IBM format)
SF354 3-1/2" EXTERNAL FLOPPY DISK DRIVE
MASTER-5S 5-1/4" EXTERNAL FLOPPY DISK DRIVE
(1) QUICKSHOT JOYSTICK (2) ATARI JOYSTICKS

MANUALS: (come with purchase of Atari ST system, or will sell seperatly).
520 ST COMPUTERS
ST QUICK REFERENCE GUIDE
COPY II ST
DB MASTER ONE
COMPUTE!'s SECOND HANDBOOK OF ATARI
SX212 MODEM OWNERS MANUAL
ST COMPUTER OWNERS MANUAL
ST BASIC SOURCE BOOK AND TUTORIAL
ATARI LOGO SOURCE BOOK
HOLMES & DUCKWORTH H&D BASE MANUAL (copy)
PC INTERCOMM (copy)

ATARI ST SOFTWARE: All original disks.
(All software believed to be in working order, but not guaranteed)

ST LANGUAGE DISK
LANGUAGE DISK
1st - WORD
PROCOPY
COPY II ST - Disk backup utility PC/InterComm
SUPERCHARGER (images)
ST Informer disks - 1291,192,392,492,592
REGIONAL COOKING COLLECTION AMERICAN COOKS CHINESE

GAMES: (All in original boxes with instructions & 1 disk,
unless otherwise noted)

ADVANCED DUNGEON & DRAGONS - HEROES OF THE LANCE
(no box, no instructions)(3 disks)
ADVANCED DUNGEONS & DRAGONS - HILLSFAR (2 disks)
ARKNOID (instructions, no box)
BARBARIAN S.D.I
The BLACK CALDRON (2 disks)
BLOOD MONEY
CHRONO QUEST (4 disks)
CRYSTAL CASTLES
DEATH BRINGER (3 disks)
DRAGON LORD
DUNGEON MASTER (instructions, no box) -
(also comes with print outs of maps and story)
FOUNDATIONS WASTE (2 disks)
GATEWAY (2 disks)
GAUNTLET (2 disks)
GHOSTBUSTERS 2
The GUILD OF THIEVES
IRON LORD (3 disks)
JINXTER
KNIGHT ORC (2 disks)
The KRISTAL
MISSILE COMMAND (instructions, no box)
NINE RINGS OF ZILFIN (3 disks)
OBLITERATOR (instructions, no box) (2 disks)
OOZE (2 disks)
OUT RUN
PRINCES IN AMBER (box, no instructions)
QUESTRON II (2 disks)
ROAD RAIDER (2 disks)
ROBO COP
ROGUE
SPACE HARRIER (2 disks)
SUPER CYCLE (instructions, no box)
TEMPLE OF APSHAI TRILOGY(no box, no instructions)
TIME AND MAGIK (instructions, no box)
TIME BANDIT (box, no instructions)
WANDERER ROAD
WARLOCK (instructions, no box)
WILLOW (2 disks)
The WRATH OF NIKADEMUS (instructions, no box) (2 disks)
XEVIOUS (no box, no instructions)

****
ATARI 800 - SYSTEM AND SOFTWARE !!!
****

***** Best Offer ****** For Everything *****
(plus shipping costs, if necessary)

HARDWARE:
ATARI 800 COMPUTER SYSTEM
with 60 5.25" Floppy Disks with assorted Backup copies of various
software.
ATARI 1050 5.25" DUAL DENSITY FLOPPY DRIVE WITH HAPPY BOARD
MPP-1000C MODEM

SOFTWARE: MEDIA: 5.25" FLOPPY
ATARI MASTER DISKETTE 3
HAPPY COMPUTERS WARP SPEED SOFTWARE
ALTERNATE REALITY
SUPER BUNNY
ASYLUM
FREETRADER
NEW YORK TIMES CROSSWORD
DR. C. WACKO'S MIRACLE GUIDE TO DESIGNING & PROGRAMMING
YOUR OWN ATARI COMPUTER ARCADE GAMES
ENCOUNTER
ULYSSES AND THE GOLDEN FLEECE

SOFTWARE: MEDIA: TAPE PLAYER CASSETTE TAPE
ZAXXON

SOFTWARE: MEDIA: CARTRIDGE
BASIC
ALANTIS
RIVER RAID
MISSILE COMMAND

--
If Interested Contact Kevin at kb-1@ix.netcom.com
More Stuff For Sale at http://www.netcom.com/~kb-1/ForSale.html

635. Re: Emulators & SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: Bingham <bbingham@IDT.NET>
Message-ID: <5bugj2$112@nnrp4.farm.idt.net>
Source record: 76746

Steve <read@my.sig> wrote: : ssilicon@lax.net (Jon D. Melbo) wrote:

: >Hello everyone. I have had no luck running any version of SpartaDOS :
>under any of the emulators I use: XL-It, XF, etc. Anyone else have :
>any luck, and if so, which version of SD in what disk format & image, :
>and under what emulator? : > : > Jon : >

Whelp, I think the more serious problem might be that Sparta Dos loads
part of itself under the OS rom. I'm not sure if the Emulators bankswitch
these areas.

636. Re: atr to real disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: Roger Sween <emonk@death-star.com>
Message-ID: <01bc067b$372be960$0f6466cf@emonk.cnc.bc.ca>
Source record: 76747

```
beavis <beavis@butthead.com> wrote in article
<32DD5D54.2E0F@mail.utexas.edu>...
> i have a question regarding transfering disk images (.atr's) to real
> atari disks.
>
> i have run across a few that seem to transfer to a disk, yet when i
> boot i either get a lock-up or garbage. i've tried including dos
> files on the disk in the case that they were binaries, however i
> still have had no luck.
>
> other images transfer just fine. all the images work beautifully, so
> long as they are booted under ape or sio2pc.

This program allows you to write to atari disks on a pc?
where can I get this program?
```

637. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: Roger Sween <emonk@death-star.com>
Message-ID: <01bc067c$feb94f80$0f6466cf@emonk.cnc.bc.ca>
Source record: 76748

```
Brian Reynolds <reynolds@panix.com> wrote in article
<5bjovv$qt3@panix3.panix.com>...
> In article <5aq63u$ejm@sjx-ixn4.ix.netcom.com>,
> Karl Heller <kheller2@ix.netcom.com> wrote:
> >In article <5ahq26$ggj@news1.fast.net>, rhkramer@fast.net (Randy Kramer)
wrote:
> >
> >>
> >>If somebody made a "redesigned" Atari, they should increase the size
> >>and durability of the keyboard.
> >>
> >
> > Sounds like you have never used a 1200XL keyboard.
>
> Sounds like he never used an Atari 800. That was a good keyboard.
>

Sounds like he never used an Atari 800XL keyboard. That was a good
keyboard.
Its the 130XE that sucks. Carbon traces on mylar? Good grief!
```

638. pocket modem hardware and software

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: Roger Sween <emonk@death-star.com>
Message-ID: <01bc067e$d53caa60$0f6466cf@emonk.cnc.bc.ca>
Source record: 76749

I have a 300 baud pocket modem, that I know is upgradable to 1200 baud with a chip. Unfortunatly the company died years ago. Does anyone have any info on this?

Also is there any other type of software for that modem, something that emulates a vt terminal?

Thanks in advance

Roger

639. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: Roger Sween <emonk@death-star.com>
Message-ID: <01bc0684$cb318080$0f6466cf@emonk.cnc.bc.ca>
Source record: 76750
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

What an excellent posting! Brought a tear to my eye. I never did know what happened to Atari. It makes you kinda sad. My first computer was an Atari, a 600Xl. I still have it, though I upgraded a long time ago to a 800XL that still beats me at chess weekly.

> The best people to ask these questions are those who have exposure to
> the public. If you believe Atari left us without saying goodbye, contact
> Dateline at dateline@nbc.com. If you REALLY believe, then send this article to 10 > of your friends in e-mail. AND if YOU REALLY, REALLY believe, mail a few to
> newspapers or other news programs. A letter in your own words would be great!
>
> I'd spend money for a thorough retrospect on Atari. Wouldn't you?
>
> Wouldn't it at least be nice to say "Goodbye"?
>
> --Don Thomas
> 75300.1267@compuserve.com
> 209/239-3898
>
> Permission is granted to freely reprint this article in it's entirety
> provided
> the author is duly credited.
>
> --
> Visit InfoMan's Atari Page!
> *Home of the Atari 8-bit Support BBS List*
> http://infoman.simplenet.com/atari/
> ----- ----- ----- ----- ----- -----
> Receive a monthly commission check - guaranteed!
> http://www.cyber-action.com/oed/infoman.html
>

640. Re: NO YOGI..

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: fu511@cleveland.Freenet.Edu
Message-ID: <5bv4pe$7qq@madeline.INS.CWRU.Edu>
Source record: 76751

To who..do I upload..yes, I have writen a few goodies for the 8-bit.
But, since 3rd Planet 'Exploded' well..we all know the fate of most
excellent 8-bit ... Yogi's and the rest of it was well done. for a
few months there was a spark of life in the 'Old ..8's.'..

But nothing lasts for ever on the WEB no? Or is it the 8-bit..

Inquiring Minds Never seem to know **********!

' It can still be done with 8-bits..HighTech Holy Book..
verse 95,chpt 121' ;>

641. Re: C64 power supply -> Atari 130xe?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: MLopez <MLopez@aracnet.com>
Message-ID: <01bc06aa$d99bbac0$8c2fbccc@ml1>
Source record: 76752
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Graham and William,

I do not believe that the power supplies are interchangeable. I used to own an Atari 130 XE about 5 years ago (though I would love to get another one) and currently own a couple of Commodore 8-bits with their respective power supplies. I can provide you with some info about the C64 power supply.

First off, if you look directly at the pins you will notice it has an indentataion on the top and the pins are in the following order. (excuse the bad ASCII artwork)

O O
X X
X O
O

Only the pins with the Os are used and these are a ground, a +5V, and 2 9 VACs.
I am not exactly sure of the pinout of these and . But you can get a description of the power supply by going to:

http://www.funet.fi/pub/cbm/documents/schematics/c64/

and looking for the c64-powersupply.gif file there. It may even have the pinouts somewhere on this site. If I remember correctly, the 130XE user manual has the pinouts for its power supply.

Hope this helps and good luck,

-MLopez

==========
Graham Thornton <"gt$z1d1"@cat.e-mail.com> wrote in article <32DF9894.14E@cat.e-mail.com>...
> William McBrine wrote:
> >
> > The other day I picked up an Atari 130xe, but without a power supply. I
> > was then chagrined to see that it was different from the 800's.
> >
> > After recently discovering that the video/audio ports of the Ataris and
> > Commodores were mostly compatible (the same cord can be used), I wondered
> > if, by some lucky miracle, the power supplies might be as well. Sure
> > enough, the C64 power supply plugs into the 130xe's port (but I haven't
> > tried turning it on, for fear of damaging the 130xe), and the specs

partly
> > match -- 5V, 7.5W DC. But the C64 also offers 9V AC.
>
> Last year I accidently used my Commodore VIC-20 power supply with my
> 800XL and fried the motherboard. Since then I've had to colour-code
> the power-supplies to make sure I don't make the same mistake again.
>
> > Since I have several spare C64 power supplies, is it possible I could
> > adapt one of them to drive the Atari? I hope no one regards this as
> > sacrilege. ;-) I haven't yet been able to find the pinout for the C64's
> > power; I have the Atari's, but I'm not sure if it's the port or the
plug
> > (i.e., is it flipped).
> >
>
> Maybe, I have a bunch of spare Commodore PSUs aswell so let me know if
> you get an answer on this.
>
> Sorry I couldn't be more help
>
> Graham
>

642. Antic and Analog mags online?

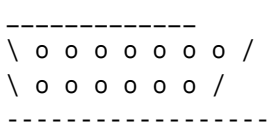
Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <32E31D94.A3B@nh.ultranet.com>
Source record: 76753

Are there any pages that have scanned in Antic or Analog covers or articles? Any info appreciated!

643. SIO cable pinouts

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: Roger Sween <emonk@death-star.com>
Message-ID: <01bc068a$afe671e0$0f6466cf@emonk.cnc.bc.ca>
Source record: 76754

on an SIO cable, Which is pin 1?



644. Re: Horizontal and Vertical Scrolling???

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <32E3B894.54D2@zeus.fh-pforzheim.de>
Source record: 76755

hi mr. petersen...

please look in the abbuc mags #42-45 for details... there
i have described the methods...(i hope you are still member??? ,-))

gruss heaven

645. Re: Just a thought: old software clearing house?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: Roger Sween <emonk@death-star.com>
Message-ID: <01bc068f$90133880$0f6466cf@emonk.cnc.bc.ca>
Source record: 76756

James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote in article
<5bjk06$q18@madeline.INS.CWRU.Edu>...
> B. There is a finite lifetime for commercial software, esp.
> the copy protected type.

Not a bad idea, but what would you set for a date? This couldnt apply to an non-obsolute computer cause some software for a PC (for example) is more than 10 years old and is still being used. I have to still support wordstar at work.

> C. My point, I think A8 software should be archived, like
> books, tapes, records, vhs tapes, films, art photographs,
> etc.
> If we, us, don't archive A8 software then that software
> will be lost.

Hear hear! Good point.

When working with obsolete computers and their software, its almost essential to keep everything around that is running.

646. Re: ATARI equipment, MUST SELL!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: Roger Sween <emonk@death-star.com>
Message-ID: <01bc0697$f3d3bea0$0f6466cf@emonk.cnc.bc.ca>
Source record: 76757

Robert Goodwin <rsg0910@iglou.com> wrote in article
<E3z26v.EII@iglou.com>...
> Yogi (noone@nowhere.com) wrote:
>
> : You know, this thread is funny. It keeps reappearing and reappearing.
> : But everytime, something different is added, so I know someone must be
> : updating it. For one, how come the ATR8000 hasnt been sold yet? I'm
> : sure someone must have bought it by now.
> : Anyone know?
>
> The problem with Ortman is that he doesn't understand that the prices
have
> gone down, as he's selling them with prices that are way too high. The
> entire lot he has can easily go for around maybe $200. I tried offering
> him just that much awhile ago, but he flamed me to a crisp with bullshit
> and then some. Someone's got to get to him to tell him this.

Are you kidding? $125 for that stuff is cheap! I want it baby and I want it
bad. I remember reading about those things years ago and wanted one

647. Re: Atari 8-bit video output: Only RF?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: Roger Sween <emonk@death-star.com>
Message-ID: <01bc0699$bd1404e0$0f6466cf@emonk.cnc.bc.ca>
Source record: 76758

William McBrine <wmcbrine@clark.net> wrote in article
<5bghr0$7bb@clarknet.clark.net>...
> lenspencer@aol.com wrote:
>
> : (Looking at port)
>
> : 1 5
> : 2 4
> : 3
>
> : 1) Audio out (line level)
> : 2) Composite Chroma
> : 3) Signal ground
> : 4) Composite Video
> : 5) Composite Luminance
>
> This is very similar to the port on a Commodore 64 (or 128):

Just out of curiosity, could the composite video be put into a VCR? would
there be color it you could?

648. Atari BBS'S

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: mratari01@aol.com
Message-ID: <19970120134601.IAA19927@ladder01.news.aol.com>
Source record: 76759

In case anyone has any questions about Carina, I am lurking about. It is also available I beleive on Closer To Home BBS as well as ACE Of America.

I have released the latest version of Carina as Shareware, and I still fully support it and update it on a constant basis. There are also toms of games and other doors available for Carina.

ACE Of America BBS, 300-28.8k, 8-N-1, (503)-761-9074

The Shadow

649. Re: Just a thought: old software clearing house?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: rdell@best.com
Message-ID: <5c055l$9p8@shellx.best.com>
Source record: 76760

In article <01bc068f$90133880$0f6466cf@emonk.cnc.bc.ca>,
Roger Sween <emonk@death-star.com> wrote:
>
>
>James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote in article
><5bjk06$q18@madeline.INS.CWRU.Edu>...
>> B. There is a finite lifetime for commercial software, esp.
>> the copy protected type.
>
>Not a bad idea, but what would you set for a date? This couldnt apply to an
>non-obsolute computer cause some software for a PC (for example) is more
>than 10 years old and is still being used. I have to still support wordstar
>at work.
>

I believe James was refering to the finite lifetime of the magnetic data
stored on magnetic media such as floppy disks. Depending on storage
conditions, the information can start disappearing anytime from perhaps
as short as 2 yrs, to 10 years or more. If one is interested in keeping
archival backups, one needs to recopy (and hence regenerate the digital
information) the data once every five years or so (assuming decent storage
conditions, no excessive heat, etc).

Copy protection defeats this process, which is definitely permitted under
US copyright law. Very definitely a stupid idea all around, making me stay
away from almost all copy protected software.

--
Richard Dell

650. SIO2PC - mine finally works!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: InfoMan <infoman@poboxes.com>
Message-ID: <32E3B8DE.E2F@poboxes.com>
Source record: 76761

Well, I FINALLY got my SIO2PC cable working over the weekend. It's a dream on my P166 laptop 8+). I remember someone else was having problems last week or so with theirs - perhaps my experience with mine will be helpful. It turned out the I forgot the SIO pinout diagram I was using was for the pins coming out of the computer, and so I had the wrong wires hooked up in the circuit. After I corrected that and re-soldered everything, things worked wonderfully. I haven't had so much fun with my Atari for over a decade! 8+) I even tried to teach my wife how to play MULE - it's a little harder to explain than I thought it would be. 8+)

/InfoMan

651. Preppie?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: InfoMan <infoman@poboxes.com>
Message-ID: <32E3BFF5.1A0D@poboxes.com>
Source record: 76762

Does anyone know where I can find a copy of Preppie? It doesn't seem to be in any of the archives I can find. I have found that of my old Atari disks I can actually find, a good 75% of them no longer work. I was able to find a replacement file for MULE, but I would love to play Preppie again, also!

/InfoMan

Visit InfoMan's Atari Page
http://www.holyoak.com/atari/

652. Re: Eastern Front 1941 running under emulation?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E4Bo01.AwG@nonexistent.com>
Source record: 76763

On Sun, 19 Jan 1997 17:57:22 +0100, The Yum Yum Boy
<toby.douglass@ebo.mts.dec.com> wrote:

-Has anyone here succeded in getting Eastern Front 1941 to work under
a
-PC emulator?
-
-This is something I -really- want to achieve but...failed so far :-/
-
-
-The Yum Yum Boy...
-

Didnt the ATR I send you work?
It worked under xlit and xformer?

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

653. PC Xformer 3.6 on www.emulators.com

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <5c0j2k$e6b$1@brokaw.wa.com>
Source record: 76764

Emulators Inc. has just released an updated version of our free PC Xformer Atari 8-bit emulator for MS-DOS, OS/2 Warp, and Windows 3.1.

PC XFORMER CLASSIC version 3.6 is the latest Atari 130XE emulator. The biggest fix is the long standing DLI bug that caused colors to be off by a scan line (most noticable in the 130XE self test screen). Requires a 386 with 640K of RAM.

Download PC Xformer Classic from the Emulators web page at http://www.emulators.com.

There is a link on the main page called "Run Atari BASIC Now" which will run a stripped down version of PC Xformer than boots directly into Atari BASIC. Use this any time you're online and need to type in a quickie BASIC program. Or click the "Downloads" link to download the complete version.

- Darek

--
==========
Emulators, Inc., 14150 NE 20th St. Suite 302, Bellevue, WA 98007
Darek Mihocka, President. Distributors of Gemulator and Xformer.
phone:206-236-0540 fax:206-236-0257 http://www.emulators.com

654. Re: NO YOGI..

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E4BnyL.ADK@nonexistent.com>
Source record: 76765

On 20 Jan 1997 06:53:34 GMT, fu511@cleveland.Freenet.Edu (Kevin S. Moore) wrote:

-
- To who..do I upload..yes, I have writen a few goodies for the 8-bit.
- But, since 3rd Planet 'Exploded' well..we all know the fate of most
- excellent 8-bit ... Yogi's and the rest of it was well done. for a
- few months there was a spark of life in the 'Old ..8's.'..
-
- But nothing lasts for ever on the WEB no? Or is it the 8-bit..
-
???????? I'm trying to understand both your first post and this follow up.
Are you saying that there is ENOUGH software in the archive (there isnt) or that new emulator users dont deserve it, that THE EARTH IS DOOMED? (3rd planet blows up?)
Huh?

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

655. ultima1 help

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: jyoung@sirinet.net
Message-ID: <5c09fu$nnh@ns2.sirinet.net>
Source record: 76766

I used to have an atari 800 way back when for about 3 months until
it got broken and I got a c64 instead. Ive forgotten most of the
commands and such. Anyway, heres the question...
Im running ultima I thru an emulator (tried xf25, pokey, and xlit)
and when I try to initiate a new game it asks for a new player disk.
Ok so I put in the old player disk hoping it will write over the
old character.. nuh uh. asks for a new one again so I try a blank
image disk.... it gives me an error (170 I think) tried with xfd
and atr blank formats and the same error occurs on both.... How can
I create a new character?
Thanx in advance

656. Re: Emulators & SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32e3ce7d.1432456@news.inc.net>
Source record: 76767

On 20 Jan 1997 01:08:50 GMT, Bingham <bbingham@IDT.NET> wrote:

>Steve <read@my.sig> wrote: : ssilicon@lax.net (Jon D. Melbo) wrote:
>
>: >Hello everyone. I have had no luck running any version of SpartaDOS :
>>under any of the emulators I use: XL-It, XF, etc. Anyone else have :
>>any luck, and if so, which version of SD in what disk format & image, :
>>and under what emulator? : > : > Jon : >
>
>Whelp, I think the more serious problem might be that Sparta Dos loads
>part of itself under the OS rom. I'm not sure if the Emulators bankswitch
>these areas.
>
Now that's a good point too. But if an emulator "emulates" an XL or
XE then it should do the bank switching unless it specifically states
that it can't/won't. I know Rainbow won't in the demo version and
such. Well, I dunno. I will get more serious about all this when I
set up my 800XL next to my PC. That won't be for a while yet though;
too many other things on the burner 1st..

Thanks to you, Steve and the others that responded.

Cheers,

Jon

657. Re: InfoMan's Atari Page has changed URL's

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-20 00:00:00 UTC
From: InfoMan <infoman@poboxes.com>
Message-ID: <32E3B586.12CB@poboxes.com>
Source record: 76768
Cross-posted to: comp.sys.atari.8bit,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs

```
Jon D. Melbo wrote:
>
> On Wed, 15 Jan 1997 16:33:01 -0700, InfoMan <infoman@poboxes.com>
> wrote:
>
> >InfoMan's Atari Page is now located at http://www.holyoak.com/atari/.
> >The old URL will continue to work for a while, but you will want to
>
> >Thanks,
> >_/InfoMan\_
> >aka Trevor Holyoak
> >http://www.holyoak.com/atari/
> >infoman@poboxes.com
>
> That new URL does not resolve in the DNS database at this time. Is it
> a typo, or did you jump the gun and relase this before the DNS
> databases have been ammended to include this?
> Or is there something wrong with my ISP, my machine, my brain? :)
>

It takes a little while for DNS update to propogate worldwide. It should
be working from just about everywhere by now. Let me know if you have
any more problems.
_/InfoMan\_

*Visit InfoMan's Atari Page!*
http://www.holyoak.com/atari/
```

658. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: Kit Kimes <kkimes@lucent.com>
Message-ID: <32E50E79.347E@lucent.com>
Source record: 76619
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

Rochelle Rogoff wrote:
>
> 1. JTS does NOT support these systems in regards to hardware
> 2. JTS does NOT support the software for these systems
> 3. JTS will NOT provide technical support for Lynx game development
> 4. JTS has specified that we can sell these systems only under these
> terms: "AS-IS" and as "Collector's Items"
>
> Simple translation: Don't bother John Scruch anymore. They sold
> these units to us and they don't want to hear anything else about them.

I personally would think all those conditions were 'givens'. I doubt
that
JTS is willing to support ANYTHING developed or sold by Atari unless
they were required to by law.

--
Kit Kimes
Lucent Technologies Bell Labs
Naperville, IL
phone: (630)-979-8113
email: kkimes@lucent.com or KitKimes@AOL.COM

659. Title?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: "Matt K." <mkozak@clam.rutgers.edu>
Message-ID: <Pine.GSO.3.94.970121123028.11574B-100000@clam.rutgers.edu>
Source record: 76620

Thanks to all who helped me out with my Atari hardware questions!

Hopefully someone can also help with this:
I'm at a loss for the title and manufacturer of a sci-fi game I used to play on my friend's 800XL. It was an RPG, and one of the races was a mutant, which had an icon w/four arms. The money was in credits and there were skills to train in. It very much reminded me of Wizard's Crown and so I thought it was an SSI title, but movement was, if I recall, limited to your party's icons on the left of a black screen and what they encountered on the right, and somewhere there was text explaining what was happening. Often times we got attacked/approached/ambushed by "berzerk robots". The combat was tactical, and the only weapon I recall was a "gemstone grenade" which acted like a fireball (as you could tell, my specialty was fantasy RPG's). This occurred in town, but later you could fly, arcade-style, a little spaceship and try to dock to get to adventures or scenarios. We never really got to those, as I recall the easiest one required very high lockpicking just to get through the first door. I do remember the little spaceship flying part was nerve-racking, as it went fast and you only had limited fuel or the dock moved or something.

SSI said it was gemstone warrior, but I thought those were almost all arcade-like. This was definitely an RPG game.

Anyone out there have a better memory than me?
Thanks for your help!

Matthew Kozak
Rutgers University-Camden
mkozak@camden.rutgers.edu

****
"They that can give up essential liberty to obtain a little temporary safety deserve neither liberty nor safety." -Ben Franklin
****

660. FS: Tons of stuff, all kinds

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: travis@cluracan.org
Message-ID: <travis-2101970739510001@dream-king.cisco.com>
Source record: 76621
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

A warehouse store here just obtained a large number of Atari systems, perhaps one hundred carts (from Asteroids to Star Raiders and Ballblazer and beyond), countless power supplies, drives (perhaps twenty-five Rana drives, and many Atari models), what looked to be a tape backup for Atari, and various cables, software, memory cards (some without plastic jackets; raw boards), OS cards, a few CPU cards (6502B), 4-way serial splitter boxes, and a few modems and modem software.

I am not an Atari wizard myself, and so I can only mention the names: everything from the 5200 and 7800s up through the 400 and 800, XE130s (several), 600s, 1200s, and various other STs. There was one original Atari Home Video System for the truly avid collector in you.

If you are interested in this material, fax him - he'll be too busy to answer the phone for a little while -- at 408-462-6798 and describe what you are looking for. The systems are still spread out over two sites and he may have to go looking to meet your needs. The store is "Computer Jones" and his name is Brian Thomas.

--
Ward C. Travis -- @Cluracan.ORG -- Just collecting everything.

661. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32E52033.794BDF32@fir.fbc.com>
Source record: 76622

Is there anyway for an Atari 8bit emulator to use the serial ports on the PC, can this be written into a new version, it would be great to have a BBS running in a window on the PC!!!!

Curt

662. Re: Voice Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32E51EBE.446B9B3D@fir.fbc.com>
Source record: 76623

The Alien voice box plugged into the SIO port of any Atari computer, displayed a face on the screen that would move as the speech was produced, you were able to control pitch and duration making it s nice little product.

Another good product was SAM (Software Actuated Mouth) which also allowed for a great deal of control.

I believe is was Analog (or Antic, its been a long time) did an article on a voice synthesiser that would plug into your joystick ports, but you had to be careful not to plug it in while to computer was on, you risked blowing out the board and even the pokey chip as well, the same applied if you plugged the unit in backwards (ouch!!!)

Curt

663. Paddles, How do they work ???

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: Michel Bieleveld <m.bieleveld@pi.net>
Message-ID: <32E53795.6C4F@pi.net>
Source record: 76624

Hello,
I am Michel Bieleveld and I have a big problem at least it is for me.
I want to know how I can Address the Analog signal from the Paddles, and
wich electronic parts are used in the paddles. I hope some one will help
me, because I'm verry desperate.

My e-mail adress is M.Bieleveld@pi.net

Greetings from me !

664. Re: It is Still Alive in a sense

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5c32vu$d89@freenet-news.carleton.ca>
Source record: 76625

Joe Cimmarrusti (joec@capescott.net) writes:
> I have been utilizing some of the atari emulators on dos for the pc and
> have played a few games that I used to play 12 to 14 years ago. I do
> think it is pretty neat to play them again, but this could be because
> playing games that you loved during your teens brings back the feelings
> when this stuff was just revolutionarily new and cool. Sorta like
> meeting an old highschool sweetheart, don't you agree.

Except I loved my 800xl more than my HS girlfriend, too bad for her. I still
have the 800xl ;)

Steve

665. Re: Paddles, How do they work ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: atari@teleport.com.REMOVE.TO.REPLY
Message-ID: <5c3gcu$e7t@ornews.intel.com>
Source record: 76626
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

(posted and mailed)

In article <32E536C8.69D8@pi.net>,
Michel Bieleveld <m.bieleveld@pi.net> wrote:
>
>Hello, I am Michel Bieleveld and i have a problem. I want to use the
>Analog to Digital Convertor in the Atari 800 XE. The problem is I'dont
>know how to adress it, and how the hardware in the paddles work and wich
>electronic parts are used in it ? Could someone please help me, because
>I'm verry desperate.
>
>Could you please e-mail me your answer, it is M.Bieleveld@pi.net.

All the details about the 8-bit line are in
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/refman/refman.html

The specific info about paddles is located in chapter18.html - I hope that
will be what you need.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

666. Re: NEED: Shadow World DOCS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <32E5539F.4503@isd.net>
Source record: 76627

Preston F. Crow wrote:
>
> Anthony Bufort <ajbufort@mail.sas.upenn.edu> writes:
> > Is anyone out there familiar with the game >Shadow World< by Synapse?

Yess. I like it as well... You need to pick-up a pink plug from any
random lake and cap the pod.

667. Re: It is Still Alive in a sense

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080002101972038200001@nntp.netgate.net>
Source record: 76628

In article <32E4433E.ECB@capescott.net>, joec@capescott.net wrote:

> I have been utilizing some of the atari emulators on dos for the pc and
> have played a few games that I used to play 12 to 14 years ago. I do
> think it is pretty neat to play them again, but this could be because
> playing games that you loved during your teens brings back the feelings
> when this stuff was just revolutionarily new and cool. Sorta like
> meeting an old highschool sweetheart, don't you agree.

Well, considering that the emulators need megabytes of RAM and disk
space which were unheard of in the 800's heyday, you'd have to say
that it got fat like the old high school sweetheart, too. :)

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/

Ratio of the amount that the (U.S.) federal government spent (in
1995) on Americans under 18 to those over 65: 1:5. (Harper's Index)

Want to guarantee I'll *never* buy your stuff? Send me e-mail spam.

668. Need: Spy Fucker Demo

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: Marcin Gryszkalis <gryszkalis@hotmail.com>
Message-ID: <32E51403.15CC@hotmail.com>
Source record: 76629

```
I need -SPY FUCKER DEMO- i'm not able to find it anywhere... It's very
important to me. :)
--
| Marcin Gryszkalis -Incubus- Gryszkalis@Free.Polbox.Pl | STRAIGHT
EDGE |
| http://www.geocities.com/rainforest/3972 Dagoon on iRC | <\/>
|
| University of Lodz (Poland), department of mathematics | </\>
|
```

669. Test! Are you seeing this?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: bosco@user1.inficad.com
Message-ID: <5c113q$ck4$1@news.inficad.com>
Source record: 76681

```
This is a test! This is only a test!

BTW - As long as I'm here, check these web pages...

http://www.inficad.com/~bosco
http://www.yab.com/~gladius
```

670. Re: XEGM

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970121013801.UAA16985@ladder01.news.aol.com>
Source record: 76682

In article <32E2B5B4.B12@iag.net>, Bill Bragg <bbragg@iag.net> writes:

>Anyone every do a memory upgrade on an XEGM? Any docs available?

I have only seen one text file on the XEGS upgrade, it only took it to 128k. You had to piggy-back another pair of 4464 RAM chips on the existing ones, with one pin bent out (not connected to the others). It required another chip that was in the 130XE, but I don't remember which one it was.

671. "De Re Atari" in brand new condition.

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: Rick Carlson <neatsoft@a.crl.com>
Message-ID: <01bc0740$5672d980$04764ba8@draco>
Source record: 76683

```
If anyone is interested, I have a copy which has survived the years in
brand new condition.
Since I no longer have my system, I don't need it.
I am in the Houston area.
Please reply e-mail, as I rarely get on the newsgroups these days.

Rick Carlson
neatsoft@a.crl.com
```

672. Voice Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: dntfear@aol.com
Message-ID: <19970121041801.XAA24501@ladder01.news.aol.com>
Source record: 76684

I was wonder if any one had any information on the Voice Box: Speech Syntheizer made by the Alien Group. Any info would be greatly appreciated.
-Bob

673. KISS cart?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: dntfear@aol.com
Message-ID: <19970121042000.XAA24569@ladder01.news.aol.com>
Source record: 76685

I noticed on the Atari 400/800 game list that there is a Eastern House
cart named KISS. I was wondering if this cart was related to KISS the
70's Super Group. And if it is I would be very interested in purchacing
or trading for it. Any help here would be appreciated. Thank you!
-Bob

674. 8-BIT CARTRIDGES FOR AUCTION

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: jrm8248@cc.utah.edu
Message-ID: <5c1ov3$9as@news.cc.utah.edu>
Source record: 76686

I am currently auctioning off the following Atari 8 Bit cartridges for use with the 400/800/1200/XE. The auction will end on 1/27. For more information and to make bids, email: jrm8248@u.cc.utah.edu

---
ATARI 400/800/XE -LOOSE GAMES

-Asteroids $1.00 ccoffin
-Atariwriter $1.00 ccoffin
-Barnyard Blaster (XE) $2.00 ghunter
$1.00 ccoffin
-Basic;
-Blue Max (XE) $2.00 ghunter
$1.00 ccoffin
-Bug Hunt (XE)
-Centipede; $1.00 ccoffin
-Defender
-Dig Dug $1.00 ccoffin
-ET Phone Home $1.00 ccoffin
-Galaxian $1.00 ccoffin
-HERO (Activision) $2.00 ghunter
$1.00 ccoffin
-Joust $1.00 ccoffin
-Jumbo Jet Pilot (Thorn EMI) $1.00 ccoffin
-Memory Manor (Fisher-Price) $1.00 ccoffin
-Missle Command;
-Moon Patrol $2.00 ghunter
$1.00 ccoffin
-Pac Man $1.00 ccoffin
-Qix $1.00 ccoffin
-River Raid (Activision) $1.00 ccoffin
-Smart Terminal
-Star Raider;
-Star Wars, The Arcade Game $1.00 ccoffin
-Tennis; $1.00 ccoffin

675. Re: SIO cable pinouts

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: no_spam_here@iglou1.iglou.com
Message-ID: <E4CA1E.K4B@iglou.com>
Source record: 76687

In article <01bc068a$afe671e0$0f6466cf@emonk.cnc.bc.ca>, Roger Sween wrote:
>
>
>on an SIO cable, Which is pin 1?
>_____________
>\ o o o o o o o /
> \ o o o o o o /
> ------------------
>
>
Your drawing is upside down. The row of seven pins is always on the
bottom. Looking at the computer, the pins are numbered

2 4 6 8 10 12
1 3 5 7 9 11 13

Double check it with a voltmeter. Pins 4 and 6 are ground, 10 is +5
volts. 12 is +12 volts on 400/800, not connected on XL/XE.

--
Bill Marcum bmarcum at iglou dot com
In the computer lab, Nyarlathotep turned back to the terminal. He hit the
Key With No Name Or ASCII Equivalent, and vanished.

676. Re: NEED: Shadow World DOCS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: heller@socko.cdnow.com
Message-ID: <5c185t$fbd@netaxs.com>
Source record: 76688

Anthony Bufort (ajbufort@mail.sas.upenn.edu) wrote:
: Hey guys...
:
: Is anyone out there familiar with the game >Shadow World< by Synapse?
: It looks like a real cool game, but after the third or fourth board, at
: least one of the pods lands and "takes root" in the terrain, and I have
: no freaking idea how to defeat it after that! Can anyone at least tell
: me how to do that, or, if you have the docs, could you please post them?

: Thanks,

: Tony

Great game. Use to play it all the time. After a pod lands, you need
to pick up some device that is on the ground. I forget if it is moving
or not (it looks like an arrow I think). You pick it up, fly over
the pod, and just touch the top of the opening to plug it up. You might
need to hit the fire button to release the plug though.

I can't remember more.

677. Re: Atari 8-bit video output: Only RF?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: read@my.sig
Message-ID: <32e4d195.348938@news.networx.net.au>
Source record: 76689

ssilicon@lax.net (Jon D. Melbo) wrote:

>On 20 Jan 1997 06:10:23 GMT, "Roger Sween" <emonk@death-star.com>
>wrote:
>
>>
>>
>>William McBrine <wmcbrine@clark.net> wrote in article
>><5bghr0$7bb@clarknet.clark.net>...
>>> lenspencer@aol.com wrote:
>>>
>>> : (Looking at port)
>>>
>>> : 1 5
>>> : 2 4
>>> : 3
>>>
>>> : 1) Audio out (line level)
>>> : 2) Composite Chroma
>>> : 3) Signal ground
>>> : 4) Composite Video
>>> : 5) Composite Luminance
>>>
>>> This is very similar to the port on a Commodore 64 (or 128):
>>
>>Just out of curiosity, could the composite video be put into a VCR? would
>>there be color it you could?
>>
>Yes composite video will work fine in a VCR's RCA type video input
>jack. And yes, with color!
>
> Cheers,
>
> Jon
>

I have had my Atari hooked up to my stereo HIFI video recorder, WOW!!
of course it wasn't stereo, but MULE beefed up thru the amp and on a
26" tv, what a combination!!!

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!

\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!
---

678. Re: SIO cable pinouts

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: read@my.sig
Message-ID: <32e7dd4b.3347349@news.networx.net.au>
Source record: 76690

"Roger Sween" <emonk@death-star.com> wrote:

```
>
>
>on an SIO cable, Which is pin 1?
>_____________
>\ o o o o o o o /
> \ o o o o o o /
> ------------------
>
>
>
```

It's easier to turn it the other way first...

```
--------------------------
/ 2 4 6 8 10 12 \
/ 1 3 5 7 9 11 13 \
----------------------------------
```

This is looking directly at the sio port at the back (or side for 400/800) of the computer.

Hope this helps....

Steve.

```
------------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
------------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
------------------------------------------------------------
```

679. Freddie

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: Bill Bragg <bbragg@iag.net>
Message-ID: <32E50A1D.16DE@iag.net>
Source record: 76691

What was the function of the Freddie chip in the XE series of machines? Did it replace the MMU? I''ve been looking into my XEGM and noticed it had one also, but has the older ANTIC. --Bill B.

680. Re: ultima1 help

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: read@my.sig
Message-ID: <32e8deb3.3707437@news.networx.net.au>
Source record: 76692

jyoung@sirinet.net (RainOsteel) wrote:

>I used to have an atari 800 way back when for about 3 months until
>it got broken and I got a c64 instead. Ive forgotten most of the
>commands and such. Anyway, heres the question...
>Im running ultima I thru an emulator (tried xf25, pokey, and xlit)
>and when I try to initiate a new game it asks for a new player disk.
> Ok so I put in the old player disk hoping it will write over the
>old character.. nuh uh. asks for a new one again so I try a blank
>image disk.... it gives me an error (170 I think) tried with xfd
>and atr blank formats and the same error occurs on both.... How can
>I create a new character?
>Thanx in advance

I think you'll have to download a NEW character disk for it to work.
When you do, make sure to make a copy and use that instead, because
once the character disk is used it cannot start a new character.

Hope you have some luck.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!
---

681. Re: atr to real disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: read@my.sig
Message-ID: <32e5d42b.1010894@news.networx.net.au>
Source record: 76693

"Roger Sween" <emonk@death-star.com> wrote:

>
>
>beavis <beavis@butthead.com> wrote in article
><32DD5D54.2E0F@mail.utexas.edu>...
>> i have a question regarding transfering disk images (.atr's) to real
>> atari disks.
>>
>> i have run across a few that seem to transfer to a disk, yet when i
>> boot i either get a lock-up or garbage. i've tried including dos
>> files on the disk in the case that they were binaries, however i
>> still have had no luck.
>>
>> other images transfer just fine. all the images work beautifully, so
>> long as they are booted under ape or sio2pc.
>
>This program allows you to write to atari disks on a pc?
>where can I get this program?
>
>

What he is saying is that he is having problems copying ATR image
files to a standard REAL Atari disk, via a program which EMULATES
Atari disk drives on the PC thru a serial port. If you want a program
to read and write to an Atari disk in a PC's 5.25 disk drive, have a
look thru my homepage for a utility called MYUTIL.. One stipulation is
that the Atari disk can only be Double Density for it to work. So you
have to have a double density drive like a upgraded 1050 or XF551 etc.
Just have a look around at the various links to other Atari HP's and
I'm sure you'll find what you need.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!
----

682. Atari 8 Bit Fair Schreiersgruen/Ger

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: schallt@worms.fh-rpl.de
Message-ID: <5c2nkd$p3d@widukind.fh-worms.de>
Source record: 76694

Hi to all,

this year is the second Schreiersgruen (Germany) fair for Atari 8 Bit computer on 15Th of March.

Last year visited us about 70-80 Atari fanatics and the persons who sold Atari 8 Bit Hard- and Software have been very happy. There have been KE-Soft , AMC , Kaisersoft, nearly all of the Ram (a ABBUC group) and many more that i could not name.

You will see some of Porttronics devices :
Hardware:

Uni pad (a joypad with many funktions)
the Power Pad (more funktions)
Stereo Blaster/Phaser (one couls be programmed , enhanced Sound support ...)

Herbert and his friends

As last year will Andreas Magenheimer (RaM 3) give you tips and hints for the Soft- and Hardware.

Kaisersoft (RaM 1) will sell their latest Polensoft:

from Rockman to Sexy Six, many from Mirage and the other good game designers from Polen. You can also talk with him about the Top Mag and other things.

Highlander Soft will show you some new Hard- and Software and give you a little guide if you have problems. (RaM 2)
He can also help you if you have probs with the XFormer (ST).

Helmut Weidner will organize the whole fair and Markus Roemer will organize the places on the fair for people who want to show or sell something.

We hope that you make a mark in your notebook for the Atari 8 Bit Fair.
If you are interested in visiting us or call us.

Look at Marek Tomzyk`s Homepage Atari 8 Bit Resort, their is a link to the ABBUC Homepage.
http://rzstud1.rz.uni-karlsruhe.de/~un55/8bit.html

For informations about the fair call:

M. Roemer Tel:

Raimund Altmayer Tel:

Helmut Weidner:

or e-mail me : schallt@fh-worms.de

the telefon numbers follow in the next days !!!! Sorry !!!!

683. Re: PC Xformer 3.6 on www.emulators.com

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: Ron Fries <rfries@tcmail.frco.com>
Message-ID: <32E4ED22.5E9B@tcmail.frco.com>
Source record: 76695

Darek Mihocka wrote:
>
> Emulators Inc. has just released an updated version of our free PC
> Xformer Atari 8-bit emulator for MS-DOS, OS/2 Warp, and Windows 3.1.
>
> PC XFORMER CLASSIC version 3.6 is the latest Atari 130XE emulator.
> Download PC Xformer Classic from the Emulators web page at
> http://www.emulators.com.
>

Looks great, but I'm having trouble getting the sound to work. And I've talked with someone else having the same problems. I've tried it under WIN95 and DOS - still no change. Any thoughts?

Also, I'm interested in the schems for the XFormer cable. Anyone?

--
Ron Fries
rfries@tcmail.frco.com

Author of:
TRSF80: TRS-80 Model I Emulator for DOS
http://members.aol.com/trsf80
POKEYSND: POKEY Chip Sound Emulation Library (Atari 8-bit)
ftp://members.aol.com/atari800xl/pokey11.zip
TIASOUND: TIA Chip Sound Emulation Library (Atari 2600 VCS)
ftp://members.aol.com/atari800xl/tiasnd11.zip

684. !!!!!!Another For Sale Post!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: Brian Wiklem <brian_wiklem@interactive.sony.com>
Message-ID: <32E50F03.457E@interactive.sony.com>
Source record: 76696
Cross-posted to: rec.games.video.classic,alt.atari.2600VCS,rec.games.video.atari,alt.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

Forget the auction stuff, why wait? Why spend more than you have to?

I picked up another batch of games this weekend, and want to move 'em
out!

*All games are brand new in the box, unless noted *

!!!! Special: Every $20 spent, pick one free game**!!!!!!!

Atari 8-bit

Frogger $4
Astro Chase $5
Star Wars:Death Star Battle $6

Atari 5200

Ball Blazer $6
Rescue on Fractalus $6
Gremlins $7
Vanguard $4
Pole Position $4
Ms. Pac-Man $4
Dig Dug $4
Choplifter $4
Mario Bros. $4
Star Raiders $4
Missile Command $4
Galaxian $3.50
Moon Patrol $4
Kanagaroo $4

Atari 7800: All games $4 each

Asteroids, Barnyard Blaster, Ace of Aces, Ballblazer, Crossbow,Cracked
Centipede, Donkey Kong, Donkey Kong Jr., Dig Dug, Galaga, Dark Chamber
Hat Trick, Jinks, Mat Mania, Ms. Pac-Man, Pole Position II, One on One,
Ninja Golf, Tower Toppler, Xevious, Xenophobe, Winter Games, Touchdown
Football, Super Huey, Robotron, R.S. Baseball, Joust

Atari 2600

Journey Escape (cart, box docs) $3
Burgertime (cart box docs) $3

Space Jockey (cart) $2
Skateboarding (cart) $2
Oink! (cart) $2.50
Decathalon (complete) $4

Atari release 2600 games $3 each

Mouse Trap, Super Football, Space Invaders,Venture
Solaris, R.S. Volleyball, Gravitar, Othello, Battlezone
Joust, Ms. Pac-Man, R.S. Baseball, Pole Position,
Galaxian, R.S. Football, Jungle Hunt , Phoenix, Kangaroo

Atari Lynx

Bill & Teds (complete) $7
RoadBlasters (complete) $7

Rules:

First Come, First serve.....
$3 minimum shipping (priority mail)
Check or Money Order (no COD)
I reserve the right to do whatever I want (but generally don't)

**Free game offer...total must be $20 excluding shipping
No limit on free games, pick any title off the list

Trades:

Looking for working two port 5200 system.....complete
Any old video game magazines.....

Thanks for reading.....

Brian

685. RARE VAPORWARE SALE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32E51DF8.2781E494@fir.fbc.com>
Source record: 76697

The following Atari Vaporware items are for sale:

1 - Atari 1400XL (working condition, cosmetically near perfect, no 1400xl label.

1 - Atari 1450XLD (Short board version, no disk drive controller) voice synthesiser based on SC-01, 300 baud internal modem.

1 - Atari ST-PAD "Stylus" touch tablet ST computer system mock-up (non-working prototype) Only 4 known to exist

1 - Atari 6402A prototype motherboard (very similar to the Atari 1450XLD TONG version motherboard) Extremely rare, only 3 exist

1 - Atari ABC 386sx IBM compatible laptop computer. Unit is complete and brand new still in the box, everything is sealed. Unit has been tested and has an updated copy of DOS 6.22 installed (disks included).

1 - Atari SALT diagnostic module for 400/800/1200xl computers

1 - Atari SALT diagnostic module for PBI bus tests

NOTE: MAKE ALL OFFERS TO cvendel@aol.com ONLY!!!

Curt

686. QIX question

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: justin@imperium.net
Message-ID: <32E4FE09.6C29@imperium.net>
Source record: 76698

I have been playing QIX on my 130XE quite a bit lately. I am practicing for when my Lynx II arrives with Qix: The Arcade Classic. I have a question though. I have a version on disk, copyrighted 1982 by Atari. The game runs in Antic mode 13 (BASIC graphics mode 7), has a custom font, and really excellent sound efects. When I was at the Toad Atari fest last October, I bought a cartridge version of QIX, also copyrighted 1982 by Atari. However, the game is entirely different. It runs in Antic mode 14 (BASIC graphics mode 15 - hi res 4 color), the QIX move around the playfield much faster, there is no special font, and the sounds really suck! I was wondering why there are two different versions (both by Atari in 1982), and also if anybody has the good version on cartridge? Any help is appreciated!

Stephen Anderson
stephen@imperium.net

687. Re: Emulators & SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: read@my.sig
Message-ID: <32e6d5cd.1429038@news.networx.net.au>
Source record: 76699

ssilicon@lax.net (Jon D. Melbo) wrote:

>On 20 Jan 1997 01:08:50 GMT, Bingham <bbingham@IDT.NET> wrote:
>
>>Steve <read@my.sig> wrote: : ssilicon@lax.net (Jon D. Melbo) wrote:
>>
>>: >Hello everyone. I have had no luck running any version of SpartaDOS :
>>>under any of the emulators I use: XL-It, XF, etc. Anyone else have :
>>>any luck, and if so, which version of SD in what disk format & image, :
>>>and under what emulator? : > : > Jon : >
>>
>>Whelp, I think the more serious problem might be that Sparta Dos loads
>>part of itself under the OS rom. I'm not sure if the Emulators bankswitch
>>these areas.
>>
>Now that's a good point too. But if an emulator "emulates" an XL or
>XE then it should do the bank switching unless it specifically states
>that it can't/won't. I know Rainbow won't in the demo version and
>such. Well, I dunno. I will get more serious about all this when I
>set up my 800XL next to my PC. That won't be for a while yet though;
>too many other things on the burner 1st..
>
>Thanks to you, Steve and the others that responded.
>
> Cheers,
>
> Jon
>

I've tried that patch for modifying SpartaDOS to use non-high speed
drives (810, standard 1050 etc). Yes, as feared no matter what I set
it to, spartaDOS failed to boot. Although instead of just hanging at a
blue "boot" screen, it said "ERROR: NO DOS". Hmmm, tried it on the
real Atari and it ran fine. So I guess it'll be up to whoever can
modify the OS in an emualtor to get it running.
What a pity....

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

---

688. Re: Printer anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32E5223A.15FB7483@fir.fbc.com>
Source record: 76700

There are many products out there that allow you to connect standard printers to you 8bit, ICD sound a direct printer cable, I believe MPP did as well, call B&C Computervisions and make sure to ask for Bruce, dont speak with his wife. 408-986-9960

You can use almost any printer after that, I've run print outs from my HP Laserjet IV Plus printer and also my HP Deskjet 600c as well.

You can also order an Atari XMM801 dot matrix printer from B&C which is SIO and doesn't require a SIO- Parallel interface.

Curt

689. Re: Freddie

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32E51BC8.167EB0E7@fir.fbc.com>
Source record: 76701

The Freddie chip was technology that the Trameils took out of the Atari 1400Xl and 1450XLD systems for use in their XE line of computers, its a MMU chip that allowed the system to more easily control bank selected memory.

Curt

690. Re: Menu programs.

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: krap@kefir.psych.uw.edu.pl
Message-ID: <5c38v4$r89$5@yahozna.psych.uw.edu.pl>
Source record: 76702

Mike LaRue (bandit@cdsnet.net) wrote:
> My problem is, in double density disks I have only microdos and
> it will only display 8 files.
> Wanted! Booting menu program capable of Double density and able
> to display all files on disk for booting.

i have toms initializer (as i remember the name correctly). it is able to read double, and quadruple density (720kb on one disk). it can also handle mydos directory structures.

if you are interested, i can find it and mail it to you in, let's say, about two days. write me a note to krap@zwieracz.psych.uw.edu.pl...

691. Re: SCANS: Atari 16K Memory Module

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <E4Dn87.28K@cix.compulink.co.uk>
Source record: 76703

ARRgghh!!!!!!!!!!!


```
+--------------+----------------------------------------+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+----------------------------------------+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+--------------------------------------------------------+
```

692. Re: WTB: XE hard drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32E533C8.7DE14518@fir.fbc.com>
Source record: 76704
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Hi Andrew,

I'm selling a Black Box interface. Its an interface that plugs into the back of an Xl or Xe. Its a very nice interface, it gives you a SCSI port for up to 7 hard drives, a high speed parallel printer port with buffer and a high speed serial port to allow to go past the 850 "9600" baud limit. It also has a built-in configuration system, when you hit the configuration switch on the interface it runs a built in configuration system to allow you to customize the interface. You can also buy a disk drive interface to use standard IBM 5.25 and 3.5 disk drives. It sells at CSS for $199.95 If you want it, I'll sell it to you for $75.00 I may still have a spare 120MB scsi hard disk lying around, you can have them both for $125 plus $10 shipping

Curt

693. Atari to IBM...SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: dracul@wbris.starnet.net
Message-ID: <9701211603.D7191ft@wbris.starnet.net>
Source record: 76705

Is anyone interested in selling an SIO2PC cable to me? I need it to
transfer files from my Atari to my IBM.
Also, does anyone know of a way to read ROM from Atari 800XL carts so I
can copy them to disk? I've looked, but no one yet has an idea about
how to do it.
Thanx again!

Troy Benoist
dracul@wbris.starnet.net

<A request for a reply has been issued>

694. Re: Preppie?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E4Dr72.By3@nonexistent.com>
Source record: 76706

On Mon, 20 Jan 1997 11:56:53 -0700, InfoMan <infoman@poboxes.com>
wrote:

-Does anyone know where I can find a copy of Preppie? It doesn't seem
to
-be in any of the archives I can find. I have found that of my old
Atari
-disks I can actually find, a good 75% of them no longer work. I was
able
-to find a replacement file for MULE, but I would love to play Preppie
-again, also!
-
Look on MegaIMAGES Gamesdisk 1..... Preppie! and Preppie! II

ftp.hackerz.com/hackerz/atari/jellystone/

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

695. Re: KISS cart?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E4DqKJ.ADK@nonexistent.com>
Source record: 76707

On 21 Jan 1997 04:20:28 GMT, dntfear@aol.com (Dntfear) wrote:

-I noticed on the Atari 400/800 game list that there is a Eastern
House
-cart named KISS. I was wondering if this cart was related to KISS
the
-70's Super Group. And if it is I would be very interested in
purchacing
-or trading for it. Any help here would be appreciated. Thank you!
--Bob

No, but it might as well been. It was a "word processer" that
basically allowed the memo pad function to save and load and printer.
And it was HORRID. (Just like KISS!) (Just kidding)

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

696. Re: Antic & Softside Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970120194201.24362A-100000@fissure.scar>
Source record: 76708

On 20 Jan 1997, Jim Kopenec wrote:

> I have about 40 Antic Magazines and many Softside magazines with the
> program disks for the Atari 8-bit. Can anyone tell me their valve and if
> anyone is interested in them?
>

When you find out let me know! I have about 45 ANTICs or so that I want
to sell. I think the OLDER they are, the more they are worth.

ALan

697. Re: QIX question

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E4DqoA.Arq@nonexistent.com>
Source record: 76709

On Tue, 21 Jan 1997 12:34:01 -0500, justin@imperium.net wrote:

-question though. I have a version on disk, copyrighted 1982 by
Atari.

This is the 5200 version, hacked to run on the 8 bit.

-fest last October, I bought a cartridge version of QIX, also
copyrighted
-1982 by Atari. However, the game is entirely different. It runs in
-Antic mode 14 (BASIC graphics mode 15 - hi res 4 color), the QIX move

-around the playfield much faster, there is no special font, and the
-sounds really suck! I was wondering why there are two different
-versions (both by Atari in 1982), and also if anybody has the good
-version on cartridge? Any help is appreciated!

Only if someone burned the cart out. My guess is that Atari went with
the crappy version because "the computer's not for playing games" and
its only 8k so it might have cost less to make. Or they released it
first, and lots of people complained that the gameplay sucked.

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

698. Atari 800/XL/XE Cartridge List 2.4

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: krieg@miller.cs.uwm.edu
Message-ID: <5c2lcq$pnd@uwm.edu>
Source record: 76710
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

```
================================================================================
= Cartridge List for the Classic Atari 800/XL/XE Computers =
================================================================================
= Rev. 2.4 January 21st, 1997 =
= =
= Author: Andrew Krieg krieg@execpc.com =
= =
= This list is also available via the WWW at: =
= http://www.cs.uwm.edu/public/krieg/fun.html =
================================================================================
= Welcome to the Classic Atari Computers Cartridge List! This list is based =
= on a list originally started by Kevin Chase. Many personalized versions of =
= Kevin's list started to pop-up, so I have attempted to consolidate every =
= bit of data I could find into one list. I hope you find it useful! =
================================================================================
= Key =
= ------ =
= NR = Never released =
= ?xx = Year of release not known for certain. =
= kbo = Keyboard overlay was included with cartridge. =
= kp = Works with a Koala pad device. =
= lp = Works with a lightpen device. =
= ppt = Requires Chalkboard Inc.'s Powerpad Tablet device. =
= rso = This is a right slot only cart, exclusively for 800 computers. =
= CPS = Consumer Products Service, a division of Atari.
= * = This cart only runs on 400 and 800 model computers. =
= 2 = This cart requires 2 joysticks to play. =
= + = This cart was released more than once in different cart cases. =
= <none> = No catalog # for this cart =
= [O] = Checklist for cartridge ownership =
= [M] = Checklist for manual ownership =
= [B] = Checklist for original box ownership =
= =
= To reuse the checklists, use your favorite editor and replace all of the =
= string patterns "[x]" with "[ ]". You have to calculate your own ownership =
= and ratio values as well. =
================================================================================
= The rarity ratings are still undergoing fine tuning. I would appreciate =
= any feedback on them. It should be noted that common carts for the Atari =
= computers are harder to find than common 2600 carts. They would probably =
= rank as uncommon or rare on the VGR 2600 list. =
= =
= Rarity =
```

```
= ------ =
= C Common These carts can be found fairly easily at thrift =
= stores, in sale posts on the 'Net, or in Atari =
= computer vendor catalogs (yes there still are some =
= vendors!). =
= U Uncommon A little harder to find, but they pop up on the 'Net =
= infrequently. =
= R Rare Very elusive to find carts. Some vendors still have =
= them in stock, but they are generally more expensive. =
= ER Extremely These are very, very hard to find. They usually have =
= Rare had a very low production run. Consider yourself =
= very lucky to come across one! =
= PR Prototype Never formally released. Only pre-release prototypes =
= exist. The ultimate rarity! =
================================================================================
= Total = 348 carts Own = 175 carts Ratio = 50% =
================================================================================
Rar-
Manufacturer Catalog # Yr Title ity [O][M][B]
--------------- --------- -- ----------------------------------- --- - - -
Activision Beamrider R [ ][ ][ ]
Activision CC-008-04 83 Decathlon U [x][x][ ]
Activision CC-102-04 84 Designer's Pencil, The U [x][ ][ ]
Activision CZ-005-04 84 Dreadnought Factor, The C [x][x][ ]
Activision CZ-007-04 84 H.E.R.O. U [ ][ ][ ]
Activision CZ-002-04 83 Kaboom! U [x][x][x]
Activision CZ-006-04 84 Keystone Kapers U [ ][ ][ ]
Activision CZ-003-04 83 MegaMania U [x][x][x]
Activision Pastfinder R [ ][ ][ ]
Activision CZ-004-04 84 Pitfall! U [ ][ ][ ]
Activision CA-011-04 84 Pitfall II U [x][x][ ]
Activision CZ-001-04 83 River Raid U [x][ ][ ]
Activision CA-012-04 83 Space Shuttle: A Journey Into Space U [x][ ][ ]
Activision CZ-010-04 84 Zenji U [x][x][ ]
Activision CC-101-04 84 Zone Ranger U [x][ ][ ]
Adventure Intl Rally X Speedway R [ ][ ][ ]
Atari CXL4010 79 3-D Tic-Tac-Toe U [x][ ][ ]
Atari [CPS] FD100335 1200XL SuperSALT Diag. cart (w/ kit) ER [ ][ ][ ]
Atari 79 400/800 SALT Diagnostic cartridge ER [x][ ][ ]
Atari TE15644 82 400/800 SALT Diagnostic cart 2.05 ER [x][ ][ ]
Atari [CPS] FD100006 810 Diagnostic cartridge ER [ ][ ][ ]
Atari RX8099 88 Ace of Aces (by Accolade) C [x][x][ ]
Atari RX8109 88 Airball R [x][x][ ]
Atari RX8092 87 Archon (by Electronic Arts) C [x][x][ ]
Atari CXL4003 79 Assembler Editor Computing Language U [x][ ][ ]
Atari CXL4013 81 Asteroids C [x][x][ ]
Atari RX8054 83 Atari Graphics [w/ CX75 Light Pen] R [ ][ ][ ]
Atari RX8032 83 Atari LOGO Computing Language U [x][ ][ ]
Atari RX8053 83 Atariartist [w/ CX77 Touch Tablet] U [x][ ][ ]
Atari AED80013 83 AtariLab: Light Module U [ ][ ][ ]
```

Atari AED80014 84 AtariLab: Temperature Module U [ ][ ][ ]
Atari RX8036 82 AtariWriter [version A, brown] C [x][ ][ ]
Atari RX8036 84 AtariWriter [version C, silver] U [x][ ][ ]
Atari RX8064 87 Ballblazer (by Lucasfilm) C [x][x][x]
Atari RX8086 87 Barnyard Blaster [uses lightgun] U [x][x][x]
Atari CXL4002 79 BASIC Computing Language [ver. A] C [x][x][ ]
Atari CXL4002B ?81 BASIC Computing Language [ver. B] ER [ ][ ][ ]
Atari CXL4002C ?83 BASIC Computing Language [ver. C] R [ ][ ][ ]
Atari CXL4004 79 Basketball C [x][x][ ]
Atari RX8077 87 Battlezone U [x][x][x]
Atari Berzerk PR [ ][ ][ ]
Atari RX8081 87 Blue Max (by Synapse) U [x][x][x]
Atari RX8087 87 Bug Hunt [uses lightgun] U [x][ ][ ]
Atari RX8021 87 Caverns of Mars C [x][x][ ]
Atari CXL4020 82 Centipede C [x][x][ ]
Atari RX8096 88 Choplifter! (by Br0derbund) U [x][x][x]
Atari RX8094 Commando ER [ ][ ][ ]
Atari CXL4009 79 Computer Chess U [x][ ][ ]
Atari RX8104 88 Crime Buster [uses lightgun] R [x][x][x]
Atari RX8088 87 Crossbow [uses lightgun] R [x][ ][ ]
Atari RX8102 88 Crystal Castles R [x][x][x]
Atari RX8101 88 Dark Chambers U [x][x][ ]
Atari RX8083 87 David's Midnight Magic(by Br0derbund) U [x][x][x]
Atari CXL4025 82 Defender C [x][x][ ]
Atari RX8??? Deflektor ER [ ][ ][ ]
Atari RX8089 88 Desert Falcon U [x][x][x]
Atari RX8026 83 Dig Dug C [x][x][ ]
Atari RX8031 83 Donkey Kong C [x][x][ ]
Atari RX8040 83 Donkey Kong Jr. C [x][x][ ]
Atari RX8039 83 Eastern Front (by APX) C [x][ ][ ]
Atari CXL4001 79 Educational System Master Cartridge U [x][ ][ ]
Atari RX8030 83 E.T. Phone Home! C [x][ ][ ]
Atari RX8085 87 Fight Night (by Accolade) U [x][ ][ ]
Atari RX8067 84 Final Legacy U [x][x][ ]
Atari RX8091 87 Flight Simulator II (by subLOGIC) C [x][x][ ]
Atari RX8079 87 Food Fight U [x][x][ ]
Atari CXL4024 82 Galaxian C [x][x][x]
Atari RX8090 87 GATO (by Spectrum Holobyte) R [x][x][x]
Atari RX8084 87 Hardball (by Accolade) U [x][x][ ]
Atari CXL4019 In-Store Demonstration Program Cart ER [x][ ][ ]
Atari RX8114 88 Into the Eagle's Nest (by Pandora) U [x][x][x]
Atari RX8044 83 Joust C [x][x][ ]
Atari RX8049 83 Jungle Hunt [+] U [x][x][ ]
Atari Kangaroo PR [ ][ ][ ]
Atari RX8095 Karateka (by Br0derbund) U [ ][ ][ ]
Atari Letter Tutor PR [ ][ ][ ]
Atari RX8082 87 Lode Runner (by Br0derbund) U [x][x][x]
Atari CXL4014 Mailing List R [ ][ ][ ]
Atari RX8103 88 Mario Bros. U [x][x][ ]
Atari RX8035 82 Microsoft BASIC II Programming Lang. U [x][ ][ ]

Atari RX8048 84 Millipede U [x][x][ ]
Atari CXL4012 81 Missile Command C [x][x][ ]
Atari RX8052 87 Moon Patrol C [x][x][ ]
Atari RX8043 83 Ms. Pac-Man C [x][x][ ]
Atari CXL4007 80 Music Composer C [x][x][ ]
Atari RX8108 88 Necromancer U [x][x][x]
Atari RX8093 87 One-on-One Basketball (by Elec. Arts) U [x][x][ ]
Atari CXL4022 82 Pac-Man C [x][x][ ]
Atari RX8045 83 Pengo U [x][x][x]
Atari CXL4018 80 Pilot Computing Language U [x][ ][ ]
Atari RX8080 85 The Learning Phone (PLATO) R [x][ ][ ]
Atari RX8034 83 Pole Position C [x][x][ ]
Atari CXL4027 82 Qix C [x][x][ ]
Atari RX8029 83 RealSports Football C [x][x][ ]
Atari RX8063 87 Rescue on Fractalus (by Lucasfilm) U [x][x][x]
Atari RX8033 83 Robotron: 2084 C [x][x][ ]
Atari RX8059 84 Skywriter (by EduFun!) U [x][x][x]
Atari CXL4008 81 Space Invaders U [x][x][x]
Atari CXL4011 80 Star Raiders C [x][x][ ]
Atari RX8078 87 Star Raiders II U [x][x][x]
Atari RX8098 88 Summer Games (by Epyx) U [x][ ][ ]
Atari CXL4006 79 Super Breakout C [x][ ][ ]
Atari CB101931 Super Pac-Man PR [ ][ ][ ]
Atari 83 XL SuperSALT Diag. cartridge 3.04 ER [ ][ ][ ]
Atari <none> 83 Superman III PR [ ][ ][ ]
Atari CXL4015 81 Telelink I U [x][x][ ]
Atari CXL4016 Telelink II R [ ][ ][ ]
Atari RX8042 83 Tennis C [x][ ][ ]
Atari RX8113 88 Thunderfox U [x][x][x]
Atari RX8111 Tower Toppler PR [ ][ ][ ]
Atari RX8069 Track and Field R [ ][ ][ ]
Atari RX8057 84 Typo Attack (by APX) U [x][ ][ ]
Atari CXL4005 79 Video Easel U [x][ ][ ]
Atari CA400201 XE Demo Cartridge [4 games] ER [ ][ ][ ]
Austin Franklin <none> Austin 80 SWP ATR 8000 Console Term. ER [ ][ ][ ]
Austin Franklin <none> Austin 80 Console Software [rso] ER [ ][ ][ ]
Beaumont PUP (Primary Utility Pack) ER [ ][ ][ ]
Big Five <none> 84 Bounty Bob Strikes Back! ER [x][ ][ ]
Big Five <none> 83 Miner 2049er C [x][x][ ]
Br0derbund 82 Choplifter! U [x][ ][ ]
Br0derbund Sea Fox R [ ][ ][ ]
Br0derbund ATCART190 82 Serpentine C [x][x][ ]
CBS Software 4L-0502 84 Astro-Grover [kbo] U [ ][ ][ ]
CBS Software 4L-0505 84 Big Bird's Funhouse U [ ][ ][ ]
CBS Software 4L-0109 84 Big Bird's Special Delivery U [x][x][x]
CBS Software Blue Print R [ ][ ][ ]
CBS Software Boulders & Bombs R [ ][ ][ ]
CBS Software 4L-9847 84 Coconotes U [x][ ][ ]
CBS Software Domino Man R [ ][ ][ ]
CBS Software 4L-9889 84 Ducks Ahoy! U [ ][ ][ ]

CBS Software 4L-0108 84 Ernie's Magic Shapes U [x][x][x]
CBS Software 84 Halftime Battlin' Bands R [ ][ ][ ]
CBS Software M8786 82 K-razy Antiks (by K-Byte) C [x][x][ ]
CBS Software M8788 82 K-razy Kritters (by K-Byte) [*] U [x][ ][ ]
CBS Software M8784 82 K-razy Shoot-Out (by K-Byte) C [x][x][ ]
CBS Software M8790 82 K-star Patrol (by K-Byte) U [x][x][ ]
CBS Software Madden's Football R [ ][ ][ ]
CBS Software 75010 84 Math Mileage U [ ][ ][ ]
CBS Software 4L-2541 83 Mountain King (by K-Byte) U [x][ ][ ]
CBS Software 84 Movie Musical Madness U [ ][ ][ ]
CBS Software Omega Race R [ ][ ][ ]
CBS Software 84 Peanut Butter Panic R [ ][ ][ ]
CBS Software Satan's Hollow R [ ][ ][ ]
CBS Software 4L-9890 84 Sea Horse Hide'n Seek U [ ][ ][ ]
CBS Software 4L-0365 84 Sesame Street Letter-Go-Round[2 kbo] U [x][x][x]
CBS Software Solar Fox R [ ][ ][ ]
CBS Software 4L-0111 Time Bound U [x][x][ ]
CBS Software Time Trials R [ ][ ][ ]
CBS Software 84 Webster: The Word Game U [ ][ ][ ]
CBS Software Wings R [ ][ ][ ]
Chalkboard Inc. 10031A-3 83 BearJam [ppt] [*] ER [ ][ ][ ]
Chalkboard Inc. 10011A-3 83 Leo's 'Lectric Paintbrush [ppt] [*] ER [x][x][x]
Chalkboard Inc. Leo's Links [ppt] [*] ER [ ][ ][ ]
Chalkboard Inc. 10042A-3 83 LogicMaster [ppt] [*] ER [ ][ ][ ]
Chalkboard Inc. 10021A-3 83 MicroMaestro [ppt] [*] ER [x][x][x]
Chalkboard Inc. 10016A-3 Micro Illustrator [ppt] [*] ER [ ][ ][ ]
Citibank 84 Direct Access (home banking) ER [ ][ ][ ]
Dana <none> 83 Alien Ambush U [ ][ ][ ]
Dana <none> 83 Cloudburst (by Tensor Technologies) R [ ][ ][ ]
Datasoft Letter Wizard R [ ][ ][ ]
Eastern House KISS [rso] R [ ][ ][ ]
Eastern House Monkey Wrench [rso] R [ ][ ][ ]
Eastern House 83 Monkey Wrench II [rso] R [ ][ ][ ]
Elcomp Atext-1 (word processor) ER [ ][ ][ ]
Elcomp Atmas (macro assembler) ER [ ][ ][ ]
Elcomp Atmona-1 (machine language monitor) ER [ ][ ][ ]
Epyx 54 82 Alien Garden U [x][x][ ]
Epyx 83 Fun with Art U [x][ ][ ]
Epyx Fun with Music R [ ][ ][ ]
Epyx 614R 83 Gateway to Apshai U [x][x][ ]
Epyx <none> 83 Jumpman Junior U [x][x][ ]
Epyx Lunar Outpost R [ ][ ][ ]
Epyx <none> 82 Monster Maze [*] U [x][ ][ ]
Epyx 604R 83 Pitstop U [x][x][ ]
Epyx 55 82 Plattermania U [x][x][ ]
Epyx 664R 83 Silicon Warrior C [x][x][ ]
Epyx SWAT Rescue R [ ][ ][ ]
Exidy Demo Cartridge ER [ ][ ][ ]
First Star 82 Astrochase ER [ ][ ][ ]
First Star <none> 83 Bristles ER [ ][ ][ ]

First Star <none> 84 Boulder Dash ER [ ][ ][ ]
First Star <none> 83 Flip and Flop ER [ ][ ][ ]
Fisher-Price DCF-AT 84 Dance Fantasy U [ ][ ][ ]
Fisher-Price LNL-AT 84 Linking Logic U [x][ ][ ]
Fisher-Price LLV-AT 84 Logic Levels U [x][ ][ ]
Fisher-Price MEM-AT 84 Memory Manor U [x][x][x]
FTe SpartaDOS X (OS) (by ICD) U [ ][ ][ ]
Gebelli Doc Goodlode's Cavern ER [ ][ ][ ]
Gebelli <none> 82 Embargo (by Solitare Group) ER [x][x][x]
Gebelli <none> 81 Firebird ER [x][x][x]
GeminiSoft Magic Dump [rso] R [ ][ ][ ]
HES 83 Gridrunner R [ ][ ][ ]
HES C730 Mr. TNT ER [ ][ ][ ]
Hsu Software Math Encounter R [ ][ ][ ]
ICD Basic XL (by O.S.S.) U [ ][ ][ ]
ICD R-Time 8 (clock cartridge) U [ ][ ][ ]
ICD SpartaDOS X (OS) U [ ][ ][ ]
IDSI AC1001 82 Pool 400 R [x][x][x]
IDSI AC1021 82 Speedway Blast R [x][ ][ ]
IDSI Survival of the Fittest R [ ][ ][ ]
Imagic 720125-1A 83 Atlantis C [x][x][ ]
Imagic 720149-1A 82 Demon Attack U [x][ ][ ]
InHome Software Baseball ER [ ][ ][ ]
InHome Software Captain Beeble ER [ ][ ][ ]
K-Byte 81 K-razy Antiks R [ ][ ][ ]
K-Byte ATR 1000 81 K-razy Shoot-Out R [x][x][x]
Koala AT00315-1 83 KoalaPainter [lp?] [kp] [*] U [x][ ][ ]
LindaSoft Conquest of the Crown ER [ ][ ][ ]
LindaSoft Hypnotic Land ER [ ][ ][ ]
LJK Data Perfect [80 column] R [ ][ ][ ]
LJK Edit 6502 R [ ][ ][ ]
LJK Letter Perfect [40 column] U [ ][ ][ ]
LJK Letter Perfect [80 column] R [ ][ ][ ]
MPP Microfiler (database) R [ ][ ][ ]
MPP <none> 83 Smart Terminal R [x][ ][ ]
MPP 85 Supercharger (BBS software) U [ ][ ][ ]
OrionMicro Express! R [ ][ ][ ]
O.S.S. <none> 84 Action! C [x][x][ ]
O.S.S. <none> 85 Basic XE U [ ][ ][ ]
O.S.S. <none> Basic XL U [ ][ ][ ]
O.S.S. <none> 84 Mac/65 U [ ][ ][ ]
O.S.S. <none> Writer's Tool, The U [ ][ ][ ]
Pandora <none> 85 Powerstar ER [x][x][x]
Parker Bros. 83 Astrochase (by First Star Software) R [x][ ][ ]
Parker Bros. Chess R [ ][ ][ ]
Parker Bros. PB1110 83 Frogger C [x][x][ ]
Parker Bros. Frogger II: Threedeep R [ ][ ][ ]
Parker Bros. PB1280 84 Gyruss R [ ][ ][ ]
Parker Bros. 84 James Bond 007 R [x][ ][ ]
Parker Bros. <none> 83 Popeye C [x][x][ ]

Parker Bros. <none> 83 Q*Bert C [x][x][ ]
Parker Bros. Risk R [ ][ ][ ]
Parker Bros. 84 Star Wars: The Arcade Game U [x][ ][ ]
Parker Bros. PB101303 83 Star Wars: RotJ-Death Star Battle R [x][ ][ ]
Parker Bros. PB1140 83 Super Cobra U [x][ ][ ]
Parker Bros. Tutankham R [ ][ ][ ]
PPI G2300 Super Sketch Graphics Master ER [ ][ ][ ]
Rantom Trust R [ ][ ][ ]
Reevesoft Diamond GOS 1.0 R [ ][ ][ ]
Reevesoft Diamond GOS 2.0 R [ ][ ][ ]
Reston Movie Maker R [ ][ ][ ]
Roklan <none> 83 Castle Hassle R [x][ ][ ]
Roklan 09-01101 83 Deluxe Invaders C [x][x][ ]
Roklan 09-01131 83 Diamond Mine U [x][x][ ]
Roklan 09-01102 83 Gorf [*] C [x][x][ ]
Roklan 09-01124 83 Journey to the Planets C [x][x][ ]
Roklan Lifespan R [ ][ ][ ]
Roklan Rack Em Up R [ ][ ][ ]
Roklan 11-01222 84 Scott Foresman's Star Maze ER [ ][ ][ ]
Roklan 09-01116 83 Space Journey U [x][x][ ]
Roklan <none> 81 Wizard of Wor C [x][x][ ]
Romox <none> 82 Ant Eater R [x][-][x]
Romox <none> 82 Attack at EP-CYG-4 (by Bram) [*] R [x][-][x]
Romox Flapper ER [ ][ ][ ]
Romox <none> 82 Fortune Hunter R [x][-][x]
Romox <none> Princess and the Frog R [x][-][x]
Romox Sea Chase R [ ][ ][ ]
Romox Spark Bugs R [ ][ ][ ]
Romox Starion R [ ][ ][ ]
Romox Typo R [ ][ ][ ]
Romox Whiz Kid R [ ][ ][ ]
Scarborough #102 83 MasterType U [ ][ ][ ]
Sega 005-03 83 Buck Rogers: Planet of Zoom U [x][ ][ ]
Sega 006-03 83 Congo Bongo R [x][ ][ ]
Sega 011-03 84 Spy Hunter [2] R [x][ ][ ]
Sega 004-03 83 Star Trek: Strategic Operations Sim. U [x][ ][ ]
Sega 012-03 84 Super Zaxxon R [ ][ ][ ]
Sega Tac-Scan R [ ][ ][ ]
Sega Tapper R [ ][ ][ ]
Sega 009-03 84 Up N Down U [ ][ ][ ]
Sega 008-03 84 Zaxxon U [ ][ ][ ]
Sierra On-Line 83 BC's Quest for Tires R [ ][ ][ ]
Sierra On-Line Creepy Corridors R [ ][ ][ ]
Sierra On-Line ORM-001 81 Crossfire U [x][x][x]
Sierra On-Line Jawbreaker R [ ][ ][ ]
Sierra On-Line Jawbreaker II U [ ][ ][ ]
Sierra On-Line Learning with Leeper U [ ][ ][ ]
Sierra On-Line Maurauder R [ ][ ][ ]
Sierra On-Line MCL-201 83 Mr. Cool R [ ][ ][ ]
Sierra On-Line OWL-801 83 Oil's Well R [ ][ ][ ]

Sierra On-Line Sammy Lightfoot ER [ ][ ][ ]
Sirius 33022 83 Alpha Shield R [x][x][x]
Sirius Capture the Flag ER [ ][ ][ ]
Sirius <none> 82 Fantastic Voyage(by 20th Century Fox) R [ ][ ][ ]
Sirius <none> 82 Fast Eddie R [ ][ ][ ]
Sirius <none> 83 Final Orbit R [x][x][ ]
Sirius <none> 83 Spider City U [x][ ][ ]
Sirius <none> 83 Squish 'Em R [x][ ][ ]
Sirius <none> 82 Turmoil (by 20th Century Fox) U [x][ ][ ]
Sirius Worm War I R [ ][ ][ ]
SoftCountry Chessmaster 2000 ER [ ][ ][ ]
Softmark 86 ESP Mindlock BBS ER [ ][ ][ ]
SpectraVideo Frantic Freddie ER [ ][ ][ ]
Spinnaker ADV-AT 84 Adventure Creator U [x][x][ ]
Spinnaker Aegean Voyage R [ ][ ][ ]
Spinnaker ALF-AT 84 Alf in the Color Caves R [x][x][x]
Spinnaker ABZ-AT 83 Alphabet Zoo U [x][x][ ]
Spinnaker Cosmic Life R [ ][ ][ ]
Spinnaker DLD-AT 83 Delta Drawing Learning Program U [x][ ][ ]
Spinnaker Delta Music U [ ][ ][ ]
Spinnaker FMK-AT 83 Facemaker U [x][x][x]
Spinnaker FRF-AT Fraction Fever U [x][ ][ ]
Spinnaker JUK-AT Jukebox R [ ][ ][ ]
Spinnaker Kid Writer R [ ][ ][ ]
Spinnaker KOK-AT 83 Kids on Keys U [x][ ][ ]
Spinnaker KDC-AT 83 Kindercomp U [x][ ][ ]
Spinnaker Ranch ER [ ][ ][ ]
Spinnaker SMC-AT 83 Story Machine U [x][ ][ ]
Spinnaker Up for Grabs R [ ][ ][ ]
Synapse <none> 82 Chicken [*] U [x][x][ ]
Synapse <none> 82 Claim Jumper U [x][x][ ]
Synapse <none> Drelbs R [ ][ ][ ]
Synapse <none> File Manager R [ ][ ][ ]
Synapse <none> Fort Apocalypse U [ ][ ][ ]
Synapse <none> Nautilus R [ ][ ][ ]
Synapse <none> Necromancer R [ ][ ][ ]
Synapse <none> Pharoah's Curse, The R [ ][ ][ ]
Synapse <none> 82 Picnic Paranoia [*] R [x][x][x]
Synapse <none> 82 Protector II R [ ][ ][ ]
Synapse <none> Shadow World R [ ][ ][ ]
Synapse <none> 82 Shamus [*] C [x][x][ ]
Synapse <none> Slamball R [ ][ ][ ]
Synapse <none> 82 Slime [*] U [x][x][ ]
Synapse <none> Survivor U [ ][ ][ ]
Synapse <none> Synassembler R [ ][ ][ ]
Tech-Sketch Paint-N-Sketch Level I[uses lightpen] ER [ ][ ][ ]
Tech-Sketch Paint-N-Sketch Level II[uses lightpen]ER [ ][ ][ ]
TG Software <none> 83 Abracadabra R [ ][ ][ ]
TG Software <none> 83 Droids ER [ ][ ][ ]
TG Software <none> 83 Nightstrike ER [ ][ ][ ]

TG Software <none> Ozzy's Orchard R [ ][ ][ ]
Thompson Elec. Proburner R [ ][ ][ ]
Thorn EMI THA12010 83 Computer War U [x][x][ ]
Thorn EMI THA12002 82 Jumbo Jet Pilot U [x][x][ ]
Thorn EMI THB12004 82 Kickback U [x][x][ ]
Thorn EMI THB12009 83 Major League Hockey U [x][ ][ ]
Thorn EMI THB12008 ORC Attack ER [ ][ ][ ]
Thorn EMI THB12005 83 River Rescue U [x][x][ ]
Thorn EMI THB12003 82 Soccer U [x][x][x]
Thorn EMI THA12001 82 Submarine Commander U [x][x][ ]
Thorn EMI Tank Commander R [ ][ ][ ]
TigerVision 84 MatterHorn R [ ][ ][ ]
TigerVision 83 Springer R [ ][ ][ ]
Walling Co. AProm ER [ ][ ][ ]
Walling Co. AProm XL ER [ ][ ][ ]
Walling Co. Six Pack I ER [ ][ ][ ]
Walling Co. Six Pack II ER [ ][ ][ ]
??? Bumper Bash ER [ ][ ][ ]
==========
= The following games were never released but prototypes may exist. Until =
= someone claims to own a prototype, they will not be part of the regular =
= list. =
==========
Atari Blast 'Em NR [ ][ ][ ]
Atari Macro Assembler NR [ ][ ][ ]
Atari RX8124 MidiMaze NR [ ][ ][ ]
Atari RX8028 RealSports Soccer NR [ ][ ][ ]
Atari RX8037 Star Trux NR [ ][ ][ ]
Atari RX8120 Super Football NR [ ][ ][ ]
Atari SuperPILOT NR [ ][ ][ ]
Atari RX8118 89 Xenophobe NR [ ][ ][ ]
Atari Xevious NR [ ][ ][ ]
CBS Software Big Bird's Egg Catch NR [ ][ ][ ]
MPP Assault Force 3-D NR [ ][ ][ ]
Parker Bros. Montezuma's Revenge NR [ ][ ][ ]
Roklan Anti-Sub Patrol NR [ ][ ][ ]
==========
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=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
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=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =
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=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
```

699. Antic Software SPACE BASE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: Roger Sween <emonk@death-star.com>
Message-ID: <01bc0751$23607280$0f6466cf@emonk.cnc.bc.ca>
Source record: 76711

does anyone have a copy of Space Base, by antic software?
It was written by Jeff Mehlman. Its an excellent sky atlas for the atari
and I dont know where my copy went.

700. Re: Emulators & SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <32E55409.6A1@isd.net>
Source record: 76712

Steve wrote:
>
> ssilicon@lax.net (Jon D. Melbo) wrote:
>
> >On 20 Jan 1997 01:08:50 GMT, Bingham <bbingham@IDT.NET> wrote:
> >
> >>Steve <read@my.sig> wrote: : ssilicon@lax.net (Jon D. Melbo) wrote:
> >>
> >>: >Hello everyone. I have had no luck running any version of SpartaDOS :

I agree... I love SpartaDOS and have it & the USDoubler on all my disks
but cannot get it to work witj xl-it or xformer....

701. Re: Antic and Analog mags online?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2101970918470001@port3.bitstream.net>
Source record: 76713

In article <32E31D94.A3B@nh.ultranet.com>, Brian Sturk
<bsturk@nh.ultranet.com> wrote:

> Are there any pages that have scanned in Antic or Analog covers or
> articles? Any info appreciated!

Antic Magazine is gradually being posted in HTML form at the following URL:
http://www.northcoast.com/savetz/antic/

So far, all the covers from all the issues and the articles from the first five issues are done, but it's been slow going lately due to lack of volunteers to do OCR. As far as I know, only Kevin Savetz and myself are working on it at the moment. Not sure where Kevin is at, but I'm almost finished doing the April 83 issue.

We need more volunteers to get it all up there. If you or anyone else reading this post are interested in participating, please contact Kevin at: savetz@northcoast.com.

Don't know if anyone has tried to do the same with Analog. (Kevin got permission to post Antic from Jim Capparell, who was its publisher.)

Mark Simonson
marksim@bitstream.net

702. WTB: XE hard drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <5c2r9t$drq@earth.alpha.net>
Source record: 76714
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

I want to get a hard drive for my 130XE to avoid bit-rot on all my old disks.
If you are selling a drive with the necessary XE controller and DOS, please
contact me. Thanks.
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

703. Re: Does anyone have them

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: read@my.sig
Message-ID: <32e9e0a8.4208463@news.networx.net.au>
Source record: 76715

Joe Cimmarrusti <joec@capescott.net> wrote:

>It has been 1987, since I last owned my atari 130xe. Being such a long
>time ago, I do not remember the error codes, that come up. If someone
>has them, or knows where I can find them, please let me know
> Later
> Joe

Cool idea, I'm going to write them up and place them on my Web page.
Look for them soon.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!
---

704. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: rochelle@umcc.umcc.umich.edu
Message-ID: <rochelle.853846524@umcc.umcc.umich.edu>
Source record: 76716
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

IMPORTANT NEWS

Due to someone (you know who you are) whining to JTS about the
Howard boards sales, there followed a tense conversation between
John Scruch of JTS and Lance Rinquist of Video 61. The result
is that I have to publicly add these extra conditions/disclaimers
to our sale of Lynx development systems:

1. JTS does NOT support these systems in regards to hardware
2. JTS does NOT support the software for these systems
3. JTS will NOT provide technical support for Lynx game development
4. JTS has specified that we can sell these systems only under these
terms: "AS-IS" and as "Collector's Items"

Simple translation: Don't bother John Scruch anymore. They sold
these units to us and they don't want to hear anything else about them.

So if you want to buy a very special Lynx collector's item, call
(612) 462-2500. The price is still $2000 each. Each one has a
serial number on the bottom and from the ones we have, there were
probably 200 of these units built at most.

Harry Dodgson
2600/7800/Lynx developer

705. Re: atr to real disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: InfoMan <infoman@poboxes.com>
Message-ID: <32E4FC75.4A8B@poboxes.com>
Source record: 76717

> Are you trying to write to new 5.25 inch disks (i.e. IBM comp)? I've run
> into similar problems. I've taken 1.44 meg High density disks and
> refomatted them SS/SD on my Atarai 810. Using SIO2PC I've then
> transfered an ATR image to that disk. The disks seems to work for a
> couple of days or weeks then goes bad. Anybody else run into this?
>
> Mike

I remember the problem when HD disks first came out. If I remember correctly, my Atari wouldn't even format them. Whenever I came across a high density disk, I had to give it away to a friend with an IBM. It seems like you could tell the difference on a 5.25 disk by noticing whether it had a hub ring. The HD ones didn't. (Of course, we also got a whole bunch of generic SD disks without hub rings at a great price at one time...)

/InfoMan

706. Re: KISS cart?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-21 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <853868520_OASIS_@pcc-uky.campus.mci.net>
Source record: 76718

In article <19970121042000.XAA24569@ladder01.news.aol.com>
dntfear@aol.com (Dntfear) said:-

>I noticed on the Atari 400/800 game list that there is a Eastern House
>cart named KISS. I was wondering if this cart was related to KISS the
>70's Super Group. And if it is I would be very interested in purchacing
>or trading for it. Any help here would be appreciated. Thank you!
>

Not to get too off-topic here but they are a "supergroup" period. They
have been doing a re-union tour and its been -huge-... I saw their show
in Lousville, KY and it was truly awesome! Catch one in your area if you
can-tis well worth it! :)

--

```
_/_/_/
```

707. Re: QIX question

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: fseipel@freenet.columbus.oh.us
Message-ID: <fseipel-2101972038110001@ts10-2.homenet.ohio-state.edu>
Source record: 76630

In article <32E4FE09.6C29@imperium.net>, justin@imperium.net wrote:

> I have been playing QIX on my 130XE quite a bit lately. I am practicing
> for when my Lynx II arrives with Qix: The Arcade Classic. I have a
> question though. I have a version on disk, copyrighted 1982 by Atari.
> The game runs in Antic mode 13 (BASIC graphics mode 7), has a custom
> font, and really excellent sound efects. When I was at the Toad Atari
> fest last October, I bought a cartridge version of QIX, also copyrighted
> 1982 by Atari. However, the game is entirely different. It runs in
> Antic mode 14 (BASIC graphics mode 15 - hi res 4 color), the QIX move
> around the playfield much faster, there is no special font, and the
> sounds really suck! I was wondering why there are two different
> versions (both by Atari in 1982), and also if anybody has the good
> version on cartridge? Any help is appreciated!
>
> Stephen Anderson
> stephen@imperium.net

My guess is that the disk version is an executable of an Atari 5200 ROM, modified to respond to the PORT0 joystick and Start/Option/Select buttons. The 5200 was quite similar to the Atari 4oo computer, but many games were rewritten and improved over their 4oo/8oo counterparts. Centipede is a good example of this. Some 5200 games were never released for the 4oo/8oo series.

--
Frank Seipel
fseipel@freenet.columbus.oh.us

708. Re: NEED: Shadow World DOCS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: morbid@best.com
Message-ID: <5c41tq$5li@nntp1.best.com>
Source record: 76631

Anthony Bufort <ajbufort@mail.sas.upenn.edu> wrote:

>Hey guys...
>
> Is anyone out there familiar with the game >Shadow World< by Synapse?
>It looks like a real cool game, but after the third or fourth board, at
>least one of the pods lands and "takes root" in the terrain, and I have
>no freaking idea how to defeat it after that! Can anyone at least tell
>me how to do that, or, if you have the docs, could you please post them?

> Thanks,

> Tony

Here we have another reason why I started a manual archive.
(http://www.best.com/~morbid/manuals)

BTW: To plug up the pods and destroy them, grab that glowing yellowish
thing on the ground and fly low over the pod, everything else should
be automatic.

709. Re: KISS cart?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: davepat@total.net
Message-ID: <32e5ae25.0@news.total.net>
Source record: 76632

In an article dated 21 Jan 1997 04:20:28 GMT, someone named Dntfear says...
>
>I noticed on the Atari 400/800 game list that there is a Eastern House
>cart named KISS. I was wondering if this cart was related to KISS the
>70's Super Group. And if it is I would be very interested in purchacing
>or trading for it. Any help here would be appreciated. Thank you!
>-Bob

KISS was a word processor for the Right Cart slot on an 800. You'd type in
BASIC program statements for your text, inserting line #s to add, and with 2
or 3 special formatting commands. A USR call would print the text to the
printer.

So, it wasn't a game, and had nothing to do with makeup or tongues.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
--
"A stroke of the brush does not guarantee art from the bristles."

710. Re: ATARI Equipment MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970122063801.BAA21610@ladder01.news.aol.com>
Source record: 76633

Your 100% right, Terry Ortman is a DANGEROUS person!!!! If you like your money, DONT SEND ANY TO HIM!!!!!!!

I've spoken with people from a local Atari group and they know personally, Terry Ortman is presently involved with several COURT CASES for MAIL FRAUD!!!!!!

AVOID THIS GUY LIKE THE PLAGUE!!!!!

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

711. FOR TRADE: Stuff for a 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: dalessio@manatee.cig.mot.com
Message-ID: <dalessio.853904578@manatee>
Source record: 76634

I have a bunch of Atari stuff that I don't need.
What I do need (want?) is a 130XE computer. I'm
willing to trade all of this stuff for a 130XE
(must be fully working and in good shape), and
maybe some games:

3 1050 disk drives
850 parallel interface
2 Atari printers (I can't remember which ones they
are, but I think one's a dot matrix and the other
is a daisy wheel). These are HEAVY printers.

Besides the fact that the 130XE must be fully working,
I also ask that you pay all shipping costs for the hardware
(or, you can just refuse some of it).

If you are interested, or if you want to discuss a
deal, let me know. Thanks.

Mario


```
**********************************************************
* ____ ____ ___ *
* __/\__ Mario D'Alessio ( oo ) //oo\\ /o o\ *
* \RUSH/ dalessio@cig.mot.com \__/ \__/ \_O_/ *
* |/\| Work: (847) 632-2323 Woo Woo *
* 9am to 6pm Central Time Woo *
**********************************************************
```

712. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: beco@worldaccess.nl
Message-ID: <1999.6961T790T2814@worldaccess.nl>
Source record: 76635

Hello Anthony Bufort,

On 19-Jan-97 19:08:29, Anthony Bufort <ajbufort@mail.sas.upenn.edu> wrote:

AB> Hi folks...

AB> A while back, I purchased an Atari 800 from someone for the
AB> spare parts, and, upon opening up the hood, found the circuit board
AB> you'll see here below. These are images of the front and back of it,
AB> which I scanned in using a digital camera I have access to at Rutgers
AB> University. These images come out fine on my system - I hope they show
AB> up well on here. (If not, you can always play with them on Adobe
AB> Photoshop, which is actually what I did before posting them.)

<CUT>

AB> If it is a memory upgrade, I would greatly appreciate someone
AB> telling me how I could fix it so I can take advantage of it. If not,
AB> then I just want to know what the heck it is so that I could fix it if
AB> it needs to be fixed and put it to some good use.

AB> Thanks in Advance,

AB> -Tony :)
AB> [Binary part: Hard_Disk:Thor/decoded/data.23D9C3CD]

AB> [Binary part: Hard_Disk:Thor/decoded/mystery_front.GIF]

AB> [Binary part: Hard_Disk:Thor/decoded/data.23D9C3DC]

AB> [Binary part: Hard_Disk:Thor/decoded/mystery_back.GIF]

What the hell you are going..... This is a NEWGROUP for message !!!
And not a NEWGROUP for BINARY file.....
There so some people that has to pay when they are connect to the internet and
have to download all of this..... And sometimes they have to pay for every
100k they download..... So please thing about this next time !!!!!

Gtx. Bernard Kok (Sysop of BECO TEL bbs)

--

Bernard Kok BECO TEL (XL/XE support)
beco@worldaccess.nl Online : every day from 17-06 GMT
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859
Last Updated : 11 january > Home Page : http://www.worldaccess.nl/~beco

... Love your enemies -- it makes them so damned mad.

713. Re: SIO cable pinouts

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970122000201.TAA04943@ladder01.news.aol.com>
Source record: 76636

In article <01bc068a$afe671e0$0f6466cf@emonk.cnc.bc.ca>, "Roger Sween"
<emonk@death-star.com> writes:

>on an SIO cable, Which is pin 1?
>_____________
>\ o o o o o o o /
> \ o o o o o o /
> ------------------

If you are looking at the plug on the cable, top left is pin 1, bottom
left is pin 2. Odd-numbered pins on top, even-numbered on bottom. In
other words,

____
\1 3 5 7 9 11 13/
\2 4 6 8 10 12/

Hope this helps.

714. Re: Atari BBS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: "Matthew R. Singer" <msinger@dot4.com>
Message-ID: <32E6412A.1C87014E@dot4.com>
Source record: 76637

```
Bernard Kok wrote:
> ===
>
> o F.O.R.E.M. BBS -- Friends of Rick E. Moose BBS.
> At the time, there were a lot of BBSes around
> called things such as "FORUM-80" and "BULLET-80", ergo the name. FOREM BBS
> was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
> in BASIC and was somewhat crashy. I think that this is the
> great-grandparent of the FOREM-XE BBSes that survive today.
>

But if it hadnt been crashing alot. I never would have met my
wife... And it The Friends of Rickey Moose... :-)

--

------------------------------------------------------------------------
Dot4, Inc.
The Real-Time Specialists
Matthew R. Singer msinger@dot4.com
Senior Real Time Systems Consultant
319 Littleton Road, Suite 304 Voice: 508-392-8860
Westford, MA 01886 Fax : 508-392-8861
------------------------------------------------------------------------

It is a bad omen when goldfish commit suicide...
```

715. xf551 with 3.5" mod

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: "W. David Falcon, Jr." <wfalcon@uofrlaw.urich.edu>
Message-ID: <32E63D82.4183@uofrlaw.urich.edu>
Source record: 76638

I read in the FAQ and noticed that B&C has a xf551 3.5" floppy drive for the 8 bit. My question is, how good is it? Does anyone out there have one that they regularly use? Do you like it?

Falcon

P.S. Still looking for a working copy of Bounty Bob Strikes Back (disk or cart)

716. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970122125101.HAA00834@ladder01.news.aol.com>
Source record: 76639

In article <32E52033.794BDF32@fir.fbc.com>, Curt Vendel
<cvendel@fir.fbc.com> writes:

>s there anyway for an Atari 8bit emulator to use the serial ports on
>the PC, can this be written into a new version, it would be great to
>have a BBS running in a window on the PC!!!!
>
>

Supposedly PC XFormer versions 3.3 and up can use a special version of BobTerm (1.23, I think) that was packaged with 3.3 but never again. But a BBS? That would take some doing. I used the 1.23 and it was barely reliable. I've just d/l'd 3.6 from Emulators, Inc.'s web site, but I haven't had a chance to test it yet.

Meanwhile, I'm also having trouble getting A.P.E. to run my PC's modem, although others aren't having the same trouble. There would be lots of variations from system to system in emulators generally, and the serial port thingis probably more variable than that. I know that XL-It doesn't allow for using the serial ports, and neither does Rainbow. POKEY's developer promised that a future version would use the serial ports on the PC, but that version hasn't materialized.

717. FS: Atari 8-bit games on disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: pope@rrwilson.ucdavis.edu
Message-ID: <5c5nto$9iq$1@mark.ucdavis.edu>
Source record: 76640

Hello Atari 8-bit enthusiasts!

I have the following games for the Atari 8-bit line of
computers for sale. All of these are on disk, and all come complete
with their original packaging and instructions. Due to the age of
these games, I will be testing each one before sale to confirm the
integrity of the media. I am asking $3 per game, plus shipping, but I
am willing to negotiate, especially for large orders. Email me at
pope@rrwilson.ucdavis.edu with your order!

- George Pope

On-Line Jaw Breaker
On-Line Mouskattack
On-Line Threshold
Datamost Tail of Beta Lyrae
Datamost Mr. Robot and His Robot Factory
Datamost Nightraiders
Sirius Bandits
Sirius Wayout
Sirius Capture the Flag
Sirius Snake Byte
Sirius Sneakers
Sirius Cyclod
Sirius Twerps
Sirius Repton
SSI The Cosmic Balance
SSI Cosmic Balance II
SSI Combat Leader
SSI The Shattered Alliance
SSI Cytron Masters
Broderbund Choplifter
Broderbund Championship Lode Runner
Broderbund A.E.
Broderbund Serpentine
Broderbund Lode Runner
Broderbund Labyrinth
Broderbund Whistler's Brother
Broderbund Karateka
Synapse Protector
Synapse Protector II
Synapse Zeppelin
Synapse Fort Apocalypse
Synapse Shamus
Synapse Shamus Case II

Synapse Necromancer
Synapse Encounter
Synapse Rainbow Walker
Synapse New York City/Electrician
Synapse Quasimodo/Air Support
Synapse Shadow World
Synapse Alley Cat
Synapse Drelbs
Electr. Arts Archon
Electr. Arts Archon II: Adept
Electr. Arts Pinball Construction Set
Electr. Arts M.U.L.E.
Electr. Arts WORMS?
Electr. Arts Murder on the Zinderneuf
Electr. Arts The Seven Cities of Gold
Electr. Arts Music Construction Set
Electr. Arts One-on-One
Electr. Arts Hard Hat Mack
Electr. Arts Axis Assassin
Electr. Arts Realm of Impossibility
Electr. Arts Racing Destruction Set
Electr. Arts Golden Oldies
Electr. Arts Movie Maker
Electr. Arts Mail Order Monsters
Electr. Arts Super BoulderDash
Electr. Arts Ali Baba and the Forty Thieves/The Return of Heracles
Electr. Arts Touchdown Football
Epyx Ricochet
Epyx Crush, Crumble and Chomp!
Epyx JumpMan
Epyx/Lucasfilm Ballblazer
Epyx/Lucasfilm Rescue on Fractalus!
Epyx/Lucasfilm The Eidolon
Epyx/Lucasfilm Koronis Rift
Epyx Temple of Apshai Trilogy
Infocom Fooblitzky
Infocom Planetfall
Infocom Enchanter
Infocom Sorceror
Infocom The Hitchhiker's Guide to the Galaxy
Infocom Zork I
Infocom Zork II
Infocom Suspended
Omnitrend Universe
Synapse Mindwheel
Activision Ghostbusters
Activision The Great American Cross-Country Road Race
First Star Spy vs Spy
First Star Spy vs Spy II
Rokland Wizard of Wor

Sega Spy Hunter
BudgeCo Rasterblaster
Quality Ali Baba and the Forty Thieves
Microprose F-15 Strike Eagle
Microprose MIG Alley Ace
subLOGIC Flight Simulator II
IDSI Pool 1.5
Muse Castle Wolfenstein
Hayden Sargon II
Spectrum Galactic Chase
Atari Caverns of Mars
Avalon Hill Jupiter Mission 1999
Gebelli Match Racer
Gebelli Andromeda
DataSoft Tumble Bugs
Adventure Int. Rear Guard
Adventure Int. Preppie
Adventure Int. Preppie II
Adventure Int. Sea Dragon
Adventure Int. Stratos
Gentry Rosen's Brigade

--
pope@rrwilson.ucdavis.edu

718. Re: KISS cart?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <E4FGF5.CC5@cix.compulink.co.uk>
Source record: 76641

In article <19970121042000.XAA24569@ladder01.news.aol.com>,
dntfear@aol.com (Dntfear) wrote:

> I noticed on the Atari 400/800 game list that there is a Eastern House
> cart named KISS. I was wondering if this cart was related to KISS the
> 70's Super Group. And if it is I would be very interested in purchacing
> or trading for it. Any help here would be appreciated. Thank you!
> -Bob

It's a utility cart for the right hand slot in 800s and nothing to do with
the band.

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+---+

719. Re: New Free Atari Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: gpinzone@i-2000.com
Message-ID: <32e5a2c7.183431@news.i-2000.com>
Source record: 76642

I tried 3.6. It works ok on the graphics, but the sound is terrible.
I hope the Windows 95 version is better!

On 15 Jan 97 00:23:37 GMT, "Jim Klein" <jklein@isd.net> wrote:

>I was just at http:\\www.emulators.com
>
>I use (a purchased) copy of xformer 3.5 as my emulator & saw that he is now
>offering version 3.6 as FREE (yes, FREE). Also xformer 96 as a free upgrade
>to registered users of xformer 3.5. (I can't wait.. as I really like 3.5)
>

Yours truly,

```
___ ___
/ ) /) / )
/ ___ _ __ __ __ _// /__/ _ _ _ _
\___/_</_/ (_(_/_/ (_(_/__ / _/_/ )_/)_(_)_/ )_</__
)
()
```

```
}>:+:<{([ Gerard Pinzone ])}>:+:<{([I])}>:+:<{([ gpinzone@i-2000.com ])}>:+::<{
_______ ________ ________ Just on the border of your waking mind
/ ___/\ / _____/\ / __ /\ There lies another time
/ ___/\// /____ \// __ / / Where darkness and light are one
/______/\//_______/\ /__/ /__/ / And as you tread the halls of sanity
\______\/ \_______\/ \__\/\__\/ You feel so glad to be unable to go beyond
(everything 'cept anchovies!) I have a message from another time...
-=:)>}] EAST COAST ANIME [{<(:=- ELO: "Prologue" -=- Daicon IV
```

720. Re: ATARI Equipment MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: bjnash@connectnet.com
Message-ID: <32eab09d.1267888@news.connectnet.com>
Source record: 76643

Yes, it goes on and on! Send email to scammers@pdsig.com for more
info!
bj

On 9 Aug 1996 00:40:00 -0600, in comp.sys.atari.8bit
thester@nyx10.cs.du.edu (Uncle Fester) wrote:

>>
>> Anyone who buys *anything* from Terry L Ortman (starfleet.
>> software@juno.com) or "Admiral Nogura" (they're the same
>> deranged person) will regret dealing with him for the
>> rest of their life.
>>
>> $100.00 for a 16K Atari 400 computer (the one with the
>> flat membrane keyboard!) is pure insanity.
>>
>> He's been trying to "unload" (read: perpetrate a fraud)
>> the same equipment for what seems like an eternity.
>> Every other -legitimate- seller in this newsgroup has
>> managed to sell the same equipment in a matter of days
>> without any problems. Why is Ortman still saddled with
>> his "stock" (read: non-existant hardware) after all of
>> this time?
>>
>> Would I be over the line if I was to say that Terry L Ortman
>> is a crook? I don't know -- decide for yourself.
>>
>>
>> Uncle Fester
>> * sue me *
>>
>>--
>> | SOCIOPATH n. - an aggressively antisocial psychopath taking |
>> | no responsibility for his/her actions. See "INTERNET" for |
>> | a collective of distinguishing characteristics - e.g., viz EFF. |
>> | : *thester@nyx.cs.du.edu* : |

Tel Pay Clearings, Inc
(619) 749 7049
E-mail info: telpay@pdsig.com

721. Re: Paddles, How do they work ???

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: InfoMan <infoman@poboxes.com>
Message-ID: <32E67EA5.476A@poboxes.com>
Source record: 76644

Michel Bieleveld wrote:
>
> Hello,
> I am Michel Bieleveld and I have a big problem at least it is for me.
> I want to know how I can Address the Analog signal from the Paddles, and
> wich electronic parts are used in the paddles. I hope some one will help
> me, because I'm verry desperate.
>
> My e-mail adress is M.Bieleveld@pi.net
>
> Greetings from me !

Perhaps someone else can correct me if I'm wrong, but I believe the
paddle was just a potentiometer (variable resistor). The computer just
reads the amount of resistance.

/InfoMan

722. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: Christopher Brett Strong <strong@facility.cs.utah.edu>
Message-ID: <Pine.HPP.3.95.970122101430.9598A-100000@labhp31.cs.utah.edu>
Source record: 76645

What you have there is an Axlon ramboard. I never owned a 'true' Axlon board, so I can't give you all the details. I had an Axlon compatible 256K board I wired from instructions published in a ACE newsletter.

Yours is a 128K board. As I recall, it should plug into the middle slot, with regular boards in the other two slots. I suspect the switch enables the extra RAM; I had a hack on my 256K board to do this (for compatibility reasons).

Try setting it up in the center slot with two 16K boards and fiddle with the switch. You should be able to get a FRE(0) of 37902 (BASIC, no DOS), if everything is working properly.

There is a lot of Axlon software; among other things TopDOS, the Happy Rev 7.x software, and Print Shop Companion uses the Axlon RAM. There is also a version of DOS 2.0 for the Axlon.

BTW, I was able to download the two GIF images, no problem...but what were the "APPLEFILE" files???

Christopher B. Strong InterNet strong@ee.utah.edu
decRAD: CSTRONG ||| CADE: strong@eng.utah.edu
/ | \ http://www.elen.utah.edu/~strong
"If the mean don't get you, the variance will." -- James 1. Rieger

723. Re: xf551 with 3.5" mod

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <32E69D1D.7093@ncweb.com>
Source record: 76646

W. David Falcon, Jr. wrote:
>
> I read in the FAQ and noticed that B&C has a xf551 3.5" floppy drive for
> the 8 bit. My question is, how good is it? Does anyone out there have
> one that they regularly use? Do you like it?

I've been using the CSS XF-551 dual mod for years ... maybe close to
ten years. It allows me to have both a 360k 5.25" floppy, as well as a
720k 3.5" floppy. It still works great after all these years, and you'd
be surprised just how much you can fit on a 720k floppy. In fact,
unless you use Spartados (or another dos that supports more than 64
filenames per directory), you can run into filename problems. All you
have to do is credir (create directory) and you can fit a LOT on the
disk.

I heartily recommend it, if you can get one.

Bill
--
```
**********************************************************************
* /\_/\ /\_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
**********************************************************************
```

724. Re: C64 power supply -> Atari 130xe?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: wmcbrine@clark.net
Message-ID: <5c63q1$98p@clarknet.clark.net>
Source record: 76647
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

lenspencer@aol.com wrote:

: >match -- 5V, 7.5W DC. But the C64 also offers 9V AC.

: Just be VERY glad you didn't try to turn it on. The Atari XL and XE
: series take a 5vdc supply. +5v is on one side of that plug, return is on
: the other. There is no 7.5v.

That's a W (Watt), not v. :-)

: remember offhand what current the C64 supply can handle, but you need
: almost a full 1.5 amps to reliably operate the 130XE.

7.5 W / 5 V = 1.5 A

See, that's what I was saying, it's much the same. I realize I have to disable the 9v lines (I had in mind to simply cut them) in the C64 power supply. But beyond that, I'm not sure -- the pinout I have for the Atari power supply (which is ambiguous anyway) shows three +5v and three ground. Does only one pair have to be connected, or all three? Can I utilize two of the existing pins in the C64 power supply (with or without rewiring them) to provide the 130xe with all the power it needs? That's what I'm hoping to do.

--
William McBrine | http://www.clark.net/pub/wmcbrine/html/
wmcbrine@clark.net | Vote Ralph Nader for President in 2000!

725. Re: ultima1 help

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: Brian Burns <b_burns@ix.netcom.com>
Message-ID: <32E6933C.2FA1@ix.netcom.com>
Source record: 76648

RainOsteel wrote:
>
> I used to have an atari 800 way back when for about 3 months until
> it got broken and I got a c64 instead. Ive forgotten most of the
> commands and such. Anyway, heres the question...
> Im running ultima I thru an emulator (tried xf25, pokey, and xlit)
> and when I try to initiate a new game it asks for a new player disk.
> Ok so I put in the old player disk hoping it will write over the
> old character.. nuh uh. asks for a new one again so I try a blank
> image disk.... it gives me an error (170 I think) tried with xfd
> and atr blank formats and the same error occurs on both.... How can
> I create a new character?
> Thanx in advance

I remember running into this before. I think the problem I had was the emulator I was using could not format a disk image. I decided to buy the IBM version on CD-Rom. I haven't tried any of the recent emulators yet. Has the new X-Former been released?

Brian Burns
Beach'n Dragon
--== UDIC ==--

726. Re: Paddles, How do they work ???

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: Trevin Beattie <trevin@xmission.com>
Message-ID: <32E6A99F.16B1@xmission.com>
Source record: 76649

InfoMan wrote:
>
> Michel Bieleveld wrote:
> >
> > Hello,
> > I am Michel Bieleveld and I have a big problem at least it is for me.
> > I want to know how I can Address the Analog signal from the Paddles, and
> > wich electronic parts are used in the paddles. I hope some one will help
> > me, because I'm verry desperate.
> >
> > My e-mail adress is M.Bieleveld@pi.net
> >
> > Greetings from me !
>
> Perhaps someone else can correct me if I'm wrong, but I believe the
> paddle was just a potentiometer (variable resistor). The computer just
> reads the amount of resistance.
>
> _/InfoMan_

Something like that. The paddle pot runs from near 0 to 1M Ohm, with
full resistance (larger PADDLE(x) values) to the left going towards 0 to
the right. Pokey is the chip that reads the resistance, but since the
computer is a digital device, how it does it is by flushing a capacitor
and then slowly building up a charge on it until it gets a voltage that
matches the pot. It then latches onto the value where the match was
found. Full details can be found in Mapping The Atari from Compute!
books.

Trevin Beattie "Do not meddle in the affairs of wizards,
trevin@xmission.com for you are crunchy and good with ketchup."
{:-> --unknown

727. Re: Paddles, How do they work ???

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <5c61h0$80b@nut.ucsb.edu>
Source record: 76650

InfoMan <infoman@poboxes.com> writes:

>Michel Bieleveld wrote:
>>
>> I am Michel Bieleveld and I have a big problem at least it is for me.
>> I want to know how I can Address the Analog signal from the Paddles, and
>> wich electronic parts are used in the paddles. I hope some one will help
>> me, because I'm verry desperate.
>>

>Perhaps someone else can correct me if I'm wrong, but I believe the
>paddle was just a potentiometer (variable resistor). The computer just
>reads the amount of resistance.

Yes and no.

Close, but no banana.

Yes, the paddles are just potentiometers.

And, no (a very picky no), but I bet the computer is reading a voltage,
not a resistance. The two values are proportional to each other. I think
there's a voltage going TO the paddles on 2 of the lines (probabaly a grounded
line and a +5V), then that goes through the potentiometer, and comes back
at some lesser voltage back FROM the paddles to the computer on another line
(using the same ground). Then, the Atari takes that voltage, runs it through
an ADC (analog to digital converter) and changes that analog voltage value
into some digital number (probably 0-255).

Of course, this is all conjecture based on other electronics work I've done
and not on specific Atari experience, so be sure to take your grain of salt.

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling.PWEI.LEGO.Tit Wrench.Battle of the Planets.Star Wars.
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN.
The Jitterbug.Bill Gibson.Robot Wars.Tim Burton.The Cult.fried cheese.

728. Re: SCANS: Atari 16K Memory Module

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6PNlYeLpzHB@peter.soemtron.sb.sub.de>
Source record: 76651

Hey !

can you understand this one:

--cut--
Januar

0.96 | #
0.84 | #
0.72 | #
0.60 | #
0.48 | # # #
0.36 | # # # # #
0.24 | # # # # # # # # #
0.12 | # # # # # # # # # # # # # # # # # # #
------+--
DM | 2 4 6 8 10 12 14 16 18 20 22 24 26 28 30
^^^
look here

hgrl.

--
6502 Ri¿½SC power! ||| i¿½ntel Outsi¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bi¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bi¿½t power !

729. Re: SIMM upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <32E6C210.633B@pacbell.net>
Source record: 76652

A. Karl Heller wrote:
>
> Is there a simm upgrade for any 8bit or MIO?
> I have a box of 100NS 1meg simms here and I'd like to use them =)
>
> KarlI see a 1200XL over in the corner here with a SIMM in it... It is actually easier to plug in a SIMM than some of the smaller upgrades since the memory on them will auto-refresh.
Bob

730. Atari 800XL for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: Joe Yeomans <joe@spuddy.mew.co.uk>
Message-ID: <01bc0891$77dd4040$LocalHost@compuserve.com.compuserve.com>
Source record: 76653
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.discussion,misc.forsale.computers.other.misc,misc.forsale.computers.other.systems,misc.forsale.computers.workstation,spuddy.forsale

1 x Atari 800XL syatem for sale. Perfect working order, well looked after.

Includes power supply, paddles, joysticks, manuals, cartridges and tape player.

About 50 games, some magazines and other bits and pieces.

All going for £40 or nearest offer.. Ideal collectors bargain...

Please reply to my email address.

--

--- Joe Yeomans on Spud's Xanadu <joe@spuddy.mew.co.uk ---
---

731. Re: atr to real disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <RHBXG8x.lmcclure@delphi.com>
Source record: 76654

In a message dated 1-20-97, Jon D. Melbo said:
|
| HD disks and DD disks use a different design magnetic
| coating with different magnetic coercitivity. This means
| that the write current on the disk head is higher for the
| old DD style disks, and lower for the HD style disks.
|
Actually, the exact opposite is true. Double-density 5.25" media has a
magnetic coercitivity of 300 oersteds, whereas high-density (1.2meg) 5.25"
media is 600 oersteds (the same as 3.5" double-density media, BTW).

--
LMCCLURE@delphi.com
Little Rock, AR

732. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: Andre Bullock <AVB6567@worldnet.att.net>
Message-ID: <32E6DD4E.6862@worldnet.att.net>
Source record: 76655

If somebody made a "redesigned" Atari, they should increase the size
and durability of the keyboard.

Sounds like you have never used a 1200XL keyboard.

Sounds like he never used an Atari 800. That was a good keyboard.

Sounds like he never used an Atari 800XL keyboard. That was a good
keyboard. Its the 130XE that sucks. Carbon traces on mylar? Good grief!

...Indeed the original 800 had an excellent keyboard, the 800XL as I
remember was a little too soft. The 130XE was simply dredful, exceeded
only by the Timex/Sinclair ZX-81/TS1000 which didn't claim to be a
keyboard.

733. Re: It is Still Alive in a sense

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: Andre Bullock <AVB6567@worldnet.att.net>
Message-ID: <32E6E04D.EFD@worldnet.att.net>
Source record: 76656

Steven J. Tucker wrote:
>
> Joe Cimmarrusti (joec@capescott.net) writes:
> > I have been utilizing some of the atari emulators on dos for the pc and
> > have played a few games that I used to play 12 to 14 years ago. I do
> > think it is pretty neat to play them again, but this could be because
> > playing games that you loved during your teens brings back the feelings
> > when this stuff was just revolutionarily new and cool. Sorta like
> > meeting an old highschool sweetheart, don't you agree.
>
> Except I loved my 800xl more than my HS girlfriend, too bad for her. I still
> have the 800xl ;)
>
> Steve

For me there was nothing like programming using the Action Cartridge. It
was amazing, reviewed in August 84 by Analog Computing, and nothing like
it appeared on the Commodore64 et al. I still have an 800, and 2 1050
drives. I keep them for that experience if nothing else.

AB.

734. Re: atr to real disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5c4c8imfp1@zwieracz.psych.uw.edu.pl>
Source record: 76657

dnia Mon, 20 Jan 1997 02:01:01 GMT Michael Kling napisal(a) byl(a) w comp.sys.atari.8bit:
> transfered an ATR image to that disk. The disks seems to work for a
> couple of days or weeks then goes bad. Anybody else run into this?

in my toms 720 disk drive manual i was told not to use high density disks because of some differences. i don't remember exactly, what it was, but using dd disk would not cause such problems.

97
--
= wasza KrAp = krap@freud.psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone: 22-6594364 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

735. FS/T: XF551 DSDD disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-2201971902280001@ppp13-stk.sonnet.com>
Source record: 76658
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

I have an Atari XF551 (DSDD) for sale or trade. I am thinking around $40
plus shipping or I will trade it for any of the following:

Atari 8-bit cartridges I do not have
TurboGrafx-16/TurboDuo/PC-Engine Games I do not have
Sega CD games I do not have
(do you sense a theme?)
Jaguar Games I do not have
Sega Genesis Games I do not have
(you really should have sensed a theme by now!)

I also have the following for sale/trade:

800XLs with power supply working $30
1200XLs w/ power supply $25
1050 disk drives with power supply $25
1027 printers with power supply $20

Thanks
-marlin
---*** Videos, VWs, & Video games...sad and pathetic but social
---*** Marlin Bates, owner: '69 VW Westfalia Bus aka Lazarus
---*** XL/XE: 220 / Lynx: 80 / Jaguar: 51 / CEDs: 1025
--*-*-* Always looking for RCA VideoDisks (aka CED)
-*--*--* Web Page: http://www.stocko.sonnet.com/Fujidom/

736. Re: Voice Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <brunergs-2201971905130001@frank69.pcisys.net>
Source record: 76659

In article <19970121041801.XAA24501@ladder01.news.aol.com>, dntfear@aol.com (Dntfear) wrote:

> I was wonder if any one had any information on the Voice Box: Speech
> Syntheizer made by the Alien Group. Any info would be greatly
> appreciated.
> -Bob

I have one. Let me see if I can dig up the documentation that I have. I also have some of the software on a cassette.

Glenn Bruner
brunergs@pcisys.net

737. BBS Express! Professional version 1-5.0b

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-22 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32E6CF4A.7C1D@tcd.net>
Source record: 76660

Having received no offers on a previous post BBS Express! Professional (tm) for the Atari 8-bit is no longer for sale.

Stephen J. Carden programer for this in the past has relented to the pressures of the IBM and has moved on to a higher platform of programing.

I Robert Klaas/dba K-Products now own all Rights to BBS Express! Professional from ver 1.0 through 5.0b. Any negocations for Source Code ect will have to be through K-Products as of 1-22-1997.

bob

738. Re: QIX question

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: heller@socko.cdnow.com
Message-ID: <5c6ecj$d91@netaxs.com>
Source record: 76569

There are 2 version of DigDug, however. The Silver label is FANTASTIC.

Karl

739. atr files

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: Mazzaglia Marco <st930047@cicladi>
Message-ID: <Pine.SOL.3.95.970123102220.9950A-100000@cicladi>
Source record: 76570

I don't know how we manage the atr files in the atari 8-bit emulator;
I choose the file in the menu, but I don't load any program.
Anyone can help me?
THANKS IN ADVANCE!!!

Marco Mazzaglia
Student of Comp Science of Turin
mail address: mazzaglia@bussola.it

740. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: beco@worldaccess.nl
Message-ID: <1806.6962T668T502@worldaccess.nl>
Source record: 76571

Hello William Fisher,

On 23-Jan-97 07:13:49, William Fisher <blackat@direct.ca> wrote:

>> What the hell you are going..... This is a NEWGROUP for message !!!
>> And not a NEWGROUP for BINARY file.....
>> There so some people that has to pay when they are connect to the
WF> internet and
>> have to download all of this..... And sometimes they have to pay for
WF> every
>> 100k they download..... So please thing about this next time !!!!!
>>
>> Gtx. Bernard Kok (Sysop of BECO TEL bbs)

WF> Perhaps you could simply look at the SIZE of the message *BEFORE* you
WF> download it...
WF> that way you wouldn't spend your time d/l'ing a message you do not want.

WF> Or perhaps you could ask the person in a much better way to please not po
WF> binary
WF> picture files on a non-binary newsgroup (not newgroup). Flaming (which is
WF> what you
WF> are starting to do) is not a good way to converse and all it causes is
WF> headaches
WF> and frustration for all invloved. Please think of this before you click
WF> 'send' next
WF> time.

Yep, you are right.... Sorry, It was not meant to do some flaming.....
It was meant in the same way you write it....
And have a account with a PPP connect and I will get ALL the message and so in
one packet I have to download every thing..... So again sorry for the wrong
message, sometime I have some problem to explain my self in english... ;-)

Gtx. Bernard Kok (Sysop of BECO TEL bbs)

--

Bernard Kok BECO TEL (XL/XE support)
beco@worldaccess.nl Online : every day from 17-06 GMT
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859
Last Updated : 11 january > Home Page : http://www.worldaccess.nl/~beco

... A good catchword can obscure analysis for fifty years.

741. ANNOUNCE: Digital Antic Project has 2 more issues

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-ya02408000R2301970231180001@news.northcoast.com>
Source record: 76572
Cross-posted to: comp.sys.atari.8bit,alt.atari.2600,rec.games.video.atari,rec.games.video.classic

We have added two more issues of Antic Magazine to the Digital Antic Project since the last time I posted an update to Usenet four months ago. In addition, we've added new cover images.

The Digital Antic Project is a small crusade to put all of the old issues of Antic magazine (and eventually its sister magazine, STart) on the Internet. I have received permission from the publisher of Antic to make the material available on the Internet for free.

The site currently features the complete text of six issues, as well as cover art and memorable ads from the magazine. More material will be added as time permits -- faster if YOU volunteer to help by scanning, HTMLizing, or proofreading.

Check them out at http://www.northcoast.com/savetz/antic/dap.html

Here's what's new...

December 1982 - Vol. 1 No. 5

Great Ceaser's Host - Ruminations on real-time computer clashes
Atari Tree - He's scheming up a white Christmas
Model Station - A word-processing system for Atari
Holiday Crossword - Puzzle-generator product
Oh Holy Night - Pastoral scene with music
Joystick Survey - Alternative controllers
Grafix - Survey of computer-art tools
Starting Line - Help for the new user
Dragonsmoke - Word's Worth
Assembly Language - String search
Pilot Your Atari - Holiday Trees
Forth Factory - Definers
Education - Candle, Candle Burning Bright
In the Public Domain - Bats
Tape Topics - A Tale of Two Circuits
Tape Topics - Christmas Mailing Lister
Product Reviews
I/O Board

December 1983 - Vol. 2 No. 1

Anatomy of an Atari
Antic Pix Ten
Assembly Language - Disassembler
ATARI Printfont

Dragonsmoke - Game Master's Apprentice
Editorial - Happy Birthday ANTIC
Education - Alpha Blox
Forth Factory - New Words
Help!
Inside Atari - Star Award Winner (Typo Attack)
Interview - Ihor Wolosenko (Synapse Software)
In the Public Domain - 3-D Maze
MAMA's Boy - maze games
New Products
I/O Board

The site is at http://www.northcoast.com/savetz/antic/dap.html

Your comments, suggestions and help are welcome!

Cheers,
Kevin Savetz
savetz@northcoast.com

742. Re: Atari 800/XL/XE Cartridge List 2.4

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970122194527.2014A-100000@fissure.scar>
Source record: 76573
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Thanks for the cartridge list. as far as I know that is the first one I have seen distributed. Xenophobe really caught my attention as I used to love that game in the arcade. I know it was released for the Atari ST. but the 8bit I'm not sure...

743. Atari Computer Items for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5c7nqtieh1@gnews2.voicenet.com>
Source record: 76574

```
Atari Items for Sale plus shipping

Atari 850 Serial Interface..... $39
Atari XMM801 printer..... $29
Atari 1020 Printer..... $19
Atari XM301 Modem..... $19
Atari 410 Program Recorder (tape deck) (2)..... $18
Atari 400 Program Recorder (tape deck)..... $16
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ..... $ 8 each
Paddles (2 sets)..... $12 each
Atari Controllers (2)..... $ 8 each
DVE Printer Power Supply Model DV-2412A..... $10
.....
Wishbringer from Infocom on Disktte w/box & docs.... $20
.....

Diskette Software for Atari Computers $6 each (5 for $25)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
```

Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $9 each (4 for $30)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.95 each (4 for $13)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3

Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $3 each (8 for $21)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $7.50 each (4 for $27)

Atari Writer Word Processor Donkey Kong
Jungle Hunt Missile Command
Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $4.50 each (4 for $15)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)

Book of Hints for Adventures 1 through 12
.....
Tape Software for Atari Computers $3.95 each (4 for $13)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....

Atari Books $6.95 each (4 for $25)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari Graphics
Computes Second Book of Atari Graphics
Computes First Book of Atari
Computes Second Book of Atari
Computes Third Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Machine Language for Beginners by Richard Mansfield
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com

--
Gene Ehrich
P.O. Box 209
Marlton NJ
08053-0209

gene@ehrich.com

744. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: jrm4227@mulder.tamu.edu
Message-ID: <5c7pc2$hnj@news.tamu.edu>
Source record: 76575

Steve (read@my.sig) wrote:

: slow, and as for the sound- well, I sticking to my REAL 130XE!
: I am more impressed still with XL-it 0.16, even tho I don't have
: sound, I prefer an emulator that DOES show everything from text and
: graphics. So keep up the great work on XL-it, I have already found a
: great use for it. I was trying to UN-DCM a file, which was disk-commed

Is this better than pokey? When I first started messing with Atari
emulatoion I got XL-it and PC Xformer, and although they work fine, they
still had a few annoying bugs like long command lines and no PC joystick
support. However, when I d/l Pokey it had joystick support most of the games
I tried worked fine, the collison support was better than the other emulators
I've tried, and the ATR file selection was a lot easy to use. Pokey still
doesn't have sound support, but otherwise I was impressed with it, anyone
else like pokey?

--
** A! JW2 WAR+++ PI++ BR+++ SL+++ SK+
Yakko: "Well it's been fun friend, R&R++ GDF++ GP+++++ B&M++ HIP- SN+
but we've got to get back to HN+++! MS+ ME+ CB~ MM++! KK-- CO++
planet reality now" (Baloney and Friends) GLF-- P++ $++ E26 Ee10 TSlappy A19
Justin McElhanon----------thorin@tamu.edu
****

745. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: knave@boone.net
Message-ID: <1167cd$9f28.11c@NEWS>
Source record: 76576

"William Fisher" <blackat@direct.ca> wrote:

>> What the hell you are going..... This is a NEWGROUP for message !!!
>> And not a NEWGROUP for BINARY file.....
>> There so some people that has to pay when they are connect to the
>> internet and have to download all of this..... And sometimes they have to pay for
>> every 100k they download..... So please thing about this next time !!!!!

>Perhaps you could simply look at the SIZE of the message *BEFORE* you
>download it...

I think some newsreaders won't tell you that. Also I think some people
pay by the line to get all the posts in a group and don't get to pick
and choose.

>Or perhaps you could ask the person in a much better way to please not post
>picture files on a non-binary newsgroup (not newgroup). Flaming (which is

He said it nicely enough considering the binary posting may have cost
him a chunk of cash.

>and frustration for all invloved. Please think of this before you click
>'send' next time.

His comments were appropriate compared to yours. This is not a binary
group. Please think of that before you click 'send' next time.

[DC]

746. File Manager!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: read@my.sig
Message-ID: <32e899d5.2242807@news.networx.net.au>
Source record: 76577

I have seen requests for a decent File Manager that will run on MyDOS, and also SpartaDOS. I have an idea for an X-Tree Gold type File Manager, which will read an entire disk including ALL directories and ALL files contained within. It should scroll through the directory listing, and have many DOS features for managing the files. I'm going to start work on this rather daunting task, and if anyone has any ideas or suggestions for what they would like to see, I would cerainly like some feedback. Thanks.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!
---

747. Sorry, it was my fault the SIO2PC -> APE fails to work

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: Trevin Beattie <trevin@xmission.com>
Message-ID: <32E7A7FC.612C@xmission.com>
Source record: 76578

> I've contructed the 1489 version of the Atari->PC interface, verified
> continuity on all pins of both cables, and checked the voltage levels on
> all 1489 pins when it was plugged in, The interface seems to be doing
> what is should, yet when I boot my Atari 800, it just goes to the memo
> pad and APE doesn't register any activity in the SIO monitor. I've
> tried both COM ports and even tried changing the values of 'extra safety
> margin'. What else could be preventing it from working?

After reading InfoMan's message (see SIO2PC - mine finally works!), I decided to check the voltage levels coming out of my serial port on the PC, and things didn't quite look right. So I rechecked the SIO2PC documentation to find out which serial pin had what function, and guess what: I discovered that on pins 2 and 3, I was reading the pin numbers for a 25-pin connector instead of a 9-pin connector! (They're opposite from each other.) So I reversed the wires and now it works great.

Now if I could just figure out why APE doesn't want to load the ATR files I got from Jellystone Park...

(an embarrased) Trevin Beattie
trevin@*xmission.com*
{:->

748. Re: APE and ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: Trevin Beattie <trevin@xmission.com>
Message-ID: <32E7A969.5421@xmission.com>
Source record: 76579

> Now if I could just figure out why APE doesn't want to load the ATR
> files I got from Jellystone Park...

Nevermind. I just now figured out that if the ATR file is marked
read-only, APE won't load it. I thought that would save me the trouble
of loading each ATR file and write-protecting it in APE, but I was
wrong.

(an even more embarrased) Trevin Beattie
trevin@*xmission.com*
{:->

749. Re: Atari 800XL for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: jav@mercury.interpath.com
Message-ID: <5c88oi$26t@redstone.interpath.net>
Source record: 76580
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.discussion,misc.forsale.computers.other.misc,misc.forsale.computers.other.systems,misc.forsale.computers.workstation,spuddy.forsale

UGH!
Whats next a Timex Sinclair!!

Joe Yeomans (joe@spuddy.mew.co.uk) wrote:
: 1 x Atari 800XL syatem for sale. Perfect working order, well looked after.

: Includes power supply, paddles, joysticks, manuals, cartridges and tape
: player.

: About 50 games, some magazines and other bits and pieces.

: All going for £40 or nearest offer.. Ideal collectors bargain...

: Please reply to my email address.

: --
: --
: --- Joe Yeomans on Spud's Xanadu <joe@spuddy.mew.co.uk ---
: --

--
There are two major products that come out of Berkeley: LSD & UNIX.
We do not believe this to be a coincidence.

Diplomacy is the art of saying "Nice Doggy" until you can find a rock.
What was sliced bread the greatest thing since?
What part of "Shall Make No Law.." don't you understand??

750. Re: atr files

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: read@my.sig
Message-ID: <32e797c5.1715033@news.networx.net.au>
Source record: 76581

Mazzaglia Marco <st930047@cicladi> wrote:

>I don't know how we manage the atr files in the atari 8-bit emulator;
>I choose the file in the menu, but I don't load any program.
>Anyone can help me?
>THANKS IN ADVANCE!!!
>

It'd help if you gave us a little more info on what you are doing.
Anyway, for most emulators an ATR file is placed on the command line
when starting the emu.

eg: XFORMER GAMEDISK.ATR
or XLIT GAMEDISK.ATR

You can specify up to 8 ATR files this way. The EMU then has the image
files as virtual disks when the EMU is running. so in the example
XFORMER GAMEDISK.ATR
the ATR file becomes D1 (or the "boot drive"). The first ATR file must
be a bootable disk, either having DOS on it, or a self booting game.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!
---

751. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc095b$ea01ed40$a1f7aecc@127.0.0.1>
Source record: 76582

> I think some newsreaders won't tell you that. Also I think some people
> pay by the line to get all the posts in a group and don't get to pick
> and choose.

My suggestion then would be to change newsreaders...

> He said it nicely enough considering the binary posting may have cost
> him a chunk of cash.

Yes, it may have... now if everything everyone did upset us and we all started flaming then this wouldn't be a very nice place to be would it? Hence why we have nettiquite and do our best not to offend. An yes, on the internet ignorance is an excuse since there are no rules written for all to see.

> His comments were appropriate compared to yours. This is not a binary
> group. Please think of that before you click 'send' next time.

I did... that's why I clicked send. I thought Benard may want to know what others thought.

Will

752. Re: Eastern Front 1941 running under emulation?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: The Yum Yum Boy <toby.douglass@ebo.mts.dec.com>
Message-ID: <32E7CF29.48D8@ebo.mts.dec.com>
Source record: 76583

The Yum Yum Boy wrote:

> Has anyone here succeded in getting Eastern Front 1941 to work under a
> PC emulator?

Brief update; works now! Thanks to Scott Charles. I didn't have
DOS.SYS or DUP.SYS in the Eastern Front ATR.

The Yum Yum Boy...

----mailto:toby.douglass@ebo.mts.dec.com
"you're such a sensitive boy that sometimes i just wanna slap you really
hard."
- Aimee Lortskell
----http://bex000.ebo.dec.com/douglass/index.html

753. Re: APE and ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: InfoMan <infoman@poboxes.com>
Message-ID: <32E7B658.35BF@poboxes.com>
Source record: 76584

Trevin Beattie wrote:
>
> > Now if I could just figure out why APE doesn't want to load the ATR
> > files I got from Jellystone Park...
>
> Nevermind. I just now figured out that if the ATR file is marked
> read-only, APE won't load it. I thought that would save me the trouble
> of loading each ATR file and write-protecting it in APE, but I was
> wrong.
> ----------
> (an even more embarrased) Trevin Beattie
> *trevin*@*xmission.com*
> {:->

That's interesting - I hadn't noticed that yet. Does anyone know why
they can't be write-protected? Does APE actually write to them?

Thanks,
/InfoMan

754. Re: Atari to IBM...SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32E7DE21.3F54BC7E@fir.fbc.com>
Source record: 76585

Computer Software Services (Theyre under New Age Electronics now)
716-429-5639

Super E-Burner
"Easy to use software allows you to read/program EPROMS and save their
contents to disk. A hexadecimal and ASCII editor is built-in, so data
may be altered and reburned."

Called them up, select CSS then Atari 8bit and speak with Bob Puff.

Curt

http://members.aol.com/cvendel/vaporware.html

755. Re: Apple II being re-released, Atari 8-bit re-released plausible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: wmcbrine@clark.net
Message-ID: <5c8sln$t8u@clarknet.clark.net>
Source record: 76586

Andre Bullock <AVB6567@worldnet.att.net> wrote:

: remember was a little too soft. The 130XE was simply dredful, exceeded
: only by the Timex/Sinclair ZX-81/TS1000 which didn't claim to be a
: keyboard.

The original TRS-80 CoCo's keyboard was also pretty wretched.

--
William McBrine | http://www.clark.net/pub/wmcbrine/html/
wmcbrine@clark.net | Vote Ralph Nader for President in 2000!

756. Re: SIMM upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2301972045570001@metricom30.ucsc.edu>
Source record: 76587

In article <32E6C210.633B@pacbell.net>, Bob Woolley <rwoolley@pacbell.net>
wrote:

>A. Karl Heller wrote:
>>
>> Is there a simm upgrade for any 8bit or MIO?
>> I have a box of 100NS 1meg simms here and I'd like to use them =)
>>
>> KarlI see a 1200XL over in the corner here with a SIMM in it... It is
>actually easier to plug in a SIMM than some of the smaller upgrades
>since the memory on them will auto-refresh.

Erm, no it won't. DRAM is DRAM, whether it's assembled into a SIMM or
not. The memory controller always has to refresh it.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

757. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <E4HDyB.I5G@cix.compulink.co.uk>
Source record: 76588

In article <01bc08f4$a9e179e0$0af7aecc@127.0.0.1>, blackat@direct.ca
(William Fisher) wrote:

> > What the hell you are going..... This is a NEWGROUP for message !!!
> > And not a NEWGROUP for BINARY file.....
> > There so some people that has to pay when they are connect to the
> internet and
> > have to download all of this..... And sometimes they have to pay for
> every
> > 100k they download..... So please thing about this next time !!!!!
> >
> > Gtx. Bernard Kok (Sysop of BECO TEL bbs)
>
> Perhaps you could simply look at the SIZE of the message *BEFORE* you
> download it...
> that way you wouldn't spend your time d/l'ing a message you do not want.
My software just downloads all messages in a newsgroup. I'm pretty pissed
at the massive downloads I've had lately.

Not everyone has super-duper Usenet readers that tell you in advance what
your getting.

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+---+

758. Atari fan

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: Ricardo Villamar&#65533;n Salom&#65533;n <rvillsal@ucsm.edu.pe>
Message-ID: <rvillsal-2301971822140001@mac9.ucsm.edu.pe>
Source record: 76589

```
Could any tell me why atari is broken??
```

759. Re: Atari fan

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5c8u08$446@nnrp1.news.primenet.com>
Source record: 76590
Cross-posted to: comp.sys.atari.8bit,alt.religion.kibology

In article <rvillsal-2301971822140001@mac9.ucsm.edu.pe>,
Ricardo Villamar&#65533;n Salom&#65533;n <rvillsal@ucsm.edu.pe> wrote:
>Could any tell me why atari is broken??

Stop throwing it against the wall. And stop doing that to your other
appliances too or they'll break.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

760. Re: KISS cart?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: Eric Lewis <leer2@tgd.swissptt.ch>
Message-ID: <01bc093f$5be73540$955cbe8a@gd3ipv.GD2.telco.swissptt.ch>
Source record: 76591

Dntfear <dntfear@aol.com> schrieb im Beitrag
<19970121042000.XAA24569@ladder01.news.aol.com>...
> I noticed on the Atari 400/800 game list that there is a Eastern House
> cart named KISS. I was wondering if this cart was related to KISS the
> 70's Super Group. And if it is I would be very interested in purchacing
> or trading for it. Any help here would be appreciated. Thank you!
> -Bob
As far as I remember, this was either a programming language or some kind
of hardware extension...
But I don't remember *any* game about the group Kiss.

Eric Lewis, programmer, musician,
recording studio owner and part-time fool
Visit http://ourworld.compuserve.com/homepages/Eric_Lewis
and your life will change! ;-)

761. SCANS: Atari OS, Revision E

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199701232005.a44005@do2.maus.de>
Source record: 76592

```
AB>This is a multi-part message in MIME format.
AB>AAUWBwACAAAAAAAAAAAAAAAAAAAAAAAAAAAAUAAAADAAAAVgAAAAwAAAAJAAAAYgAAACAAAAAI
AB>[Many lines deleted...]
AB>AP//AAAjQQWV3vC/uf//AAAjUwWV39S/uf//AAAnVwWV3ww=
AB>
AB>------------ad75C84B477612
AB>Content-Type: image/gif; name="OS_front.GIF"

Stop this shit!

Tschuess
Frank
```

762. SIMM upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: heller@socko.cdnow.com
Message-ID: <5c6e45$d91@netaxs.com>
Source record: 76661

Is there a simm upgrade for any 8bit or MIO?
I have a box of 100NS 1meg simms here and I'd like to use them =)

Karl

763. Re: Does anyone have them (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: read@my.sig
Message-ID: <32e6e18b.1749745@news.networx.net.au>
Source record: 76662

Joe Cimmarrusti <joec@capescott.net> wrote:

>It has been 1987, since I last owned my atari 130xe. Being such a long
>time ago, I do not remember the error codes, that come up. If someone
>has them, or knows where I can find them, please let me know
> Later
> Joe

Ok, here's the error code list as it is in the 130xe manual. I'm sure
there were more codes than listed, so I will update it when I find a
source for them. I wanted to place this on my Home Page, but for some
reason the files haven't turned up there yet. Anyway, at least now
you'll know what "that error code" means. I've also attached a pinout
list in case you need this anytime.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!
---

764. Re: Does anyone have them (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: read@my.sig
Message-ID: <32e8e2aa.2045022@news.networx.net.au>
Source record: 76663
Body handling: Inline uuencoded payload not displayed: ERRCODES.TXT; Inline uuencoded payload not displayed: PINOUTS.TXT

[Inline uuencoded payload not displayed: ERRCODES.TXT]

[Inline uuencoded payload not displayed: PINOUTS.TXT]

765. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: read@my.sig
Message-ID: <32e9e7d8.3362563@news.networx.net.au>
Source record: 76664

asharkis@aol.com wrote:

>In article <32E52033.794BDF32@fir.fbc.com>, Curt Vendel
><cvendel@fir.fbc.com> writes:
>
>>s there anyway for an Atari 8bit emulator to use the serial ports on
>>the PC, can this be written into a new version, it would be great to
>>have a BBS running in a window on the PC!!!!
>>
>>
>
>Supposedly PC XFormer versions 3.3 and up can use a special version of
>BobTerm (1.23, I think) that was packaged with 3.3 but never again. But a
>BBS? That would take some doing. I used the 1.23 and it was barely
>reliable. I've just d/l'd 3.6 from Emulators, Inc.'s web site, but I
>haven't had a chance to test it yet.
>
>Meanwhile, I'm also having trouble getting A.P.E. to run my PC's modem,
>although others aren't having the same trouble. There would be lots of
>variations from system to system in emulators generally, and the serial
>port thingis probably more variable than that. I know that XL-It doesn't
>allow for using the serial ports, and neither does Rainbow. POKEY's
>developer promised that a future version would use the serial ports on the
>PC, but that version hasn't materialized.
>

I wouldn't bother with PC Xformer 3.6, I've just seen it and I think
it's terrible. According to the auther, 3.6 will emulate a 130xe on a
486DX2-66 at a speed about 9 times that of a real 130xe. I ran it on
my 486 DX2-80, and sure enough it runs about half of the speed of a
real 130xe, even with scroll-lock off (apparently turbo mode?). I
tried running MULE- couldn't read any text. I tried running MERCENARY-
again no text. Tried a dozen or so other games etc, most ran pitifully
slow, and as for the sound- well, I sticking to my REAL 130XE!
I am more impressed still with XL-it 0.16, even tho I don't have
sound, I prefer an emulator that DOES show everything from text and
graphics. So keep up the great work on XL-it, I have already found a
great use for it. I was trying to UN-DCM a file, which was disk-commed
into 5 or 6 parts. My real Atari system WOULD NOT write the
UNDISKCOMMED disk, as it was in enhanced density and for some stupid
reason would ONLY format in single density. I tried all sorts of ways
to get this written, but had absolutely NO luck. I then proceeded to
try XL-it with DISKCOMM, and copied an E/D disk image to write to.
BEAUTIFUL!! Diskcomm ran without ANY hassles, and then I was able to
load up the (FINALLY) un-DCM'd image- YAY!! So even for the REAL Atari

computer users, emulators have a great usefulness over the real thing.

Steve.


```
-----------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-----------------------------------------------------------
```

ATARI Lives!! From one Decade to another- GO ATARI 8!!!
---

766. Re: Emulators & SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: read@my.sig
Message-ID: <32eaed85.4815878@news.networx.net.au>
Source record: 76665

Jim Klein <jklein@isd.net> wrote:

>Steve wrote:
>>
>> ssilicon@lax.net (Jon D. Melbo) wrote:
>>
>> >On 20 Jan 1997 01:08:50 GMT, Bingham <bbingham@IDT.NET> wrote:
>> >
>> >>Steve <read@my.sig> wrote: : ssilicon@lax.net (Jon D. Melbo) wrote:
>> >>
>> >>: >Hello everyone. I have had no luck running any version of SpartaDOS :
>>
>>I agree... I love SpartaDOS and have it & the USDoubler on all my disks
>>but cannot get it to work witj xl-it or xformer....

Well, I hate to be backwards but-- I just tried SpartaDOS 1.1 on XLit
and PC Xformer, and am happy to say that it runs just fine. It's a
pity they had to change SpartaDOS so much in the upgrades that it
simply won't work with any emu's. So if anyones interested in a copy
of 1.1 I might place it on my Home Page.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!
---

767. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc08f4$a9e179e0$0af7aecc@127.0.0.1>
Source record: 76666

> What the hell you are going..... This is a NEWGROUP for message !!!
> And not a NEWGROUP for BINARY file.....
> There so some people that has to pay when they are connect to the
internet and
> have to download all of this..... And sometimes they have to pay for
every
> 100k they download..... So please thing about this next time !!!!!
>
> Gtx. Bernard Kok (Sysop of BECO TEL bbs)

Perhaps you could simply look at the SIZE of the message *BEFORE* you
download it...
that way you wouldn't spend your time d/l'ing a message you do not want.

Or perhaps you could ask the person in a much better way to please not post
binary
picture files on a non-binary newsgroup (not newgroup). Flaming (which is
what you
are starting to do) is not a good way to converse and all it causes is
headaches
and frustration for all invloved. Please think of this before you click
'send' next
time.

Will

768. Gauntlet Diskette for sale or trade!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: c615681@mizzou1.missouri.edu
Message-ID: <c615681.21.32E6D9AE@mizzou1.missouri.edu>
Source record: 76667

Hi all. I found this Gauntlet disk over the weekend. It looks like it is in great shape! It also has the box (well the folder type thing). It is for the atari 800xl, 65xe, and the 130xe. I can't test it because I don't have these computers handy. I will trade or sell it as working, and will gladly reverse any transaction if it doesn't work. I may possibly be able to test it at a friend's house too, but currently I can't get a hold of him.

Anyway, I am interested in cash, or trade offers. Trades are a priority, and I prefer to trade for atari 2600 items, though I'll consider anything classic video game related.

Thanks, Brett Fuehring

769. Re: Paddles, How do they work ???

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-23 00:00:00 UTC
From: Bingham <bbingham@IDT.NET>
Message-ID: <5c6veg$j87@nnrp2.farm.idt.net>
Source record: 76668

Michel Bieleveld <m.bieleveld@pi.net> wrote:
: Hello,
: I am Michel Bieleveld and I have a big problem at least it is for me.
: I want to know how I can Address the Analog signal from the Paddles, and
: wich electronic parts are used in the paddles. I hope some one will help
: me, because I'm verry desperate.

: My e-mail adress is M.Bieleveld@pi.net
:
: Greetings from me !

The paddles, if I recall corectly, are just Potentiometers. For laymen, the computer measures the resistance on the line, divides it, and says this is the number between 0 and 255 (maybe). This is how many of the software protection keys work. (Yip any good ole paddle controler with a way to maintain exact position will be an excellent tool for using that old word processor or database program.) Anyhow I'm not sure on the resistance range that the paddles send back. I'm honestly to lazy to look it up. As its not that important to using the paddles with the Atari.

There is a memory location you poke which causes the POT (1-8 for each paddle) to retain it's value until it is changed. "Locked Trigger" also seems familiar. So have a variable of your own which contains the old value, then in a loop read the pot location until it is different. Then if it is less than the old number (do something), if it is greater (do something else). Or more practically like in the old CIRCUS game or Kaboom, Divide the screen width by the range of the pot, or visa versa if the if there are more resistances than pixels in your resolution, and just place the PM Based on the value.

TTYL
Bill

770. Re: APE and ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5c91l3$9me@freenet-news.carleton.ca>
Source record: 76593

Trevin Beattie (trevin@xmission.com) writes:
>> Now if I could just figure out why APE doesn't want to load the ATR
>> files I got from Jellystone Park...
>
> Nevermind. I just now figured out that if the ATR file is marked
> read-only, APE won't load it. I thought that would save me the trouble
> of loading each ATR file and write-protecting it in APE, but I was
> wrong.

Smells like a bug... :)

Steve

771. Re: QIX question

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: darrins@cyllene.uwa.edu.au
Message-ID: <5c9gvjeij1@enyo.uwa.edu.au>
Source record: 76594

```
Yogi (noone@nowhere.com) wrote:
: On Tue, 21 Jan 1997 12:34:01 -0500, justin@imperium.net wrote:
:
: -question though. I have a version on disk, copyrighted 1982 by
: Atari.
:
: This is the 5200 version, hacked to run on the 8 bit.
:
: -fest last October, I bought a cartridge version of QIX, also
: copyrighted
: -1982 by Atari. However, the game is entirely different. It runs in
: -Antic mode 14 (BASIC graphics mode 15 - hi res 4 color), the QIX move
:
: -around the playfield much faster, there is no special font, and the
: -sounds really suck! I was wondering why there are two different
: -versions (both by Atari in 1982), and also if anybody has the good
: -version on cartridge? Any help is appreciated!

I actually prefer the cartridge version over the 5200 hack...

--
Darrin Smith Phone:(work) 09 224 0263 (+61 9 224 0263)
Ph.D Student, University Dept of Medicine (fax) 09 224 0246 (+61 9 224 0246)
Medical Research Foundation Building (home) 09 305 9425 (+61 9 305 9425)
Level 4, 50 Murray St. PERTH WA 6000 (mob) 0414 600 285 (+61 414 600 285)
-------------------------------------------------------------------------------
E-Mail: darrins@cyllene.uwa.edu.au WWW: http://www.uwa.edu.au/cyllene/darrins
-------------------------------------------------------------------------------
```

772. Flames to person posting loooong .gifs

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5c8vra$6dt@madeline.INS.CWRU.Edu>
Source record: 76595

To person posting the .gifs. Somebody (Bernard Kok I think) already objected to this. I object, my dog objects (all 6 of them) my cat objects. Pleaaauuz stop!

773. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc09be$a09cd440$9ef7aecc@127.0.0.1>
Source record: 76596

> My software just downloads all messages in a newsgroup. I'm pretty pissed

> at the massive downloads I've had lately.
>
> Not everyone has super-duper Usenet readers that tell you in advance what

> your getting.

what software are you using?

Forte's Free Agent, Microsoft Internet News (the one I use), and Netscape's Navigator all download the message headers before d/l'ing the messages on request...

If you don't have a Windows/Macintosh system I am sure something exists for your platform (Netscape is availible on most platforms as far as i know).

It may be worth the upgrade if you are on a pay-per-line system...

Will

774. Re: Atari 8-bit video output: Only RF?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5c9h0l$lgt@flood.xnet.com>
Source record: 76597

BTW, there's a happy ending to the story for me. I wound up getting the cable anyway, with a Vic-20 a friend gave to me for Christmas. :)

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
Pythagoras with the looking glass... ...reflects the full moon.

775. Re: It is Still Alive in a sense

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970124020301.VAA29101@ladder01.news.aol.com>
Source record: 76598

To the above I would add it is more alive than people even know. This past weekend I was at Office Depot, saw 3 or 4 packages fly off the shelf of Microsoft's Return of Arcade games (galaxian, pac-man, dig-dug, pole position) for windows 95.

776. Re: It is Still Alive in a sense

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970124085200.DAA16167@ladder01.news.aol.com>
Source record: 76599

In article <32E6E04D.EFD@worldnet.att.net>, Andre Bullock
<AVB6567@worldnet.att.net> writes:

>For me there was nothing like programming using the Action Cartridge. It
>was amazing, reviewed in August 84 by Analog Computing, and nothing like
>it appeared on the Commodore64 et al. I still have an 800, and 2 1050
>drives. I keep them for that experience if nothing else.

Do you still have your Action! cart? I have been using mine a lot lately,
with two projects going at the same time. I am still trying to get my BBS
program to where it will run, and I have a chess program I have been
working on sporadically for the last several years. I hope to have the
chess program playing on FICS by spring. After that, who knows? dB^)

777. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: Marcin Lewandowski <jaskier@mat.uni.torun.pl>
Message-ID: <5c9t9b$jg3@Waldemar.mat.uni.torun.pl>
Source record: 76600

Steve <read@my.sig> wrote:
:I wouldn't bother with PC Xformer 3.6, I've just seen it and I think
:it's terrible.
I 've seen it and I think that it's good. Is better than Xl-it because some games which not works on Xl-it works on Xformer 3.6. I tried some games (at the lessons so i havn't so many time) and i think that on the Pentium 70 emulator works at 140% power of atari (behind 80% and 200%). It depend what program do. I trien with "Invitro on Copy Party'97" by Shadows group and this works some faster (in turbo mode) than real atari. Of course still Xformer have bugs. For example the PMG-graphisc is stil over the screen. Never under the piksels.

Jaskier
Marcin Lewandowski
(jaskier@mat.uni.torun.pl)

778. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970124142900.JAA24716@ladder01.news.aol.com>
Source record: 76601

In article <32e9e7d8.3362563@news.networx.net.au>, read@my.sig (Steve) writes:

>I wouldn't bother with PC Xformer 3.6, I've just seen it and I think
>it's terrible. According to the auther, 3.6 will emulate a 130xe on a
>486DX2-66 at a speed about 9 times that of a real 130xe. I ran it on
>my 486 DX2-80, and sure enough it runs about half of the speed of a
>real 130xe, even with scroll-lock off (apparently turbo mode?). I
>tried running MULE- couldn't read any text. I tried running MERCENARY-
>again no text. Tried a dozen or so other games etc, most ran pitifully
>slow, and as for the sound- well, I sticking to my REAL 130XE!

I know what you mean. Actually, XFormer does what I want sometimes. I'm not a gamer, and Darek has stated many times that his emulators will not run software that was originally copy-protected. But my user group puts out a newsletter on floppy and I'm the editor. I use SIO2PC to speed up duplication of the disks, so I have .ATRs of the latest issue handy. If I want to print something from a previous issue quickly, that' s the way to go. But don'ty try using XFormer for anything with sound if you have an AWE-32 sound card!

I don't think we're going to see perfection very soon in any emulator or combination of emulators, but I want the process of development to continue, because it will help to keep the community alive.

779. Re: atr to real disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970124142901.JAA24713@ladder01.news.aol.com>
Source record: 76602

There is a trick. You can format a 5.25" high density floppy with DOS 3 (yes, it is good for something) and then go over it with 2.5. Again, anything you write to the disk may deteriorate much more rapidly than writing to a DD disk, but in a pinch ...

780. Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: read@my.sig
Message-ID: <32e8e490.3263808@news.networx.net.au>
Source record: 76603

asharkis@aol.com wrote:

>In article <32e9e7d8.3362563@news.networx.net.au>, read@my.sig (Steve)
>writes:
>
>>I wouldn't bother with PC Xformer 3.6, I've just seen it and I think
>>it's terrible. According to the auther, 3.6 will emulate a 130xe on a
>>486DX2-66 at a speed about 9 times that of a real 130xe. I ran it on
>>my 486 DX2-80, and sure enough it runs about half of the speed of a
>>real 130xe, even with scroll-lock off (apparently turbo mode?). I
>>tried running MULE- couldn't read any text. I tried running MERCENARY-
>>again no text. Tried a dozen or so other games etc, most ran pitifully
>>slow, and as for the sound- well, I sticking to my REAL 130XE!
>
>I know what you mean. Actually, XFormer does what I want sometimes. I'm
>not a gamer, and Darek has stated many times that his emulators will not
>run software that was originally copy-protected. But my user group puts
>out a newsletter on floppy and I'm the editor. I use SIO2PC to speed up
>duplication of the disks, so I have .ATRs of the latest issue handy. If I
>want to print something from a previous issue quickly, that' s the way to
>go. But don'ty try using XFormer for anything with sound if you have an
>AWE-32 sound card!
>
>I don't think we're going to see perfection very soon in any emulator or
>combination of emulators, but I want the process of development to
>continue, because it will help to keep the community alive.

Thats very true. I guess I'm just being picky :)
I commend the authors of XFormer, XLit and Pokey, and any of the other
emulators, for their vigilance in trying to keep the 8-bit alive. I
know nothing of programming a PC, or any other besides the Atari
8-bit. (Lord knows, I have enough trouble with that! :)
So, I really shouldn't be complaining about what the EMU's can't do,
and praise the authors for bringing many "ex" Atarians back to life!

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!
---

781. Re: File Manager!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: davepat@total.net
Message-ID: <32e8c82a.0@news.total.net>
Source record: 76604

In an article dated Thu, 23 Jan 1997 17:09:47 GMT, someone named Steve
says...
>
>I have seen requests for a decent File Manager that will run on MyDOS,
>and also SpartaDOS. I have an idea for an X-Tree Gold type File
>Manager, which will read an entire disk including ALL directories and
>ALL files contained within. It should scroll through the directory
>listing, and have many DOS features for managing the files. I'm going
>to start work on this rather daunting task, and if anyone has any
>ideas or suggestions for what they would like to see, I would cerainly
>like some feedback. Thanks.
>
>Steve.
>
SpartaDos X includes a menu program that does that; it only lacks the split
screen of Norton Commander. Being able to see source and dest directories
would be really nice.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
--
"A stroke of the brush does not guarantee art from the bristles."

782. Re: Flames to person posting loooong .gifs

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: read@my.sig
Message-ID: <32e9e9a1.4560862@news.networx.net.au>
Source record: 76605

cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:

>
>To person posting the .gifs. Somebody (Bernard Kok I think) already
>objected to this. I object, my dog objects (all 6 of them) my
>cat objects. Pleaaauuz stop!

Well, ummm errrr,, hmmm. I guess that not being a binaries group,
there really shouldn't be any binaries posted ay? (slap on knuckles)
Well, I guess I'm as much to blame too, for I have sinned and uploaded
a couple of binaries too :)
Maybe we should lobby for a new newsgroup.. alt.binaries.atari.8bit
I know that alt.binaries.atari is there, but wouldn't anyone new to
the net who is an ex 8-bitter be pleased to find an 8-bit binaries
group. I'm sure that would catch some attention.

Steve,

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!
---

783. Gauntlet on PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: Frank Martin <martinf@uni-freiburg.de>
Message-ID: <32E9098A.5942@uni-freiburg.de>
Source record: 76606

Is it possible to play Gauntlet, a game which I loved, on the PC?
If yes, please send me internet direction where I can find the software
to do so.
Thanks for your help!!
Frank

784. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <E4J6H8.Muv@cix.compulink.co.uk>
Source record: 76607

In article <01bc09be$a09cd440$9ef7aecc@127.0.0.1>, blackat@direct.ca
(William Fisher) wrote:

> > My software just downloads all messages in a newsgroup. I'm pretty
> > pissed at the massive downloads I've had lately.
> >
> > Not everyone has super-duper Usenet readers that tell you in advance
> > what your getting.
> what software are you using?
The service I use uses CoSY and isn't a standard Internet connection. You
can download headers but not info on msg size. Thanks for the info though.

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+---+

785. Re: Paddles, How do they work ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: justin@imperium.net
Message-ID: <32E93724.3302@imperium.net>
Source record: 76608
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit

Rich Tietjens wrote:
>
> (posted and mailed)
>
> In article <32E536C8.69D8@pi.net>,
> Michel Bieleveld <m.bieleveld@pi.net> wrote:
> >
> >Hello, I am Michel Bieleveld and i have a problem. I want to use the
> >Analog to Digital Convertor in the Atari 800 XE. The problem is I'dont
> >know how to adress it, and how the hardware in the paddles work and wich
> >electronic parts are used in it ? Could someone please help me, because
> >I'm verry desperate.
> >
> >Could you please e-mail me your answer, it is M.Bieleveld@pi.net.**********
**********I have made my own set of paddles since
I figured it would be easier
than trying to find a used old set. I used a 500k Ohm linear taper (not
an audio taper) potentiometer and it worked fine. I read in a FAQ
somewhere that Atari's used a 1 Megohm pot - this gave me half a
rotation of the pot that was unusable. The computer reads the value of
the pot by charging a capacitor for a set clock time. The value of the
pot sets the amount of capacitor charge - a very crude A/D convertor!
However, it does allow the programmer to use the paddle alues as an
accurate timer.

786. trade?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <32E8F20A.794A@mail.utexas.edu>
Source record: 76609

```
is there anybody interested in trading a reasonable number of
cartridges for a complete 800xl system?

800xl
1050 unmodified disk drive
1025 dot matrix printer
io cables, power supply

let me know,

dperw@mail.utexas.edu

thanks,
robert
```

787. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <HAYSFFBZUP@cabal.shnet.org>
Source record: 76610

In <01bc095b$ea01ed40$a1f7aecc@127.0.0.1> "William Fisher" wrote:

>> I think some newsreaders won't tell you that. Also I think some people
>> pay by the line to get all the posts in a group and don't get to pick
>> and choose.
>
>My suggestion then would be to change newsreaders...

Smartass, would you please read RFC-1036 regarding Message-IDs and
news.announce.newusers "What is Usenet?", esp. this passage:

8. Usenet is not the Internet.

The Internet is a wide-ranging network, parts of which are
subsidized by various governments. It carries many kinds of
traffic, of which Usenet is only one. And the Internet is only
one of the various networks carrying Usenet traffic.

So, have a look at the UUCP protocol (which is another widespread one
in Usenet) and you will find out that a selection by article is not
possible with it.

>Hence why we have nettiquite and do our best not to offend. An yes, on the
>internet ignorance is an excuse since there are no rules written for all to
>see.

This. Is. Not. Internet.

Got it?

Thorsten

--
"April fool! Your wife's dead and the baby's a spastic!!"
- The Joker in "Batman - Arkham Asylum" (Morrison/McKean)

788. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <HAYSFFCEUP@cabal.shnet.org>
Source record: 76611

In <01bc09be$a09cd440$9ef7aecc@127.0.0.1> "William Fisher" wrote:
>Forte's Free Agent, Microsoft Internet News (the one I use), and Netscape's
>Navigator all download the message headers before d/l'ing the messages on
>request...

Yes, and many other packages do not, esp. not _one_ that is not based
on IP, Mr. "I don't know how a Message-ID should look like" Fisher.

Thorsten

--
"April fool! Your wife's dead and the baby's a spastic!!"
- The Joker in "Batman - Arkham Asylum" (Morrison/McKean)

789. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <HAYSFFBWUP@cabal.shnet.org>
Source record: 76612

In <01bc08f4$a9e179e0$0af7aecc@127.0.0.1> "William Fisher" wrote:
^^^^^^^^^
[complaint about Mr. Bufort's large Binaries]
>Perhaps you could simply look at the SIZE of the message *BEFORE* you
>download it...

Perhaps you should look at your illegal Message-ID before playing the smartass. And have you ever checked the meanings of "UUCP" and "news-group selection by name"?

Thorsten

--
"April fool! Your wife's dead and the baby's a spastic!!"
- The Joker in "Batman - Arkham Asylum" (Morrison/McKean)

790. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: garn9114@kutztown.edu
Message-ID: <5c94cd$2h$1@jake.esu.edu>
Source record: 76613
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

Excellent article. I must admit, this was the first news I've heard
of Atari's demise, and I am truly sad to see it go. Other than the 2600,
which almost everyone had, my first exposure to Atari computing was only
5 years, when a friend talked me out of buying a COmmodore 128 in favor
of a 1040 Ste. He's long since switched to a Pc, but I still hang on,
even now that I've upgraded to a Falcon.

To some great years, and a lot of fun with them, Goodbye Atari :(

George Garner
--
~~~~~~
"I can picture every move that a man could make, getting lost in her love
is your first mistake..."
-- Gordon Lightfoot, "Sundown", 1974
~~~~~~

791. Confused about disk sides

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: Thomas Main <main@conrad.appstate.edu>
Message-ID: <Pine.PMDF.3.95.970124155648.643830640A-100000@conrad.appstate.edu>
Source record: 76614

I am confused about the way the Atari 8-bit uses disks. I have seen disks that have data on both sides - literally. You have to flip them over to access data on "side 2." Does this mean that when I buy a pack of disks, I can format and write data to both sides? I have an unmodified 1050 drive, which gives 130K in ED mode - can a double sided disk hold 130K on each side (130+130=260 total?)

Why don't other computers use this system. I have never heard of flipping a disk on a PC or ST. Any help would be appreciated.

Thanks,

-Thomas

792. The Return of Atari DOS file system

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: Thomas Purkert <Thomas.Purket@nts.hl.siemens.de>
Message-ID: <32E88DE8.BB2@nts.hl.siemens.de>
Source record: 76615

A few weeks ago, i read an article in a german computer magazine
which says that in one of next Windows releases there will be
a new technology called "linked file system" instead of FAT.

I was very amused and started laughing loudly. This "brand new tech"
has been used since '79... on 810 drives and Atari DOS...

Tom

793. Re: File Manager!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6PVL1XKpzHB@peter.soemtron.sb.sub.de>
Source record: 76616

In article <File Manager!>, read@my.sig (Steve) wrote:

Howdy Steve,

> I have seen requests for a decent File Manager that will run on MyDOS,
> and also SpartaDOS. I have an idea for an X-Tree Gold type File
> Manager, which will read an entire disk including ALL directories and
> ALL files contained within. It should scroll through the directory
> listing, and have many DOS features for managing the files. I'm going
> to start work on this rather daunting task, and if anyone has any
> ideas or suggestions for what they would like to see, I would cerainly
> like some feedback. Thanks.

great idea! What's about an Norton Commander clone, NC like functions, NC
like colors and a software 80-char screen!

--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

794. Re: xf551 with 3.5" mod

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-24 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6PVL19JKzHB@peter.soemtron.sb.sub.de>
Source record: 76617

In article <Re: xf551 with 3.5" mod>, cooncat@ncweb.com (Bill Somrak) wrote:

Howdy Bill,

> be surprised just how much you can fit on a 720k floppy. In fact,
> unless you use Spartados (or another dos that supports more than 64
> filenames per directory), you can run into filename problems. All you
> have to do is credir (create directory) and you can fit a LOT on the
> disk.

and how fast is that 3 1/2" diskdrive? Sounds like an inexpensive
alterante HD! (DD disks are very very cheap)

--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

795. Re: C64 power supply -> Atari 130xe?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5cbrvv$fco@news1.fast.net>
Source record: 76469
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

wmcbrine@clark.net (William McBrine) wrote:

>lenspencer@aol.com wrote:

>: >match -- 5V, 7.5W DC. But the C64 also offers 9V AC.

>: Just be VERY glad you didn't try to turn it on. The Atari XL and XE
>: series take a 5vdc supply. +5v is on one side of that plug, return is on
>: the other. There is no 7.5v.

I'm sorry if I have nothing relevant to add to this discussion, but a
while ago, I was fixing my powersupply (it frtized out). When I did a
voltage test it didn't register 5vdc like the label says. Anyway, I
finally built a new one, and even though the output of the thing was
5v DC, it didn't work. So, I finally figured that the Atari 800xl's
power supply needs 6v DC, not 5v DC like the label says. How's that
for a misprint????

BTW: I'm talking about the black brick power supply. And, while I
fixed the power supply, I can't fix my joysticks (just way too beyond
repair) so I'm looking for a replacement pair with the fire button
(preferably, not required) on the the top of the stick. Please respond
with any offers...

>That's a W (Watt), not v. :-)

>: remember offhand what current the C64 supply can handle, but you need
>: almost a full 1.5 amps to reliably operate the 130XE.

>7.5 W / 5 V = 1.5 A

>See, that's what I was saying, it's much the same. I realize I have to
>disable the 9v lines (I had in mind to simply cut them) in the C64 power
>supply. But beyond that, I'm not sure -- the pinout I have for the Atari
>power supply (which is ambiguous anyway) shows three +5v and three ground.
>Does only one pair have to be connected, or all three? Can I utilize two
>of the existing pins in the C64 power supply (with or without rewiring
>them) to provide the 130xe with all the power it needs? That's what I'm
>hoping to do.

I doubt that modifiying the Commodore power supply will work. I built
a new one out of some old plans and it works fine. Why don't you try
the same? Just a thought...

>--
>William McBrine | http://www.clark.net/pub/wmcbrine/html/
>wmcbrine@clark.net | Vote Ralph Nader for President in 2000!

796. Re: Paddles, How do they work ???

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E4JL54.Hz@iglou.com>
Source record: 76470

InfoMan (infoman@poboxes.com) wrote:

: Perhaps someone else can correct me if I'm wrong, but I believe the
: paddle was just a potentiometer (variable resistor). The computer just
: reads the amount of resistance.

It is. I attempted to build my own paddles, but didn't do so well.
Apparently the kind of pots they use are very high-quality, or so it
seems. I tried using one from Radio Shack, and got something that caused
a bit of 'wiggle' on what I was controlling. If I'm remembering correctly,
it was a 1 megohm pot. Just open up the case, and you'll see it.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

797. Re: Confused about disk sides

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <19970125054600.AAA07108@ladder01.news.aol.com>
Source record: 76471

> I am confused about the way the Atari 8-bit uses disks. I
> have seen disks that have data on both sides - literally.
> You have to flip them over to access data on "side 2." Does
> this mean that when I buy a pack of disks, I can format and
> write data to both sides? I have an unmodified 1050
> drive, which gives 130K in ED mode - can a double sided
> disk hold 130K on each side (130+130=260 total?)

Yes, but you have put a notch on the other side in order for the disk to work correctly. Basically, you just need a hole puncher, put it half way in (opposite to the place where the regular square hole is) and punch away. Just don't get too close in, or you'll mangle the disk. <g> (The best way to do it is to just line it up with another disk). If the drive doesn't acknowledge the disk when you try to format, it means your hole is misaligned. Anyway, it's a common practice. Despite some claims that using a SS(single sided) DS (double density) disk is risky if you use the "flip" side, I never lost any data from doing so, and many others have done likewise (even the pros).

> Why don't other computers use this system. I have never
> heard of flipping a disk on a PC or ST. Any help would be
>appreciated.

They don't use that method, but they *do* use both sides without you needing to take out the disk physically and having to flip it...

798. FS: 'The Chip" software and manual

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <32ea94f2.25143276@netnews.netaxs.com>
Source record: 76472

The drive is long gone with "The Chip" which is a Disk
Backup/Developement System designed for the Atari 810 Disk Drive.

But I still have the manual for "The Chip" by Spartan Software of
Minnesota in its original case with the Archiver/Editor Program Disk.

Any Interest? Make an offer. Email me

Jay
****
Go ERNIE #28
http://www.intserv.com/~jayski
http://www.intserv.com/~jayski/ernie/irvan.html
http://www.intserv.com/~jayski/silly.html
http://www.intserv.com/~jayski/links/links.html

799. FS: Print Shop and other software

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <32eb953a.25215375@netnews.netaxs.com>
Source record: 76473

I have the following Atari Hardware and Software available as of
1-25-97

EQUIPMENT:

2- Atari joysticks

Antic Magazine Software Disks

BOOKS:
Advanced Programming Techniques for Atari by Linda Scheriber(orig
price $19.95)

Atari Programming with 55 programs by Linda Scheriber(orig price
$21.95)

32 Visicalc Worksheets by Ted Lewis (orig price $26.95)

Take any of the above books for $5 & SH or
Take all three books for $10 & SH

SOFTWARE:

Most include manual/instructions

1. THE NEWSROOM (5 disks with lots of clipart)
this is an excellent publisher $20 & SH

2. THE PRINT SHOP - a excellent bundle including:
The Print Shop
The Print Shop Companion
Three Graphic Disks
Holiday & Special Events Graphics Disk
No Frills Software Fonts & Borders 1

7 Total disks $20 + SH

3. TYPESETTER by Xlent Software $5 & SH

4. MAGNIPRINT by Alpha Systems $4 & SH

5. a 3 disk bundle by HI-TECH EXPRESSIONS include:
CardWare
AwardWare
AwardWare Graphics $8 & SH

EXCELLENT GAMES AVAILABLE:

1. KARATEKA by Broderbund
excellent Karate game $5

2. MICROLEAGUE BASEBALL(1984) $5

3. LEADER BOARD - Dual Pack
Excellent Golf Game includes
Double sided disk with the LEADERBOARD
on one side & Tournament on other $5

4. HACKER
a simulation games that forces a player to
hack their way into a system. This
game purposly comes with no instructions $4

Take ALL the above software in a disk case for $50 & SH

---

40 Blank 5 1/4 Disks $10 & SH
with disk case $13 & SH

Money order or personal check (with stuff being sent out when check
clears).

Buyer pays shipping.

Make offers including shipping.

Jay

Jay
****
Go ERNIE #28
http://www.intserv.com/~jayski
http://www.intserv.com/~jayski/ernie/irvan.html
http://www.intserv.com/~jayski/silly.html
http://www.intserv.com/~jayski/links/links.html

800. FS: Antic Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <32ec957c.25281469@netnews.netaxs.com>
Source record: 76474

I have the following ANtic Mags available:

April/May 1990
Feb/March 1990
Dec 1989/Jan 1990
Oct/Nov 1989
Sept 1989
Aug 1989
July 1989
June 1989
May 1989
April 1989
missing March 1989
Feb 1989
Jan 1989
Dec 1988
Nov 1988
Oct 1988
Sept 1988

and 1 STart magazine from Oct 1990

any interest email me

Aug 1988
Jay
****
Go ERNIE #28
http://www.intserv.com/~jayski
http://www.intserv.com/~jayski/ernie/irvan.html
http://www.intserv.com/~jayski/silly.html
http://www.intserv.com/~jayski/links/links.html

801. Re: NO YOGI..

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: fu511@cleveland.Freenet.Edu
Message-ID: <5cccr7$9n1@madeline.INS.CWRU.Edu>
Source record: 76475

The first post really is about how 3rdPlanet was fun to access with
a working ...ALIVE 8-bit computer...and it was fantastic .. to
it from the GROUND zero..(That is, with an 8-bit computer).

The 2nd response is to let any REAL 8-bit computer users..that are
Atari left out there on the Fricken Phone lines that Yogi and
Portland Atari User group has gone the way..an GONE OFF LINE..

Believe it or NOT, there is still a BBS operating in Cleveland
that is 8-bit and has an supporting 8-bit user group. Of course,
we even write programs for the 8-bit still..UPLOAD to that BBS.

Now is there are any other questions..well we are still here and
virus free..on Part-Time BBS 5821196..yes, it's long distance..
but still going...

Strong..sometimes..hehehe..dude don't sweat it..
--

802. Monoploy

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: fu511@cleveland.Freenet.Edu
Message-ID: <5ccdia$9s8@madeline.INS.CWRU.Edu>
Source record: 76476

Tell you 8byte lovers..really from my prespective
I really really hate the one PROCESSOR based NET.
INTELL or PENT(Not the SEX Mag.), it stinks. So of us remember a e-
online world of different processor based systems. Yea, SOme of us
could be free of the mONOPOLY of AOL,INTEL,GATEWAY ect...I am not
bashing the results of the engneener behind all this stuff, but,
I had hoped that at lest it would be multi imaginitive. Yep.
The HO trains at lest had the imagination..art..

Ta Ta for now..
MoonRaker *.*
--

803. Re: It is Still Alive in a sense

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: Andre Bullock <AVB6567@worldnet.att.net>
Message-ID: <32E9CED1.79FB@worldnet.att.net>
Source record: 76477

lenspencer@aol.com wrote:
>

Do you still have your Action! cart? I have been using mine a lot lately, with two projects going at the same time. I am still trying to get my BBS program to where it will run, and I have a chess program I have been working on sporadically for the last several years. I hope to have the chess program playing on FICS by spring. After that, who knows? dB^)

FromAB...

Yes I still have the Action cart, along with Mac65 and BasicXL. All excellent OSS products. Still Action is my favorite. Amazing what those folks did in that little ol' 16k banked switched item.

AB.

804. FS: Atari Computer Goods! Even More Atari Stock! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <5cckp9$p4j$1@julie.teleport.com>
Source record: 76478
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Updated Atari Catalogs and find More Atari stuff! I've got Monitors for your Atari 8 Bit like Commodore CM-141 "Like the Commodore 1802" And Disk Drives for the Atari 8 Bit like Stock 1050 and a 1050 Duplicator Drive for Backing Up Software. Plus I've bought out the Game Cartridge Gorf for the 400 & 800 & the Educational Math Game Cartridge Space Journey for any Classic 8 Bit Atari Plus I've cornered the Market on New Copies of Print Shop and some Print Shop related Items! That's Gorf, Space Journey & Print Shop All New Copies, All for the Atari 8 Bit! Plus a Good number of SSI and Avalon Hill/MicroComputer Games, and Many of them are Complete. Plus some Flight Simulator II from SubLOGIC including Scenery Disks all for the Classic Atari 8 Bit. For the Atari ST & newer Computers I've added to my HardWare Catalog Supra Hard Drives, Spectre GCR Mac Emulators, Indus (Future) GTS-100X Disk Drives, Panasonic MultiSync Monitor that does Double Duty for both ST Color and MonoChrome Monitors and the Cable/Hardware to your ST Computer. I've also added Software to my ST Catalogs & revised my prices. Titles such as Brand New copies of Ultima V for those of you Ultima Collectors and for those who like Flight Simulators, theirs F-15 Strike Eagle, F-16 Combat Pilot, Falcon, Falcon extra Missions Disk, Fighter Bomber and Flight Simulator II. In Productivity Software, theirs Data Manager ST, Degas Elite, Easy Draw, MultiDesk, NeoDesk, Revolver & PageSTream. All for the ST.

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. At BSC's Web Page you can View, Capture and even DownLoad Atari Catalogs or Contact BSC by Web Page! Or Request Catalogs by E-Mail. Do You Have problems connecting with BSC's web page? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Please let me know if I can't attach files to your E-Mail. I'll get back to you after the weekend. Catalogs are sent only by E-Mail. Not Snail (Postal) Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Also, on BSC's Home Page! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Page with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Page. The Atari Developers, Sellers & ReSellers of Atari that I go to

for Help.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

805. XF 3.60 (was Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: ulf@antic.cls.de
Message-ID: <6PW2CIHXS7B@antic.cls.de>
Source record: 76479

On 24 Jan 97, asharkis@aol.com wrote ...

> >I wouldn't bother with PC Xformer 3.6, I've just seen it and I think
> >it's terrible. According to the auther, 3.6 will emulate a 130xe on a
> >486DX2-66 at a speed about 9 times that of a real 130xe. I ran it on
> >my 486 DX2-80, and sure enough it runs about half of the speed of a
> >real 130xe, even with scroll-lock off (apparently turbo mode?). I
> >tried running MULE- couldn't read any text. I tried running MERCENARY-
> >again no text. Tried a dozen or so other games etc, most ran pitifully
> >slow, and as for the sound- well, I sticking to my REAL 130XE!
>
> I know what you mean. Actually, XFormer does what I want sometimes. I'm
> not a gamer, and Darek has stated many times that his emulators will not
> run software that was originally copy-protected. But my user group puts
Read between the lines - whatever Darek says! It's just a bad excuse from
his side! XF also doesn't work with lots of PD and commercial games that
have never ever been copy-protected! I know what I'm talking about,
because XF doesn't even run most of my commercial programmes! The problem
with XF is that Darek is apparently uncapable of fixing the disk routines
and several other things. Yes, XF is fast, but who wants to play games at
200% - 300% or so of the original speed? It's only good for utils or
programmes using simple graphics - but that's it! In my personal list, XF
ranks as the worst emulator and XL-IT! and RAINBOW as the best. Even POKEY
is far better than XF (if you forget about speed!). Fortunately Darek
stopped charging people for - erm - """"updates"""" which really were (and
are!) too overpriced (hm, that policy very much reminds me of the company
he is actually working for ;)!).

> I don't think we're going to see perfection very soon in any emulator or
> combination of emulators, but I want the process of development to
> continue, because it will help to keep the community alive.
Exactly :)))))!

Ulf

806. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: MM-ELEK <MM-ELEK@prodigy.net>
Message-ID: <01bc0a63$f06dd0a0$2979edcc@cyrix-6x86-166>
Source record: 76480
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

> I personally would think all those conditions were 'givens'. I doubt
> that
> JTS is willing to support ANYTHING developed or sold by Atari unless
> they were required to by law.
>
True, unless someone suddenly began making barrels of cash. Then you can be
sure that they'd want their cut.

Mike Elek

807. Voice Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32e9fbe1@pianosa.demon.co.uk>
Source record: 76481

Whilst reading the usual rubbish I find here, Curt Vendel wrote something
interesting to Dntfear about Voice Box?:

Hello Curt,

CV> The Alien voice box plugged into the SIO port of any Atari computer,
CV> I believe is was Analog (or Antic, its been a long time) did an article
CV> on a voice synthesiser that would plug into your joystick ports, but

For sure Analog did one. I can't say about Antic. Reason? I only subscribed
to Analog. Getting both mags was just too expensive here in the UK, for me. I
didn't earn a great deal of money at the time. :-(

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... Your hair style was raked by a gang of stoats.
Grease Your Ralph; The Abs

808. ATTN: Homepage relocation...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: clisowsk@aegis.mcs.kent.edu
Message-ID: <5cd5fs$52k@info.mcs.kent.edu>
Source record: 76482

```
The BRiTiSH Atari 8bit page has moved to the following URL:
http://aegis.mcs.kent.edu/~clisowsk/8bit.html

--Craig
```

809. Re: 800XL can it run 800 games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: davepat@total.net
Message-ID: <32e9957f.0@news.total.net>
Source record: 76483

In an article dated Thu, 23 Jan 1997 22:36:56 -0800, someone named Micheal Polucha says...
>
>Well as it says I'd like to know if they work. I recently got a 800XL
>(basic doesn't work) and it can run Star Wars Return of the Jedi Death
>Star Battle perfectly...it WON'T run Astrochase (for 400/800/1200XL) or
>Demon Attack (same systems). Any way around this? I can't seem to get
>those to work. I know the carts are in perfect condition cuz I bought
>them brand new in shrinkwrap. Any help would be appreciated. Oh and when
>I try to run them it just comes up with the screen and a cursor but I
>can't type anything.
>
> Thanks,
> Tim Polucha

There are a certain number of programs that die on an 800xl; Demon Attack and Astrochase are both on the list. In re-writing the OS for the 600xl/800xl, Atari kept to their published guidelines. Unfortunately, some programs broke the rules and died on the new systems.

Your options are:

Get a 400/800 for those games; or

Get a replacement for the 800xl that will run the software.

Good luck,

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
--
"A stroke of the brush does not guarantee art from the bristles."

810. Re: Confused about disk sides

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: davepat@total.net
Message-ID: <32e996c9.0@news.total.net>
Source record: 76484

In an article dated Fri, 24 Jan 1997 16:00:50 EST, someone named Thomas Main says...
>
>I am confused about the way the Atari 8-bit uses disks. I have seen disks
>that have data on both sides - literally. You have to flip them over to
>access data on "side 2." Does this mean that when I buy a pack of disks,
>I can format and write data to both sides? I have an unmodified 1050
>drive, which gives 130K in ED mode - can a double sided disk hold 130K on
>each side (130+130=260 total?)
>
>Why don't other computers use this system. I have never heard of flipping
>a disk on a PC or ST. Any help would be appreciated.
>
>Thanks,
>
>-Thomas
>
The Atari (like many other early systems) used a single-sided disk drive.
Data was only written or read from one side.

Later drives, like the XF551, use both sides, so flippies won't go; you can
use them on such drives but it's not advisable.

On a 1050, you can flip disks to double storage, but there's a downside:
the inner liner on a disk is designed to catch dust etc. If you flip it,
the rotation goes the other way and the dust and other crud gets spun back
out onto the surface. It's a very low probability of damage, but it's
there. I sued to flip disks, but now have moved to a double-sided drive,
so it's moot.

The ST didnt flip disks because 3 1/2" mechs won't let you (the disk only
feeds one side up). The PC was late enough in the evolution of disk drives
that it used double-sided drives (except for some of the very early models)

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
--
"A stroke of the brush does not guarantee art from the bristles."

811. Re: The Return of Atari DOS file system

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970125161601.LAA29320@ladder01.news.aol.com>
Source record: 76485

In article <32E88DE8.BB2@nts.hl.siemens.de>, Thomas Purkert
<Thomas.Purket@nts.hl.siemens.de> writes:

>A few weeks ago, i read an article in a german computer magazine
>which says that in one of next Windows releases there will be
>a new technology called "linked file system" instead of FAT.
>
>I was very amused and started laughing loudly. This "brand new tech"
>has been used since '79... on 810 drives and Atari DOS...
>
>

It goes on and on. Just aadd it to the list of "new" discoveries like
device-independenr I/O that were part of the Atari 8-bit scheme many years
ago.

812. Re: File Manager!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970125161600.LAA29321@ladder01.news.aol.com>
Source record: 76486

In article <6PVL1XKpzHB@peter.soemtron.sb.sub.de>,
peter@soemtron.sb.sub.de (Thomas Havemeister) writes:

>great idea! What's about an Norton Commander clone, NC like functions, NC

>like colors and a software 80-char screen!
>
>

It's a great idea, and should even look good in a two-color, 40 column screen.

Why set such difficult display goals when functionality is what we really need?

BTW, a member of one of my user groups was on the way to developing something like this when he was tragically killed in an accident some years ago. His system didn't have the two columns (source and destination) but it did handle Sparta and Atari DOS in the way that was described in the first message on this thread. I think the MyDos addition would have been the next logical step.

813. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970125161600.LAA29324@ladder01.news.aol.com>
Source record: 76487

Why not settle the thing without any rancor?

The pictures were great. I've printed them out in color and I'm going to see how many guys in my user groups can identify them.

There is no way to get a message size from a header in Usenet. AOL puts long messages up with a header that says the message is too long to be read offline and describes how to retrieve and read or download it online (More profit for them? Not at a flat rate!)

A newsgroup called alt.binaries.atari DOES exist and is an appropriate place for such messages. I had no trouble getting AT&T Worldnet to carry it, and to carry alt.binaries.atari.d, but AOL won't carry alt.binaries.atari.d. I know that these two groups are beset by spammers, but if you can weed through that nonsense and pick up the files you want, there's no big problem.

814. Re: Monoploy

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5cdbrj$e5l@nnrp1.news.primenet.com>
Source record: 76488

In article <5ccdia$9s8@madeline.INS.CWRU.Edu>,
Kevin S. Moore <fu511@cleveland.Freenet.Edu> wrote:
>
> Tell you 8byte lovers..really from my prespective
> I really really hate the one PROCESSOR based NET.
> INTELL or PENT(Not the SEX Mag.), it stinks. So of us remember a e-
> online world of different processor based systems. Yea, SOme of us
> could be free of the mONOPOLY of AOL,INTEL,GATEWAY ect...I am not
> bashing the results of the engneener behind all this stuff, but,
> I had hoped that at lest it would be multi imaginitive. Yep.
> The HO trains at lest had the imagination..art..

One-processor? Need I remind you that around 1987, the primary 8-bit
computers were pretty much all run on 6502s? At least all the Commodore,
Atari and Apple machines were running on these.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

815. Re: COMPLETE Atari Lynx Development systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32ea4ca5.3111131@news.inc.net>
Source record: 76489
Cross-posted to: alt.games.lynx,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.programmer

On 25 Jan 1997 01:53:13 GMT, "MM-ELEK" <MM-ELEK@prodigy.net> wrote:

>> I personally would think all those conditions were 'givens'. I doubt
>> that
>> JTS is willing to support ANYTHING developed or sold by Atari unless
>> they were required to by law.
>>
>True, unless someone suddenly began making barrels of cash. Then you can be
>sure that they'd want their cut.

Isn't that the damn truth.

816. Re: atr to real disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32ea5012.3988182@news.inc.net>
Source record: 76490

On Wed, 22 Jan 97 22:22:49 -0500, Lonnie McClure <lmcclure@delphi.com>
wrote:

>In a message dated 1-20-97, Jon D. Melbo said:
>|
>| HD disks and DD disks use a different design magnetic
>| coating with different magnetic coercitivity. This means
>| that the write current on the disk head is higher for the
>| old DD style disks, and lower for the HD style disks.
>|
>Actually, the exact opposite is true. Double-density 5.25" media has a
>magnetic coercitivity of 300 oersteds, whereas high-density (1.2meg) 5.25"
>media is 600 oersteds (the same as 3.5" double-density media, BTW).

Look at what you quoted of me above. I say there that the DD & HD
disks have _different_ coercitivity. I do not say which one has
which, at least in what you quoted from me. I also said that a
different head write current is used for the two kinds, and I _did_
specifiy which has which. I said that DD requires use of a HIGHER
write current than HD disks. That statement is ABSOLUTELY true.

When HD disks were developed, engineers realized trying to do so with
the same materials and procedures as DD disks resulted in magnetic
domains that would "bleed" into and affect one another, thus degrading
the data integrity. In order to prevent this from happening at the
new track and bit densities they wanted for HD, engineers changed
three basic variables to stop the domains from bleeding:

1) made the media thinner
2) made the media have a higher coercivity rating (harder
to record a magnetic signal)
3) LOWERED the write current of the head used to record
the data.

Now, what you are thinking is... 'higher coercitivity goes with higher
write current'... which you would need _if_ you wanted to the same
signal strength. But the target signal strength is to be lower, so a
combination of the write current being lowered in conjunction with a
higher coercitivity was used.

Cheers,

Jon

817. Re: It is Still Alive in a sense

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32ea55c2.5444504@news.inc.net>
Source record: 76491

On Sat, 25 Jan 1997 01:13:53 -0800, Andre Bullock
<AVB6567@worldnet.att.net> wrote:

>Yes I still have the Action cart, along with Mac65 and BasicXL. All
>excellent OSS products. Still Action is my favorite. Amazing what those
>folks did in that little ol' 16k banked switched item.

Action was a 24KB supercart wasn't it? I have all those same carts
too, and I agree Action! was my favorite too. :)

Cheers,

Jon

818. Re: 800XL can it run 800 games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32ea61ca.8524860@news.inc.net>
Source record: 76492

On Thu, 23 Jan 1997 22:36:56 -0800, Micheal Polucha <mpolucha@acm.org>
wrote:

>Well as it says I'd like to know if they work. I recently got a 800XL
>(basic doesn't work) and it can run Star Wars Return of the Jedi Death
>Star Battle perfectly...it WON'T run Astrochase (for 400/800/1200XL) or
>Demon Attack (same systems). Any way around this? I can't seem to get
>those to work. I know the carts are in perfect condition cuz I bought
>them brand new in shrinkwrap. Any help would be appreciated. Oh and when
>I try to run them it just comes up with the screen and a cursor but I
>can't type anything.
>
> Thanks,
> Tim Polucha
>
I remember the demon Attack cart only works with the 400/800 unless
you ran a certain translator. I have/had a REALLY good translator
that even let you run carts on an XL/XE, and I recall it worked with
demon atack...

Cheers,

Jon

819. Re: The Return of Atari DOS file system

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32ea62c0.8770799@news.inc.net>
Source record: 76493

On Fri, 24 Jan 1997 10:24:40 +0000, Thomas Purkert
<Thomas.Purket@nts.hl.siemens.de> wrote:

>A few weeks ago, i read an article in a german computer magazine
>which says that in one of next Windows releases there will be
>a new technology called "linked file system" instead of FAT.
>
>I was very amused and started laughing loudly. This "brand new tech"
>has been used since '79... on 810 drives and Atari DOS...
>
>Tom
The current FAT system uses links similar to Atari DOS. NTFS and
possibly FAT32 use mapping similar to SpartaDOS. I had to laugh at MS
that it took them so long to come up with a better FMS. SpartaDOS has
been doing it on the Atari since the early 80's. But then, it took MS
until DOS version 5 to replace the junky EDLIN with a full screen text
editor (EDIT). Go figure.

Cheers,

Jon

820. New Atari User, Issue 79 Nov/Dec 1996

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-ya02408000R2501971551570001@news.carleton.edu>
Source record: 76494

Recently arrived at my place (I'm not affiliated, just a new subscriber):

Page 6 Publishing's
NEW ATARI USER
"The Magazine for the Dedicated Atari User"
ISSN No. 0958-7705

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NOTE- they also take credit cards, that's probably best if you don't live in the UK.

821. Re: QIX question

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: Mr.Maddog@mail.ptd.net
Message-ID: <19970125224425.6308.qmail@mail.ptd.net>
Source record: 76495

In compairing the 5200(hack) and orginal 8-bit cart...

: -fest last October, I bought a cartridge version of QIX, also
: copyrighted
: -1982 by Atari. However, the game is entirely different. It runs in
: -Antic mode 14 (BASIC graphics mode 15 - hi res 4 color), the QIX move
:
: -around the playfield much faster, there is no special font, and the
: -sounds really suck! I was wondering why there are two different
: -versions (both by Atari in 1982), and also if anybody has the good
: -version on cartridge? Any help is appreciated!

Sounds like the 8-bit has a special graphic mode used in the game, 5200
has no built in font so it uses custom ones, can't see how they would have
different sounds from the 5200 since they have the same sound chip.
Though the effects sound like Asteroids, I don't mind them.

Two possible reasons why the two are different even though the 5200 and
the 8-bit are basically the same.

- Some 'stupid' competetion between the video game and computer
divisons

- With the 8-bit having it's own built in graphic modes and font,
much easier to just use them though they clearly scream "8-bit
computer!"

I don't mind playing the 8-bit cart although I wish I can get the ST
version by Tatio :)

Eric Noss
a.k.a
Mr. Maddog

e-mail for private chats: mrmaddog@prolog.net

All spammers subjected to $500 charge for solicition, manual or
automatic.

822. Re: The Return of Atari DOS file system

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2501972225340001@metricom34.ucsc.edu>
Source record: 76496

In article <32E88DE8.BB2@nts.hl.siemens.de>, Thomas Purkert
<Thomas.Purket@nts.hl.siemens.de> wrote:

>A few weeks ago, i read an article in a german computer magazine
>which says that in one of next Windows releases there will be
>a new technology called "linked file system" instead of FAT.
>
>I was very amused and started laughing loudly. This "brand new tech"
>has been used since '79... on 810 drives and Atari DOS...

Sorry, but I have to say that I am laughing loudly now. It's pretty
absurd to think that something like the Atari DOS will be used in a modern
OS. Atari DOS is "linked" because each file is a linked list: the last
three bytes of a sector are a pointer to the next sector in a file. This
is a horribly inefficient method of keeping track of which sectors are in
a file. For example, you cannot do random accesses. If you want to open
a file and move to the end to add some more data, you have to read the
whole file.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

823. Re: xf551 with 3.5" mod

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32EAC095.6C67@tcd.net>
Source record: 76497

The XF551 disk drive with 3.5 disk is actually a Bob Puff CSS development. They work fine have 2 of them and use them all the time to store data. Worth the money.

bob

824. Re: Confused about disk sides

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-25 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5cbsnf$jnf@dfw-ixnews12.ix.netcom.com>
Source record: 76618

In article <Pine.PMDF.3.95.970124155648.643830640A-100000@conrad.appstate.edu>, Thomas Main <main@conrad.appstate.edu> wrote:
>I am confused about the way the Atari 8-bit uses disks. I have seen disks
>that have data on both sides - literally. You have to flip them over to
>access data on "side 2." Does this mean that when I buy a pack of disks,
>I can format and write data to both sides? I have an unmodified 1050
>drive, which gives 130K in ED mode - can a double sided disk hold 130K on
>each side (130+130=260 total?)
>

Most Atari 8bit drives are SSSD (Single Sided, Single Density). The 1050 is SSED. (It is really still single density, it just packs more sectors per track on the disk). So, yes, you can notch your disks and use both sides. (XF551 Drives and a few other work slightly differently)

>Why don't other computers use this system. I have never heard of flipping
>a disk on a PC or ST. Any help would be appreciated.
>
>Thanks,
>
PC's use DSDD drives. They already have Read/Write heads on both sides of the drive mech. Thus, you don't need to flip the disk, it knows where, when, and how to write to both sides.

Karl

Karl Heller - Making the world safe once again.

| heller@cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |
---

825. Re: Sorry, it was my fault the SIO2PC -> APE fails to work

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: alan.titchmarsh@bbc.co.uk
Message-ID: <32ea68ec.0@news-feed.ndirect.co.uk>
Source record: 76498

Trevin Beattie <trevin@xmission.com> wrote:

>> I've contructed the 1489 version of the Atari->PC interface, verified
>> continuity on all pins of both cables, and checked the voltage levels on
>> all 1489 pins when it was plugged in, The interface seems to be doing
>> what is should, yet when I boot my Atari 800, it just goes to the memo
>> pad and APE doesn't register any activity in the SIO monitor. I've
>> tried both COM ports and even tried changing the values of 'extra safety
>> margin'. What else could be preventing it from working?

>After reading InfoMan's message (see SIO2PC - mine finally works!), I
>decided to check the voltage levels coming out of my serial port on the
>PC, and things didn't quite look right. So I rechecked the SIO2PC
>documentation to find out which serial pin had what function, and guess
>what: I discovered that on pins 2 and 3, I was reading the pin numbers
>for a 25-pin connector instead of a 9-pin connector! (They're opposite
>from each other.) So I reversed the wires and now it works great.

>Now if I could just figure out why APE doesn't want to load the ATR
>files I got from Jellystone Park...
>-----------------------
>(an embarrased) Trevin Beattie
>*trevin*@*xmission.com*
> {:->

Don't be embarrassed -- it happens to everyone sooner or later!

Al

826. Re: KISS cart?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <5ceafi$1mq@news.wco.com>
Source record: 76499

In article <01bc093f$5be73540$955cbe8a@gd3ipv.GD2.telco.swissptt.ch>, "Eric Lewis"
<leer2@tgd.swissptt.ch> wrote:
>Dntfear <dntfear@aol.com> schrieb im Beitrag
><19970121042000.XAA24569@ladder01.news.aol.com>...
>> I noticed on the Atari 400/800 game list that there is a Eastern House
>> cart named KISS. I was wondering if this cart was related to KISS the
>> 70's Super Group. And if it is I would be very interested in purchacing
>> or trading for it. Any help here would be appreciated. Thank you!
>> -Bob
>As far as I remember, this was either a programming language or some kind
>of hardware extension...

It is a crappy word-processor.

827. Re: Confused about disk sides

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32eab6bd.30276022@news.inc.net>
Source record: 76500

On Fri, 24 Jan 1997 16:00:50 EST, Thomas Main
<main@conrad.appstate.edu> wrote:

>I am confused about the way the Atari 8-bit uses disks. I have seen disks
>that have data on both sides - literally. You have to flip them over to
>access data on "side 2." Does this mean that when I buy a pack of disks,
>I can format and write data to both sides? I have an unmodified 1050
>drive, which gives 130K in ED mode - can a double sided disk hold 130K on
>each side (130+130=260 total?)
>
>Why don't other computers use this system. I have never heard of flipping
>a disk on a PC or ST. Any help would be appreciated.

To answer your first question; yes, you can format and use each side
of the disk. Double your capacity! You need to cut out a write
(un)protect notch though symetrically to the original one. To answer
your second question, the reason you haven't seen this done on other
systems or drives is because you most likely have seen only double
sided capable drives. Double sided drives have two sets of heads (one
on top & one on bottom) and utilize both sides of the disk
automatically. Both sides of the disk are treated as one logical
volume.

Cheers,

Jon

828. Re: : COPYRIGHTS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: morbid@best.com
Message-ID: <5cetdj$rdt@nntp1.best.com>
Source record: 76501

Okay, Bob, this thread (and the other 2) has gone on waaaaay too long.
;-)

Regarding stuff on my manual archive: My policy: if you can prove you
have copyright on it or you are from the company that has copyrights
for the manuals, I will remove manuals at your request.

The Atari 8bit Manual Archive:
http://www.best.com/~morbid/manuals

829. Paddles, How do they work ???

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32eb6aec@pianosa.demon.co.uk>
Source record: 76502

Whilst reading the usual rubbish I find here, Michel Bieleveld wrote something interesting to All about Paddles, How do they work ???:

Hello Michel,

MB> want to know how I can Address the Analog signal from the Paddles, and
MB> wich electronic parts are used in the paddles. I hope some one will

The paddles were just variable resistors. One end wired to +5V, the other to 0V (Gnd). The 'wiper' was wired to a third pin on the joystick port. Essentially, the circuit is a voltage divider. The Atari returns a numeric value based on the relationship between the +5V & the voltage on the wiper.

Somebody reckoned the value of the pot was about 1M Ohm. I'd have to disagree. First, from memory, a value of 10k sticks in my mind. Second, 1M would give current in the micro-amp range. Whilst this in itself makes little difference to a *voltage* divider. If the current flow is too low, external influences come to bear. In other words, just moving your hand near the paddle cable will make bad things happen. That is, affect the output.

Either way, pin-outs are available form the usual sources. But without a lot of searching, I'm afraid I can't give you the exact value of the paddle control resistor.

Further, people have indidcatd that the output range was from 0-255. Again, working purely from memory, a lower bound of 10 sticks in memory. An upper bound does too, but I can't pin it to a number. There are several reasons for the limits. First, is that the readings become unreliable towards the extremes of travel on a pot, and second, moving the cursor/sprite/whatever, too far results in them being pushed off screen, resulting in a Cursor Out Of Range, error.

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... Why do they try to hide our past, by pulling down houses and building car parks? - Bricks and Mortar; The Jam

830. DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32eb6c60@pianosa.demon.co.uk>
Source record: 76503

Whilst reading the usual rubbish I find here, William Fisher wrote something
interesting to All about DOES ANYONE RECOGNIZE THIS?:

Hello William,

WF> Perhaps you could simply look at the SIZE of the message *BEFORE* you

In a non-binary group, that shouldn't be necessary. Myself, I take all posts
in this group because to weed out the "chaff" would take longer, and result in
my incurring greater costs. But that aside, the ripost was harsh.

On the other hand, he posted not one, but *three* large files to this group.
As I have to pay for access, and the 'phone calls, the extra 10 minutes it took
to d/l those posts was not trivial to me.

WF> picture files on a non-binary newsgroup (not newgroup). Flaming (which

A simple typing error, surely?

But yes, flaming a newbie is unwarranted. If it had been an "old lag" my
sentiments might be different.

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... I don't believe you have to be an idiot to get somewhere these days.
Bombsite Boy; The Adverts

831. Re: Eastern Front 1941 running under emulation?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-2601971038100001@cisjx91.demon.co.uk>
Source record: 76504

In article <32E7CF29.48D8@ebo.mts.dec.com>, The Yum Yum Boy
<toby.douglass@ebo.mts.dec.com> wrote:

> The Yum Yum Boy wrote:
>
> > Has anyone here succeded in getting Eastern Front 1941 to work under a
> > PC emulator?
>

Eastern Front runs fine under Rainbow 95.

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: jx91@cityscape.co.uk
WWW: http://www.cityscape.co.uk/users/jx91/emulators.html
---

832. Rainbow 95 now has sound!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-2601971039220001@cisjx91.demon.co.uk>
Source record: 76505
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

Hi,

Rainbow 95 v1.35 now has sound. See website below for more.

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: jx91@cityscape.co.uk
WWW: http://www.cityscape.co.uk/users/jx91/emulators.html
---

833. Re: Atari fan

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: Mark Kopec <markkopec@earthlink.net>
Message-ID: <01bc0b87$3c549d40$07972299@ELN/markkopec>
Source record: 76506

wrote in article
> Could any tell me why atari is broken??

Have you tried calling a psychic hotline? They're waiting for you right now!

834. ATARI HW/SW FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: bobhharris@aol.com
Message-ID: <19970126155501.KAA01604@ladder01.news.aol.com>
Source record: 76507

For $100 + shipping:
Atari 800 Program Recorder Paddle - 2person Joystick (Wico)

Joysticks (2) Carts: Miner 2049er, Basic, Basic Upgrade(1985), Super

Breakout, Star Raiders, Pole Position, Pac-Man, Chess, Basketball,
Football,

Gorf, Eastern Front. Tapes: Tellengard, Night Mission Pinball, Golf
Pro,

Computhello, Final Assembly, Dragonfire, Alvin, several games and
utilities keyed

from published code.

Atari 400/800 Basic Reference Manual, Atari Basic Book, Atari Games and

Recreations Book, The Atari Tutorial.

CONTACT: bobhharris@aol.com

835. Re: Emulators & SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: Bingham <bbingham@IDT.NET>
Message-ID: <5cfvhr$isq@nnrp4.farm.idt.net>
Source record: 76508

Steve <read@my.sig> wrote:

: Well, I hate to be backwards but-- I just tried SpartaDOS 1.1 on XLit
: and PC Xformer, and am happy to say that it runs just fine. It's a
: pity they had to change SpartaDOS so much in the upgrades that it
: simply won't work with any emu's. So if anyones interested in a copy
: of 1.1 I might place it on my Home Page.

Yip, that just about proves what I was saying. Sparta 1.1 doesn't do any under the Rom placement. (as I think this is also the only version that works with the 400/800) The down side to 1.1 is that there is a bug in the COPY command with reguard to copy E:*.* D:*.* or E:, the destination *.* expands to ????????.??? and is written as a hidden file, and the source gets deleted. Also 1.1 leaves less happy memmory available (not hiding under rom anymore) and Copy uses page 6.

Anyhow, I think I'm gonna get me Bewedos. It sounds like a winner.

Bill

836. omnimon!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: Rick Rowland <see3peoh@ix.netcom.com>
Message-ID: <32EB8C1E.4328@ix.netcom.com>
Source record: 76509

Cleaning out some old boxes and found a 24pin chip.
Has a white sticker with read letters that say;
OMNIMON!
by David Young
Anyone remember this and what it was for?
Rick

837. Re: BBS Express Professional! Vers 5.0b

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <5cg2iq$q1c@xmission.xmission.com>
Source record: 76510

BobKlaas <bobkla19@tcd.net> wrote:
: Entire product is up for grabs, (FORSALE!).

What's a fair range? Are any new node purchases coming in? I have
interest, but dont have a clue as to what a fair offer would be.

Could you suggest a range, please?

Thanks.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

838. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: read@my.sig
Message-ID: <32ed8927.2049636@news.networx.net.au>
Source record: 76511

asharkis@aol.com wrote:

>Why not settle the thing without any rancor?
>
>The pictures were great. I've printed them out in color and I'm going to
>see how many guys in my user groups can identify them.
>
>There is no way to get a message size from a header in Usenet. AOL puts
>long messages up with a header that says the message is too long to be
>read offline and describes how to retrieve and read or download it online
>(More profit for them? Not at a flat rate!)
>
>A newsgroup called alt.binaries.atari DOES exist and is an appropriate
>place for such messages. I had no trouble getting AT&T Worldnet to carry
>it, and to carry alt.binaries.atari.d, but AOL won't carry
>alt.binaries.atari.d. I know that these two groups are beset by spammers,
>but if you can weed through that nonsense and pick up the files you want,
>there's no big problem.

I just had a look in alt.binaries.atari, and was wondering about the
message I found there regarding what should be posted. They state that
it is ATARI ST and Compatible computers software only, so would we
8-bitters be able to actually use this group? Maybe someone could
check this out, cause I don't think they'd appreciate 8-bit software
posted on a ST only group.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!
---

839. Re: Emulators & SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: read@my.sig
Message-ID: <32ec87fe.1752986@news.networx.net.au>
Source record: 76512

Bingham <bbingham@IDT.NET> wrote:

>Steve <read@my.sig> wrote:
>
>: Well, I hate to be backwards but-- I just tried SpartaDOS 1.1 on XLit
>: and PC Xformer, and am happy to say that it runs just fine. It's a
>: pity they had to change SpartaDOS so much in the upgrades that it
>: simply won't work with any emu's. So if anyones interested in a copy
>: of 1.1 I might place it on my Home Page.
>
>Yip, that just about proves what I was saying. Sparta 1.1 doesn't do any
>under the Rom placement. (as I think this is also the only version that
>works with the 400/800) The down side to 1.1 is that there is a bug in the
>COPY command with reguard to copy E:*.* D:*.* or E:, the destination *.*
>expands to ????????.??? and is written as a hidden file, and the source
>gets deleted. Also 1.1 leaves less happy memmory available (not hiding
>under rom anymore) and Copy uses page 6.
>
>Anyhow, I think I'm gonna get me Bewedos. It sounds like a winner.
>
>Bill

Well, I just recieved a copy of SpartaDOS 3.3a which still runs fine
under the EMU's. I'm not sure just how much memory this version uses,
but if anyone's interested in trying it out I have it posted on my HP.

Cheers, Steve.

>

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!
---

840. Re: File Manager!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: read@my.sig
Message-ID: <32ee9411.4843451@news.networx.net.au>
Source record: 76513

asharkis@aol.com wrote:

>In article <6PVL1XKpzHB@peter.soemtron.sb.sub.de>,
>peter@soemtron.sb.sub.de (Thomas Havemeister) writes:
>
>>great idea! What's about an Norton Commander clone, NC like functions, NC
>
>>like colors and a software 80-char screen!
>>
>>
>
>It's a great idea, and should even look good in a two-color, 40 column
>screen.
>
>Why set such difficult display goals when functionality is what we really
>need?
>
>BTW, a member of one of my user groups was on the way to developing
>something like this when he was tragically killed in an accident some
>years ago. His system didn't have the two columns (source and
>destination) but it did handle Sparta and Atari DOS in the way that was
>described in the first message on this thread. I think the MyDos addition
>would have been the next logical step.

That is such a pity, it sounds like he would have written some
excellent software. A true loss to the Atari community.

Thanks for the input guys. When I saw the note for an 80 column
display I went and dug out my old VIDEO 80 disk, which has a device
handler called V:. I was wondering when and what I could use to put it
to good use. Anyway, I have had to re-write the code to make it run
under MyDOS, and now it also runs under SpartaDOS. Good stuff, now all
I need to do is write the program :). BTW, does anyone object to the
name X-TARI for the file manager? I didn't think much of it at first,
but it just sorta stuck.
That is a great idea, using an 80 column display. It will certainly
make it easier to display lots more text, including the sub-dirs. If
anyone wants the AUTORUN.SYS file which creates the V: handler, let me
know. It's great fun to muck around with if anything. The font that
comes with it doesn't really display too well, but is ledgible.

Thanks again guys, keep up Atari support.

Steve.

```
------------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
------------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
------------------------------------------------------------
```

841. Old Atari Game

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: "Richard T. Thigpen" <lvalkar@sowega.net>
Message-ID: <32EBA312.585A@sowega.net>
Source record: 76514

I have just found out that there is emulators for the Atari 800 XL. Now that I now this I would like to know if anyone remembers an old game called firebug. It was really fun and I would like to find it again. If anyone knows where I can get it to run on an emulator like rainbow, please e-mail me at lvalkar@sowega.net.

Thanx

Richard T. Thigpen

842. XF 3.60

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5cggml$21ie@usenetp1.news.prodigy.com>
Source record: 76515

Xformer 3.6 runs Encounter on my Cyrex P166+. That's all I've been waiting for. I don't use the sound option in Xformer for anything, but the Pilot programming language for kids, where it works fine, or basic programs that use only tones, with no distortions.
It runs Pacman, Defender, Donkey Kong, and Joust just fine graphically and with joystick support. I like how fast it runs basic programs. I like running 3D Maze Escape from Antic Magazine in fast mode. Wow!
It runs Shamus well, even though the walls in the maze don't look exactly the same. I guess the only time it has problems is when the PC hardware can't keep up with the multiple display list interrupts that some games employ, but version 3.6 is the first emulator I've tried that runs Encounter, so things look promising for the future. It's funny though that we might have to get PCs up to 300-400 MHz before a complete emulation of the 1.8 MHz Atari 8 bit is possible...

Bob Stone

843. Last of my ST Stuff FS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: falken@tstonramp.com
Message-ID: <32ebcd63.10410204@news.tstonramp.com>
Source record: 76516
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
ST Stuff For Sale
-----------------

1040STf, 4 megs Ram, tos 1.4 with manual and dustcover
(upgraded at a cost of $300 JUST LAST YEAR)
2 dozen disks of misc. software and some
boxed games included with the 1040 $125

SC1224 color monitor $75

SM134 Monochrome monitor $50

525 meg Toadstor hard disk with ICD Link 1 $275 (I pay Shipping)
(Drive is still under warranty)

ALL prices are PLUS shipping except HD. ALL hardware guaranteed to be
in good to excellent working condition. ALL cables included.
The monitors cost $25-$35 to pack and ship. Double boxed!
Prices not etched in stone. NO "reasonable" offer refused.
Terms are money order up front or half down and the rest COD.

SERIOUS INQUIRIES ONLY PLEASE!!

Make an offer if you see anything you might want. Send e-mail to
falken@tstonramp.com

Thanks
```

844. Last of my 8bit stuff FS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: falken@tstonramp.com
Message-ID: <32eccdd5.10523756@news.tstonramp.com>
Source record: 76517
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
Atari 8-Bit Stuff
--------------------

Disks:
------
Home-Pak (Word proc., term and database) 3 programs by Russ Wetmore
Mastertype Filer
Math Blaster
Alternate Reality the City
Pinball Construction Set
Timewise
Carts:
------
Dig Dug
Kids on Keys

Cassettes:
----------
Invitation to Programming 1
" " " 2
" " " 3
Pacific Coast Highway
Zaxxon

Hardware
-----------

130 XE computer,ps and dust cover
CM-141 14" color monitor and cable
Amdek 12" amber monitor/sound
Mitsuba 1200bps modem
Atari SX-212 1200bps modem
Epson FX-80 printer
Atari joysticks

Books
---------

Compute's 1st book of Atari
Compute's 2nd book of Atari
Atari DOS
```

845. help!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: Michael Falconer <m.falconer@zetnet.co.uk>
Message-ID: <19970126231300699903@zetnet.co.uk>
Source record: 76518

Does anyone know of any way for a pc 5.25 floppy drive to read the
5.25 disks from a Atari 8 bit???? Can it be done???

Mike Falconer
--
email :- m.falconer@zetnet.co.uk
I counsel thee to buy of me gold tried in the fire, that thou mayest be rich.
And white raiment,that thou mayest be clothed, and that the shame of
thy nakedness do not appear;and annoint thine eyes with eyesalve,
that thou meyest see.(Revelation 3:18)

846. game name?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <32EC09A3.7947@isd.net>
Source record: 76519

Does anyone remamber the name of the game (i had it on cassette)
that you had a neuclear reactor & 3 cooling towers & you had to find out
where the problem was??? I think it was basic...

847. Re: Emulators & SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: Richard Heldmann <richard.heldmann@internetMCI.com>
Message-ID: <32EC1081.3BF5@internetMCI.com>
Source record: 76520

> Well, I just recieved a copy of SpartaDOS 3.3a which still runs fine
> under the EMU's. I'm not sure just how much memory this version uses,
> but if anyone's interested in trying it out I have it posted on my HP.
>
I have a modified version of x32d.dos called x32z.dos. I am also using
the Ultra Speed Plus OS from CSS and in the docs, it suggests modifying
x32d.dos to use the Atari standard IO. This patched version of x32d.dos
DOES WORK with Xformer 3.6. I am using APE and my 16 mb hard disk image
boots right up with this dos.

Rick

848. APE (Mirror Mode)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <5ch9v0$oqa@xmission.xmission.com>
Source record: 76521

Are you supposed to be able to change directories while in mirror mode
under Ape 1.11?

I've never been able to.

Working on trying to get my 8bit Atari CD accessible under a Pro! based
BBS system using mirror mode, but am unable to change directories.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

849. Re: omnimon!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-26 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32EBAFA9.5AEF@tcd.net>
Source record: 76522

It replaces the O/S, lets you look at code running and several other items. Somone else will tell you more about the chip. Programers tool.

bob

850. Re: Sparta on an 800?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32ED3DE9.5E7D@tcd.net>
Source record: 76419

You would have to upgrade to 256k axilon (sp?) compatable in order to run your sparta dos not worth the effort. Just pick up a good used 800xl.

bob

851. Re: Sparta-DOS 3.3

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32ED3E7A.3BC7@tcd.net>
Source record: 76420

You say 3.3, are you sure its not 3.3a or 3.3b? There was a documentation file with the last two. Stephen J. Carden did 3.3a and 3.3b, has drive 9 capability and compatable comands with MS/Dos.

bob

852. Re: 800XL can it run 800 games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <32ED7C3A.4F95@erols.com>
Source record: 76421

Robert Stone wrote:
>
> Just so some of you don't go crazy trying to make some games work on an
> XL, I should mention that some games just WON'T run on an XL, even in
> some disk file formats. I have a file version of Berzerk that refuses,
> even with FIXXL or the Atari Translator disk. So if you run into one of
> these, either face the challenge of disassembly and patching, or try
> finding another file version. Just don't hurt anybody. :)
>
> - Bob Stone

I seem to recall there was a company in the land down under (Australia)
that was producing a XL compatible OS for the original 800s. I can
remember which magazine it was in, but the company the did a bunch of
uprades for the vernerable 800!

853. Re: game name?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <5ch2qf$4rb@camel5.mindspring.com>
Source record: 76523

Jim Klein <jklein@isd.net> wrote:

>Does anyone remamber the name of the game (i had it on cassette)
>that you had a neuclear reactor & 3 cooling towers & you had to find out
>where the problem was??? I think it was basic...

I'm pretty sure you're thinking of "Scram" from the Atari.

John

854. PC<->A8 floppy transfers

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5ch83q$rra@madeline.INS.CWRU.Edu>
Source record: 76524

(I was gonna respond to msg. but 'help!' doesn't describe anyting.)
(Somebody asks about read/writing A8 disks on PC.)
I'm glad you asked. I've done some head work on my own
PC<->A8 5.25" read/write prog. Yes, to answer your question,
'Myutil' or 'Util' from Charles Marslette will read/write A8
disks on PC. BUT, Mr. Marslette's 'Util' has some
limitations, notably unreliable transfers.
My programs are sector based, not 'file' based, so it
doesn't matter (theoretically) what DOS you use. 'Util' must
use MyDOS (Mr. Marslette wrote or helped write that too, I
believe.)
Mr. 'Steve' from Down Under, mentions that his www site has
'Util' and/or 'Myutil'. But since he seems to think they
work ok, I suspect he has an older 360k pc floppy. 'Util'
does work better with a 360k floppy. And works pretty
reliably with a 360k floppy IF you use a clean disk, one
that hasn't been written to by A8 or PC before.
The other day, some folks (I didn't remember the names)
talked about oersteds and stuff on HD vs. DD disks. (By the
way DD disks almost always have the 'hub' ring, HD disks
don't have this ring.) Where was I?
Oh, yes. Head work. The discussion of oersteds and stuff got
me working and I know what will (theoretically) make my
progs. work much better.
Mr. Marslette's 'Util' was written before much 1.2 meg HD
5.25" were around and definitly, the assem source code
doesn't have the necessary code to make formats using a pc
HD drive work. Int 13, ah 17 and 18 will set the pc floppy
controller to format tracks on a HD drive using the LOWER
currents necessary for DD disks. Normally, and also in
'Util' code, the current is too high for DD disks. This is a
long way to thank the people discussing this for getting me
on the road to recovery. I mean I think I know how to modify
my modified Marslette code to do the IDEAL thing. Set the
controller to format/read/write DD disks on the PC. Then,
one must use the HD pc floppy to format the DD A8 disk. This
will result in a narrow track, but the correct 'strength' of
recording. If the disk was clean, then there won't be any
'bleeding' or 'confusion' from a too high recording current
or from a too wide track (from A8 format/writing.)
Boy, that was long winded and thanks and I hope to get to
this in the next months, but now I'm pretty sure I know what
to do.

Russ Gilbert

855. Re: omnimon!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E4nDsn.50J@nonexistent.com>
Source record: 76525

On Sun, 26 Jan 1997 08:53:50 -0800, Rick Rowland
<see3peoh@ix.netcom.com> wrote:

-Cleaning out some old boxes and found a 24pin chip.
-Has a white sticker with read letters that say;
-OMNIMON!
-by David Young
-Anyone remember this and what it was for?
-Rick

Machine Language monitor resident in OS at all times
sounds like you have the xl version the 400/800 version resides on a
board

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

856. Re: omnimon!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: read@my.sig
Message-ID: <32ed3aec.8158175@news.networx.net.au>
Source record: 76526

Rick Rowland <see3peoh@ix.netcom.com> wrote:

>Cleaning out some old boxes and found a 24pin chip.
>Has a white sticker with read letters that say;
>OMNIMON!
>by David Young
>Anyone remember this and what it was for?
>Rick

As far as I know it is very similar to what I have installed in my
130xe- SUPERMON. It is a built in moniter which can be used to access
the Atari's memory directly, and also has a host of features including
disk I/O, disassembler, trace, list etc... Excellent for seeing
exactly what the computer is up to.

BTW, I have tried the SUPERMON ROM under PC Xformer, and it works
great. It has a few probs under XLit tho.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!
---

857. Re: help!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: read@my.sig
Message-ID: <32ee3cb3.8613063@news.networx.net.au>
Source record: 76527

Michael Falconer <m.falconer@zetnet.co.uk> wrote:

>Does anyone know of any way for a pc 5.25 floppy drive to read the
>5.25 disks from a Atari 8 bit???? Can it be done???
>

There is a program called UTIL, which can read and write ATARI Double Density disks. Thats the only stipulation, it cannot use single density disks. So you would have to convert the disks from single to double density. But I am guessing that you are actually talking about GAME disks? (ie: NON- DOS). No, I don't think there is any utility that can read Atari disks directly. Only file transfers are supported, which work very well too. UTIL also will convert TEXT files while reading or writing them (ie: ATASCII > ASCII and back).
If you want UTIL, check my Home Page for a utility called MYUTIL.ZIP

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!
---

858. Re: game name?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: read@my.sig
Message-ID: <32ef3ecc.9149626@news.networx.net.au>
Source record: 76528

jhardie@pipeline.com (John Hardie) wrote:

>Jim Klein <jklein@isd.net> wrote:
>
>>Does anyone remamber the name of the game (i had it on cassette)
>>that you had a neuclear reactor & 3 cooling towers & you had to find out
>>where the problem was??? I think it was basic...
>
>I'm pretty sure you're thinking of "Scram" from the Atari.
>
>John

That sure sounds right to me, I remember it being the first game I
played on the Atari, and it kept me going for weeks. BTW, my copy of
"SCRAM" got "scrambled" years ago, so I'd sure love to see it again.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!
---

859. Re: APE (Mirror Mode)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: read@my.sig
Message-ID: <32f0405a.9547612@news.networx.net.au>
Source record: 76529

jeking@xmission.xmission.com (James King) wrote:

>Are you supposed to be able to change directories while in mirror mode
>under Ape 1.11?
>
>I've never been able to.
>
>Working on trying to get my 8bit Atari CD accessible under a Pro! based
>BBS system using mirror mode, but am unable to change directories.
>
>

All you have to do is use the DOS [L]oad function to load the
directory name. You will see an error from DOS, but if you list the
directory again, you will see that the directory has changed.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!
---

860. Re: PC<->A8 floppy transfers

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: read@my.sig
Message-ID: <32f14147.9784778@news.networx.net.au>
Source record: 76530

cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:

>
>(I was gonna respond to msg. but 'help!' doesn't describe anyting.)
>(Somebody asks about read/writing A8 disks on PC.)
>I'm glad you asked. I've done some head work on my own
>PC<->A8 5.25" read/write prog. Yes, to answer your question,
>'Myutil' or 'Util' from Charles Marslette will read/write A8
>disks on PC. BUT, Mr. Marslette's 'Util' has some
>limitations, notably unreliable transfers.
>My programs are sector based, not 'file' based, so it
>doesn't matter (theoretically) what DOS you use. 'Util' must
>use MyDOS (Mr. Marslette wrote or helped write that too, I
>believe.)
>Mr. 'Steve' from Down Under, mentions that his www site has
>'Util' and/or 'Myutil'. But since he seems to think they
>work ok, I suspect he has an older 360k pc floppy. 'Util'
>does work better with a 360k floppy. And works pretty
>reliably with a 360k floppy IF you use a clean disk, one
-snip-

Actually I do use a 1.2 mb disk drive, but as you say UTIL does work more reliably with a 360k drive. I remember someone telling me that it is the RPM of the disk drive that affects the disk I/O. Something like this:- the 1.2mb drive spins at 300rpm, while the 1050 drive spins at 288rpm. If you use the XF551 disk drive, that does spin at 300rpm, so will be more reliable if used to format the disk first. I did have an XF551 drive, and tested this theory out. All the disks I formatted using the XF drive worked fine in the 1.2mb drive, while 1050 formatted disks almost always had problems. For me the 1.2mb drive works ok using a disk formatted on one of my 1050 drives, but I think the head alignment may be out on the 1050, cause I have lots of trouble reading those disks on another 1050.
Yeh, I know UTIL is only for DOS based disks, which is a real pity. It'd be great if someone could write a new program to read an Atari disk sector by sector on the PC's drive. I'd have a go myself, but my knowledge of the PC is very limited when it comes to writing programs. I have seen a couple of programs that claim to be able to read a single density disk, but I can't seem to get them to work. (They are not actually written to copy Atari disks, they simply read any disk sector by sector). One was called "ANADISK", and the other "DEANA". I can't remember the URL where I found them, so if anyone wants to have a look at them, let me know.

Steve.

```
-------------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-------------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
-------------------------------------------------------------
```

861. Sparta on an 800?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: Chris Gill <Fuzball@nznet.gen.nz>
Message-ID: <268.6966T1100T2461@nznet.gen.nz>
Source record: 76531

Hi all...

Is there a hardware hack / cart available that will allow an 800 to run sparta
and XL/XE software? I have an 800XL that is kaput and am down to an 800...
most of my programs are on DSDD sparta formatted disks, and I like sparta :)

Any help is appreciated.

862. Looking for Intellevision II paddlles....

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: Adam Dare <Adam@msn.com>
Message-ID: <01bc0c15$7d7509c0$2814369d@hellspawn>
Source record: 76532

And I'm not sure where to look for those.

Does anybody have an Intellevision II in decent condition that they want to get rid of, or at least a couple of paddles? Or, does anyone know of a better place to go looking for them?

thanxx,

Adam

863. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0c1f$ef600c60$96f7aecc@blackat>
Source record: 76533

> There is no way to get a message size from a header in Usenet. AOL puts
> long messages up with a header that says the message is too long to be
> read offline and describes how to retrieve and read or download it online
> (More profit for them? Not at a flat rate!)

Microsoft's InternetNews *DOES* give you the size of a message before
you download it! (This message was 16 lines long!)

> A newsgroup called alt.binaries.atari DOES exist and is an appropriate
> place for such messages. I had no trouble getting AT&T Worldnet to carry
> it, and to carry alt.binaries.atari.d, but AOL won't carry
> alt.binaries.atari.d. I know that these two groups are beset by
spammers,
> but if you can weed through that nonsense and pick up the files you want,
> there's no big problem.

I hate the amount of SPAM that piles up in groups that are not used very
often
but are still usefull to have around... sigh

Will

864. Re: Emulators & SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <32EC51C0.167E@htw.uni-sb.de>
Source record: 76534

Jon D. Melbo wrote:

> Now that's a good point too. But if an emulator "emulates" an XL or
> XE then it should do the bank switching unless it specifically states
Every major emulator (Atari800, Rainbow, Pokey, XFormer and XL-it!)
emulate bankswitching.
It has another reason that SpartaDOS doesn't work. I've no idea
whats the reason because I never used SpartaDOS and I still haven't
figured out which version fails (one says it works and the other
one says it doesn't work....)

Bye,
Markus
--
Markus Gietzen

E-Mail: iig05-1@htw.uni-sb.de

865. UPDATE: Atari 8-bit Webring

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0c20$a4e09640$96f7aecc@blackat>
Source record: 76535

To All WebRing Members,

It would seem that www.webring.org is still down and is beset by problems. They are in the middle of moving the PHYSICAL server to another building due to some problems with it's current location. The last e-mail I got said that they should be back up and running sometime this week, this weekend at the latest.

Once they are online and running for sure I will then proceed to set-up the ring (and rings that were set-up within a certin time have to be re-initialized, that includes this one) and e-mail you all the grahphics and instructions for your pages.

Thanks for your patience! This WebRing will be great once it's actually up and running!

--
William J. Fisher

_____

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

866. Re: QIX question

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0c20$e02a8120$96f7aecc@blackat>
Source record: 76536

> Two possible reasons why the two are different even though the 5200 and
> the 8-bit are basically the same.
>
> - Some 'stupid' competetion between the video game and computer
> divisons
>
> - With the 8-bit having it's own built in graphic modes and font,
> much easier to just use them though they clearly scream "8-bit
> computer!"
>
> I don't mind playing the 8-bit cart although I wish I can get the ST
> version by Tatio :)

Anyone know if SuperQIX is avail for any home computer? I've only seen
it _once_ in an arcade and I loved it! Anyone have any info?

Will

867. Mail-Return adress

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32EC8D30.4882@kawo2.rwth-aachen.de>
Source record: 76537

Hallo !

Iï¿½m looking at some strange development here for some weeks now.
More and more people have set a strange return adress as "mail@homeï¿½ ;
"read@my.sig" etc.
Is anybody here, who could explain this to me ?
Itï¿½s just a little boring, to get 50 % of all messages back with the
error code "host unknown".

Matt

--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

868. Sparta-DOS 3.3

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32EC8F90.1EB1@kawo2.rwth-aachen.de>
Source record: 76538

Hallo !
I got SD 3.3 from different sources now, but never a documentation was
included.
So here my questions:
Who released this Version of Sparta-DOS ?
What are the differences to SD 3.2g (cause the commands CD,MD ... are
already included in SD 3.2g)?

Matt

--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

869. Re: The Return of Atari DOS file system

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: Thomas Purkert <Thomas.Purket@nts.hl.siemens.de>
Message-ID: <32EC8822.5812@nts.hl.siemens.de>
Source record: 76539

Timothy A. Seufert wrote:

> Sorry, but I have to say that I am laughing loudly now. It's pretty
> absurd to think that something like the Atari DOS will be used in a modern
> OS. Atari DOS is "linked" because each file is a linked list: the last
> three bytes of a sector are a pointer to the next sector in a file. This
> is a horribly inefficient method of keeping track of which sectors are in
> a file. For example, you cannot do random accesses. If you want to open
> a file and move to the end to add some more data, you have to read the
> whole file.

This is exactly what i meant with linked file system for windows. At the
end of each sector will be a pointer to the next one. And MS sells it
as a advanced technology to avoid the old FAT...

I agree that it's inefficient for random access.

Tom

870. Re: The Return of Atari DOS file system

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: mratari01@aol.com
Message-ID: <19970127130400.IAA27062@ladder01.news.aol.com>
Source record: 76540

Subject: Re: The Return of Atari DOS file system
From: Thomas Purkert <Thomas.Purket@nts.hl.siemens.de>
Date: Mon, 27 Jan 1997 10:49:06 +0000
Message-ID: <32EC8822.5812@nts.hl.siemens.de>

Timothy A. Seufert wrote:

> Sorry, but I have to say that I am laughing loudly now. It's pretty
> absurd to think that something like the Atari DOS will be used in a
modern
> OS. Atari DOS is "linked" because each file is a linked list: the last
> three bytes of a sector are a pointer to the next sector in a file.
This
> is a horribly inefficient method of keeping track of which sectors are
in
> a file. For example, you cannot do random accesses. If you want to
open
> a file and move to the end to add some more data, you have to read the
> whole file.

>>This is exactly what i meant with linked file system for windows. At the
>>end of each sector will be a pointer to the next one. And MS sells it
>>as a advanced technology to avoid the old FAT...
>>
>>I agree that it's inefficient for random access.
>>
>>Tom

Well, I guess I HAVE to get my 2 cents worth in on this one.... If you
combine both the sector links, AND the FAT, you have fast random access.
AND File Integrity. The "New" MS technology is doing just that, and I
have to say it IS an improvement!

The Shadow

871. Re: XL-it! Userinterface-Problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: asal@mimuw.edu.pl
Message-ID: <5ciaos$7b1@h1.uw.edu.pl>
Source record: 76541

Markus Gietzen (iig05-1@htw.uni-sb.de) wrote:

: As I was told that the current userinterface of XL-it! fails on
: several PCs I'm going to use another library.
: In order to test if it works on these PCs I need one or two
: persons who could test if that library works on their PC.

I can test your new user interface on my PC.

--
Adam Salamon (asal@melkor.mimuw.edu.pl)

872. Re: Mail-Return adress

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: read@my.sig
Message-ID: <32ecc031.984530@news.networx.net.au>
Source record: 76542

Matthias Belitz <matz@kawo2.rwth-aachen.de> wrote:

>Hallo !
>
>Iï¿½m looking at some strange development here for some weeks now.
>More and more people have set a strange return adress as "mail@homeï¿½ ;
>"read@my.sig" etc.
>Is anybody here, who could explain this to me ?
>Itï¿½s just a little boring, to get 50 % of all messages back with the
>error code "host unknown".
>

I'm not sure who exactly started this, but as anyone who has been
posting here for some time will know, E-Mail addresses are freely
available to anyone who reads a posted message. It would seem there
are auto-email grabbers which send SPAM or just JUNK email to anyone's
email address found. I myself have had my mailbox full of pure junk,
and this seems to be the only solution. So if the reply-to address
looks bogus, check the message for an attached signature something
like mine... it will contain the real email address somewhere.

Steve.

```
------------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
------------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
------------------------------------------------------------
```

873. Re: Sparta on an 800?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: read@my.sig
Message-ID: <32edc395.1852071@news.networx.net.au>
Source record: 76543

Chris Gill <Fuzball@nznet.gen.nz> wrote:

>Hi all...
>
>Is there a hardware hack / cart available that will allow an 800 to run sparta
>and XL/XE software? I have an 800XL that is kaput and am down to an 800...
>most of my programs are on DSDD sparta formatted disks, and I like sparta :)
>
>Any help is appreciated.
>

I just checked out SpartaDOS 1.1, and it works ok on the old 800 if
you want that. Yeh, I know it's going backwards but anyway.
I don't think a cartridge of any type will allow XL/XE software to
run, since the 800 cannot allocate RAM under ROM, and also the memory
location $C000-$CFFF is totally unusable anyway. So a dual operating
system modification would be the best bet, although I think you would
be hard pressed to find one for the 800 nowadays.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!
---

874. Harry Dodgson??

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: malay@tds-gn.lmco.com
Message-ID: <5cih9t$cms7@news.tds-gn.lmco.com>
Source record: 76544

Are you still out there?
Can you identify these parts from your 2600/7800 video
driver? Maybe somebody else that can.

T1 2SC1815
R1 2.7K
R2 150
R3 68
L1 180 uH
L2 2.7 uH
C1, C2 100 uF 6.3 V

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@tds-gn.lmco.com /
/ 703.367.2403 /
/ /
//

875. Re: atr to real disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5cilqa$dgm@alexander.INS.CWRU.Edu>
Source record: 76545

(Jon says 'higher' write/format current is used on HD disks.)
From 'Upgrading and Repairing PCs' 4th ed. Scott Mueller. p 558.
"How do you format a 360k disk in a 1.2m drive? If you just execute the
FORMAT command without parameters, DOS attempts to format the disk to its
maximum capacity. Becase the 1.2m drive has no media-sensing cpabilimes that the disk
capability is equal to the maximum capability of the drive
and attempts to create a 1.2m format on the disk. The write-current
is increased also during a recording in this format,
which is incompatible with the 360k media. To format the
360k disk correctly, there-fore, look at the alternative command examples
in table 13.7.
Table
Note that DOS versions prior to 3.0 do not support 1.2m drives. Each
example command accomplishes the same function, which is to place on a 360k disk
a 40-track, 9-sector format using REDUCED WRITE-CURRENT MODE (caps mine).
" end quote.

876. Schreiersgruen Atari 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: schallt@worms.fh-rpl.de
Message-ID: <5ciqdv$qst@widukind.fh-worms.de>
Source record: 76546

Hallo,

Hier nun eine fuer "Deutsche" lessbare Version ueber die Schreiersgruen Messe.

Die 2te Schreiersgruen Messe (Schreiersgreun liegt zwischen Hof,Zwickau & Chemnitz) findet diese Jahr am 15 Maerz statt. Sie ist eine mittlere "Hausmesse", bei der man Hard- und Software von Haendlern kauften, testen und spielen kann.

Auf dieser Messe werden auch ein paar der neuen Entwicklungen fuer den XL vorgestellt (AT-Bus Interface fuer XL`s) und anderes.

Die Neuigkeiten bei der Software beschraenken sich auf die wenigen "neuen" Polengames und andere.

Es sind aber nicht nur Haendler sondern auch Freaks &oder Regional Gruppen erwuenscht. Naeheres dazu am Ende des Textes.

Bisher haben folgende Personen ihr erscheinen angekuendigt:

Andreas Magenheimer (Besitzt mittlerweile fuer viele Spiele die Rechte) und vertritt "den immer noch nicht gesunden" Armin S. (Portronic/AMC). Also Uni Pad, Power Pad, Soundgeaete XL/XE , Herbert & Co. RaM 3

Raimund Altmayer (Besitzt das Vertiebsrecht fuer Turbo Basic XL) entwickelt viel Anwendungen & anderes in Turbo Basic, stellt das Festplatten Interface vor. Der Mann in Sachen Turbo Basic, ST Xformer und RaM-ABBUC Buecher Bibliothek.RaM 1

Torsten Schall (Sorgt fuer die Unterhaltung durch Lynx & Jag) bastelt an Hardware, Verbindung der RaM zum Internet her. RaM 4

Markus Roemer (Polensoft/Top Mag) wird uns wieder mit vielen Polenspielen ueberraschen, die auch Probe gespielt werden koennen/Kauf ist erwuenscht und gewollt. Informiert ueber das Top Mag.

KE Soft (Prototypen, alte/seltene XL Spiele und Hardware) oeffnet wieder seine Tueren und bringt altes/neues fuer XL-User mit, hatte bis vor kurzem Tower Toppler im Sortiment (Tower Toppler = Nebulos = Super = in den Zwischensequenzen 3 WEGE Scrolling). Eine Fundgrube fuer alle Freaks.

Ort & Zeit

Helmut Weidner richtet mit Markus Roemer die Messe aus. Der Ort ist der gleiche wie letztes Jahr die Wirtschaft in Schreiersgruen.

Die Besucher koennen die Messe ab 10 Uhr stuermen. Die Messe endet zwischen 16-18 Uhr, je nach Anzahl der Besucher. Der Eintritt betraegt wie im letzten Jahr die symbolische Mark. Die Wirtschaft in der die Messe ist, hat ein reichhaltiges Angebot und wurde letztes Jahr rege in Anspruch genommen.

Haendler sollten etwas verlosen bzw. in ihrem Kundenkreis fuer die Messe Werbung machen. Der Aufbau beginnt um 8Uhr 30 und endet wenn der Haendler fertig ist. Die Plaetze auf der Messe sollten in den naechsten Wochen bestellt werden, damit wir wissen in welchem Saal die Messe gehalten wird (ca. 60qm oder ca. 85qm).

Am Ende der Veranstaltung findet ein gemuetliche Beisammensein in der Wirtschaft unter der Messe statt.

Also, wer einen Stand haben moechte oder den Weg zur Messe wissen moechte und/oder andere Info`s braucht sollte sich an folgende Personen "ab 17Uhr" wenden.

Helmut Weidner
Hauptstrasse 45
08485 Lengenfeld

Tel: 037606 2688

Markus Roemer
Schiefersteinstr. 10
55606 Kellenbach

Tel: 06765 96 00 46
FaX: 06765 96 00 47

bzw 0049 37606 ...
0049 -6765 ...

So jetzt noch eine Kurze Beschreibung des Weges ab Bayreuth:

Von Bayreuth die A9 in Richtung Hof
auf AB DR Bay. Vogtland in Richtung Zwickau (A 72)
A 72 bis Abfahrt Trenen

Dort auf der Hauptstrasse bleiben und einmal links, rechts abbiegend durch den Ort fahren. Nach dem Ortsausgang sind es ca. 1 Km bis Schreiergruen. Dort sucht man die Gaststaette Schreiersgruen. Ist man bei Trenen abgefahren, sollte es keine Probleme mehr geben, da der Ort (Schreiersgruen) sehr klein ist.

Zur letzten Messe:

Der Anfang war wie vorher beschrieben, wir wurden allerdings von den Besuchern ueberrannt. Die Besucher bestuermten uns bis 3 Uhr, danach wurde es ruhiger. Die symbolischen Markstuecke flossen in grosser Zahl, fast haette sich Helmut einen Bruch gehoben. Die Zaehlung ergab 70DM, wobei ein Teil nichts gezahlt hat und der andere mehr als eine Mark. Leider war zur Messe kein Demo fertig. Es gibt sogar 2 Demos zur Messe, die es beim ABBUC oder den diversen Disk Mags gibt.

Die Atmosphaere war super und die einzelnen Staende stark umlagert. Die Haendler waren mit der Messe sehr zufrieden und deshalb gibt es sie wieder.

Also ich habe meinen Teil zum gelingen der Messe geleistet, jetzt liegt es an "Euch", den Usern ob es von dieser Messe im naechsten Jahr ein 3ten Teil gibt.

Helmut, Markus und ich freuen uns ueber zahlreiches erscheinen.

Wer ZEIT und LUST hat, kann ja ein Demo fuer die Messe erstellen, sollten genuegend Demos erscheinen, gibt es den Print Shop, AR & weiter Software fuer die 3 besten Demos.

Also kommen, sehen und Spass haben...

Zee U ad chraersgruen.

Torsten Schall
King kong
RaM 4

877. Re: The Return of Atari DOS file system

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: slackey@slackey-sun.lightstream.com
Message-ID: <SLACKEY.97Jan27143155@slackey-sun.lightstream.com>
Source record: 76547

In article <bwanga-2501972225340001@metricom34.ucsc.edu> bwanga@cats.uc*sc.edu (Timothy A. Seufert) writes:

In article <32E88DE8.BB2@nts.hl.siemens.de>, Thomas Purkert <Thomas.Purket@nts.hl.siemens.de> wrote:

>A few weeks ago, i read an article in a german computer magazine
>which says that in one of next Windows releases there will be
>a new technology called "linked file system" instead of FAT.
>
>I was very amused and started laughing loudly. This "brand new tech"
>has been used since '79... on 810 drives and Atari DOS...

Sorry, but I have to say that I am laughing loudly now. It's pretty absurd to think that something like the Atari DOS will be used in a modern OS. Atari DOS is "linked" because each file is a linked list: the last three bytes of a sector are a pointer to the next sector in a file. This is a horribly inefficient method of keeping track of which sectors are in a file. For example, you cannot do random accesses. If you want to open a file and move to the end to add some more data, you have to read the whole file.

It's also kind of annoying that it has to read a whole file in order to delete it.

I think the combination of the two schemes is best; that way, you get good random access with redundancy. (Having the links is good if the map gets trashed; that way, you can usually salvage the files.) -Stan

878. ICD Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32ECE176.446B9B3D@fir.fbc.com>
Source record: 76548

I recently acquired a small shipment of ICD products which are for sale:

ICD PR: CONNECTION 8bit communication boxes:

2 high speed serial ports, 1 centronics parallel printer port.
Unit requires no external power (great for mounting INSIDE of your
Atari XL/XE computer, even an 800 with a little work)

Includes a brand new still in the package ICD 850/PR: serial modem
cable and Atari SIO cable.

$12 each plus shipping. (only 15 available)

$10 each plus shipping WITHOUT plastic case (only 7 available)

ICD Atari Serial 850/PR: connection modem cables
Brand New, still in the packaging.

$3.00 each plus shipping (only 12 available)

Leave all replies to: cvendel@aol.com

Curt Vendel
http://members.aol.com/cvendel/vaporware.html

879. Re: APE (Mirror Mode)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <32ED650D.DA8@cris.com>
Source record: 76549

James King wrote:
>
> Are you supposed to be able to change directories while in mirror mode
> under Ape 1.11?
>
> I've never been able to.
>
> Working on trying to get my 8bit Atari CD accessible under a Pro! based
> BBS system using mirror mode, but am unable to change directories.
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!

James, I received your 8 bit CD but haven't gotten back to you with my opinion, because at this point I have been overwhelmed with the number of files on it. Every time I think I'm at the end of a sub-directory, I find another sub-diretory down the tree. It was well worth the wait.

Jim Treber

880. REGARDING "DOES ANYONE RECOGNIZE THIS"...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: Anthony Bufort <ajbufort@mail.sas.upenn.edu>
Message-ID: <32ED41C6.5718@mail.sas.upenn.edu>
Source record: 76550

This goes out to all who have helped me, defended me, and given me kind advice... THANK YOU VERY MUCH!! :) I am happy to say that, although I now realize I shouldn't have posted a binary here, I have gotten mostly positive responses to my scans. I hoped all of you found them enjoyable and/or useful.

Yes, it seems to be an Axlon 128K RAM board, but when I put it in the middle slot, it crashes my computer, no matter how the switch is flipped. One of the chips must be damaged or something.

-Tony

881. BW-DOS now uploaded

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32ED3110.7659@kawo2.rwth-aachen.de>
Source record: 76551

Hallo !

Ii¿½ve now uploaded the complete BW-DOS to my homepage.
The ZIP-File includes two ATR-Files. Side a is BW-DOS 1.10 with the
updates 1 & 2 in two subdirectories.
Side b includes the complete manual.

Would be very nice, if an American could upload this to UMich, because I
got no access to it.

Thanx, Matt

--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

882. Re: File Manager!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6PgMyFB4zHB@peter.soemtron.sb.sub.de>
Source record: 76552

In article <Re: File Manager!>, asharkis@aol.com wrote:

Howdy asharkis,

> It's a great idea, and should even look good in a two-color, 40 column
> screen.

why don't using the dl specialities? But you're right, we don't need 3
columns, 2 are even enough.

> Why set such difficult display goals when functionality is what we
> really need?

well today it isn't enough how good a programm works, it must look nice!

> His system didn't have the two columns (source and destination) but it
> did handle Sparta and Atari DOS in the way that was described in the
> first message on this thread. I think the MyDos addition would have
> been the next logical step.

yeah. Subdirectory and file system converting are great attempts. It will
need turbo i/o and shoud take advantage of extended ram.

--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

883. Re: 800XL can it run 800 games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6PgMyduKzHB@peter.soemtron.sb.sub.de>
Source record: 76553

In article <800XL can it run 800 games?>, mpolucha@acm.org (Micheal Polucha) wrote:

Howdy Micheal,

> Well as it says I'd like to know if they work. I recently got a 800XL
> (basic doesn't work) and it can run Star Wars Return of the Jedi Death
> Star Battle perfectly...it WON'T run Astrochase (for 400/800/1200XL) or
> Demon Attack (same systems). Any way around this? I can't seem to get
> those to work. I know the carts are in perfect condition cuz I bought
> them brand new in shrinkwrap. Any help would be appreciated. Oh and when
> I try to run them it just comes up with the screen and a cursor but I
> can't type anything.

there are several OS replacments availble. Some are software only! It's
really easy. Just load trans.com (or something else), reboot by a key and
play! -BUT- you have to get a copy on disk. AFAIK it isn't possible to
plug-in an cartridge while power is on.

--
6502 Ri¿½SC power! ||| i¿½ntel Outsi¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bi¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bi¿½t power !

884. Elevator Repairman

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: "Richard T. Thigpen" <lvalkar@sowega.net>
Message-ID: <32ED59DB.78FF@sowega.net>
Source record: 76554

If anyone remembers this real cool game, let me know if you have it or know where I can get it please!

Richard T. Thigpen

885. Re: File Manager!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32EC86FE.6FD3@kawo2.rwth-aachen.de>
Source record: 76555

Steve wrote:
>
>
> Thanks for the input guys. When I saw the note for an 80 column
> display I went and dug out my old VIDEO 80 disk, which has a device
> handler called V:. I was wondering when and what I could use to put it
> to good use. Anyway, I have had to re-write the code to make it run
> under MyDOS, and now it also runs under SpartaDOS. Good stuff, now all
> I need to do is write the program :). BTW, does anyone object to the
> name X-TARI for the file manager? I didn't think much of it at first,
> but it just sorta stuck.
> That is a great idea, using an 80 column display. It will certainly
> make it easier to display lots more text, including the sub-dirs. If
> anyone wants the AUTORUN.SYS file which creates the V: handler, let me
> know. It's great fun to muck around with if anything. The font that
> comes with it doesn't really display too well, but is ledgible.
>
> Thanks again guys, keep up Atari support.
> Here, Iï¿½m very interested in the V: device.

But there is another wish I have: if possible, do this using CIO calls
to the standard device handlers, so that this program will also work on
XEP 80 cards (or something other that might be developed).

Matt

--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

886. Re: help!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970127203801.PAA16980@ladder01.news.aol.com>
Source record: 76556

In article <19970126231300699903@zetnet.co.uk>, Michael Falconer
<m.falconer@zetnet.co.uk> writes:

>
>Does anyone know of any way for a pc 5.25 floppy drive to read the
>5.25 disks from a Atari 8 bit???? Can it be done???

I have a program that reads SpartaDOS disks, called SpartaRead. It only
reads Sparta format, however, and it does not write.

887. Re: NO YOGI..

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: kurt@csh.rit.edu
Message-ID: <Mu0PQB.pCA@csh-newsserver.csh.rit.edu>
Source record: 76557

In article <5cccr7$9n1@madeline.ins.cwru.edu> fu511@cleveland.Freenet.Edu (Kevin S. Moore) writes:
>
> Now is there are any other questions..well we are still here and
> virus free..on Part-Time BBS 5821196..yes, it's long distance..
> but still going...
>
> Strong..sometimes..hehehe..dude don't sweat it..

Well... perhaps the full phone number (i.e. WITH area code) might net you some more calls...

Just a thought.

--Kurt Mosiejczuk

888. Re: Paddles, How do they work ???

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: ernest@pi.net
Message-ID: <32ed0db7.8002223@news.pi.net>
Source record: 76558

On 26 Jan 97 08:32:12 GMT, Brad Rogers <brad@pianosa.demon.co.uk>
wrote:

>The paddles were just variable resistors. One end wired to +5V, the other to
>0V (Gnd). The 'wiper' was wired to a third pin on the joystick port.
>Essentially, the circuit is a voltage divider. The Atari returns a numeric
>value based on the relationship between the +5V & the voltage on the wiper.
>Somebody reckoned the value of the pot was about 1M Ohm. I'd have to disagree.
> First, from memory, a value of 10k sticks in my mind. Second, 1M would give
>current in the micro-amp range. Whilst this in itself makes little difference
>to a *voltage* divider. If the current flow is too low, external influences
>come to bear. In other words, just moving your hand near the paddle cable will
>make bad things happen. That is, affect the output.

Opening up a paddle reveals that indeed it contains a 1 MegaOhm
variable resistor. One end wired to +5 volt, and the 'wiper' wired to
the paddle pin connected to the Pokey chip. There is no wire
connected to ground, (well, there is for the trigger) since it is
actually not a voltage divider. Pokey simply measures how long it
takes for a capacitor to become charged. The higher the resistance
value, the longer it takes. The resistance of the human body varies,
but it would only be a factor if you would actually touch the wires.
The input impedance is such that a capacitive effect by being near the
wires does not affect it. Makes sense if you sit in front of the
computer all the time I suppose.

>Further, people have indidcatd that the output range was from 0-255. Again,
>working purely from memory, a lower bound of 10 sticks in memory. An upper
>bound does too, but I can't pin it to a number. There are several reasons for
>the limits. First, is that the readings become unreliable towards the extremes
>of travel on a pot, and second, moving the cursor/sprite/whatever, too far
>results in them being pushed off screen, resulting in a Cursor Out Of Range,
>error.

By actually trying one out, the value ranges from 1 to 228. This is
close to what mapping the Atari says. Since Pokey counts the number
of scan lines it takes for the capacitor to get charged, if there are
no more than 228 scan lines, the value could never become 255 within
one video frame. Actually, by the time it hits 228, Pokey aborts
measuring and starts dumping the charge in order to restart on the
next VBI. If your paddle will not physically move enough you might
get a low value of more than 1, so 10 would be possible. Programmers
should remember this when designing applications.
Actually, all this stuff is described in the hardware manual. It
contains lots of good stuff. The fact that the cursor would get out

of range is a software problem that the programmer has to deal with once she/he understands the hardware.

Just wanted to add this to the topic in order to clarify things.

889. Emulators for PC. Help needed.

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: rashm62629@aol.com
Message-ID: <19970127205900.PAA17882@ladder01.news.aol.com>
Source record: 76559

Hi you Atari fans,

I have to admit I have left my 800XL domant for 12 years. Finally gave it a good bashing. My TV screen looks poor and I sold my Phillips Monitor. So I tried Xformer (2.5 & 3.6) and Pokey.

Can you assist me by helping me with the following:

1. Which emulator is the best for working correctly?
I cannot get the keys to work in Rescue on Fractalus for landing etc.

2. I need an urgent fix on Defender. Have got Defender.exe file from Jellystone. How do I get it to run?

3. Carrier Force (SSI), the best carrier game ever made. How can I transfer files from 1050 disc drive to PC or has any one got ATR, XFD file?

Any information, pointers to help or otherwise, would be most gratefully received.

Russ.

Very Old Atari User.
Very new Emulator User.

890. Re: PC<->A8 floppy transfers

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: un55@rzstud2.rz.uni-karlsruhe.de
Message-ID: <5cj8g2$ch6@rzstud2.rz.uni-karlsruhe.de>
Source record: 76560

In article <5ch83q$rra@madeline.INS.CWRU.Edu>,
James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote:
>work ok, I suspect he has an older 360k pc floppy. 'Util'
>does work better with a 360k floppy. And works pretty
>reliably with a 360k floppy IF you use a clean disk, one
>that hasn't been written to by A8 or PC before.

OR if you format a disk with "util" and not on the 1050.
I've tested 'Util' on more than 15 PC's so far. Most of
them had 1.2 MB floppies installed. The results of my tests
are somehow strange: apparently the reliability of 'util'
depends not only on the actual drive or disk, but
also on the setup of the computer. I've been using
publicly accessible PC's for the test. It happened that
'util' worked perfectly on a computer one day, but it failed
entirely the other day. Something must have changed in the setup,
I simply can't think of any better explanation.
For me, at least, there's no way to reliably find out
which computer (of the 15) is best suited for
'util' on a particular day.

What I did find out on the subject is that 'util' crashes
any computer infected by the "FORM" virus. This virus
surely hookes on similar interrupts/BIOS-calls as 'util'
does.

>HD drive work. Int 13, ah 17 and 18 will set the pc floppy
>controller to format tracks on a HD drive using the LOWER
>currents necessary for DD disks. Normally, and also in
>'Util' code, the current is too high for DD disks. This is a

Sounds like a good idea to have a look on it..

>Boy, that was long winded and thanks and I hope to get to
>this in the next months, but now I'm pretty sure I know what
>to do.

Please let us know of any results you may achieve on this subject.

best wishes,

-Marek

Marek.Tomczyk@stud.uni-karlsruhe.de
Marek Tomczyk

891. Re: Rainbow 95 now has sound!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970127103830.11898F-100000@fissure.scar>
Source record: 76561
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

On Sun, 26 Jan 1997, Chris Lam wrote:

>
>
> Hi,
>
> Rainbow 95 v1.35 now has sound. See website below for more.
>
>
> --
> Chris Lam,
> Rainbow/Horizon Keeper.
>
> E-mail: jx91@cityscape.co.uk
> WWW: http://www.cityscape.co.uk/users/jx91/emulators.html
> --
>
>
For those Rainbow 95 idiots out there like me, whatis Rainbow 95?

An 8bit emulator for Windows 95 seems like the best guess?!?

892. Re: omnimon!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970127104032.11898G-100000@fissure.scar>
Source record: 76562

On Sun, 26 Jan 1997, Rick Rowland wrote:

> Cleaning out some old boxes and found a 24pin chip.
> Has a white sticker with read letters that say;
> OMNIMON!
> by David Young
> Anyone remember this and what it was for?
> Rick
>
>
Omnimon was/is a different OS, I think for Atari 400/800 only, maybe XL/XE
I don't know. It was supposed to have extra features, like an M/L monitor
and give you more control of the system. I think there was even an 80col
version somewhere...

Alan

893. Re: Sparta on an 800?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: Andre Bullock <AVB6567@worldnet.att.net>
Message-ID: <32ED9E89.2717@worldnet.att.net>
Source record: 76563

```
Steve wrote:
>
> Chris Gill <Fuzball@nznet.gen.nz> wrote:
>
> >Hi all...
> >
> >Is there a hardware hack / cart available that will allow an 800 to run sparta
> >and XL/XE software? I have an 800XL that is kaput and am down to an 800...
> >most of my programs are on DSDD sparta formatted disks, and I like sparta :)
> >
> >Any help is appreciated.
> >
>
> I just checked out SpartaDOS 1.1, and it works ok on the old 800 if
> you want that. Yeh, I know it's going backwards but anyway.
> I don't think a cartridge of any type will allow XL/XE software to
> run, since the 800 cannot allocate RAM under ROM, and also the memory
> location $C000-$CFFF is totally unusable anyway. So a dual operating
> system modification would be the best bet, although I think you would
> be hard pressed to find one for the 800 nowadays.
>
> Steve.
>
>
> ------------------------------------------------------------
> / If you want to email me, please remove the asterisks. \
> reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
> \ http://www.geocities.com/SiliconValley/Heights/9364/ /
> ------------------------------------------------------------
> ATARI Lives!! From one Decade to another- GO ATARI 8!!!
> ------------------------------------------------------------

..I was about to agree that indeed Sparta 1.1 was for the 400/800. 2.x
was released for the XL/XE series. Might I also suggest SMARTDOS, I
forget who made it but it too supported SD/DD I remember seeing it used
with the IndusGT floppy drive ( a double density device ).

AB.
```

894. Re: Sparta on an 800?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <32ECC306.859@erols.com>
Source record: 76564

Chris Gill wrote:
>
> Hi all...
>
> Is there a hardware hack / cart available that will allow an 800 to run sparta
> and XL/XE software? I have an 800XL that is kaput and am down to an 800...
> most of my programs are on DSDD sparta formatted disks, and I like sparta :)
>
> Any help is appreciated.

As a few messages noted, SpartaDOS version 1.0 & 1.1 will run on a stock 800 or a memory expanded 400! However, a better choice for the 800 is using a SpartaDOS X Cart. The X-Cart works well on the 800 and also allows you to use a R-time-8 cart in the right cartriage port for time/date stamping. The later versions like 4.20 or 4.21 were rather bug free. They can be used for accessing disks in the both SpartaDOS and Atari type single/enhanced or true double density.

895. Re: Emulators & SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970127232221483 86@ts150.vcr.wis.net>
Source record: 76565

Bingham <bbingham@IDT.NET> wrote:

> under the Rom placement. (as I think this is also the only version that
> works with the 400/800) The down side to 1.1 is that there is a bug in the

SpartaDOS X (The cartridge version 4.2x) allows you to tell it what type
of extended RAM to use... if you have an upgraded computer, you can tell
it to use one of the extended banks of memory, the traditional memory
under the OS, or none at all. NONE being the one that lets it operate
on the 400/800, but it does not leave as much memory free. When sparta
X uses a bank of memory for highmem, it leaves the more memory free than
almost every other dos out there!

--
Ryan Goolevitch
http://www.trideja.com/ryan/

896. Re: Sparta on an 800?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970127232228487 87@ts150.vcr.wis.net>
Source record: 76566

Chris Gill <Fuzball@nznet.gen.nz> wrote:

> Is there a hardware hack / cart available that will allow an 800 to run sparta
> and XL/XE software? I have an 800XL that is kaput and am down to an 800...
> most of my programs are on DSDD sparta formatted disks, and I like sparta :)

The coolest way to go is to find a SpartaDOS X (4.2x) cartridge, and
then your 800 will boot up really fast, turbo disk access, etc... if
you can find one... otherwise, you may be able to find a hacked version
of 3.2, or 3.3.

--
Ryan Goolevitch
http://www.trideja.com/ryan/

897. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <32ECE6E0.6B9D@erols.com>
Source record: 76567

asharkis@aol.com wrote:
>
> In article <32ed8927.2049636@news.networx.net.au>, read@my.sig (Steve)
> writes:
>
> > just had a look in alt.binaries.atari, and was wondering about the
> >message I found there regarding what should be posted. They state that
> >it is ATARI ST and Compatible computers software only, so would we
> >8-bitters be able to actually use this group? Maybe someone could
> >check this out, cause I don't think they'd appreciate 8-bit software
> >posted on a ST only group.
>
> I've found 8-bit stuff there. It has more of the ST variety to be sure,
> and significantly more spam messages. But it will carry 8-bit stuff.

There is a binaries group just for Atari 8-bitters! It is now being
carried by my ISP:

alt.binaries.comp.atari8bit

Take care, Jon

898. Re: alt.binaries.comp.atari8bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-27 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <32ECEBD7.5178@erols.com>
Source record: 76568

I just read through the messages in the alt.binaries.comp.atari8bit newsgroup on my ISP server and not one single Atari 8-bit related message! It must have been added within the last few months. It wasn't there about 4 or 5 months ago. Everything is basically spam messages. Perhaps it is time we started to use this Newsgroup before it is considered wasted hard drive space!

899. Using the DLI on Atari machines.

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: Andre Bullock <AVB6567@worldnet.att.net>
Message-ID: <32EED966.2DFB@worldnet.att.net>
Source record: 76369

Also if anyone still wants to know how a display list interup or
60Hz interupt works I can help.

...Mignt I also add that a great description on how the DLI works was
presented in a series of articles in Byte magazine in 1981, he series:
Inside Atari Graphics or something like that was serialised over 5
issues as I remember. This info isn't news to anyone who has DeRe Atari
but its as easy as a good library as far as access in concerned.

AB.

900. FS: Atari Books

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: rcrisafu@jetta.coordinate.com
Message-ID: <5cm1oe$o4t@bud.coordinate.com>
Source record: 76370

Atari Fun & Games by Linda M. Schreiber (287 pages)
The Best Atari Software by the Editors of Consumer Guide (192 pages)

$5.00 each

Buyer pays shipping. Please e-mail me if you're interested.
Thanks.

Rich

901. Re: Flames to person posting loooong .gifs (atari8 binary newsgroup)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0d5f$c24e5920$1ef7aecc@blackat>
Source record: 76371

```
>
> : There is an 8 bit binary newsgroup. alt.binaries.comp.atari8bit and
> : alt.binaries.warez.atari8bit.
>
>
> Hmmm... I can't seem to find a news server which carries those. =(
>
```

My provider doesn't have it. When I gave them a ring they told me that they carry *ALL* the newsgroups availible to them.

Will

902. Wanted : ACTION! and Toolkit

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc0d62$40bb3ce0$0100007f@LocalHost>
Source record: 76372

I would like to buy the ACTION! cartridge and the Toolkit to go with it!
Anybody able to help? Please email me offers!

903. Re: Confused about disk sides

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5clmou$1it$1@zwieracz.psych.uw.edu.pl>
Source record: 76373

dnia Fri, 24 Jan 1997 16:00:50 EST Thomas Main napisal(a) byl(a) w comp.sys.atari.8bit:
> Why don't other computers use this system. I have never heard of flipping
> a disk on a PC or ST. Any help would be appreciated.

some atari disk drives, like toms720 or xf551 could use both side of disk at
the same time - they had two heads. same as disk drives in pc's or st's.

in ataris, toms 720 could format disk for 720kb (used the same dd floppies as
atari 1050 and others).

209
--
= wasza KrAp = krap@freud.psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone: 22-6594364 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

904. The SpartaDos Cart--please help!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: James Anderson <James_V_Anderson@msn.com>
Message-ID: <01bc0db2$ab69aae0$a1d22399@JamesVAnderson>
Source record: 76374

I used to run a BBS in Salt Lake City about 10 years ago--called the Great Underground Empire. We were using an 800xl with ICD's Basic XL and modified Carina 2.0 BBS software, and a 20 meg Supra hard drive.

Well, I want to set it up again.

I would like to buy an ICD MIO (any version) and ICD's SpartaDos picky back cartridge. If anyone will sell or has info about where I can purchases these classic ICD BBS tools, please e-mail me at James.Anderson@Juno.com.

Thanks.

905. BobKlass's Repair Shop

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: James Anderson <James_V_Anderson@msn.com>
Message-ID: <01bc0db3$1d6078e0$a1d22399@JamesVAnderson>
Source record: 76375

Bob, I've got a question for you!

Arn't you the former Sysop of Utah's longest running ATari 8-bit BBS--the Repair Shop? It's good to "read" a familiar TYPE face.

Is the Repair Shop still running?

Tell me about the BBS Express Pro version 5 that you're selling.

Also--didn't you buy Eric's MIO? I'm still looking for one and ICD's spartaDos piggy-back cart. Do you have anything to spare?

James Anderson

James.Anderson@Juno.com

906. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <5cjq0e$ss8@nexp.crl.com>
Source record: 76422

In article <01bc0c1f$ef600c60$96f7aecc@blackat>, William Fisher wrote:
: Microsoft's InternetNews *DOES* give you the size of a message before
: you download it! (This message was 16 lines long!)

Let's count, shall we?

1: From nexp.crl.com!nntp.crl.com! [long line clipped]
2: Path: nexp.crl.com!nntp.crl.com! [long line clipped]
3: From: "William Fisher" <blackat@direct.ca>
4: Newsgroups: comp.sys.atari.8bit
5: Subject: Re: DOES ANYONE RECOGNIZE THIS?
6: Date: 27 Jan 1997 07:01:06 GMT
7: Organization: Canada Internet Direct, Inc.
8: Lines: 22
9: Message-ID: <01bc0c1f$ef600c60$96f7aecc@blackat>
10: References: <32E25D33.3D16@mail.sas.upenn.edu> [long line clipped]
11: NNTP-Posting-Host: kel-as-02c06.direct.ca
12: X-Newsreader: Microsoft Internet News 4.70.1155
13:
14: > There is no way to get a message size from a header in Usenet. AOL puts
15: > long messages up with a header that says the message is too long to be
16: > read offline and describes how to retrieve and read or download it online
17: > (More profit for them? Not at a flat rate!)
18:
19: Microsoft's InternetNews *DOES* give you the size of a message before
20: you download it! (This message was 16 lines long!)
21:
22:
23: > A newsgroup called alt.binaries.atari DOES exist and is an appropriate
24: > place for such messages. I had no trouble getting AT&T Worldnet to carry
25: > it, and to carry alt.binaries.atari.d, but AOL won't carry
26: > alt.binaries.atari.d. I know that these two groups are beset by
27: spammers,
28: > but if you can weed through that nonsense and pick up the files you want,
29: > there's no big problem.
30:
31: I hate the amount of SPAM that piles up in groups that are not used very
32: often
33: but are still usefull to have around... sigh
34:
35: Will

I count 35 lines, 22 if you skip the header. The only way I can figure
out that gets 16 lines is if I count blank lines and those beginning with
a '>'. Weird (Just like M$!).

--
Kyle R. Hofmann <rhofmann@crl.com>

"There are no significant bugs in our released software that any
significant number of users want fixed." -- Bill Gates

907. Re: xf551 with 3.5" mod

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970128034801.WAA08731@ladder01.news.aol.com>
Source record: 76423

In article <32EAC095.6C67@tcd.net>, BobKlaas <bobkla19@tcd.net> writes:

>
>The XF551 disk drive with 3.5 disk is actually a Bob Puff CSS
>development. They work fine have 2 of them and use them all the time to
>store data. Worth the money.

True, but there is also the Bob Woolley upgrade text file, for those with access to an EPROM reader/burner. I upgraded one of mine this way, and it works like a champ.

908. Re: Mail-Return adress

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970128034800.WAA08737@ladder01.news.aol.com>
Source record: 76424

In article <32EC8D30.4882@kawo2.rwth-aachen.de>, Matthias Belitz
<matz@kawo2.rwth-aachen.de> writes:

>
>I�m looking at some strange development here for some weeks now.
>More and more people have set a strange return adress as "mail@home� ;
>"read@my.sig" etc.
>Is anybody here, who could explain this to me ?
>It�s just a little boring, to get 50 % of all messages back with the
>error code "host unknown".

It's their way of telling the Email "Spammers" where they can stick their
unsolicited sales pitches. When you see something like that, either reply
to the group, or if you have to Email reply the author, their proper Email
address will be near the bottom of the message, usually with one or more
"*" type characters imbedded which you are instructed to edit out.
Granted, it makes it a little tougher to Email reply to them, but it's for
a good cause..... dB^)

909. Re: Schreiersgruen Atari 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970128034800.WAA08740@ladder01.news.aol.com>
Source record: 76425

In article <5ciqdv$qst@widukind.fh-worms.de>, schallt@worms.fh-rpl.de ()
writes:

>Hier nun eine fuer "Deutsche" lessbare Version ueber die Schreiersgruen
Messe.
> (rest snipped)

Could you please repeat all of that in English? This is an
English-language newsgroup. It may be useful information, but I don't
speak German.
Thank you.

910. Re: Elevator Repairman

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: John Collins <irata@aztec.asu.edu>
Message-ID: <5cjv3jgmd1@news.inficad.com>
Source record: 76426

"Richard T. Thigpen" <lvalkar@sowega.net> writes: >
> ------------2C7B26EE7C2B0
> Content-Transfer-Encoding: 7bit
> Content-Type: text/plain; charset=us-ascii
>
> If anyone remembers this real cool game, let me know if you have it or
> know where I can get it please!
>
>
> Richard T. Thigpen
>

Here you go!

ftp://yoshi.meil.pw.edu.pl/atari8bit/Games-files/e/elevator.exe

911. Re: PC<->A8 floppy transfers

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5cjuhd$dua@alexander.INS.CWRU.Edu>
Source record: 76427

(Followup to my own msg. about 'util' and oersteds.)
Well, I still say it'll take me months, because this is dangerous
stuff (my sector read/write on A8 and PC, stuff). BUT, I want
to say, I worked on it all day. And had some success. For the
first time, I got my pc prog. to write SpartaDOS to a disk and
it booted on A8. I mean I've done it before, but only with 360k
drive. This was done using entirely 1.2meg drive and A8.
Before someone wants it. I've done stuff like mess up my
source 1.44 meg, I mean it. What disk do you have in drive A:
when your 'developing'? Your source code disk.
What happens if you mess up and write sectors to that disk,
my 5.25" is on B: drive. I did it again, got excited and started
writing to A: drive with source code disk in it. It returned
an error and things seem ok, but that's what I'm doing.
I blithely go thru selecting the pc drive right thru C: drive,
which is my hard drive, I don't think it will write sectors
to it, but who wants to find out?
So, some of the theory worked today. And, if I ever get this
stuff I use when I need it to shape where it is half safe,
sure, I'd u/l it someplace.

912. Re: Emulators & SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32ed8f6f.1834077@news.inc.net>
Source record: 76428

On Mon, 27 Jan 1997 07:57:04 +0100, Markus Gietzen
<iig05-1@htw.uni-sb.de> wrote:

>Jon D. Melbo wrote:
>
>> Now that's a good point too. But if an emulator "emulates" an XL or
>> XE then it should do the bank switching unless it specifically states
>Every major emulator (Atari800, Rainbow, Pokey, XFormer and XL-it!)
>emulate bankswitching.
>It has another reason that SpartaDOS doesn't work. I've no idea
>whats the reason because I never used SpartaDOS and I still haven't
>figured out which version fails (one says it works and the other
>one says it doesn't work....)
>
>Bye,
> Markus
>--
>Markus Gietzen
>
>E-Mail: iig05-1@htw.uni-sb.de
Hello Markus, I could email you what I have that doesn't work. SD
3.2d for example... or I can FTP it somewhere if you have a spot or
want it.

Cheers,

Jon

913. It's over Bob! Was: COPYRIGHTS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: John Collins <irata@aztec.asu.edu>
Message-ID: <5cjvnmgss1@news.inficad.com>
Source record: 76429

morbid@best.com (The Morbid Guy) writes: > Okay, Bob, this thread (and the other 2) has gone on waaaaay too long.
> ;-)
>
> Regarding stuff on my manual archive: My policy: if you can prove you
> have copyright on it or you are from the company that has copyrights
> for the manuals, I will remove manuals at your request.
>
> The Atari 8bit Manual Archive:
> http://www.best.com/~morbid/manuals
>
>

Please don't! Bob is... er... Bob. Litigation Bob. He quashed any 3rd party support for his own BBS program. A company called Circular Logic closed up shop because of his incessent legal harassment. A member of our user group wrote an on-line game and got the same from Bob. Now he seems to be the self-proclaimed guardian of copyrights when it comes to Atari 8-bit software. I (we) have put up with his garbage for many years on the PRO! nets, now on the Usenet, and it's time we need to say enough is enough! Go away Bob! We kept quiet all these years, but now I'm in a position to say, "Shove your head where the sun don't shine"! It's over Bob! Fini! Kaput! We don't want your BS anymore. This is what we really thought of you, but were too polite to say anything. And the same goes to "Sysop Crazy", your friend and co-hort.

And don't let the door hit you on the way out!

914. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0ce8$809ab5e0$26f7aecc@blackat>
Source record: 76430

> : Microsoft's InternetNews *DOES* give you the size of a message before
> : you download it! (This message was 16 lines long!)
>
> Let's count, shall we?
>
> 1: From nexp.crl.com!nntp.crl.com! [long line clipped]
> {2-34 deleted for space}
> 35: Will
>
> I count 35 lines, 22 if you skip the header. The only way I can figure

> out that gets 16 lines is if I count blank lines and those beginning with

> a '>'. Weird (Just like M$!).

Oops. I was actually referring the to the post I was replying to. Not the
actual message I posted to the group as a followup! =)

Will

915. Re: Sparta-DOS 3.3

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: Bingham <bbingham@IDT.NET>
Message-ID: <5ck2hu$onp@nnrp2.farm.idt.net>
Source record: 76431

Matthias Belitz <matz@kawo2.rwth-aachen.de> wrote:
: I got SD 3.3 from different sources now, but never a documentation was
: included.
: So here my questions:
: Who released this Version of Sparta-DOS ?
: What are the differences to SD 3.2g (cause the commands CD,MD ... are
: already included in SD 3.2g)?

Sparta Dos 3.3a was rewritten by Stephen Carden. It was designed for use with BBS Express PRO! It is an expansion on 3.2d err 3.2z. Some 3.2 commands are removed, AINIT for one. CWD for another...

BIll

916. Re: atr to real disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32ed9664.3615923@news.inc.net>
Source record: 76432

On 27 Jan 1997 16:40:42 GMT, cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:

>
>(Jon says 'higher' write/format current is used on HD disks.)
>From 'Upgrading and Repairing PCs' 4th ed. Scott Mueller. p 558.
>"How do you format a 360k disk in a 1.2m drive? If you just execute the
>FORMAT command without parameters, DOS attempts to format the disk to its
>maximum capacity. Becase the 1.2m drive has no media-sensing cpabilimes that the disk capability is equal to the maximum capability of the drive
>and attempts to create a 1.2m format on the disk. The write-current
>is increased also during a recording in this format,
>which is incompatible with the 360k media. To format the

PUBLIC HUMILIATION! APPOLOGIES PROFFERED.

I was wrong. I was wrong. I was wrong.
I feel like an idiot. I too love that book. I have the 2nd & 5th editions. I actually researched the subject before I wrote my last message about it, however, I read a very key detail incorrectly. You are correct.

Am I off the hook now? :)

Cheers,

Jon

917. Re: It's over Bob! Was: COPYRIGHTS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0ce8$39914920$26f7aecc@blackat>
Source record: 76433

> Please don't! Bob is... er... Bob. Litigation Bob. He quashed any 3rd
> party support for his own BBS program. A company called Circular Logic
> closed up shop because of his incessent legal harassment. A member of
> our user group wrote an on-line game and got the same from Bob. Now he
> seems to be the self-proclaimed guardian of copyrights when it comes to
> Atari 8-bit software. I (we) have put up with his garbage for many
> years on the PRO! nets, now on the Usenet, and it's time we need to say
> enough is enough! Go away Bob! We kept quiet all these years, but now
> I'm in a position to say, "Shove your head where the sun don't shine"!
> It's over Bob! Fini! Kaput! We don't want your BS anymore. This is
> what we really thought of you, but were too polite to say anything. And
> the same goes to "Sysop Crazy", your friend and co-hort.
>
> And don't let the door hit you on the way out!

Oi! If this doens't cause a flame war I don't know what will... =)

Will

918. Re: Schreiersgruen Atari 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <32EDA44A.C26@htw.uni-sb.de>
Source record: 76434

lenspencer@aol.com wrote:

> Could you please repeat all of that in English? This is an
> English-language newsgroup. It may be useful information, but I don't
> speak German.
He posted that already two times in English.
It's just a description of an Atari 8bit fair that will be hold in the
eastern part of Germany.

Bye,
Markus
--
Markus Gietzen

E-Mail: iig05-1@htw.uni-sb.de

919. Re: : COPYRIGHTS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970128090101.EAA22708@ladder01.news.aol.com>
Source record: 76435

I think what Bob was refering to was a person-place or thing and Wife is
a Thing

920. Re: PC<->A8 floppy transfers

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: un55@rzstud2.rz.uni-karlsruhe.de
Message-ID: <5cjcar$c0b@rzstud2.rz.uni-karlsruhe.de>
Source record: 76436

In article <32f14147.9784778@news.networx.net.au>, Steve <read@my.sig> wrote:
>
>Actually I do use a 1.2 mb disk drive, but as you say UTIL does work
>more reliably with a 360k drive. I remember someone telling me that it
>is the RPM of the disk drive that affects the disk I/O. Something like
>this:- the 1.2mb drive spins at 300rpm, while the 1050 drive spins at
>288rpm. If you use the XF551 disk drive, that does spin at 300rpm, so

I remember telling something like this to someone...

Now, I know that RPM isn't really the only parameter you have to look at here.
RPM of the disk drive has always to be considered together of the clock
rate of the drive's controller. More precisely: the data rate.

I'll try to explain. The controller chip in the disk drive usually
uses a fixed clock rate to pace the bits that get written on a disk.
If you increase the RPM of the drive, while the clock rate of the controller
chip still remains the same, you won't be able to fit as many bits on
a track as before. Similarly, if you decrese the rotational speed of the
drive while maintaining the clock rate wou'll be able to fit more data on
a track passing by the R/W head.

When Atari engineers developped the XF551 disk drive, they had a difficult
task to complete. The new drive mechanisms didn't rotate at 288rpm anymore,
but at 300rpm. Despite this the developpers had to make sure old software
could still be read on the new drive. As they couldn't (or didn't want to)
lower the rotational speed of the mechanism, they incresed that pace at
which bits get written to the disk.

They used a 8.3333333333 MHz clock compared to 8 MHz in a 1050
The amount of bits that can be written to the disk during one round still
remains the same in both drives:

```
drive | clock rate | RPM | rounds/s | max possible bits/round |
=================================================================
XF551 | 8.33333 MHz| 300 | 5.00 | 1666667 |
-----------------------------------------------------------------
1050 | 8.00000 MHz| 288 | 4.80 | 1666667 |
```

So, you see that theoretically the reliability of 'util' shouldn't
differ between the XF551 and the 1050. If you're getting better results
with the XF551 then surely not because of the higher RPM of it.
There must be some other reason.

>works ok using a disk formatted on one of my 1050 drives, but I think
>the head alignment may be out on the 1050, cause I have lots of
>trouble reading those disks on another 1050.

I assume that head misalignement can do a lot of harm to reliable
data transfers.

>Yeh, I know UTIL is only for DOS based disks, which is a real pity.
>It'd be great if someone could write a new program to read an Atari
>disk sector by sector on the PC's drive. I'd have a go myself, but my

What do you mean exactly by "sector by sector"? How should a disk
image be stored then? As DCM-file?

>knowledge of the PC is very limited when it comes to writing programs.
>I have seen a couple of programs that claim to be able to read a
>single density disk, but I can't seem to get them to work. (They are
>not actually written to copy Atari disks, they simply read any disk
>sector by sector). One was called "ANADISK", and the other "DEANA".

I've been tinkering in this field for some years now. Without great
success, though. My routines use BIOS calls in order to read "enhanced
density" disks. The problem is that I can't say when a read on a sector
is successful and when it fails. While BIOS dosn't report any errors, some
sectors are still corrupt. Also, on consecutive reads sometimes a sector is
OK, sometimes it isn't.

During the following few years (well, I don't get very often into programming
on this) I'll try to figure out how to read a disk without BIOS-calls.
There must be some way to read data reliably by programming the disk
controller directly. It seems pretty tricky, though, as you also have to
deal with some nasty little things like the DMA controller and alike.

best wishes,

-Marek

Marek.Tomczyk@stud.uni-karlsruhe.de
Marek Tomczyk

921. Re: Sparta-DOS 3.3

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32EDBEC4.44F6@kawo2.rwth-aachen.de>
Source record: 76437

Bingham wrote:
>
> Matthias Belitz <matz@kawo2.rwth-aachen.de> wrote:
> : I got SD 3.3 from different sources now, but never a documentation was
> : included.
> : So here my questions:
> : Who released this Version of Sparta-DOS ?
> : What are the differences to SD 3.2g (cause the commands CD,MD ... are
> : already included in SD 3.2g)?
>
> Sparta Dos 3.3a was rewritten by Stephen Carden. It was designed for use
> with BBS Express PRO! It is an expansion on 3.2d err 3.2z. Some 3.2
> commands are removed, AINIT for one. CWD for another...
>
> BIllCould someone tell me, if he is reachable by mail ?
Matt

--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

922. Please help newbie girl with running atari files

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: Tracy
Message-ID: <01bc0d09$c37012e0$08bcaec7@phil>
Source record: 76438

Hello, I am a newbie with a question concerning how to run *.com & *.atr files using xlit016 and xf25 Atari emulators. Can you explain what is the difference and between these extension and please explain (in some detail as I am a newbie) how to run these files? Thanks. If you do not have time, could please forward this message to a newsgroups that might be appropriate?

Tracy

Please respond to 104317.440@compuserve.com

923. WTB: US Doubler

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5ck68o$k68@freenet-news.carleton.ca>
Source record: 76439

I need a working 1050 us doubler at a reasonable price. I only need the upgrade, not a whole drive (if the price is right I guess a drive is ok)

I need this quite soon, thanks.

Steve

924. Info on Big Five Software wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: qmnmaren@mailbox.uq.edu.au
Message-ID: <5ckj3t$c03$1@nargun.cc.uq.oz.au>
Source record: 76440

I was thinking of starting A Miner 2049'er/Big Five Nostalgia page and am wondering if anyone has any info on Big Five Software. Info such as, were is Bill Hogue of Big Five now? What did he do after programming for the Atari. What is he doing now and where is he now?

Any help would be greatly appreciated.

Nickolas Marentes

925. sell/help

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: gdearsley@gdearsley.compulink.co.uk
Message-ID: <32eddd2f.0@news-feed.ndirect.co.uk>
Source record: 76441

I still have a copy of De Ry atari and the technical refferance notes
with an operating system listing.If anyone is interested please email
me at gdearsley@ndirect.co.uk
Also if anyone still wants to know how a display list interup or 60Hz
interupt works I can help.

926. Re: XF 3.60 (was Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5ckrgk$isu@sjx-ixn4.ix.netcom.com>
Source record: 76442

In <6PW2ClHXS7B@antic.cls.de> ulf@antic.cls.de (Ulf Petersen) writes:
>
>On 24 Jan 97, asharkis@aol.com wrote ...
>
>> >I wouldn't bother with PC Xformer 3.6, I've just seen it and I think
>> >it's terrible. According to the auther, 3.6 will emulate a 130xe on a
>> >486DX2-66 at a speed about 9 times that of a real 130xe. I ran it on
>> >my 486 DX2-80, and sure enough it runs about half of the speed of a
>> >real 130xe, even with scroll-lock off (apparently turbo mode?). I
>> >tried running MULE- couldn't read any text. I tried running MERCENARY-
>> >again no text. Tried a dozen or so other games etc, most ran pitifully
>> >slow, and as for the sound- well, I sticking to my REAL 130XE!
>>
>> I know what you mean. Actually, XFormer does what I want sometimes. I'm
>> not a gamer, and Darek has stated many times that his emulators will not
>> run software that was originally copy-protected. But my user group puts
>Read between the lines - whatever Darek says! It's just a bad excuse from
>his side! XF also doesn't work with lots of PD and commercial games that
>have never ever been copy-protected! I know what I'm talking about,
>because XF doesn't even run most of my commercial programmes! The problem
>with XF is that Darek is apparently uncapable of fixing the disk routines
>and several other things. Yes, XF is fast, but who wants to play games at
>200% - 300% or so of the original speed? It's only good for utils or
>programmes using simple graphics - but that's it! In my personal list, XF
>ranks as the worst emulator and XL-IT! and RAINBOW as the best. Even POKEY
>is far better than XF (if you forget about speed!). Fortunately Darek

>stopped charging people for - erm - """"updates"""" which really were
(and
>are!) too overpriced (hm, that policy very much reminds me of the
company
>he is actually working for ;)!).
>
>> I don't think we're going to see perfection very soon in any
emulator or
>> combination of emulators, but I want the process of development to
>> continue, because it will help to keep the community alive.
>Exactly :))))!
>
>Ulf
>
You have to realize that the 'FREE' version is NOT the same as the
PAY version. I have 3.0, which I paid for and it seems to work as
advertized. I've d/l'd some favorite games from Yogi's site and almost

all of them work fine with my Aptiva Pentium 133 w/Win95. This version isn't even designed for Win95. Sound works, the joystick works and it IS exceptionally fast in turbo mode. I also have 24Mb of RAM on this beast, so that probably makes a huge difference in processing time. However, I have been waiting since October for the 4.0/Win95 version to come. Darek has never been known for speed, but what I paid for does what he said it should do. I just wish I could get SpartaDOS and BASIC XL runtime to work on it.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

927. Re: File Manager!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5cks55$69c@dfw-ixnews9.ix.netcom.com>
Source record: 76443

In <19970125161600.LAA29321@ladder01.news.aol.com> asharkis@aol.com writes:
>
>In article <6PVL1XKpzHB@peter.soemtron.sb.sub.de>,
>peter@soemtron.sb.sub.de (Thomas Havemeister) writes:
>
>>great idea! What's about an Norton Commander clone, NC like functions, NC
>
>>like colors and a software 80-char screen!
>>
>>
>
>It's a great idea, and should even look good in a two-color, 40 column
>screen.
>
>Why set such difficult display goals when functionality is what we
really
>need?
>
>BTW, a member of one of my user groups was on the way to developing
>something like this when he was tragically killed in an accident some
>years ago. His system didn't have the two columns (source and
>destination) but it did handle Sparta and Atari DOS in the way that
was
>described in the first message on this thread. I think the MyDos
addition
>would have been the next logical step.

I agree, 80 col and more than 2 colors is too difficult for tat
least the first shot. Add stuff like that much later. Important things
like copy, move, delete, undelete, multi-directory scanning,
source/dest lists, access to arc/unarc, make directory (MD), remove
directory (RD) and deltree (delete entire directory w/files and
subdirectories would be the things I'd use most. The split screen could
be over/under format (Tile horizontal). I use Win file manager in this
layout and it works fine. Oh one other thing to possibly have is a file
search on the currently selected drive. It doesn't have to search all
drives like WHEREIS.COM does, but should search the entire current
drive or all directories from the currently selected directory on down.
It should also be able to use wild card searches. Thanx for listening

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

928. Re: Paddles, How do they work ???

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5ckt0k$ndk@dfw-ixnews4.ix.netcom.com>
Source record: 76444

Some stuff was remover to be brief----------

In <32eb6aec@pianosa.demon.co.uk> Brad Rogers <brad@pianosa.demon.co.uk>
writes:
>
>Whilst reading the usual rubbish I find here, Michel Bieleveld wrote
something
>interesting to All about Paddles, How do they work ???:
>
>Hello Michel,
>
> MB> want to know how I can Address the Analog signal from the Paddles, and
> MB> wich electronic parts are used in the paddles. I hope some one will
>
>The paddles were just variable resistors. One end wired to +5V, the other to
>0V (Gnd). The 'wiper' was wired to a third pin on the joystick port.
>Essentially, the circuit is a voltage divider. The Atari returns a numeric
>value based on the relationship between the +5V & the voltage on the wiper.
>
>Further, people have indidcatd that the output range was from 0-255. Again,
>working purely from memory, a lower bound of 10 sticks in memory. An upper
>bound does too, but I can't pin it to a number. There are several reasons
for
>the limits. First, is that the readings become unreliable towards the
extremes
>of travel on a pot, and second, moving the cursor/sprite/whatever, too
far
>results in them being pushed off screen, resulting in a Cursor Out Of
Range,
>error.
> _
>Regards, /_) 2:251/18.14 39:139/33.14
> / _)rad brad@pianosa.demon.co.uk
>
>... Why do they try to hide our past, by pulling down houses and
building
> car parks? - Bricks and Mortar; The Jam
>

Actually, it is the completion of a simple RC circuit. The
resistance valur set by the wiper determines the capacitor charge time.
There is a predefined amount of time (VBI) the is used to get the
value. The time is s
tarted at the start of the VBI (Vertical Blank Interrupt) and the
capacitor is discharged. The capacitor charges during the VBI. At the

end of the VBI the POT register is read and the amount of charge on the cap is read a
s a numeric value from 0 (not charged) to 227 (full charge). How fast the cap charges is determined by the resistance. Less resistance, faster charge, more resistance, longer charge.
I think you're right on the 10K, but I don't have my books with me at the moment, to look it up.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

929. Re: Emulators & SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5cktcs$f8u@dfw-ixnews3.ix.netcom.com>
Source record: 76445

In <32EC1081.3BF5@internetMCI.com> Richard Heldmann
<richard.heldmann@internetMCI.com> writes:
>
>> Well, I just recieved a copy of SpartaDOS 3.3a which still runs fine
>> under the EMU's. I'm not sure just how much memory this version
uses,
>> but if anyone's interested in trying it out I have it posted on my
HP.
>>
>I have a modified version of x32d.dos called x32z.dos. I am also
using
>the Ultra Speed Plus OS from CSS and in the docs, it suggests
modifying
>x32d.dos to use the Atari standard IO. This patched version of
x32d.dos
>DOES WORK with Xformer 3.6. I am using APE and my 16 mb hard disk
image
>boots right up with this dos.
>
>Rick

Rick,
Where is this version of Sparta Avaliable. I NEED one that works on
the emulators. I'm currently using PCXf 3.0.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

930. Re: Sparta on an 800?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5cktke$d0u@sjx-ixn5.ix.netcom.com>
Source record: 76446

In <268.6966T1100T2461@nznet.gen.nz> Chris Gill <Fuzball@nznet.gen.nz>
writes:
>
>Hi all...
>
>Is there a hardware hack / cart available that will allow an 800 to
run sparta
>and XL/XE software? I have an 800XL that is kaput and am down to an
800...
>most of my programs are on DSDD sparta formatted disks, and I like
sparta :)
>
>Any help is appreciated.
>

Chris,
The SpartaDOS X cart should work on the 800. I'll try it on my 400
and get back to you. Simce it is mostly in the Cart, it should work. I
sorta remember, back when it first came out, that it could run on the
800 with at least 48K.
I love SDX and wish it could be made readily available and upgraded
again. I'm sure you can come across the 4.x carts somewhere. Try B&C
Computervisions

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

931. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970128135100.IAA00810@ladder01.news.aol.com>
Source record: 76447

In article <32ed8927.2049636@news.networx.net.au>, read@my.sig (Steve)
writes:

> just had a look in alt.binaries.atari, and was wondering about the
>message I found there regarding what should be posted. They state that
>it is ATARI ST and Compatible computers software only, so would we
>8-bitters be able to actually use this group? Maybe someone could
>check this out, cause I don't think they'd appreciate 8-bit software
>posted on a ST only group.

I've found 8-bit stuff there. It has more of the ST variety to be sure,
and significantly more spam messages. But it will carry 8-bit stuff.

932. Re: Please help newbie girl with running atari files

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: read@my.sig
Message-ID: <32ee157c.4138379@news.networx.net.au>
Source record: 76448

"Tracy" <(104317,440)@Compuserve.com> wrote:

>Hello, I am a newbie with a question concerning how to run *.com & *.atr
>files using xlit016 and xf25 Atari emulators. Can you explain what is the
>difference and between these extension and please explain (in some detail
>as I am a newbie) how to run these files? Thanks. If you do not have time,
>could please forward this message to a newsgroups that might be
>appropriate?
>
>Tracy
>
>Please respond to 104317.440@compuserve.com

an *.ATR file is what is called a "disk image". It contains all the
information that you would get as if you were using a real disk in a
disk drive. The emulator(s) need the filenames of these ATR files
placed on the command line to use them as a virtual disk drive (namely
D1:) for example:

XF25 MULE.ATR

and then Xformer will start and "boot" the image MULE.ATR as the first
disk drive. You can also add more image files (up to 8) on the command
line. *.EXE , *.COM, (and probably *.OBJ) files need to be placed into
an ATR image file before you can use them. You can place them on the
command line just like ATR files, but you will have to have a DOS ATR
file first, so you can then copy the EXE etc files into D1: . The way
it works: for example:

XF25 MYDOS.ATR FILE1.EXE FILE2.EXE

When booted, you will have 3 drives according to MYDOS. you can then
use the DOS Command [C]opy D2:FILE1.EXE,D1:FILE1.EXE
and [C]opy D3:FILE2.EXE,D1:FILE2.EXE

which will copy the 2 files into D1:, and after copying, the drives
D2: and D3: will no longer be there as the files have been read to the
end and Xformer takes them off.

Hope this has helped.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

```
------------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
------------------------------------------------------------
```

933. Re: PC<->A8 floppy transfers

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970128135101.IAA00809@ladder01.news.aol.com>
Source record: 76449

In article <32f14147.9784778@news.networx.net.au>, read@my.sig (Steve)
writes:

>I have seen a couple of programs that claim to be able to read a
>single density disk, but I can't seem to get them to work. (They are
>not actually written to copy Atari disks, they simply read any disk
>sector by sector). One was called "ANADISK", and the other "DEANA".
>I can't remember the URL where I found them, so if anyone wants to
>have a look at them, let me know.

I believe these a`re at UMICH -- not sure of directory.

934. Menu programs/boot loading

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: matt raupp <moses@cybercomm.net>
Message-ID: <32EE3048.2400@cybercomm.net>
Source record: 76450

I have repeatedly tried to use the "menu.atr" boot loading program
but I just get the ol' "BOOT ERROR". Is there a menu program
that works (for the emulators)? I have many of them but they are
unfortunately on old Atari disks...

matt raupp

935. Re: Info on Big Five Software wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: matthewp@netcom.com
Message-ID: <matthewpE4q93G.I3p@netcom.com>
Source record: 76451

Didn't he start it with a Friend, Jeff Konyu, who was credited on the early games for the TRS-80? (Super Nova, Galaxy Invasion, ??, Defense Command, Robot Attack, ??)

Nickolas Marentes (qmnmaren@mailbox.uq.edu.au) wrote:
: I was thinking of starting A Miner 2049'er/Big Five Nostalgia page and am
: wondering if anyone has any info on Big Five Software. Info such as, were
: is Bill Hogue of Big Five now? What did he do after programming for the
: Atari. What is he doing now and where is he now?

: Any help would be greatly appreciated.

: Nickolas Marentes

--
-Matt P

Matt Pritchard | Antique Computer & Game System Collector
matthewp@netcom.com | Assembly Language Programming Guru
via Dallas, Tx dialup | Article Writer/Game Programmer/Developer

936. Re: Flames to person posting loooong .gifs (atari8 binary newsgroup)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: Mike Hopkins <mhop@snip.net>
Message-ID: <01bc0d44$480d4e20$LocalHost@default>
Source record: 76452

```
> Maybe we should lobby for a new newsgroup.. alt.binaries.atari.8bit
> I know that alt.binaries.atari is there, but wouldn't anyone new to
> the net who is an ex 8-bitter be pleased to find an 8-bit binaries
> group. I'm sure that would catch some attention.
>

There is an 8 bit binary newsgroup. alt.binaries.comp.atari8bit and
alt.binaries.warez.atari8bit.
```

937. Alley Cat

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: Ofer Peleg <opeleg@shani.net>
Message-ID: <32EE45CC.697E@shani.net>
Source record: 76453

Hello,

I tried to load the game ALLEY CAT(by synapse) with no success on both
xlit 0.16 and xf3.60.
Did someone successfully loaded this game on Atari emulator for PC?

Thanks,
opeleg@shani.net

938. Re: Emulators for PC. Help needed.

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: read@my.sig
Message-ID: <32ef2ae6.9567275@news.networx.net.au>
Source record: 76454

rashm62629@aol.com (RAshm62629) wrote:

>Hi you Atari fans,
>
>I have to admit I have left my 800XL domant for 12 years. Finally gave it
>a good bashing. My TV screen looks poor and I sold my Phillips Monitor. So
>I tried Xformer (2.5 & 3.6) and Pokey.
>
>Can you assist me by helping me with the following:
>
>1. Which emulator is the best for working correctly?
> I cannot get the keys to work in Rescue on Fractalus for landing etc.
>
>2. I need an urgent fix on Defender. Have got Defender.exe file from
>Jellystone. How do I get it to run?
>
>3. Carrier Force (SSI), the best carrier game ever made. How can I
>transfer files from 1050 disc drive to PC or has any one got ATR, XFD
>file?
>
>Any information, pointers to help or otherwise, would be most gratefully
>received.
>
>Russ.
>
>Very Old Atari User.
>Very new Emulator User.

Well, it's really trial and error to find the best emulator. Mainly
depends on your current computer configuration and what "platform" you
are using (DOS or WIN 95 or whatever). Anyways, about DEFENDER, you'll
have to copy the EXE file into an ATR image file that has either DOS
or a "boot sector file loader" in it. I've found that using PC
Xformer, the first time you load the game nothing happens. But you can
then press F10 to "reset", and it runs just fine then.
As for transferring files from A8 to PC, you've probably seen the
postings about it in this newsgroup? Anyway, you can check my Home
Page for info, and links to other great pages too.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev*@*networx*.net*.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

```
------------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
------------------------------------------------------------
```

939. Exansion Slot on XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32ee99f6@pianosa.demon.co.uk>
Source record: 76455

Whilst reading the usual rubbish I find here, BobKlaas wrote something
interesting to All about Exansion Slot on XE:

Hello BobKlaas,

B> As to the monitor, any Commodore monitor will work, or just about any RGB
B> color or mono monitor will work as long as it has the video and audio in

Errr, hang on. Atari 8-bit video o/p's are Composite, not RGB, Bob. Or is
that not what you're talking about?

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... All you people, dropping like flies.
Snuffin' In'a Babylon; Alberto Y Los Trios Paranoias

940. Re: XF 3.60 (was Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: Dr Jest <noone@no.where>
Message-ID: <32EE1D4C.6E8A@no.where>
Source record: 76456

Robert Smith Ely wrote:
> >
> > <<<SNIP>>>
> >
> You have to realize that the 'FREE' version is NOT the same as the
> PAY version. I have 3.0, which I paid for and it seems to work as
> advertized. I've d/l'd some favorite games from Yogi's site and almost
> all of them work fine with my Aptiva Pentium 133 w/Win95. This version
> isn't even designed for Win95. Sound works, the joystick works and it
> IS exceptionally fast in turbo mode. I also have 24Mb of RAM on this
> beast, so that probably makes a huge difference in processing time.
> However, I have been waiting since October for the 4.0/Win95
> version to come. Darek has never been known for speed, but what I paid
> for does what he said it should do. I just wish I could get SpartaDOS
> and BASIC XL runtime to work on it.
>
> rsely@dhs.state.nj.us -or- rely@ix.netcom.com

Well I cannot agree with that at all ! I have got the PAY
version (3.5 or whatever the last one was) and it is dreadful.
It does not run very many games and even when it does
they are usually very glitchy. The sound is also very poor.

It is fast but I'd rather it worked.

Xlit is much better, as is the Rainbow demo and I have just
sent for the reg'd version of Rainbow, so I will give my
impressions later.

Rob.

941. help! - 2 used software firms

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: wiz0wor@htc.net
Message-ID: <5cldt1$t31@ns.htc.net>
Source record: 76457

Does anyone know the current phone#/business#/BBS/email/web addy of
- Cent$ible Software
- Bare Bones Software [used web search: not right ones!]

lost all my refs to these two firms, save one, but #'s all been
changed.

(this is being sort of crossposted, since the two firms handled
multiple software platforms and categories - Apologies.)

Thanks!

942. Re: Atari fan

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: Anthony Bufort <ajbufort@mail.sas.upenn.edu>
Message-ID: <32EE5563.F3F@mail.sas.upenn.edu>
Source record: 76458

I'm afraid you'll have to be a little more specific than that, friend.
How about trying the list of vendors/developers that's floating around
somewhere, often available through this newsgroup or the web-based FAQ.
There will be some repair places listed in there.

-Tony

943. Re: Info on Big Five Software wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: buesch@srv.net
Message-ID: <m2iv4hjrpy.fsf@caligula.srv.net>
Source record: 76459

Well, SOMEBODY did a Miner 2049er game for the nintendo gameboy...

Brent

944. Re: Rainbow 95 now has sound!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <32EEB147.46EC@worldnet.att.net>
Source record: 76460
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

Just how good is the sound.?? Does it support the simultaneus voices AND
noise??

Keith

Alan Christie wrote:
>
> On Sun, 26 Jan 1997, Chris Lam wrote:
>
> > >
> > >
> > > Hi,
> > >
> > > Rainbow 95 v1.35 now has sound. See website below for more.
> > >
> > >
> > > --
> > > Chris Lam,
> > > Rainbow/Horizon Keeper.
> > >
> > > E-mail: jx91@cityscape.co.uk
> > > WWW: http://www.cityscape.co.uk/users/jx91/emulators.html
> > > --
> > >
> > >
> > For those Rainbow 95 idiots out there like me, whatis Rainbow 95?
>
> An 8bit emulator for Windows 95 seems like the best guess?!?

945. Re: Rainbow 95 now has sound!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: ddahl@tiac.net
Message-ID: <32ee8ab0.1089003@news.tiac.net>
Source record: 76461
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

Unfortunately we can't hear the sound in the demo (disk noises only).
Not too smart taking the sound out of the demo since this is probably
the most critical feature when comparing it against the competition
(ie. Xformer, xl-it, pokey, etc.).

Dave

On Sun, 26 Jan 1997 10:39:52 GMT, jx91@cityscape.co.uk (Chris Lam)
wrote:

>Rainbow 95 v1.35 now has sound.
---

946. 800xl system

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: Robert Erickson <dperw@mail.utexas.edu>
Message-ID: <32EE9529.3625@mail.utexas.edu>
Source record: 76462

posted this once before, give it another try.

i have a complete 800xl system:

800xl
1050 disk (unmodified)
1025 printer (dot matrix)

would anybody be interested in trading cartridges, software, books
for the system?

be reasonably fair

cheers,
robert

947. Re: Elevator Repairman

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: Anthony Bufort <ajbufort@mail.sas.upenn.edu>
Message-ID: <32EE53C2.1A4C@mail.sas.upenn.edu>
Source record: 76463

Yes, it seems like a pretty cool game. I got it last night from Yogi's site, "jellystone" if you use the INFOSEEK search engine.

-Tony

948. Re: xf551 with 3.5" mod

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: Anthony Bufort <ajbufort@mail.sas.upenn.edu>
Message-ID: <32EE56D5.6BE9@mail.sas.upenn.edu>
Source record: 76464

Sounds good to me... how much to those things run for? If Bob Puff designed it, then it's worth the money.

-Tony

p.s. - Is B&C in California?

949. WTB: Black Box

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: heller@socko.cdnow.com
Message-ID: <5cln0u$5fe@netaxs.com>
Source record: 76465

Looking to purchase a black box. If anybody has one or know if they still make them and for how much.. let me know..

Karl

950. Re: Elevator Repairman

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: matt raupp <moses@cybercomm.net>
Message-ID: <32EEC3A2.173D@cybercomm.net>
Source record: 76466

Richard T. Thigpen wrote:
>
> If anyone remembers this real cool game, let me know if you have it or
> know where I can get it please!
>
>
> Richard T. Thigpen

The game with the little "Mario" looking guy and the falling
"elevators"? You can get it for an emulator at Yogi's site...

http://www.blast.net/scharles/

Go to the Atari archive or mirror site...

matt raupp

951. Re: Harry Dodgson??

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: heller@socko.cdnow.com
Message-ID: <5cln79$5fe@netaxs.com>
Source record: 76467

Bob Malay - Loral - X7750 (malay@tds-gn.lmco.com) wrote:
: Are you still out there?
: Can you identify these parts from your 2600/7800 video
: driver? Maybe somebody else that can.

: T1 2SC1815
Transistor

: R1 2.7K
2.7K Resistor

: R2 150

150 Ohm Resistor

: R3 68
68 Ohm Resistor

: L1 180 uH
180 Micro-Henry (?) Inductor

: L2 2.7 uH

2.7 micro-henry inductor

: C1, C2 100 uF 6.3 V

100 micro-ferret (sp?) capacitor at 6.3 Volts

Karl

952. Re: Flames to person posting loooong .gifs (atari8 binary newsgroup)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-28 00:00:00 UTC
From: heller@socko.cdnow.com
Message-ID: <5clnbf$5fe@netaxs.com>
Source record: 76468

Mike Hopkins (mhop@snip.net) wrote:
: > Maybe we should lobby for a new newsgroup.. alt.binaries.atari.8bit
: > I know that alt.binaries.atari is there, but wouldn't anyone new to
: > the net who is an ex 8-bitter be pleased to find an 8-bit binaries
: > group. I'm sure that would catch some attention.
: >

: There is an 8 bit binary newsgroup. alt.binaries.comp.atari8bit and
: alt.binaries.warez.atari8bit.

Hmmm... I can't seem to find a news server which carries those. =(

953. Re: APE and ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5cm7kh$jnc@freenet-news.carleton.ca>
Source record: 76376

> Trevin Beattie (trevin@xmission.com) writes:
>>> Now if I could just figure out why APE doesn't want to load the ATR
>>> files I got from Jellystone Park...
>>
>> Nevermind. I just now figured out that if the ATR file is marked
>> read-only, APE won't load it. I thought that would save me the trouble
>> of loading each ATR file and write-protecting it in APE, but I was
>> wrong.

Thanks for mentioning this, it is fixed.

Steve

954. Re: Emulators & SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32eebd22.17018054@news.inc.net>
Source record: 76377

On Mon, 27 Jan 1997 23:22:21 -0800, ryang@computerhelp.ca (Ryan Goolevitch) wrote:

>Bingham <bbingham@IDT.NET> wrote:
>
>> under the Rom placement. (as I think this is also the only version that
>> works with the 400/800) The down side to 1.1 is that there is a bug in the
>
>SpartaDOS X (The cartridge version 4.2x) allows you to tell it what type
>of extended RAM to use... if you have an upgraded computer, you can tell
>it to use one of the extended banks of memory, the traditional memory
>under the OS, or none at all. NONE being the one that lets it operate
>on the 400/800, but it does not leave as much memory free. When sparta
>X uses a bank of memory for highmem, it leaves the more memory free than
>almost every other dos out there!

Yes I know this as I have had an X cartridge since about '89 and love(ed) it. Only problem is that it can't be used with an Atari emulator on the PC since it is a cartridge. :(

Anyone have any skill in converting Supercarts like BASIC XL/XE, Action!, SpartaDOS_X, or the like into some kind of ROM image files that can be used by XL-it or some other emulator? Even if you just gave me a program that can do it, or some kind of way to make compatible ROM files... that would be the BEST thing going to have SpartaX on the emulators! I own X, BASIC XL, Action! & Mac65 carts. Would love to use them on an emulator. Somewhere I have a 'pirate' copy of Action! that worked from disk alone. Burried in my Atari stuff I hope. I fiddled with it a little and it did indeed work at least to some degree but I didn't examine it too carefully because I had the real thing.

Cheers,

Jon

955. Re: Info on Big Five Software wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E4qzvL.8uB@nonexistent.com>
Source record: 76378

On Tue, 28 Jan 1997 16:42:52 GMT, matthewp@netcom.com (Matt Pritchard)
wrote:

-Didn't he start it with a Friend, Jeff Konyu, who was credited on the
early
-games for the TRS-80? (Super Nova, Galaxy Invasion, ??, Defense
Command,
-Robot Attack, ??)
-
I heard he used to work for Radio Shack and programmed "supernova"
(asteroids for trash80 model i) on their time, offered it to them for
$$$, and they fired him for programming on company time (its in Radio
Shacks contract you sign when you get hired)
(guess who works there) :)

At any rate there is a real good trash80 emulator (with sound)
available through:
http://members.aol.com/trsf80/index.html

I really like playing "Galaxy Invasion plus" and "sea dragon"
Sea dragon is the BEST on the trs80, it blows the atari version away
(in terms of playability....so what if its not "pretty")

scott

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

956. Anyone have a 1010?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: antbbaker@aol.com
Message-ID: <19970129052600.AAA17684@ladder01.news.aol.com>
Source record: 76379

Hello,

I was wondering, does anyone have an Atari 1010 program recorder in good condition that they would be willing to sell? I have one that works great but the Play and Rec. buttons broke so I have to manually press the metal that engages the tape with my fingers.

Anyway, if anyone has one please E-mail me at:

AntBBaker@AOL.com

957. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0daa$314777e0$1bf7aecc@blackat>
Source record: 76380
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

> Get a grip guys... I was once an Atari User and all I had to look
> {lots of drivel deleted}
> So in the meantime let's GET OVER IT. And use the machines of today
> and quit wasting time and bandwidth and being hopeless romantic's
> towards people who didn't really give a shit about you or me, or
> anyone..except how to make a buck a run like a petty mugger off the
> street...
>
> Reply's EXTREMELY welcome...
>
> Shellac...

I suppose you could go play in comp.sys.ibm or comp.sys.mac for a while
couldn't you?

And before you tell me to go get a *real* machine I happen to own a
P-120mHz and I do
use Win95. I was also a programmer on both the AtariST and the Atari-8bit
and let me
tell you what a *NIGHTMARE* it is programming for Win95. GEM was baby-talk
compared to
the stupid API calls Win95 has and all the patches you need and the stupid
format of the
calls (half the system calls are derived from Pascal, the original language
Windows was
programmed in).

I thought the post was quite interesting since I did not know that Atari
Corp had
'officially' left us. But the important thing is that there are still
people who
enjoy using the machines and if it's good enough for them then why should
they go out
and spend 1000's of $$$ on an IBM or Mac?

Like I said before: if you've gotten tired of Atari's then please take
yourself off to
another one of the 10,000+ newsgroups!

Will Fisher

958. Re: Info on Big Five Software wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0daa$7bec0cc0$1bf7aecc@blackat>
Source record: 76381

> I heard he used to work for Radio Shack and programmed "supernova"
> (asteroids for trash80 model i) on their time, offered it to them for
> $$$, and they fired him for programming on company time (its in Radio
> Shacks contract you sign when you get hired)
> (guess who works there) :)

Actually they revised it... anything you program *AT ALL* is the property
of RadioShack. It doesn't matter if you do it on their time or yours.
Guess who added a clause to their contract when they got hired last xmas?
=)

Will

959. Re: Schreiersgruen Atari 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970129062701.BAA20659@ladder01.news.aol.com>
Source record: 76382

In article <32EDA44A.C26@htw.uni-sb.de>, Markus Gietzen
<iig05-1@htw.uni-sb.de> writes:

>> Could you please repeat all of that in English? This is an
>> English-language newsgroup. It may be useful information, but I don't
>> speak German.
>He posted that already two times in English.
>It's just a description of an Atari 8bit fair that will be hold in the
>eastern part of Germany.

He did? I never saw them here, I guess AOL strikes again.

960. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: Tom <the.northerner@awinc.com>
Message-ID: <32EEF99A.42B5@awinc.com>
Source record: 76383
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

William Fisher wrote:
> I thought the post was quite interesting since I did not know that Atari Corp had 'officially' left us.

Hello, where have you been? Atari Corp has officially left us, abandoned the platform, etc. etc.

As for the nightmare of windoze programming, perhaps you need a few more courses :-). The nightmares don't seem to have stemmed the tide of great Win 95 software, like gemulator 96 for instance.

As for everything else you said, I pretty much agree. Being a user of both platforms, I use Win 95 for the great apps available, superior sound, speed and graphics.

But I don't love it the way I loved my falcon and my megaste. Those were great home computers.

OTOH, I also agree with Shellac that the management and marketing of Atari has been a source of frustration for users for years.

961. FS/T: Atari 8-bit computer items [01/29/97]

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <5cn4n9$bqm@sjx-ixn7.ix.netcom.com>
Source record: 76384

If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it). Also, please be sure to read the entire message carefully before you ask me any questions. This will save us both some time. Thanks! -- MJN

*****

All VGA FS/T lists are updated weekly and are available on the WWW at http://www.io.com/~vga2000/

This list was last updated on 01/23/97

NOTE: There are currently 1375 ORIGINAL game screen shots available on my web site, including 52 for the Atari 8-bit computers!

I have the following Atari 8-bit software, hardware, and accessories for sale or trade.

There are a few items that are listed as untested. When I bought these items I was told that they all worked, but due to a lack of time, I have been unable to test them myself.

SALE CONDITIONS:

1) Sales are first come, first served. Please include your full postal mailing address in your reply, along with a list of the item(s) that you are interested in. This information is for internal VGA use ONLY, and will NOT be sold! Also, you will only be added to the VGA mailing list at your request!

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless specified.

NOTE: Since all cartridges are used, some labels will have small defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 5.00 Atariwriter
$ 5.00 Basic -- for use with the Atari 400 and 800
$10.00 Delta Drawing (Spinnaker)
$ 4.00 Missile Command
$ 4.00 Space Invaders
$ 5.00 Star Raiders

Cartridges with case and manual:
$15.00 Alphabet Zoo (Spinnaker)

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers -- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers (14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3 (100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog (32 pages).

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

This is a complete system, except for RF switchbox and RCA cable.

$39.00

*****

LOT #2

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex connector cable.

$32.00

*****

LOT #3

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex connector cable.

This item has not been tested.

$ 5.00

*****

LOT #4

ATARI 820 PRINTER, with one (1) roll of paper and built-in power cord.

This item has not been tested.

$14.00

*****

LOT #5

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

$19.00

*****

To reserve any item(s) listed here, please contact me (please read
the SALES CONDITIONS section first). Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

962. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: "Alastair J. Houghton" <ajh8@doc.ic.ac.uk>
Message-ID: <32EF1789.794BDF32@doc.ic.ac.uk>
Source record: 76385
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

Shellac wrote:
>
> On Tue, 14 Jan 1997 23:29:54 -0700, InfoMan <infoman@poboxes.com>
> wrote:
>
> >Did you hear anyone say "Goodbye"?
> >==================================
> >by Donald A. Thomas, Jr. (10/4/96)
> >
> >It's odd to imagine an institution, which was as big and as powerful as
> >Atari
> >once was, [Snip big over-melodramatic Sap Letter]
>
> Get a grip guys... I was once an Atari User and all I had to look
> forward to was a lack of software, non-existant tech support, buggy
> operating systems (TOS Ring a bell?) and always wanting to do what the
> Mac and IBM (Not to mention AMIGA) could do..never really achieving
> it. The real Evil was the Tramiels who couldn't get off their fat
> white asses and market the machines they produced properly, or for
> that matter at least care about their customers... I think when I had
> to send away money for a floppy cable from Britain is when I woke up
> and grabbed a clue... A big blue clue... So Windoze (and still isn't)
> as bug free as they said it is. Well, you're dead wrong if you think
> that TOS was some big model of perfection...Far from it.

No... but it's nicer than Windoze any day of the week. What you don't
seem to understand is that all the extra functionality that you see in
Windows is written into each an every application. For example, OLE.
This is not some complex OS feature, but a standard communications
interface implemented in many major programs.

Also, Windows is a *PIG* to program, mostly due to the fact that,
unlike TOS (which seems to be unique in this respect), there's no
systematic function naming (e.g. in GEMDOS, all file functions start
with an "F", and all memory functions with an "M"). Under Windows,
it's pot luck whether you even find the damn function you were looking
for.

> In my opinion, the Jaguar was a hastily produced, crappy fragile
> machine that was once again marketed half-assed with games that looked
> like 2nd generation Genesis and SNES titles... Pretty sad for a
> so-called 64-bit machine.. And here's a correction... The Jaguar was
> one 32-bit and 2 16-bit Symettric multi-processors. There is nothing
> 64-bit about the jaguar at all. Except if you add the processors's

> together, which is one big cop-out.

You're right, the Jaguar was hastily produced, and some of the games were rather... well, SNES-like... However, it *was* a 64-bit machine. The Jaguar has one MC68000 (16/32-bit), four 64-bit RISC processors, three of which are more or less completely dedicated to graphics, but could probably be used for processing as well, and one 32-bit RISC DSP chip to handle the sound subsystem.

The 68000, contrary to popular belief (proliferated by the rather anti-Atari console press) is only actually used to process I/O, such as the joypad, and for "housekeeping tasks" - I assume this includes little things such as clocks.

> The only hope for Atari is that they don't lose even more money, or
> for humanity's sake, the Tramiel's going into business again... I'd
> certainly hate to see market share for another company jump from
> thriving to downright pathetic. Monkey's could have managed Atari
> better. BILL GATES could have managed Atari better...

No - this is unfair. Bill Gates could probably have managed Atari better, but Atari was failing anyway; the major problem that they had was that the press were largely against them, resulting in the entirely juvenile behaviour of a large portion of their potential market (the "Oh - it's an Atari - well, it must be cr*p then" syndrome). Monkies, however, could not have managed it better. The Tramiels have actually done quite a good job; although you probably don't realise it, the Atari 2600 games system was the most popular console ever.

Alastair Houghton ajh8@ic.ac.uk
Imperial College, London

963. Re: Rainbow 95 now has sound!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: Dr Jest <robp@owl.co.uk>
Message-ID: <32EF14A1.229B@owl.co.uk>
Source record: 76386
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

David G. Dahlstrom wrote:
>
> Unfortunately we can't hear the sound in the demo (disk noises only).
> Not too smart taking the sound out of the demo since this is probably
> the most critical feature when comparing it against the competition
> (ie. Xformer, xl-it, pokey, etc.).
>
> Dave
>
> On Sun, 26 Jan 1997 10:39:52 GMT, jx91@cityscape.co.uk (Chris Lam)
> wrote:
>
> >Rainbow 95 v1.35 now has sound.
> ----------

I have ordered the full version, so I will give my
opinions when I receive it.

Rob.

964. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: buesch@srv.net
Message-ID: <m2g1zkaicf.fsf@caligula.srv.net>
Source record: 76387

shellac@stucco.com (Shellac) writes:

> On Tue, 14 Jan 1997 23:29:54 -0700, InfoMan <infoman@poboxes.com>
> wrote:
>
> >Did you hear anyone say "Goodbye"?
> >==================================
> >by Donald A. Thomas, Jr. (10/4/96)
> >
> >It's odd to imagine an institution, which was as big and as powerful as
> >Atari
> >once was, [Snip big over-melodramatic Sap Letter]

Yeah, Don Thomas, IMHO too, is a sap. So what?

> Get a grip guys... I was once an Atari User and all I had to look
> forward to was a lack of software, non-existant tech support, buggy
> operating systems...

[ST drivel deleted] Check your followups next time.

[Jag drivel deleted too]

> The only hope for Atari is that they don't lose even more money, or
> for humanity's sake, the Tramiel's going into business again... I'd
> certainly hate to see market share for another company jump from
> thriving to downright pathetic. Monkey's could have managed Atari
> better. BILL GATES could have managed Atari better...

Learn to use apostrophes. Consistent punctuation errors make you seem
less than credible. And (whatever else I might think about Microsoft'
products, ethics, etc) if you think Bill Gates is not one of the most
competent CEOs in America, you are a worthless fool.

> So in the meantime let's GET OVER IT. And use the machines of today
> and quit wasting time and bandwidth and being hopeless romantic's
> towards people who didn't really give a shit about you or me, or
> anyone..except how to make a buck a run like a petty mugger off the
> street...

I have to agree about what Atari became, especially as an 8-bitter.
(Of course I use more modern machines, that's a totally different
issue) "Classic" home computers are a fun and mostly inexpensive hobby
for a lot of people. Why should you care?

And the real reason I responded to this was the chance to quote
something I found quoted on an Apple IIGS web page while digging for

65816 info:

>Screw reality, dude! I'm sorry to tell you this, but the GS world is no
>longer based on reality... it's pure fantasy come to life. We all dream
>our dreams, and hack the machine to hell until it does what we want. If
>we all stuck with reality, we would have no GS. Why would I want to play
>a DoomGS under an emulator on a Pentium when I could just play Doom
>normally? Come on man. Get with the fantasy, and make your machine
>chase after those P90's screaming bloody murder. Mine does. :)

> /---\
> | Matt Portune - IIGSi - mportune@telerama.lm.com |
> | ae094@dayton.wright.edu |
> \---/

Brent (imagining an Atari 800 that would make Pentiums weep)

965. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2901970321400001@metricom46.ucsc.edu>
Source record: 76388
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

In article <32EF1789.794BDF32@doc.ic.ac.uk>, "Alastair J. Houghton"
<ajh8@doc.ic.ac.uk> wrote:

>Shellac wrote:

>> In my opinion, the Jaguar was a hastily produced, crappy fragile
>> machine that was once again marketed half-assed with games that looked
>> like 2nd generation Genesis and SNES titles... Pretty sad for a
>> so-called 64-bit machine.. And here's a correction... The Jaguar was
>> one 32-bit and 2 16-bit Symettric multi-processors. There is nothing
>> 64-bit about the jaguar at all. Except if you add the processors's
>> together, which is one big cop-out.
>
>You're right, the Jaguar was hastily produced, and some of the games
>were rather... well, SNES-like... However, it *was* a 64-bit machine.
>The Jaguar has one MC68000 (16/32-bit), four 64-bit RISC processors,
>three of which are more or less completely dedicated to graphics, but
>could probably be used for processing as well, and one 32-bit RISC
>DSP chip to handle the sound subsystem.

You both got it wrong.

The Jag has a MC68000 and two identical 32-bit RISC processors (one of
which was intended to handle sound processing). It also has a couple
coprocessors to accelerate things like blitting, sprites, etc. The 64-bit
element in the whole affair was the memory bus connecting the various
processing elements and the 2MB DRAM memory together.

Does it really matter that none of the processors in the machine cannot
handle 64-bit instructions? No. The only reason the N64 to has a 64-bit
CPU is that SGI designed the thing, and they're partial to the 64-bit MIPS
architecture. Not surprising, given that SGI owns MIPS.

There were clear benefits for game consoles to move from 8 to 16 to 32 bit
CPUs. These jumps allowed larger address spaces and quicker computation
(because 16 and 32 bit calculations are very useful). But 32-bit address
spaces are overkill for games in the immediate future, and 32-bit numbers
have a large enough range that you don't really need more except in very
rare cases.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

966. 800XL can it run 800 games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5cnpas$1klu@usenetp1.news.prodigy.com>
Source record: 76389

Just so some of you don't go crazy trying to make some games work on an XL, I should mention that some games just WON'T run on an XL, even in some disk file formats. I have a file version of Berzerk that refuses, even with FIXXL or the Atari Translator disk. So if you run into one of these, either face the challenge of disassembly and patching, or try finding another file version. Just don't hurt anybody. :)

- Bob Stone

967. XEGM

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5cnqci$1kh2@usenetp1.news.prodigy.com>
Source record: 76390

I've seen ads from B&C Computervisions for XEGMs with 128K, so upgrades exist. Their number is 408-986-9960 (Don't forget to dial 1 first :>)

- Bob Stone

968. omnimon!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5cnqru$22v2@usenetp1.news.prodigy.com>
Source record: 76391

I had an Omnimon once. If I recall correctly, it was a chip mounted on a small board that fit in one of the chip sockets of the OS board, with the leftover chip (probably a rom chip?) fitting in a socket on the small "daughter" board. I think it might have been an OS enhancement that made use of the 4K bytes usually unused by the 800. It included a small machine language monitor/debugger that allowed you to take over the machine at just about any time, including the middle of games. Anyone else remember better? So many years, so few brain cells left...

- Bob Stone

969. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw@reading.ac.uk>
Message-ID: <32EF7755.41C67EA6@reading.ac.uk>
Source record: 76392
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

William Fisher wrote:
>
> > Get a grip guys... I was once an Atari User and all I had to look
> > {lots of drivel deleted}
> > So in the meantime let's GET OVER IT. And use the machines of today
> > and quit wasting time and bandwidth and being hopeless romantic's
> > towards people who didn't really give a shit about you or me, or
> > anyone..except how to make a buck a run like a petty mugger off the
> > street...
> >
> > Reply's EXTREMELY welcome...
> >
> > Shellac...
>
> I thought the post was quite interesting since I did not know that Atari
> Corp had
> 'officially' left us. But the important thing is that there are still
> people who
> enjoy using the machines and if it's good enough for them then why should
> they go out
> and spend 1000's of $$$ on an IBM or Mac?

And, hey, what the Hell, this happens to be an Atari newsgroup, so
how this happens to be wasting bandwidth I'm really not sure.
All the comments Shellac made seemed to reflect a total disinterest
in Atari computers now - why are you here? Isn't this a newsgroup
for "hopeless romantics"?

- Joel

970. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: jamesco@cogs.susx.ac.uk
Message-ID: <5cnur5$iak@infa.central.susx.ac.uk>
Source record: 76393
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Shellac (shellac@stucco.com) wrote: <some stuff>
: Get a grip guys... <etc etc etc>

I'm not agreeing or diagreeing with any of the arguments going on here,
but could it move to somewhere more appropriate, like comp.sys.atari.advocacy?

Cheers,

James Cox.
--
<jamesco@cogs.susx.ac.uk>

971. Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: kurt@csh.rit.edu
Message-ID: <Mu94CD.pAC@csh-newsserver.csh.rit.edu>
Source record: 76394

I just tried sending a note to Itay Chamiel... writer of IceT. The note was returned as undeliverable. Does anyone have a current email address for him? Or has he dropped off the face of the planet?

--Kurt

972. REGARDING "DOES ANYONE RECOGNIZE THIS"...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32efef41@pianosa.demon.co.uk>
Source record: 76395

Whilst reading the usual rubbish I find here, Anthony Bufort wrote something
interesting to All about REGARDING "DOES ANYONE RECOGNIZE THIS"...:

Hello Anthony,

AB> positive responses to my scans. I hoped all of you found them
AB> enjoyable and/or useful.

It's a shame that no viewer that *I* tried would display it. Looking at the
binary with a Sector Editor revealed that the header was broken. How do I know
it was broken? I compared it to a good one. It just wasn't the same.

Without knowing anything about GIF header construction, I was unable to fix it.
:-(
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... I get up around seven, get out of bed around nine.
Mr. Brownstone; Guns 'N' Roses

973. Paddles, How do they work ???

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32efee65@pianosa.demon.co.uk>
Source record: 76396

Whilst reading the usual rubbish I find here, Ernest R. Schreurs wrote
something interesting to All about Paddles, How do they work ???:

Hello Ernest,

ERS> Opening up a paddle reveals that indeed it contains a 1 MegaOhm

Yes, several people have stated a value of 1 Meg now. I simply don't know
where I "remember" 10K from. Ah well...

ERS> to ground, (well, there is for the trigger) since it is actually not a
ERS> voltage divider. Pokey simply measures how long it takes for a

Ah, very interesting. Thanks for the description. Like I sid, in my post, it
was all from meemory and all happened a long time ago. I lost/broke/gave away
my last paddle years ago. Something I came to regret when playing Livewire
(from ANALOG). :-(

Now you've filled in the details, I may well build my own paddle controller.
Let's face it, it's a trivial task for those of us that have soldered before.
And for those that haven't, it's _still_ not too taxing.

>> Further, people have indidcatd that the output range was from 0-255.
ERS> By actually trying one out, the value ranges from 1 to 228. This is
ERS> Just wanted to add this to the topic in order to clarify things.

And most eleoquently done, I must say. Once again, thanks for the details.

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... Trust me, I know what I'm doing. - Trust Me; Jesus Jones

974. Re: Sparta-DOS 3.3

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32EFC597.2143@kawo2.rwth-aachen.de>
Source record: 76397

```
BobKlaas wrote:
>
> You say 3.3, are you sure its not 3.3a or 3.3b? There was a
> documentation file with the last two. Stephen J. Carden did 3.3a and
> 3.3b, has drive 9 capability and compatable comands with MS/Dos.
>
> bobYes, Iï¿½m speeking of this.
But from my sources I got no documentition at all.

Matt
--
| | | ___________________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /___________________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html
```

975. Re: Sparta-DOS 3.3

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32efd6c3.14356251@news.inc.net>
Source record: 76398

On Mon, 27 Jan 1997 15:47:06 -0800, BobKlaas <bobkla19@tcd.net> wrote:

>You say 3.3, are you sure its not 3.3a or 3.3b? There was a
>documentation file with the last two. Stephen J. Carden did 3.3a and
>3.3b, has drive 9 capability and compatable comands with MS/Dos.

3.3b has drive 9 capability and the more MSDOS like commands? Like CD
instead of CWD and MD instead of CREDIR etc? Could you post it to
alt.comp.binaries.atari8bit ?

Cheers,

Jon

976. Re: Rainbow 95 now has sound!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-2901972313440001@cisjx91.demon.co.uk>
Source record: 76399
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

In article <32EEB147.46EC@worldnet.att.net>, Keatah
<Keatah@worldnet.att.net> wrote:

> Just how good is the sound.?? Does it support the simultaneus voices AND
> noise??

Yes 4 simultaneous channels of POKEY samples to give ultra realistic
effects. Yes all noise is emulated.

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: jx91@cityscape.co.uk
WWW: http://www.cityscape.co.uk/users/jx91/emulators.html
---

977. Re: Gauntlet on PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-2901972312040001@cisjx91.demon.co.uk>
Source record: 76400

In article <32E9098A.5942@uni-freiburg.de>, Frank Martin
<martinf@uni-freiburg.de> wrote:

> Is it possible to play Gauntlet, a game which I loved, on the PC?
> If yes, please send me internet direction where I can find the software
> to do so.
> Thanks for your help!!
> Frank

Gauntlet runs fine on Rainbow 95 but you need the full version which has
the complete 800XL/130XE emulation.

See URL below...

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: jx91@cityscape.co.uk
WWW: http://www.cityscape.co.uk/users/jx91/emulators.html
---

978. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5coa8n$l06@ornews.intel.com>
Source record: 76401
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

In article <32f00925.8466149@news.cyberstore.ca>,
shellac@stucco.com (Shellac) wrote:
>BILL GATES could have managed Atari better...
>
>... quit wasting time and bandwidth and being hopeless romantic's
>towards people who didn't really give a shit about you or me, or
>anyone..except how to make a buck a run like a petty mugger off the
>street...

Funny you should mention Bill Gates and then talk about "take the money and
run" management.

Do you know how much it costs to report a bug (yes, I said "report") to
MicroSoft? Minimum, $35 - YOU have to pay THEM to tell them they have a bug
in their OS.

"Now go away, or I shall taunt you a second time."

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

979. Re: Alley Cat

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-2901972317570001@cisjx91.demon.co.uk>
Source record: 76402

In article <32EE45CC.697E@shani.net>, opeleg@shani.net wrote:

> Hello,
>
> I tried to load the game ALLEY CAT(by synapse) with no success on both
> xlit 0.16 and xf3.60.
> Did someone successfully loaded this game on Atari emulator for PC?
>
> Thanks,
> opeleg@shani.net

Alley Cat works with Rainbow 95. See URL below.

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: jx91@cityscape.co.uk
WWW: http://www.cityscape.co.uk/users/jx91/emulators.html
---

980. Re: Rainbow 95 now has sound!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-2901972315230001@cisjx91.demon.co.uk>
Source record: 76403
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

In article <32ee8ab0.1089003@news.tiac.net>, ddahl@tiac.net (David G. Dahlstrom) wrote:

> Unfortunately we can't hear the sound in the demo (disk noises only).
> Not too smart taking the sound out of the demo since this is probably
> the most critical feature when comparing it against the competition
> (ie. Xformer, xl-it, pokey, etc.).
>

Well, I could have put sound into the demo with a time limit but people have a habit of cracking this kind of thing...

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: jx91@cityscape.co.uk
WWW: http://www.cityscape.co.uk/users/jx91/emulators.html
---

981. Cart. wanted BasicXL

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <32EFEE36.3DDC@isd.net>
Source record: 76404

I'd like to get a Basic XL cart. Any one have one to sell?

982. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: Tom <the.northerner@awinc.com>
Message-ID: <32EFF5CD.1448@awinc.com>
Source record: 76405
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

```
> All the comments Shellac made seemed to reflect a total disinterest
> in Atari computers now - why are you here? Isn't this a newsgroup
> *for* "hopeless romantics"?
>
> - Joel
```

Very well put Joel.

983. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5coadn$l06@ornews.intel.com>
Source record: 76406
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

In article <32EEF99A.42B5@awinc.com>, Tom <the.northerner@awinc.com> wrote:
>As for the nightmare of windoze programming, perhaps you need a few more
>courses :-). The nightmares don't seem to have stemmed the tide of great
>Win 95 software, like gemulator 96 for instance.

Some of us don't think that anything coming from MicroSoft employees
qualifies, either officially or as a moonlighter, as "great." <G> Unless,
of course, you refer to the size of the package.

Followups set - probably to the wrong place, but I'm not sure you MEANT thsi
as flamebait.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

984. Sea Dragon

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: matt raupp <moses@cybercomm.net>
Message-ID: <32EFE480.432A@cybercomm.net>
Source record: 76407

Has anyone tried running this old game on an emulator? I've tried but have been unsuccessful... I'm trying to find out if the file is bad or are the emulators just not up to snuff...

matt raupp

985. Still Selling!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: mlias@ix.netcom.com
Message-ID: <mlias-2901971856370001@lax-ca39-04.ix.netcom.com>
Source record: 76408

Still selling an Atari 8-bit system!!!!

800XL (RAMbo XL 256k Upgrade)
1050 SS/DD
ICD 256k MIO w/printer cable and modem cable
850 Interface
Practical Peripherals PM2400SA Modem

200+ disks some blank - some w/software
Basic XL cart w/manual
a few game carts
Antic - Analog Magazine

And lots of other mags/books/etc. that I might of forgotten! I just
want to get rid of it!

Will sell everything as a whole! I don't want to get stuck with anything!
Someone make me an offer for EVERYTHING!!!!!!!!!!!!!!

986. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: James.Alexander@taf.to.org
Message-ID: <4d1_9701300900@to.org>
Source record: 76409

In message 0/47/249, daniel11@appstate.campus.mci.n writes:

> From: daniel11@appstate.campus.mci.net (Daniel Clinton)
> Subject: Re: Copyrights
> Date: Tue, 31 Dec 1996 01:11:22 GMT
> Organization: InfiNet
>
> "Brien K. Meehan" <meehanb@detroitedison.com> wrote:
>
> >Eric <Eric_Cron@addus.com> wrote in article <5a6tbr$nnn@kirin.wwa.com>.
> >> I really don't understand all of this talk about copyrights.
>
> >> Information should be free
>
> >As I was growing up, I discovered I had a choice: a) Become a caveman,
> and
> >be totally self-sufficient (i.e. build or find my own shelter, make my
> >clothes, grow or find my own food, etc.), or b) Become good at somethin
> >and trade with other people for the things I need. I chose the latter,
> and
> >became an Information Systems specialist.
>
> >I've never been a carpenter, but I live in a house. I'm not a farmer,
> >I eat food nearly every day! And so on. I've accomplished this by
> trading
> >(indirectly, via an abstraction called "money") my skills (including
> >programming) for the skills and materials of others. As a result, I'm
> >having a much more rewarding life than I would have if I chose "caveman
>
> >Now, I'm explaining all this because I might not have the same vantage
> >point that you do. Can you explain to me, from this context, why
> >information should be free, "period," as you say?
>
> >... and why should it be more free than, for example, housing or food?
> >perhaps an example closer to home would be health care services? Shoul
> we
> >all just start taking health care services without paying for them?
>
> Cool post. I think maybe all information should not be free, but we
> would have to come up with a better definition of what 'information'
> is.
>
> [DC]
>

>
>
>
> ---
> * Origin: Net 250 Internet Gateway, Toronto, CANADA (1:250/98.1)

I've seen this copyright issue come up time after time about old 8bit software. There is one fatal flaw in the reasoning of every pirate (lets face it they are PIRATES!) and that is that there are still some few vendors such as B&C (good service), or toad (bad service) among others. These places still carry 8bit software and hardware. Everytime somebody rips off one or more of thes programs because they can't run down to the computer store down the street is still taking a sale away from one of the few remaining dealers in existance.

B&C for instance has be seeing reduced sales for years now (no surprise there) and late last year came far to close to closing their doors permanently. If they see the blatant piracy going on here it's likely they'll make that decision and go in search of greener pastures.

--
| Via: 1:250/98 - The Net 250 Gateway in Toronto, CANADA
|
| Standard disclaimer: The views of this user are strictly his own.

987. Atari 8-bit video output: Only RF?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: James.Alexander@taf.to.org
Message-ID: <4d2_9701300900@to.org>
Source record: 76410

In message 0/47/299, jcompton@typhoon.xnet.com writes:

> From: jcompton@typhoon.xnet.com (Jason Compton)
> Subject: Atari 8-bit video output: Only RF?
> Date: 11 Jan 1997 03:52:43 GMT
> Organization: XNet - Chicagoland's Regional ISP (630) 983-6064
>
> I was a little surprised when I picked up an Atari 800 last year and fou
> it only had an RF output on it--no composite or custom higher-quality
> video out, like many of its contemporaries.
>
> Did later 8-bit models add higher-quality video and audio output?
>
> --
> Jason Compton jcompton@xnet.com
> Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
> AR on Aminet - docs/mags/ar???.lha WWW -
> http://www.cucug.org/ar/
> Pythagoras with the looking glass... ...reflects the full moon
>
>
> ---
> * Origin: Net 250 Internet Gateway, Toronto, CANADA (1:250/98.1)

the 800 very much DOES have a monitor port! it's on the side of the
machine where the sio, power connectors are, it's a 5 pin din connector
just like the XL's and XE's.
--
| Via: 1:250/98 - The Net 250 Gateway in Toronto, CANADA
|
| Standard disclaimer: The views of this user are strictly his own.

988. Re: Flames to person posting loooong .gifs (atari8 binary newsgroup)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-29 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32EFF245.1C08@tcd.net>
Source record: 76411

I honestly think it would not matter if there were an area set up for this as they wouldn't use it. Return Mail is avaiable and it is not used. There is alwayse the option of going to the city and confronting the person in person rarely used.

I have in the past month heckeled a couple users on here because I knew they could handle it and the posts were 99% in jest and returned mail reflected that intellengence.

I since have entered into an agreement with a programer that I would not be out sopoken on anything and refrain my post to answering hardware help questions. Fair for the programer as he wouldn't say Crap if he had a mouthfull..which he doesn't very respectable...and I have admired his restraint for a few years. I have seen a couple posts that it was very hard not to respond to in a negative way...but will address them in a very different way for myself personaly..instead of handling it with 5 gallons of gas and a few motorcycle riders will attempt to elighten a few who did not know.

Circular Logic @Logic, was not a company, nor was it registered to the State as legaly as an anominious ...like so and so dba/@Logic.. The programer of this unit attempted to restrict BBS Express! Professional to version 2.1a. Not acceptable, they wrote a command and released it that was not in their area of Copyrights to do, they also programed games that let the programer into a back door on Pro., Once pissed off the Programer for Pro wrote Fixelete.CMD which, closed the back door, let their version of the game run on any version of PRO! They pissed off the wrong persons, and through their own actions brought their demise not any of mine or the programer I had at the time. You can not overextend your programing efforts and attempt to restrict any owner of a specific copyright and not feel the ramifications of your actions.

I prior to this event attempted to talk to the individual involved and was more or less told to go to hell..So now all know the story behind the story.

Sorry for the post...did not get out of line...posted the facts, no derogitory remarks ect...(we both know one could expand on this!!)

I will obide in the future by my programers request and not post replys to derogatory statments, other than e-mail or personal visits.

thank you for you time..

bob

989. Monitor Cable for 1902a

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: Bill Bragg <bbragg@iag.net>
Message-ID: <32F07BC9.4B6B@iag.net>
Source record: 76219

I've aquired a CBM 1902a monitor and it came with a cable for a CBM 128 machine. It's an 8 pin DIN but I though the CBM machines had a pinout the same as the Atari 8's. Can I just open to shell and remove the offending 3 pins without losing functionality? --Bill B.

990. Re: Preppie?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: rashm62629@aol.com
Message-ID: <19970130102501.FAA02983@ladder01.news.aol.com>
Source record: 76220

Try ftp://ftp.hackerz.com/hackerz/atari/jellystone/

Its there somewhere.

991. Re: Monitor Cable for 1902a

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32F0790F.223F@kawo2.rwth-aachen.de>
Source record: 76221

Bill Bragg wrote:
>
> I've aquired a CBM 1902a monitor and it came with a cable for a CBM 128
> machine. It's an 8 pin DIN but I though the CBM machines had a pinout
> the same as the Atari 8's. Can I just open to shell and remove the
> offending 3 pins without losing functionality? --Bill B.Looking at my old 128 manual says, itï¿½s not just the same:

```
/|_|\
/8 7\
/ 6 \
(3 1)
\ 5 4 /
\__2__/
```

Sorry, design is not the best:
1 Luminance
2 GND
3 Audio Out
4 Video Out
5 Audio In
6 Crominanz
7 n.c.
8 n.c.

In my cable Pins 1; 3; and 6 are used.

Iï¿½d advise you to go to an HiFi-Store and buy a little adaptor-cable chinch to 5-pol. DIN.

Matt

```
--
| | | ___________________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /___________________________________/
```

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

992. Carrier Force (SSI)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: rashm62629@aol.com
Message-ID: <19970130103801.FAA03461@ladder01.news.aol.com>
Source record: 76222

Does anyone know where I can get PC files for this.

Thanks.

993. Re: Cart. wanted BasicXL

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: Marcin Lewandowski <jaskier@mat.uni.torun.pl>
Message-ID: <5cpv92$s3u@Waldemar.mat.uni.torun.pl>
Source record: 76223

Jim Klein <jklein@isd.net> wrote:
:I'd like to get a Basic XL cart. Any one have one to sell?
Basic XL (Turbo Basic XL) is in file. Basic XE is in cartridge.

Jaskier
Marcin Lewandowski
(jaskier@mat.uni.torun.pl)

994. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw@reading.ac.uk>
Message-ID: <32F084E0.3F24@reading.ac.uk>
Source record: 76224
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

Alastair J. Houghton wrote:
>
> Shellac wrote:

> > The only hope for Atari is that they don't lose even more money, or
> > for humanity's sake, the Tramiel's going into business again... I'd
> > certainly hate to see market share for another company jump from
> > thriving to downright pathetic. Monkey's could have managed Atari
> > better. BILL GATES could have managed Atari better...
>
> No - this is unfair. Bill Gates could probably have managed Atari
> better, but Atari was failing anyway; the major problem that they
> had was that the press were largely against them, resulting in the
> entirely juvenile behaviour of a large portion of their potential
> market (the "Oh - it's an Atari - well, it must be cr*p then"
> syndrome). Monkies, however, could not have managed it better. The
> Tramiels have actually done quite a good job; although you probably
> don't realise it, the Atari 2600 games system was the most popular
> console ever.

I'm not impressed by the Tramiels' handling of Atari. And the
success of the 2600 was there before the Tramiels' came along.
The persistence of the 2600 is more due to its uniqueness, it
being one of the very first game consoles, and not to the
Tramiels per se.
Also the success of the Atari 2600 in the begininng, when it
was just plain ol' Atari VCS was the very reason why the Atari
Home Computers suffered from the image of a "games machine".
It didn't help when Atari didn't know how to market their
new technology, either, or treat their employees well. They
lost good programmers that way.

- Joel

995. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/welcome_854623966@rtfm.mit.edu>
Source record: 76225
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 23, 1996

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers. These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, and the XE Game System.

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
-------------------------------------------------------------------
This posting contains a list of Frequently Asked Questions (and their answers)
about Atari 8-bit computers.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
Or request from mailto:mcurrent@carleton.edu

Atari 8-Bit Computers: Vendors and Developers / Michael Current
---------------------------------------------------------------
This posting contains a comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
Or request from mailto:mcurrent@carleton.edu

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
----------------------------------------------------------------------
Bill and his FAQ are excellent sources for information on basic usage of the
8-bit Atari, and for information on the 8-bit Atari emulators which run on
other computing platforms.
Posted to comp.sys.atari.8bit irregularly.
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
Or request from mailto:kendrick@zippy.sonoma.edu

Atari 8bit Support BBS's / Oscar Fowler
---------------------------------------
The list of 8-bit Atari supporting BBS's around the world.
Posted to comp.sys.atari.8bit irregularly.
Request from oscar@primenet.com
```

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
---
Especially useful for hardware hackers, and interesting for the rest of us!
Posted to comp.sys.atari.8bit irregularly.
Request from davepat@total.net

996. Atari Computer Items for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5cq1hb$a81@news1.voicenet.com>
Source record: 76226

```
Atari Items for Sale plus shipping

Atari 850 Serial Interface..... $39
Atari XMM801 printer..... $29
Atari 1020 Printer..... $19
Atari XM301 Modem..... $19
Atari 410 Program Recorder (tape deck) (2)..... $18
Atari 400 Program Recorder (tape deck)..... $16
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ..... $ 8 each
Paddles (2 sets)..... $12 each
Atari Controllers (2)..... $ 8 each
DVE Printer Power Supply Model DV-2412A..... $10
.....
Wishbringer from Infocom on Disktte w/box & docs.... $20
.....

Diskette Software for Atari Computers $6 each (5 for $25)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
```

Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $9 each (4 for $30)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.95 each (4 for $13)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3

Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $3 each (8 for $21)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
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Cartridges for Atari Computers $7.50 each (4 for $27)

Atari Writer Word Processor Donkey Kong
Jungle Hunt Missile Command
Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $4.50 each (4 for $15)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)

Book of Hints for Adventures 1 through 12
.....
Tape Software for Atari Computers $3.95 each (4 for $13)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....

Atari Books $6.95 each (4 for $25)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari Graphics
Computes Second Book of Atari Graphics
Computes First Book of Atari
Computes Second Book of Atari
Computes Third Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Machine Language for Beginners by Richard Mansfield
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
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10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
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.....

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Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com

--
Gene Ehrich
P.O. Box 209
Marlton NJ
08053-0209

gene@ehrich.com

997. 10,000 celerity cds

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: patrick@infi.net
Message-ID: <5cq3q3$37d@nw101.infi.net>
Source record: 76227
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.att,comp.sys.cbm,comp.sys.cdc,comp.sys.convex,comp.sys.dec,comp.sys.dec.micro,comp.sys.encore,comp.sys.handhelds,comp.sys.harris,comp.sys.hp.apps

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ME#3 ..'~ Midnight Escape ~'..

998. Re: Sparta-DOS 3.3

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970129191758.16116A-100000@fissure.scar>
Source record: 76228

Different versions of SpartaDos use different amount of memory (drop to basic and do a ? fre(0) to see what I mean. Some versions give you as much as 36K.. some as little as 31K. I think the new versions also have more commands similar to MS DOS..

It's been a while, but I use to use SpartaDos 2.3 because it gave the most ram and it was the most compatible with older stuff. Sparta 3.2 or SDX are more powerful but you lose some compatibility..

Alan
U of T, Computer Science

999. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970130134601.IAA08857@ladder01.news.aol.com>
Source record: 76229

In article <32ECE6E0.6B9D@erols.com>, "Jonathan C. Mordosky"
<mordosky@erols.com> writes:

>There is a binaries group just for Atari 8-bitters! It is now being
>carried by my ISP:
>
>alt.binaries.comp.atari8bit
>
>

Not sure AOL carries this. Will check. Thanks.

1000. PREDICTION!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970130140001.JAA09395@ladder01.news.aol.com>
Source record: 76230

I subscribe to an online newsletter called IUMA (Internet Underground Archive News). This month's issue featured some tongue-in-cheek predictions for 1997 that the newsletter said it got from Dionne Warwick. The first item on the list caught my eye:

- Atari 2600 comes out with Netscape Communicator 5.0 cartridge.

Just thought it was funny enough to pass on!

1001. Cart. wanted BasicXL

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5cqcd8$rcm@usenetp1.news.prodigy.com>
Source record: 76231

If no one else offers, I'm pretty sure B&C Computervisions has them with manuals. But they charge over 50$, I think. Depends on how much you need it, I guess. They're at 408-986-9960.

- Bob Stone

1002. Re: Cart. wanted BasicXL

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: Graham Thornton <gt$z1d1@cat.e-mail.com>
Message-ID: <32F0C44D.1C58@cat.e-mail.com>
Source record: 76232

Marcin Lewandowski wrote:
>
> Jim Klein <jklein@isd.net> wrote:
> :I'd like to get a Basic XL cart. Any one have one to sell?
> Basic XL (Turbo Basic XL) is in file. Basic XE is in cartridge.
>

Basic XL is a cartridge-based version of BASIC from OSS, that was designed to go with DOS XL in the same way that its predecessor Basic A+ was designed to go with OS/A+.

OS/A+ and DOS XL were both Atari DOS compatible command-line based environments offering a very similar look and feel to Sparta DOS and hence both Basic XL and Basic A+ will work quite hapilly with any Atari DOS compatible. Being cartridge-based, DOS XL will also work with no DOS at all.

Basic XL and Basic A+ were both Atari Basic compatible, but offered more functionality and better speed. Basic XE was an extension to Basic XL which allowed the programmer to access the extra memory, although I *think* DOS XE had a menu-based interface much like Atari DOS 2.0S/2.5/3 et al.

Turbo Basic XL was a different product entirely, a public-domain, XL-only disk-based version of BASIC that, like Basic A+/XL/XE was Atari Basic compatible but offered much, much better speed, lots of extra commands, and even a compiler.

Just my two cents worth

Graham.

1003. Re: Menu programs/boot loading

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: read@my.sig
Message-ID: <32f1cc65.3457968@news.networx.net.au>
Source record: 76233

matt raupp <moses@cybercomm.net> wrote:

>I have repeatedly tried to use the "menu.atr" boot loading program
>but I just get the ol' "BOOT ERROR". Is there a menu program
>that works (for the emulators)? I have many of them but they are
>unfortunately on old Atari disks...
>
>matt raupp

It all depends on what exactly you are trying to load, and what type of DOS version was used on the disk images. From memory, the "menu.atr" actually loads files that are stored on a MyDOS formatted disk which is placed as D2:. (Yogi???) If you simply want to load EXE files, you could place these files into a single density disk image, and use a "boot sector loader" like LeMENU to run them. There are a couple of other "boot sector loaders" that I know of, but I haven't yet tested them under any of the EMU's. Looks like I'll have to get to work testing out various programs on the EMU's, there seems to be more and more calls for help with them.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1004. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: read@my.sig
Message-ID: <32f0c61b.1848336@news.networx.net.au>
Source record: 76234
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

"William Fisher" <blackat@direct.ca> wrote:

>> > I thought the post was quite interesting since I did not know that
>Atari
>> > Corp had
>> > 'officially' left us. But the important thing is that there are still
>> > people who
>> > enjoy using the machines and if it's good enough for them then why
>should
>> > they go out
>> > and spend 1000's of $$$ on an IBM or Mac?
>>
>> And, hey, what the Hell, this happens to be an Atari newsgroup, so
>> how this happens to be wasting bandwidth I'm really not sure.
>> All the comments Shellac made seemed to reflect a total disinterest
>> in Atari computers now - why are you here? Isn't this a newsgroup
>> *for* "hopeless romantics"?
>>
>> - Joel
>
>Talk about condensing my original post quite eloquently!! =)
>
>Thanks!
>Will Fisher
>

Well, as for Shellac? I say go find a another newsgroup, preferably
one titled alt.binaries.socks , and download a nice sweaty one!!!

1005. PARA LOS QUE SE COMUNIQUEN EN ESPA&#65533;OL...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: Rodolfo Carlos Burlando Makthon <inbosa@net.cosapidata.com.pe>
Message-ID: <32F0910C.737D@net.cosapidata.com.pe>
Source record: 76235

Auxilio.

Mi nombre es Rodolfo Carlos y soy usuari de Atari desde 1988,
actualmente cuento con una Atari 65XE que quisiera utilizarla como medio
de control de acciones, como el control de ls seguridad de la casa,
apertura de las ventanas y lo opuesto de acuerdo a la temperatura
interna.
No usare el Z80, o los armalos tu mismo, ya que con la placa de la
Atari, tengo coneccion a video y audio, cosa que necesita el operador.

ï¿½ Que manuales necesito ?

R.C. Burlando Makthon.
inbosa@cosapidata.com.pe

1006. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32F0E53B.5CC@kawo2.rwth-aachen.de>
Source record: 76236

James Alexander wrote:
>

> I've seen this copyright issue come up time after time about old 8bit
> software. There is one fatal flaw in the reasoning of every pirate (lets
> face it they are PIRATES!) and that is that there are still some few
> vendors such as B&C (good service), or toad (bad service) among others.
> These places still carry 8bit software and hardware. Everytime somebody
> rips off one or more of thes programs because they can't run down to the
> computer store down the street is still taking a sale away from one of the
> few remaining dealers in existance.
>
> B&C for instance has be seeing reduced sales for years now (no surprise
> there) and late last year came far to close to closing their doors
> permanently. If they see the blatant piracy going on here it's likely
> they'll make that decision and go in search of greener pastures.

There are two sides of this story.
First I think that noboby could believe, that he will get cash enough by selling XL-stuff as full
time job.
Second I also want to see all the stuff, Iï¿½ve only heard of all the years. And lotï¿½s of stuff isnï¿½t
availiable any longer.
By the way, every year at the ABBUC fair in Germany I buy lots of Original stuff just to collect
it and to say "I have it". And I believe that most people do so.
So let them copy the things, test it and then buy the best.

Matt
P.S. Hope somebody can understand me - my English is to bad ...
--
| | | _____
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

1007. Menu programs/boot loading

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5cr41g$1t74@usenetp1.news.prodigy.com>
Source record: 76237

I noticed that when I download the utility atr files from Yogi's site, the file lengths are all very short, some just over a thousand bytes or so. Are these the right length, or is there something wrong here?

- Bob Stone

1008. Question on GIF's and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: Anthony Bufort <ajbufort@mail.sas.upenn.edu>
Message-ID: <32F10D31.78E5@mail.sas.upenn.edu>
Source record: 76238

Hi again all...

On my workstation at work, I'm running a PowerMAC that has Adobe Photoshop. I'd like to be able to create images in Photoshop and view the images with my Atari 800. I realize all the constraints, but I was thinking... what if I set the size in pixels to be that of a given Atari graphics mode, say mode 7, and then used only four colors, since that's all 7 was built to use. Could I then save the image in some format and then quickly and painlessly view it via some Atari utility that's out there?

If there isn't such a utility (and I wouldn't be surprised if there weren't), can anyone give me some pointer on how to go about writing it? I've been already looking at the GIF spec papers on the Web and going over what such a program would look like in my mind.

Any advice would be greatly appreciated...

-Tony

1009. Speech synthesis

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: Anthony Bufort <ajbufort@mail.sas.upenn.edu>
Message-ID: <32F10EA2.2B94@mail.sas.upenn.edu>
Source record: 76239

Recently I d/led a program called SPEAKEZ from an Atari site and ran it in BASIC. The program looked really cool at first, as if I could teach it how to speak all sort of words and stuff... but it doesn't seem to work. I've patiently played around with all of the commands, and can't get anything out of it. Can anyone tell me if it requires something, or if I just got a bad copy or whatnot?

Aside from this, I was wondering if anyone could point me towards a good speech-creation utility that I could use to have my Atari say something on startup.

-Tony

1010. Peppers Atari 400/600/800 Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A41.3.95.970130190245.82462F-100000@fn2.freenet.edmonton.ab.ca>
Source record: 76240

E-Mail me to get on the e-mail list

Rules follow the Auction
Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

Atari 400/600/800/1200 Carts,Disks,Cassettes
****
Action Quest Complete Cassette $1 ccoffin
Alphabet Zoo Complete Cart $3 Min
Aliencounter & Face Flash Shrinkwrapped Cassette $1 ccoffin
B/Graph Complete Disk $1 Min
Bishop's Square/Maxwell Demon Complete Disk $1 ccoffin
Bug Off! Shrinkwrapped Cassette $1 ccoffin
Centipede With Inst. Cart $3 Min
Chicken Complete Cassette $1 englew
Chicken Shrinkwrapped Disk $1 md.paulin
Cohen's Towers Complete Disk $1 ccoffin
Compu-Math Decimals Complete Cassette $1 Min
Conversational Italian Complete Cassette $1 englew
Defender With Inst. Cart $3 Min
Dig Dug With Inst. Cart $3 mojo
Disk Utilities Tricky T. #7 Complete Disk $1 englew
Donkey Kong With Inst. Cart $3 Min
Dunion's Debugging Tool Complete Disk $1 englew
E.T. Phone Home Complete Cart $3 Min
Fight Night Loose Cart $5 cmoore
Frenzy & Flip Flop Shrinkwrapped Disk $1 md.paulin
Frogger With Inst. Cart $3 Min
Fun With Art Complete Cart $5 arizona
Galaxian With Inst. Cart $3 Min
Gorf Shrinkwrapped Disk $1 ccoffin
Hard Ball Complete Cart $5 Min
Hellcat Ace Complete Disk $2 dougs
Horizontal & Vertical Scroll Complete Disk $2 englew
Intruder Complete Cassette $1 ccoffin
Jawbreaker (No label) Loose Cart $5 cmoore
Jeepers Creepers Shrinkwrapped Disk $1 ccoffin
Journey to the Planets Shrinkwrapped Cassette $1 Min
Juggles' House Complete Disk $1 Min
Juggles' Rainbow Complete Cassette $1 Min
Juggles' Rainbow Shrinkwrapped Disk $1 Min
Jumpman Complete Cassette $1 Min

Kid Grid Complete Cassette $1 Min
Kid Grid Shrinkwrapped Disk $1 md.paulin
Labyrinth Complete Cassette $1 ccoffin
Mailing List Complete Cassette $1 Min
Master Type Complete Cart $5 cmoore
Memory Map Complete Disk $2 englew
Microsoft basic Complete Disk $1 ccoffin
Millipede With Inst. Cart $3 mojo
Miner 2049er Loose Cart $5 Min
Missile Command With Inst. Cart $3 db30+
Nato Commander Complete Disk $2 dougs
Necromancer Complete Cassette $1 dougs
Phobos Complete Disk $1 ccoffin
Pitfall II With Inst. Cart $5 dougs
Pitstop With Inst. Cart $5 cmoore
Pole Position With Inst. Cart $5 Min
Protector II Shrinkwrapped Cassette $1 ccoffin
Qix With Inst. Cart $4 dougs
Rainbow Walker Complete Cassette $1 Min
Realsports Football Complete Cart $5 Min
Rebel Charge at Chickamauga Shrinkwrapped Disk $1 ccoffin
Shadow World Complete Cassette $2 dougs
Sneakers Complete Disk $1 ccoffin
Soccer With Inst. Cart $5 Min
Space Eggs Shrinkwrapped Disk $1 ccoffin
Space Invaders With Inst. Cart $3 Min
Speedway Blast With Inst. Cart $5 cmoore
Star Raiders With Inst. Cart $3 Min
Star Raiders II With Inst. Cart $6 cmoore
Survivor Complete Disk $1 ccoffin
Tax Dodge Complete Disk $1 md.paulin
Telelink 1 Complete Cart $5 Min
Wizard's Crown Complete Disk $2 dougs
Zaxxon Complete Cassette $1 dougs
Zone Ranger With Inst. Cart $5 cmoore

Dust Cover #1 (New) Shrinkwrapped for 400 $1 arizona
Dust Cover #2 (New) Shrinkwrapped for 400 $1 dougs

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With Box and Manual, Connection Manual & Atari Basic Manual

Rules:
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Then a Once, Twice, Sold format will occur Feb 8/97
One update per day or until bidding slows down...
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All Games & Game systems have been tested & work unless otherwise stated.

E-Mail bids to pepper@freenet.edmonton.ab.ca

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

1011. Sparta dos X and ICD's MIO

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: James Anderson <0James@msmlab.byu.edu>
Message-ID: <0James-3001971439120001@128.187.141.103>
Source record: 76241

I ran a BBS about 10 years ago from an Atari 800xl with 256k, a supra 20 meg hard drive, and Carina II software. Those were the good old days!

Well, I want to set it up again--but I need a MIO and ICD's sparta Dos X cartridge. Will anyone sell me this stuff?

Please e-mail asap.

Thanks,

James Anderson

James.Anderson@Juno.com

1012. FS: Atari 8 Bit,C64, TI Carts For Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: zachd@hub.ofthe.net
Message-ID: <5cqrmmlji1@news.ofthe.net>
Source record: 76242
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

I don't have many C64, and 8-bit, but I figured I would do some advertising anyways! If you would be interested in future offerings when I might have more, let me know and I will put you on my mailing list.

Commodore 64 Carts

Lode Runner Brod. Nice 3.00 Jaguar
Toy Bizzare ACTV Nice 3.00 None
Star Strek SOS Sega Nice 3.00 Jaguar

Atari 8Bit

Big Bird's Spec CBS Nice 3.00 Jaguar

TI 99/4A - Loose Carts

Comp. Math Games VI TI $1.00 macnlos
Extended Basic TI $3.00 Coakly
Munchmobile SNK $1.00 macnlos
MiniMemory TI $3.00 Coakly
Number Readiness TI $1.00 rob
Physical Fitness TI $2.50 rob
Percents TI $2.50 rob
Reading Flight SF White $1.00 macnlos
Slymoids TI $2.00
Word Radar TI $1.00 rob
Add & Sub I TI $1.00
Add & Sub II TI $1.00
Alien Addition TI $1.00
Alligator Mix TI $1.00
Begining Grammar TI $1.00
Car Wars TI $1.00 EsseJ
Demolition Division TI $1.00
Dragon Mix TI $1.00
Football TI $1.00
Hang Man TI $1.00
Hopper TI $1.50 dlormand
Hustle TI $1.50 dlormand
Jawbreaker II TI $1.00
Multiplication TI $1.00
Reading Flight TI $1.00
Reading Fun TI $1.00
Reading Rally TI $1.00 rob
Subtraction TI $1.00 rob

Super Demon Attack Imagic $1.00 EsseJ
TI Logo II TI $1.00
Touch Typing Tut TI $1.00
Tunnels of Doom TI $1.00 dlormand

Atari 2600 New - Shrink Wrapped

Double Dunk Atari SW $ 7.00 combee
Secret Quest Atari SW $ 7.00 combee
Defender II Atari SW $ 7.00 Cameron
Sentinel Atari SW $ 7.00 combee
Taz Atari SW $10.00 None

Frogger PB $ 5.00 None
G.I. Joe Cobra Strike PB $ 6.00 None
Spiderman PB $ 6.00 Gurno
Tutankham PB $ 6.00 None

Atari 2600

F-14 Tomcat Absolute ER $5.00 combee
Piece O Cake US Games ER Handle $1.00 None
Squeeze Box US Games ER $1.00 None
Threshold TigerV R+ $5.00 combee
Survival Run MB R+ $1.00 None
Frankenstein's Mon Data Age R+ $7.00 rhino
SW Jedi Arena PB R+ $1.00 None
Steeplechase Sears R $2.00 combee
Cookie Monster Atari R $1.00 None
Crypts of Chaos Fox R $1.00 None
Deadly Duck Fox R $1.00 None
Flash Gordon Fox R $2.50 Cameron
Porky's Fox R $1.00 None
Alien Fox R $2.50 Cameron
Mountain King CBS R $1.00 None
Cruise Missile Froggo R $2.00 None
Air Raiders MNET R blue $2.00 lskinner
Bump N Jump MNET R blue $1.00 lskinner
Final Approach Apollo R $2.00 lskinner
Wabbit Apollo R $1.00 None
Eggomania US Games R $1.00 None
MAD US Games R $1.00 None
Name this Game US Games R $1.00 None
Nexar SV R $2.50 Cameron
Tape Worm SV R $2.50 Cameron
No Escape! Imagic R Pic $2.00 lskinner
Spitfire Attack MB U+ $2.50 Cameron
Fast Eddie Fox U $1.00 None
Shark Attack Apollo U $1.00 None
Super Cobra PB U $2.00 rhino
Reactor PB U $1.00 None

Dig Dug Atari U $1.00 None
Freeway ACTV U $1.00 None
Spider Fighter ACTV U $1.00 None
Stampede ACTV U $1.00 None
Centipede Atari C $1.00 None
Journey Escape Data Age C $1.00 None
Space Jockey Vidtec C $1.00 None

Intelivision ts

Atlantis Imagic $1.00 None
Beauty & the Beast Imagic $1.00 None
Demon Attack Imagic $1.00 None
Dragonfire Imagic $1.00 None
Microsurgeon Imagic $1.00 None
Nova Blast Imagic (Matte) $2.00 None
Tropical Trouble Imagic $3.00 None
White Water Imagic (Matte) $3.50 Cameron

Frogger PB $1.00 None
Popeye PB $1.50 Cameron
Pitfall ACTV (Very Nice Label) $1.00 None
Stampede ACTV (Very Nice Label) $1.00 None
Donkey Kong NINT (Partial Tear) $1.00 None

Advanced Dungeons & Dragons $1.00 None
Astrosmash $0.50 None
Auto Racing $1.00 None
Baseball $1.00 None
Bomb Squad $1.00 None
Bowling $1.00 None
Boxing $1.00 None
Bump N Jump $1.00 None
Burgertime $1.00 None
Checkers $1.00 None
Frog Bog $1.00 None
Golf $1.00 None
Lock N Chase $1.00 None
Loco-Motion $1.00 None
NASL Soccer $1.00 None
NBA Basketball $1.00 None
NFL Football torn label $0.50 None
NHL Hockey $0.50 None
Night Stalker $1.00 None
Pac-Man $3.00 Cameron
Poker & Blackjack $0.50 None
Reversi $0.50 None
Roulette $1.00 None
Sea Battle $0.50 None
Shark! Shark! $1.00 None
Skiing $0.50 None

SNAFU $0.50 None
Space Armada $0.50 None
Space Battle $0.50 None
Space Hawk $1.00 None
Space Spartans $0.50 None
Star Strike $0.50 None
Sub Hunt $1.00 None
Tron - Deadly Discs $1.00 None
Tron - Maze-a-thon $1.50 None
Triple Action $1.00 None
Utopia $0.50 None

Overlays (.25 increments)

Lock N Chase 2 $0.50 None
Snafu 2 $0.50 None

INTV DOCS (.25 increments)

Atlantis Imagic $0.50 None
Beauty & the Beast Imagic $0.50 None
Burger Time Mattel $0.50 None
Burger Time PB $0.50 None
Lock N Chase Mattel $0.50 None
Snafu Mattel $0.50 None
Triple Action Mattel $0.50 None

Emmerson Arcadia
All games complete with Box, Docs, 2 overlays, Warranty,
and Game Catalog unless noted.

#2 Space Attack No Overlays (?) $6.50 None
#5 Space Raiders Complete $9.00 None

Systems

Coleco Gemini System

Coleco's own atari 2600 compatible machine. Plays all 2600 games.
Similar in size to the 2600 Jr. but with a square design. Most
notable feature is the combination paddle/joystick controllers.
System is tested and everything works great. Complete with console
original power supply, 2 controllers, generic rf switch box, and
5 commons if desired.

--
This post brought to you buy Zach D. and the Letter J

Visit the Virtual Flea Market, Open 7 Days a week
http://www.hub.ofthe.net/~zachd/flea1.htm

1013. MIO and bbs speed

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: James Anderson <0James@msmlab.byu.edu>
Message-ID: <0James-3001971629100001@128.187.141.103>
Source record: 76243

What is the fastest bbs speed supported on ICD's MIO?

Also, can any new hard drive be attached to the MIO's SCSI interface?

I'm trying to get all the tools necessary from me to get my 800xl up and running again. I do have a Supra 20 meg 8-bit hard drive with a supra 800xl connection. But my disks with the Supra Hard Drive drivers and system info (or something like that) aren't around. Does anyone knwo where I can get a hold of appropriate drives and software that will allow me to get myset up working again?

Thanks

James.Anderson@Juno.com

1014. Re: Cart. wanted BasicXL

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32f12b89.12535401@news.inc.net>
Source record: 76244

On 30 Jan 1997 11:05:06 GMT, Marcin Lewandowski
<jaskier@mat.uni.torun.pl> wrote:

>Jim Klein <jklein@isd.net> wrote:
>:I'd like to get a Basic XL cart. Any one have one to sell?
>Basic XL (Turbo Basic XL) is in file. Basic XE is in cartridge.

BASIC XL (not turbo basic xl) was an O.S.S. product that was a
precursor to their BASIC XE. It was indeed a "super cartridge." I
happen to have one.

Cheers,

Jon

1015. Re: REGARDING "DOES ANYONE RECOGNIZE THIS"...

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: Anthony Bufort <ajbufort@mail.sas.upenn.edu>
Message-ID: <32F10F99.5723@mail.sas.upenn.edu>
Source record: 76245

Hmmm... that's a shame. Probably the fact that I sent it on my damned Mac at work had something to do with your problems... or maybe not. All I know is that Macs have given me more hassles over the years than they're worth. I hope they get their act together and come out with their supposed-to-be-better-than-Windows operating system.

But ANYway... I could try sending them to you in some other way. Tell me what you'd prefer and I'll see what I can do.

-Tony

1016. Re: XEGM

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: Earl <"c:\\"@format.exe>
Message-ID: <32F1888F.4E40@format.exe>
Source record: 76246

Robert Stone wrote:
>
> I've seen ads from B&C Computervisions for XEGMs with 128K, so upgrades
> exist. Their number is 408-986-9960 (Don't forget to dial 1 first :>)
>
> - Bob Stone

When I first got an 8bit, their were a few stores around this area that carried them, and items for them. I would look through their catalogues and look at the prices to figure out how much I would be spending.
I found B&C to be very interesting, as the price that they had in their catalogues for many things was different than the price in the store. With them, I always found that I would end up spending LESS when I went to the store. One example was the SX212, which they had in the catalogue at the time for like $75, but when I went ot the store, it was marked like $60. I also found that if I went to some of the "salvage" computer places I could get things even cheaper at times. A buddy of mine picked up a music program for $25 at one of these places, and we went over to B&C (which was about 2 miles away,) and they were selling the same one for like $135. I only go to B&C only if I can't find it elsewhere.

--
The only good SPAMMER is a dead one

1017. DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32f14188@pianosa.demon.co.uk>
Source record: 76247

Whilst reading the usual rubbish I find here, Jonathan C. Mordosky wrote
something interesting to All about DOES ANYONE RECOGNIZE THIS?:

Hello Jonathan,

JCM> There is a binaries group just for Atari 8-bitters! It is now being
JCM> alt.binaries.comp.atari8bit

That group has been in existence for some time now. The trouble is, there are
quite a few news servers that don't carry it. One of the complaints in here
abouts posts to that ng are that people can't get them. Strangely, there are
few complaints (I recall none) of that nature with regard to
alt.binaries.atari.

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... The evidence is strong, my lucky number's wrong.
Lucky Number; Lene Lovich

1018. Paddles, How do they work ???

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32f142af@pianosa.demon.co.uk>
Source record: 76248

Whilst reading the usual rubbish I find here, Robert Smith Ely wrote something interesting to All about Paddles, How do they work ???:

Hello Robert,

RSE> Actually, it is the completion of a simple RC circuit. The

Yes, so I've been told. Unfortunately, my memory isn't what it used to be. :-(

The same can't be said for the RAM in my 130XE, which still works perfectly.

RSE> I think you're right on the 10K, but I don't have my books with me
RSE> at the moment, to look it up.

Nope, seems I was wrong there, too. :-(

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... Don't love my baby for her pouting lips, don't love my baby for her curving hips. - (My Baby Does) Good Sculptures; The Rezillos

1019. Activision games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6PsUnQ5pzHB@peter.soemtron.sb.sub.de>
Source record: 76249

Howdy !

I'm a fan of the great Activision games. But I don't know what games they converted to an Atari version. Does anyone have a complete list of Activision produced games?

thx for all hints!

--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

1020. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: shellac@stucco.com
Message-ID: <32f00925.8466149@news.cyberstore.ca>
Source record: 76412
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

On Tue, 14 Jan 1997 23:29:54 -0700, InfoMan <infoman@poboxes.com>
wrote:

>Did you hear anyone say "Goodbye"?
>==================================
>by Donald A. Thomas, Jr. (10/4/96)
>
>It's odd to imagine an institution, which was as big and as powerful as
>Atari
>once was, [Snip big over-melodramatic Sap Letter]

Get a grip guys... I was once an Atari User and all I had to look
forward to was a lack of software, non-existant tech support, buggy
operating systems (TOS Ring a bell?) and always wanting to do what the
Mac and IBM (Not to mention AMIGA) could do..never really achieving
it. The real Evil was the Tramiels who couldn't get off their fat
white asses and market the machines they produced properly, or for
that matter at least care about their customers... I think when I had
to send away money for a floppy cable from Britain is when I woke up
and grabbed a clue... A big blue clue... So Windoze (and still isn't)
as bug free as they said it is. Well, you're dead wrong if you think
that TOS was some big model of perfection...Far from it.

In my opinion, the Jaguar was a hastily produced, crappy fragile
machine that was once again marketed half-assed with games that looked
like 2nd generation Genesis and SNES titles... Pretty sad for a
so-called 64-bit machine.. And here's a correction... The Jaguar was
one 32-bit and 2 16-bit Symettric multi-processors. There is nothing
64-bit about the jaguar at all. Except if you add the processors's
together, which is one big cop-out.

The only hope for Atari is that they don't lose even more money, or
for humanity's sake, the Tramiel's going into business again... I'd
certainly hate to see market share for another company jump from
thriving to downright pathetic. Monkey's could have managed Atari
better. BILL GATES could have managed Atari better...

So in the meantime let's GET OVER IT. And use the machines of today
and quit wasting time and bandwidth and being hopeless romantic's
towards people who didn't really give a shit about you or me, or
anyone..except how to make a buck a run like a petty mugger off the
street...

Reply's EXTREMELY welcome...

Shellac...

1021. ValForth Add-Ons

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: wolf@grove.iup.edu
Message-ID: <1997Jan29.230521.10008@news.iup.edu>
Source record: 76413

Is there anyone out there that has ValForth add-ons (packages beyond the basic ValForth package) which they would be willing to sell? If so, get in contact with me.

1022. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0e6e$95599a00$11f7aecc@blackat>
Source record: 76414
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

> > I thought the post was quite interesting since I did not know that
> Atari Corp had 'officially' left us.

I meant 'official' in the business sense. Not in the customer support
areas, etc.
I did not know that Atari, Corp. had officially ceased to be.

> Hello, where have you been? Atari Corp has officially left us, abandoned
> the platform, etc. etc.

My last Atari STe died about a year ago.

> As for the nightmare of windoze programming, perhaps you need a few more
> courses :-). The nightmares don't seem to have stemmed the tide of great
> Win 95 software, like gemulator 96 for instance.

Tell me about it! =) I never said I was a genius Win95 programmer, far from
it
actually, but I am learning. GEM only took me appx a month or two to master
easily.
Win95 it taking considerably longer than that to even feel confortable
with. (sigh).

> As for everything else you said, I pretty much agree. Being a user of
> both platforms, I use Win 95 for the great apps available, superior
> sound, speed and graphics.
> But I don't love it the way I loved my falcon and my megaste. Those were
> great home computers.

I agree 100%! The Falcon030 was a wicked-awesome machine!

> OTOH, I also agree with Shellac that the management and marketing of
> Atari has been a source of frustration for users for years.

I did not disagree, i just felt his way of saying so was incorrect! =)

Will Fisher

1023. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0e6f$207c3160$11f7aecc@blackat>
Source record: 76415
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

> I'm not agreeing or diagreeing with any of the arguments going on here,
> but could it move to somewhere more appropriate, like
comp.sys.atari.advocacy?

I am sure there is room here between all the FS posts! =)

Will

1024. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0e6f$08430560$11f7aecc@blackat>
Source record: 76416
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

```
> > I thought the post was quite interesting since I did not know that
Atari
> > Corp had
> > 'officially' left us. But the important thing is that there are still
> > people who
> > enjoy using the machines and if it's good enough for them then why
should
> > they go out
> > and spend 1000's of $$$ on an IBM or Mac?
>
> And, hey, what the Hell, this happens to be an Atari newsgroup, so
> how this happens to be wasting bandwidth I'm really not sure.
> All the comments Shellac made seemed to reflect a total disinterest
> in Atari computers now - why are you here? Isn't this a newsgroup
> *for* "hopeless romantics"?
>
> - Joel

Talk about condensing my original post quite eloquently!! =)

Thanks!
Will Fisher
```

1025. Re: Rainbow 95 now has sound!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32f041d1.41771151@news.inc.net>
Source record: 76417
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

On Wed, 29 Jan 1997 23:15:54 GMT, jx91@cityscape.co.uk (Chris Lam)
wrote:

>Well, I could have put sound into the demo with a time limit but people
>have a habit of cracking this kind of thing...

What's the chance of getting it (Rainbow 95) to run faster?

Cheers,

Jon

1026. Video Problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-30 00:00:00 UTC
From: Bill Bragg <bbragg@iag.net>
Message-ID: <32F07B2D.4C49@iag.net>
Source record: 76418

I have a single pixel vertical line that runs most of the height of my screen and about 10 pixels from the left edge. Most of the time it's not a problem but I've noticed in some games it acts as a barrier to my players. Is this most likely a GTIA problem? Was there one part # for the GTIA in an 800xl?

--Bill B.

1027. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: morbid@best.com
Message-ID: <5crt5t$3cg@nntp1.best.com>
Source record: 76250

James.Alexander@taf.to.org (James Alexander) wrote:
>
>I've seen this copyright issue come up time after time about old 8bit
>software.

Why does it only seem happen in this newsgroup?

>There is one fatal flaw in the reasoning of every pirate (lets
>face it they are PIRATES!) and that is that there are still some few
>vendors such as B&C (good service), or toad (bad service) among others.
>These places still carry 8bit software and hardware. Everytime somebody
>rips off one or more of thes programs because they can't run down to the
>computer store down the street is still taking a sale away from one of the
>few remaining dealers in existance.
>

First off, define "piracy". (Of what? and PLEASE be specific...)

Second, not everyone lives in the CA Bay Area. So not everyone can be
served by B&C/Toad.

>B&C for instance has be seeing reduced sales for years now (no surprise
>there) and late last year came far to close to closing their doors
>permanently. If they see the blatant piracy going on here it's likely
>they'll make that decision and go in search of greener pastures.

Again, define piracy.

>| Standard disclaimer: The views of this user are strictly his own.

You got that right... ;-)

1028. Re: Cart. wanted BasicXL

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: Bingham <bbingham@IDT.NET>
Message-ID: <5crsje$rrj@nnrp2.farm.idt.net>
Source record: 76251

Marcin Lewandowski <jaskier@mat.uni.torun.pl> wrote:
: Jim Klein <jklein@isd.net> wrote:
: :I'd like to get a Basic XL cart. Any one have one to sell?
: Basic XL (Turbo Basic XL) is in file. Basic XE is in cartridge.

: Jaskier
: Marcin Lewandowski
: (jaskier@mat.uni.torun.pl)

Actually Basic XL (The Cartridge) was the predecessor to Basic XE the cartridge. Also by OSS. And I have one I am willing to part with for $5 and shipping.

Bill Bingham
bbingham@haven.ios.com

1029. DOSes for emulators (or real Atari too)

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32f17d1f.33421578@news.inc.net>
Source record: 76252

Hi. I posted SpartaDOS 3.3a and BWDOS in alt.binaries.comp.atari8bit
Actullay they were posted twice two diddерent ways... long
story...sorry for the confusion.

Jon

1030. Re: Question on GIF's and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32f17fdf.34125746@news.inc.net>
Source record: 76253

On Thu, 30 Jan 1997 16:08:23 -0500, Anthony Bufort
<ajbufort@mail.sas.upenn.edu> wrote:

>Hi again all...
>
> On my workstation at work, I'm running a PowerMAC that has Adobe
>Photoshop. I'd like to be able to create images in Photoshop and view
>the images with my Atari 800. I realize all the constraints, but I was
>thinking... what if I set the size in pixels to be that of a given Atari
>graphics mode, say mode 7, and then used only four colors, since that's
>all 7 was built to use. Could I then save the image in some format and
>then quickly and painlessly view it via some Atari utility that's out
>there?

Hi. There is software for the Atari that lets it view GIF's as best
as the Atari can. It uses mode 11 or 9 and then makes thre screens of
the image in different three different tint colors. It then rapidly
page flips between these screens. This is the best the Atari8 can do
I think with GIFs. The program is called Color View I think by Jeff
Potter? Haven't used it since maybe 91 so hard to remember. The one
thing that would help though is to maybe reduce the pic to 256colors,
and to a resolution that is max of gr 9 or 11 or whatever it is.
Reducing file size would help processing time on the 8-bit greatly.

Cheers,

Jon

1031. FS: Commodore Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc0f3d$3e6bb8c0$1ef7aecc@blackat>
Source record: 76254

I know they are not Atari 8-Bits, but someone might want them! =)
(please don't flame me... i know i am posting in the atari group!)

Commodore Stuff For Sale
****
The following is some old Commodore 8-Bit hardware and software I have
availible for sale. All Hardware comes in it's original box with the
original manuals in 'almost new' condition. ALL HARDWARE WORKS!
All the software comes in the original box/packaging, and like the
hardware, comes with the original manuals.

All items are priced by bid. Please e-mail all *serious* requests
to blackat@direct.ca (preference given to ppl who wish to buy everything)

NB: You must pay shipping or arrange shipping from Kelowna, BC, CANADA

Hardware
****
1 - Commodore 128 Computer
2 - 1571 Disk Drives
2 - Commodore Vic-20 Computers
1 - Commodore 16 Computer
1 - Commodore 1902A Colour Monitor

Software
****
TimeWorks....Soft Calc 128
Data Manager 128

Berkeley.....GEOS 128
GEOcalc 128
GEOwrite 128
GEOfile 128

Access.......Mach 128 Cartridge

Commodore....Easy Script 64

--
William J. Fisher

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca
****
COMMERCIAL/BULK EMAIL WON'T BE TOLERATED

(all such mailings will be reported)

1032. Re: Exansion Slot on XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970131082301.DAA02655@ladder01.news.aol.com>
Source record: 76255

In article <32ee99f6@pianosa.demon.co.uk>, Brad Rogers
<brad@pianosa.demon.co.uk> writes:

>
> B> As to the monitor, any Commodore monitor will work, or just about any
RGB
> B> color or mono monitor will work as long as it has the video and audio
in
>
>Errr, hang on. Atari 8-bit video o/p's are Composite, not RGB, Bob. Or
is
>that not what you're talking about?

Most older RGB monitors do have a composite video input.

1033. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970131131900.IAA09715@ladder01.news.aol.com>
Source record: 76256

Jon, I just has AOL add that newsgroup to my list and it paid off! Thanks again.

Alan

1034. Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5ct0f1$2kko@usenetp1.news.prodigy.com>
Source record: 76257

Just in case some of you didn't know, I'm pretty sure that B&C and Toad and other Atari 8 bit dealers accept business from outside the CA area.

- Bob Stone

1035. Re: Speech synthesis

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: cura07 <cura07@pzh.nl>
Message-ID: <32F2589A.4E2F@pzh.nl>
Source record: 76258

I dont no

1036. WTB: 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: okrina@cybertron.at
Message-ID: <854724477.10147@dejanews.com>
Source record: 76259

I&#65533;m searching for an Atari 1200XL (1400,1450 XL-XLD)
or something strange of this company.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1037. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E4voL0.F3@iglou.com>
Source record: 76260

In article <5crt5t$3cg@nntp1.best.com>, The Morbid Guy wrote:
>First off, define "piracy". (Of what? and PLEASE be specific...)

Violation of copyright laws?
>
>Second, not everyone lives in the CA Bay Area. So not everyone can be
>served by B&C/Toad.
>
Toad Computers are in Maryland, and both companies do business by mail order. Toad has a web page at http://www.toad.net ; I don't know if B&C has one.

--
Bill Marcum bmarcum at iglou dot com
I tried using a fake address of "no-spam-here@iglou.com", and got more spam than ever before.

1038. Re: Speech synthesis

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: read@my.sig
Message-ID: <32f21872.2745535@news.networx.net.au>
Source record: 76261

Anthony Bufort <ajbufort@mail.sas.upenn.edu> wrote:

>Recently I d/led a program called SPEAKEZ from an Atari site and ran it
>in BASIC. The program looked really cool at first, as if I could teach
>it how to speak all sort of words and stuff... but it doesn't seem to
>work. I've patiently played around with all of the commands, and can't
>get anything out of it. Can anyone tell me if it requires something, or
>if I just got a bad copy or whatnot?
>
>Aside from this, I was wondering if anyone could point me towards a good
>speech-creation utility that I could use to have my Atari say something
>on startup.
>
> -Tony

There is a program called "SAM", (Software Automatic Mouth).
It uses phonetic input to re-create actual speech. You should be able
to find this at Yogi's archive.

ftp://ftp3.cyberspy.com/atari8/yogis_site/

If not, I have it on disk somewhere's about..
Let me know the best way to send it if you need.
Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1039. Re: Menu programs/boot loading

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: read@my.sig
Message-ID: <32f320b7.4862400@news.networx.net.au>
Source record: 76262

UASZ40A@prodigy.com (Robert Stone) wrote:

>I noticed that when I download the utility atr files from Yogi's site,
>the file lengths are all very short, some just over a thousand bytes or
>so. Are these the right length, or is there something wrong here?
>
>- Bob Stone
>
>

I think they are "specially sized" ATR files, just big enough to run
the program that's in it.
With the SIO2PC or APE programs, you can make virtually any size disk
image, I myself had to create an "oversized" image so I would have
just enough room to put some binary files I made of all the various
DOS's I have. This turned out to be slightly larger than a Double
Density disk but was actually in single density, and needed a modified
loader to access sectors 1024 +.
Anways, I'm gettin off the track here- or am I? Ok, I recently
recieved a couple of great little programs, MyDOS only I'm afraid. One
called FL.COM which will allow you to load any binary file off a
MyDOS disk of any size. The other is called TNAV.SYS which is an
excellent File Manager, it has a 2 column display showing 2 different
disk DIR's, and the usual functions for copying etc. There is a bug in
it however, when you enter a Directory and press ESC to go back to the
previous DIR, it shows the DIR change but the file list remains
unchanged. Anyone got an updated version? (BTW I tried this under
SpartaDOS, but it crashed dismally).

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1040. Re: Sea Dragon

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: Dr Jest <robp@owl.co.uk>
Message-ID: <32F21250.63EF@owl.co.uk>
Source record: 76263

matt raupp wrote:
>
> Has anyone tried running this old game on an emulator? I've
> tried but have been unsuccessful... I'm trying to find out if
> the file is bad or are the emulators just not up to snuff...
>
> matt raupp

I just got my registered Rainbow95 and it does the job
sound seems pretty good too :))))

I will make more comments when I have tried a few more games.

Rob.

1041. Re: File Manager!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ctffm$1up@login.freenet.columbus.oh.us>
Source record: 76264

asharkis@aol.com wrote:
: In article <6PVL1XKpzHB@peter.soemtron.sb.sub.de>,
: peter@soemtron.sb.sub.de (Thomas Havemeister) writes:

: >great idea! What's about an Norton Commander clone, NC like functions, NC
:
: >like colors and a software 80-char screen!
: >
: >

: It's a great idea, and should even look good in a two-color, 40 column
: screen.

: Why set such difficult display goals when functionality is what we really
: need?

: BTW, a member of one of my user groups was on the way to developing
: something like this when he was tragically killed in an accident some
: years ago. His system didn't have the two columns (source and
: destination) but it did handle Sparta and Atari DOS in the way that was
: described in the first message on this thread. I think the MyDos addition
: would have been the next logical step.

uh,MyDOS and atariDOS are the same thing!
You just have to get it to recognize MyDOS directories by that ":".
MyDOS uses the same directory delimiter.
--
The Doctor

1042. Re: File Manager!

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ctf9v$tc@login.freenet.columbus.oh.us>
Source record: 76265

David A. Paterson (davepat@total.net) wrote:
: In an article dated Thu, 23 Jan 1997 17:09:47 GMT, someone named Steve
: says...
: >
: >I have seen requests for a decent File Manager that will run on MyDOS,
: >and also SpartaDOS. I have an idea for an X-Tree Gold type File
: >Manager, which will read an entire disk including ALL directories and
: >ALL files contained within. It should scroll through the directory
: >listing, and have many DOS features for managing the files. I'm going
: >to start work on this rather daunting task, and if anyone has any
: >ideas or suggestions for what they would like to see, I would cerainly
: >like some feedback. Thanks.
: >
: >Steve.
: >
: SpartaDos X includes a menu program that does that; it only lacks the split
: screen of Norton Commander. Being able to see source and dest directories
: would be really nice.

I hated SDX's MENU when I had to work with my BobTerm diskette since it
had all those directories.
When I had a PC,I hated programmes that would search my entire 300+MB drive.
(and at 300k a second to boot)
It took forever.

Also it (MENU,not the PC) always read all 8 sectors of a MyDOS
directory even when there were only 1 or 2 files.
At least make a option to just read the current directory.
Also let the user type in any path that they want,so that we are not
limited to 9 drives like MENU is.
(important when a DOS comes out that suports the IDE drive's 15 partitions)

: "A stroke of the brush does not guarantee art from the bristles."

I remember that quote!
--
The Doctor

1043. Re: The Return of Atari DOS file system

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5cth2v$97k@login.freenet.columbus.oh.us>
Source record: 76266

Jon D. Melbo (ssilicon@lax.net) wrote:
: On Fri, 24 Jan 1997 10:24:40 +0000, Thomas Purkert
: <Thomas.Purket@nts.hl.siemens.de> wrote:

: >A few weeks ago, i read an article in a german computer magazine
: >which says that in one of next Windows releases there will be
: >a new technology called "linked file system" instead of FAT.
: >
: >I was very amused and started laughing loudly. This "brand new tech"
: >has been used since '79... on 810 drives and Atari DOS...
: >
: >Tom
: The current FAT system uses links similar to Atari DOS. NTFS and
: possibly FAT32 use mapping similar to SpartaDOS. I had to laugh at MS

I'd assume that NTFS would work like UNIX and Apple ProDOS file systems.
What's FAT32?
VFAT is just MS-DOS with aliases hacked on.
MS-DOS has one huge "FAT" (really a DAT) that takes the place of real FATs
like SpartaDOS and AppleDOS and CommodoreDOS.
So basicly the directory entry for a file lists the first sector of that
file,like AtariDOS.For DOS to find the next sector,it must look at the FAT.
For instance,if the next sector is sector#100,then it looks at the 100th
16-bit word of the FAT,which contains the number of the next sector.
If you need to seek to the end of a big file,this can mean a lot of disk
access,especially if the file is fragmented,which would mean that it would
be reading in FAT sectors for other files as well.
Of course 16-bit numbers can only go up to 65535,so usually sectors are
grouped to-gether to form logical sectors or "clusters".Thus sector#100
could really be sector 400 or even 800.
(on big HDs,clusters can be 16k!!!)
Of course in SpartaDOS,DOS must read in the first FAT sector("sectormap")
of a file to find the next FAT sector and so on.So seeking through a file
on a un-fragmented MS-DOS disk gives about the same amount of disk access
as on a SpartaDOS disk.But if the MS-DOS file is fragmented,it may need to
go all over the FAT,even to the point of re-reading the same sector TWICE
if there's not enough buffer-space.And,of course,the only way for MS-DOS
to go BACKWARDS in a file is to go back to the file's first FAT entry and
re-trace.SpartaDOS sectormaps are double-linked,meaning that each
sectormap/FAT has a pointer pointing to the previous sectormap and a
pointer pointing to the next sectormap.

Oh,and sectormaps are called different things on different DOSes.

Apple/Ms-DOS:FAT
Commodore:side sectors (most files don't have them and work like AtariDOS
intra-sector linked files)
UNIX/ProDOS:indirect sectors

Oh,and UNIX/ProDOS's indirect "blocks"(i.e.sectormaps) don't have links to
eachother.
Instead,a "doubly indirect" block lists where all the "singly indirect"
blocks are.(and in Linux,there's even a "triply indirect block" to list
where all the doubly indirect ones are")
So on a moderatly sized file,it only takes two sector reads (note that a
PRoDOS 512-byte "sector" is really two 256-byte sectors) to reach anywhere
in a file.And if a small file,ProDOS will dispense with the doubly
indirect block and just use the one singly indirect block.
And if the file is less than 513-bytes,then there's no indirect blocks at all.

And under UNIX,there's room for listing 12 blocks(which are 1024-bytes
under Linux,512-bytes under other UNIXes) before a doubly indirect block
needs to be allocated.And a triply indirect block gets added if the double
indirect block fills up.(the twelve single blocks and the singly indirect
block still are there too)
The same if the doubly indirect block fills up.

Hmn,you might want to put that in a FAT faq!

: that it took them so long to come up with a better FMS. SpartaDOS has
: been doing it on the Atari since the early 80's. But then, it took MS
: until DOS version 5 to replace the junky EDLIN with a full screen text
: editor (EDIT). Go figure.

I hated EDIT.I tried to use it to change the file name in a programme and
it hardly showed any of the file.It's nothing compared to our TextPro!
(that is,most of the file showed up as spaces)

Edlin was really just for editing AUTOEXEC.BAT and CONFIG.SYS.
It wasn't supossed to be used for anything but configuration files.
It's just there so you can get along until you download Qedit or Elvis.
--
The Doctor

1044. Re: The Return of Atari DOS file system

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5cthgi$bbg@login.freenet.columbus.oh.us>
Source record: 76267

Timothy A. Seufert (bwanga@cats.uc*sc.edu) wrote:
: In article <32E88DE8.BB2@nts.hl.siemens.de>, Thomas Purkert
: <Thomas.Purket@nts.hl.siemens.de> wrote:

: >A few weeks ago, i read an article in a german computer magazine
: >which says that in one of next Windows releases there will be
: >a new technology called "linked file system" instead of FAT.
: >
: >I was very amused and started laughing loudly. This "brand new tech"
: >has been used since '79... on 810 drives and Atari DOS...

: Sorry, but I have to say that I am laughing loudly now. It's pretty
: absurd to think that something like the Atari DOS will be used in a modern
: OS. Atari DOS is "linked" because each file is a linked list: the last
: three bytes of a sector are a pointer to the next sector in a file. This
: is a horribly inefficient method of keeping track of which sectors are in
: a file. For example, you cannot do random accesses. If you want to open
: a file and move to the end to add some more data, you have to read the
: whole file.

Commodore had it both ways.Most files were like AtariDOS.
But programmes like Databases could create a special RELative file,that
had sectormaps ("side sectors").
In adition,each side sector pointed to all the others,so seeking was
actually faster.(there would never be more than six side sectors)

I think that Atari told OSS to make DOS this way so that there wouldn't
need to be a seperate sector buffer to hold the sector map.
(under Commodore DOS,using REL files means that you can open fewer files
at a time,since more sector buffers are used per REL file)
SpartaDOS gets around this by having dynamic "sector buffers" instead of
AtariDOS's "file buffers".(and "disk buffers" to boot!)
This is also probably why they made the 1050 a 128-byte double density drive.
The file&disk buffers would twice as big.
(and we have to have file&disk buffers,even the RAM disk needs a disk
buffer of it's own.And a file buffer is used up when you open a RAM disk
file,even though you really wouldn't need one,and it'd just slow down
access anyway.I think that MS-DOS has the same problem)
--
The Doctor

1045. Re: The Return of Atari DOS file system

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5cti07$eos@login.freenet.columbus.oh.us>
Source record: 76268

Thomas Purkert (Thomas.Purket@nts.hl.siemens.de) wrote:
: Timothy A. Seufert wrote:

: > Sorry, but I have to say that I am laughing loudly now. It's pretty
: > absurd to think that something like the Atari DOS will be used in a modern
: > OS. Atari DOS is "linked" because each file is a linked list: the last
: > three bytes of a sector are a pointer to the next sector in a file. This
: > is a horribly inefficient method of keeping track of which sectors are in
: > a file. For example, you cannot do random accesses. If you want to open
: > a file and move to the end to add some more data, you have to read the
: > whole file.

: This is exactly what i meant with linked file system for windows. At the
: end of each sector will be a pointer to the next one. And MS sells it
: as a advanced technology to avoid the old FAT...

Oh yeah,I forgot to add that MS-DOS disks don't have bitmaps/VTOCs.
The whole FAT is scanned.(it can be as large as 128k)
Thus it's like SpartaDOS running CLEANUP everytime it needs to figure out
where to put a new sector.

: I agree that it's inefficient for random access.

I still find this hard to believe.Are you sure that the FAT doesn't still
hang around for those programmes that need to seek? Does it have a
VTOC/bitmap as well?)

Of course under AtariDOS(and MyDOS),a database (or whatever) could simply
make up a index file listing all the physical sector locations for it's file.
It can then just seek to that physical sector location,making seeks faster
than SpartaDOS,especially with large files.
(presumming that the whole index file can be held in memory)
There's a byte at the end of each sector that tells what file it goes
with,so seeking to the wrong sector gives an error.
(unless that sector used to belong to a file of the same place in the
directory,hence you should use a frashly formatted disk)
Of course MyDOS disks with over 720 sectors don't have this number,so you
should use programmes that seek ("POINT") on single and double (but not
ENHANCED!) disks.
(RAMdisks under721 sectors long will work too.Anything not over 720sectors
will work as well)

Of course the database file itself should be on a 720(or less) sector
disk,the programme itself can be anywhere.
--
The Doctor

1046. Re: The Return of Atari DOS file system

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5cti79$g4o@login.freenet.columbus.oh.us>
Source record: 76319

Mr Atari01 (mratari01@aol.com) wrote:
: Subject: Re: The Return of Atari DOS file system
: From: Thomas Purkert <Thomas.Purket@nts.hl.siemens.de>
: Date: Mon, 27 Jan 1997 10:49:06 +0000
: Message-ID: <32EC8822.5812@nts.hl.siemens.de>

: Timothy A. Seufert wrote:

: > Sorry, but I have to say that I am laughing loudly now. It's pretty
: > absurd to think that something like the Atari DOS will be used in a
: modern
: > OS. Atari DOS is "linked" because each file is a linked list: the last
: > three bytes of a sector are a pointer to the next sector in a file.
: This
: > is a horribly inefficient method of keeping track of which sectors are
: in
: > a file. For example, you cannot do random accesses. If you want to
: open
: > a file and move to the end to add some more data, you have to read the
: > whole file.

: >>This is exactly what i meant with linked file system for windows. At the
: >>end of each sector will be a pointer to the next one. And MS sells it
: >>as a advanced technology to avoid the old FAT...
: >>
: >>I agree that it's inefficient for random access.
: >>
: >>Tom

: Well, I guess I HAVE to get my 2 cents worth in on this one.... If you
: combine both the sector links, AND the FAT, you have fast random access.
: AND File Integrity. The "New" MS technology is doing just that, and I
: have to say it IS an improvement!

So,Amiga "old" file system disk and Commodore's REL files do the same thing.
Hardly new!

I was finding it hard to believe that they had abandoned random access
altogether.Of course the limitations on reverse-seeks still stands.But
this can be bypassed with something like SmartDrive.
(I used Norton Utilities' cache,myself)
--
The Doctor

1047. Re: The Return of Atari DOS file system

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ctia8$gjs@login.freenet.columbus.oh.us>
Source record: 76320

Stan Lackey (slackey@slackey-sun.lightstream.com) wrote:
: In article <bwanga-2501972225340001@metricom34.ucsc.edu> bwanga@cats.uc*sc.edu (Timothy
A. Seufert) writes:

: In article <32E88DE8.BB2@nts.hl.siemens.de>, Thomas Purkert
: <Thomas.Purket@nts.hl.siemens.de> wrote:

: >A few weeks ago, i read an article in a german computer magazine
: >which says that in one of next Windows releases there will be
: >a new technology called "linked file system" instead of FAT.
: >
: >I was very amused and started laughing loudly. This "brand new tech"
: >has been used since '79... on 810 drives and Atari DOS...

: Sorry, but I have to say that I am laughing loudly now. It's pretty
: absurd to think that something like the Atari DOS will be used in a modern
: OS. Atari DOS is "linked" because each file is a linked list: the last
: three bytes of a sector are a pointer to the next sector in a file. This
: is a horribly inefficient method of keeping track of which sectors are in
: a file. For example, you cannot do random accesses. If you want to open
: a file and move to the end to add some more data, you have to read the
: whole file.

: It's also kind of annoying that it has to read a whole file in order
: to delete it.

: I think the combination of the two schemes is best; that way, you get
: good random access with redundancy. (Having the links is good if the
: map gets trashed; that way, you can usually salvage the files.) -Stan

That is,if sub-directories will have intra-sector links too.
(MyDOS ones don't!)
Else you'll only be able to recover files from the root directory.
--
The Doctor

1048. Atari 850 printer interface

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: progster@erols.com
Message-ID: <progster-3101972003180001@news.erols.com>
Source record: 76321
Cross-posted to: dc.forsale.computers,comp.sys.atari.8bit

Atari 850 printer interface. For old Atari 8-bit computer.
$15, shipped in a shoebox.

Call on the telephone at 301-927-0912. (nights and weekends) Or,
301-441-4325 (weekdays)

Or reply via email.

1049. Cart. wanted BasicXL

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32f281d4@pianosa.demon.co.uk>
Source record: 76322

Whilst reading the usual rubbish I find here, Marcin Lewandowski wrote
something interesting to All about Cart. wanted BasicXL:

Hello Marcin,

ML> :I'd like to get a Basic XL cart. Any one have one to sell? Basic XL
ML> (Turbo Basic XL) is in file. Basic XE is in cartridge.

Basic XL & Turbo Basic XL are not the same thing. Basic XL (originally by OSS)
is a cart. I know, I have one here. /Turbo/ Basic XL as you rightly point
out, is floppy based.

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... How could you ever let me down? - Promises; The Buzzcocks

1050. Re: 800XL can it run 800 games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: davepat@total.net
Message-ID: <32f234ab.0@news.total.net>
Source record: 76323

In an article dated Mon, 27 Jan 1997 23:10:34 -0500, someone named Jonathan C. Mordosky says...

>
>Robert Stone wrote:
>>
>> Just so some of you don't go crazy trying to make some games work on an
>> XL, I should mention that some games just WON'T run on an XL, even in
>> some disk file formats. I have a file version of Berzerk that refuses,
>> even with FIXXL or the Atari Translator disk. So if you run into one of
>> these, either face the challenge of disassembly and patching, or try
>> finding another file version. Just don't hurt anybody. :)
>>
>> - Bob Stone
>
>I seem to recall there was a company in the land down under (Australia)
>that was producing a XL compatible OS for the original 800s. I can
>remember which magazine it was in, but the company the did a bunch of
>uprades for the vernerable 800!

If you're interested, check out SUper Products in Australia. They offered a 800 upgrade that even added the 16k RAM under ROM. Their address should be in the vendev list; or email me and I should be able to find it.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
Atari 8-bit Hardware Modification and Add-on FAQ online!
--
"A stroke of the brush does not guarantee art from the bristles."

1051. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-01-31 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <HA6OAHAFUP@cabal.shnet.org>
Source record: 76324
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

In <bwanga-2901970321400001@metricom46.ucsc.edu> Timothy A. Seufert wrote:
>The Jag has a MC68000 and two identical 32-bit RISC processors (one of
>which was intended to handle sound processing). It also has a couple
>coprocessors to accelerate things like blitting, sprites, etc. The 64-bit
>element in the whole affair was the memory bus connecting the various
>processing elements and the 2MB DRAM memory together.
>
>Does it really matter that none of the processors in the machine cannot
>handle 64-bit instructions?

You are talking bullshit. The Jaguar _does_ handle 64-bit
instructions. Would you accept Marc Rosocha as a reference?

Thorsten

--
"April fool! Your wife's dead and the baby's a spastic!!"
- The Joker in "Batman - Arkham Asylum" (Morrison/McKean)

1052. 1050 Power Supplies

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-01 00:00:00 UTC
From: kplatko@aol.com
Message-ID: <19970201030201.WAA21510@ladder01.news.aol.com>
Source record: 76325

I am looking for power supplies for 1050 disk drives, if any could let me know where I could get some it would be deeply appreciated. Thanks in advance.

-Kevin

1053. Re: Activision games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-01 00:00:00 UTC
From: morbid@best.com
Message-ID: <5curk1$li1@nntp1.best.com>
Source record: 76326

peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:

>Howdy !

>I'm a fan of the great Activision games. But I don't know what games they
>converted to an Atari version. Does anyone have a complete list of
>Activision produced games?

In no particular order:

Pitfall!
Pitfall II
Kaboom!
Keystone Kapers
H.E.R.O.
Pastfinder
Zone Ranger
Dreadnaught Factor
Space Shuttle
Beamrider
River Raid
Zenji
Hacker
Master of the Lamps
Great American Cross Country Road Race

1054. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-01 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970201094200.EAA09024@ladder01.news.aol.com>
Source record: 76327

In article <Mu94CD.pAC@csh-newsserver.csh.rit.edu>, kurt@csh.rit.edu (Kurt Mosiejczuk) writes:

>
>I just tried sending a note to Itay Chamiel... writer of IceT. The note
>was returned as undeliverable. Does anyone have a current email
>address for him? Or has he dropped off the face of the planet?

Last I read on the Fido Atari 8-bit echo (several months ago!), Itay had basically dropped all support of IceT, and it sounded like he may have left the Atari altogether.

1055. Re: Speech synthesis

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-01 00:00:00 UTC
From: stephen@imperium.net
Message-ID: <32F3863E.15BB@imperium.net>
Source record: 76328

Anthony Bufort wrote:
>
> Recently I d/led a program called SPEAKEZ from an Atari site and ran it
> in BASIC. The program looked really cool at first, as if I could teach
> it how to speak all sort of words and stuff... but it doesn't seem to
> work. I've patiently played around with all of the commands, and can't
> get anything out of it. Can anyone tell me if it requires something, or
> if I just got a bad copy or whatnot?
>
> Aside from this, I was wondering if anyone could point me towards a good
> speech-creation utility that I could use to have my Atari say something
> on startup.
>
> -Tony
****
Are you running this program on a real Atari mahine, or on an emulator?
The only examples of digital speech (or any digital sounds for that
matter) I know of use volume only sound mode. I don't know of any
emulator that handles this (although last time I e-mailed Markus
Grietzen about the problem, he said it is a possibility for upcoming
versions of XL-IT!!!). If you are using it on a real computer, sory - I
don't know why it isn't working!

Stephen Anderson
stephen@imperium.net

1056. Why SPARTA-Dos failed...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-01 00:00:00 UTC
From: Markus Gietzen <magi@stud.uni-sb.de>
Message-ID: <32F382F5.307@stud.uni-sb.de>
Source record: 76329

As many people were interested in the reason why Sparta-DOS doesn't
work with XL-it! (and other emulators) I report how I got it to
work with XL-it!:

o SpartaDOS 3.2g (the version I used) loads a few sectors
with the OS routines and then it uses it's own routines.
There was a bug in my SIO-emulation that caused a "system-lock"
at this point.

o Then the '?'-command is used. It wasn't emulated.

Now SpartaDOS works fine and I hope to get 0.17 out soon.

Bye,

Markus Gietzen

1057. Re: Atari Parts

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-01 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <5d07hg$qee@dfw-ixnews4.ix.netcom.com>
Source record: 76330

Original equipment Atari 1050 (also 800/400/1200XL) replacement transformers are available from my company, American Techna-Vision for $4.50 ea. or (10) for $30.00. Add $6.00 for shipping. Contact: American Techna-Vision, 15338 Inverness Street
, San Leandro, Ca. 94579 Ph. 510-352-3787. MasterCard/ Visa welcome. Also available: Mechanic Assembly (Top section) for 1050 drives (new) $9.95 ea. Supra printer interfaces for All 8-bit models $9.95. 13 pin serial I/
O cables, $1.50 ea. or (10) for $10.00. Power supplies for 130XE, 800XL, 600XL ect. - $9.95 - Ralph

1058. Re: 1050 Power Supplies

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-01 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <5d07ec$5us@sjx-ixn3.ix.netcom.com>
Source record: 76331

In <19970201030201.WAA21510@ladder01.news.aol.com> kplatko@aol.com (KPlatko) writes:
>
>I am looking for power supplies for 1050 disk drives, if any could let me
>know where I could get some it would be deeply appreciated. Thanks in
>advance.
>
>-Kevin

Original equipment Atari replacement transformers are available from my company, American Techna-Vision for $4.50 ea. or (10) for $30.00. Add $6.00 for shipping. Contact: American Techna-Vision, 15338 Inverness Street, San Leandro, Ca. 94579 Ph. 510-352-3787. MasterCard/ Visa welcome. Also available: Mechanic Assembly (Top section) for 1050 drives (new) $9.95 ea. Supra printer interfaces for All 8-bit models $9.95. 13 pin serial I/O cables, $1.50 ea. or (10) for $10.00. Power supplies for 130XE, 800XL, 600XL ect. - $9.95 - Ralph

1059. Re: The Return of Atari DOS file system

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-01 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32f3a3b1.4649378@news.inc.net>
Source record: 76332

On 31 Jan 1997 14:27:27 -0500, dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>Jon D. Melbo (ssilicon@lax.net) wrote:

>: that it took them so long to come up with a better FMS. SpartaDOS has
>: been doing it on the Atari since the early 80's. But then, it took MS
>: until DOS version 5 to replace the junky EDLIN with a full screen text
>: editor (EDIT). Go figure.
>
>I hated EDIT.I tried to use it to change the file name in a programme and
>it hardly showed any of the file.It's nothing compared to our TextPro!
>(that is,most of the file showed up as spaces)
>
>Edlin was really just for editing AUTOEXEC.BAT and CONFIG.SYS.
>It wasn't supossed to be used for anything but configuration files.
>It's just there so you can get along until you download Qedit or Elvis.
>--
> The Doctor

Actually EDLIN was for general purpose text editing. It just happened to be a line based one instead of full screen. And you HAD to "just get along" until you downloaded a REAL text editor because EDLIN stinks. As far as using EDIT for editing a binary.... bad boy. It's a text editor. Get a hex editor for binaries... no more worries about too many spaces. :)

Cheers,

Jon

1060. Re: Atari 8-bit parts

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-01 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <5d07n6$f1n@dfw-ixnews3.ix.netcom.com>
Source record: 76333

Original equipment Atari 1050 (also 800/400/1200XL/850) replacement transformers are available from my company, American Techna-Vision for $4.50 ea. or (10) for $30.00. Add $6.00 for shipping. Contact: American Techna-Vision, 15338 Inverness Street, San Leandro, Ca. 94579 Ph. 510-352-3787. MasterCard/ Visa welcome. Also available: Mechanic Assembly (Top section) for 1050 drives (new) $9.95 ea. Supra printer interfaces for All 8-bit models $9.95. 13 pin serial I/O cables, $1.50 ea. or (10) for $10.00. Power supplies for 130XE, 800XL, 600XL ect. - $9.95 - Ralph

1061. Re: Menu programs/boot loading

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-01 00:00:00 UTC
From: read@my.sig
Message-ID: <32f4aa0d.9270296@news.networx.net.au>
Source record: 76334

peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:

>
>Howdy !
>
>btw, is there any bootsector menuprogramm available, that can make a DD
>disk bootable? Normaly I used a little program named as 'NDOS.COM'. It
>makes a little menu and by typing a letter it will run the program. But it
>won't work with my double density disks. :(
>

I have just placed a file called SDOS51.ZIP in the "utilities" section
of my home page. It has a Diskcommed file of the SuperDOS 5.1 disk.
Using SuperDOS, load AUX.SYS which is found on the disk. You then are
at another "DOS" menu, select <R> write SuperBIN. Make sure you have a
formatted disk, either S/E/D density to write to. Then you can copy up
to about 20 files you want to load onto the disk, and boot it up.
Of course not all the files are going to run, there are always
problems with any "boot sector loader". So experiment a little, and
see how they go.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1062. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-01 00:00:00 UTC
From: ag608@freenet.toronto.on.ca
Message-ID: <E4y1LM.2I7.0.sheppard@torfree.net>
Source record: 76335

In a previous article, UASZ40A@prodigy.com (Robert Stone) says:

>Just in case some of you didn't know, I'm pretty sure that B&C and Toad
>and other Atari 8 bit dealers accept business from outside the CA area.
>
>- Bob Stone
>
>
>

This is utterly *FALSE* both can and do accept business from outside California as I've ordered from both and mail order is a heavy part of their business. On top of it all it makes absolutely no sense. Whoever orginated that story is completely ignorat of facts as Toad is now and always has been located in Severna Park Maryland, to claim they only mail order in california is at best foolish.

--

1063. Realm of Impossibility...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-01 00:00:00 UTC
From: thechyld@harold.eastky.com
Message-ID: <854817400_OASIS_@harold.eastky.com>
Source record: 76336

Looking to buy Realm of Impossibility, if anybody has a good working copy complete with docs... Willing to pay fair market value, thanks! :)

--

```
_/_/_/
```

1064. Atari 800 & ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-01 00:00:00 UTC
From: ag608@freenet.toronto.on.ca
Message-ID: <E4y268.Fos.0.queen@torfree.net>
Source record: 76337

Greetings

I picked up an atari 800 recently with a monitor but no drives. Since I had an ATR-8000 sitting around and I wasn't using it I decided to use it to interface 2 drives to the 800.

Problem is when I use the two tandon ss/dd drives with the ATR as drives 1&2 the computer won't boot from drive 1 but instead resets to the memo pad. When I substitute a Tandon ds/dd set for drive 1 I get a boot error. I've configured the drives and the ATR correctly. I have also established that the 800 boots from my atari drives (both an 810 and doubled 1050) and the ATR works fine on my 130XE. Nor are my dos disks defective (2.0, 2.5, mydos, & machdos) as I've used them to boot up with.

Anyone who's owned an ATR8000 and had a similar problem remember how to beat this problem?

--

1065. Re: Emulators & SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-01 00:00:00 UTC
From: rheldmann@aol.com
Message-ID: <19970201224800.RAA14932@ladder01.news.aol.com>
Source record: 76338

The only copy I know of is on my PC. I will have to ask Bob Puff if it would be okay to upload this patched version of x32d.dos somewhere. Bob Puff is the author of the patch which is in the ROM of Ultra-Speed OS. If it's okay with him, and FTe(do they still exist??), I could upload it.

Rick Heldmann

1066. Sparta Dos X!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-01 00:00:00 UTC
From: James Anderson <James_V_Anderson@msn.com>
Message-ID: <01bc10cc$e3cd8100$9bd22399@JamesVAnderson>
Source record: 76339

I am trying to set up a BBS again under Sparta Dos X. Will anyone be willing to sell their cartridge to me?

Please reply.

James.Anderson@Juno.com

1067. Re: It's over Bob! Was: COPYRIGHTS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-01 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32F3F408.72F2@tcd.net>
Source record: 76340

Hahaha..I don't think so as I know from where I am sitting what went on
and posted that mildly in another message reference flaming..

Just happen to have a whole file on that peticualr situation maybe I
should scan it and let all see what transpired...captured messages ect
but actually not worth the efort..It just isn't going to happen...

Bob...besides the knob it too darn high..

1068. Re: BobKlass's Repair Shop

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-01 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32F3F250.7325@tcd.net>
Source record: 76341

The Repair Shop BBS is still up and running 801-967-8738 3-19.2b Hayes Ultra online.

Will reply on the other in e-mail

bob

1069. Re: File Manager!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-01 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6Q3Xab2KzHB@peter.soemtron.sb.sub.de>
Source record: 76342

In article <Re: File Manager!>, matz@kawo2.rwth-aachen.de (Matthias Belitz) wrote:

Howdy Matthias,

> > Thanks again guys, keep up Atari support.
> > Here, I'm very interested in the V: device.
> But there is another wish I have: if possible, do this using CIO calls
> to the standard device handlers, so that this program will also work on
> XEP 80 cards (or something other that might be developed).

we simply need an E: replacment device-handler. I found a good one in the
UMich archive somewhere. Really faast 80 char screen - DOS2.5 runs after
loading in a 80 char screen with a coloured cursor much faster!

--
6502 Ri¿½SC power! ||| i¿½ntel Outsi¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bi¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bi¿½t power !

1070. CES 1984 Atari & Sierra News ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-01 00:00:00 UTC
From: Bernd_Mueller@t-online.de
Message-ID: <5cvscn$9eu@news00.btx.dtag.de>
Source record: 76343

International Consumer Electronics Show (CES) 1984 in chicago :
Atari introduce some new software titles for the Atari 8-bit computer-system. The titles are Ballblazer and Rescue on Fractalus (in cooperation
with Lucasfilm), Crytsal Castles, etc. , all well known games for our Atari.
They also shows two new space simulation titles "This is ground control" and "Through the Star Bridge" the beginning of a series which Atari called the "Futuremakers-Series" !
Another title which was shown by Sierra-Online was the follow up to "Bc's quest for tires" called "Grog's Revenge" !

But who are those titles ? I never saw them in my atari life.
Who knows something about them ? Did they ever saw the light of day ?
Has their titles changed or what happend ? Who has those titles ?

Please let me and the other atari-users know !

Any information would be greatly appreciated.

Bernd Mueller
Muelheim-Kaerlich, Germany
E-Mail: Bernd_Mueller@t-online.de

1071. Re: Question on GIF's and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: davepat@total.net
Message-ID: <32f4c2ca.0@news.total.net>
Source record: 76269

In an article dated Thu, 30 Jan 1997 16:08:23 -0500, someone named Anthony Bufort says...
>
>Hi again all...
>
> On my workstation at work, I'm running a PowerMAC that has Adobe
>Photoshop. I'd like to be able to create images in Photoshop and view
>the images with my Atari 800. I realize all the constraints, but I was
>thinking... what if I set the size in pixels to be that of a given Atari
>graphics mode, say mode 7, and then used only four colors, since that's
>all 7 was built to use. Could I then save the image in some format and
>then quickly and painlessly view it via some Atari utility that's out
>there?
>
> If there isn't such a utility (and I wouldn't be surprised if there
>weren't), can anyone give me some pointer on how to go about writing
>it? I've been already looking at the GIF spec papers on the Web and
>going over what such a program would look like in my mind.
>
> Any advice would be greatly appreciated...
>
> -Tony

Jeff Potter wrote a number of graphics utils for the 8-bit that handle GIF files; programs like JView. Most supported 4096 colours (RGB screens in 11 shades), or 8 colours in 320x200. They should be at Umich.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
--
"A stroke of the brush does not guarantee art from the bristles."

1072. Re: MIO and bbs speed

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: davepat@total.net
Message-ID: <32f4c148.0@news.total.net>
Source record: 76270

In an article dated Thu, 30 Jan 1997 16:29:10 +0100, someone named James Anderson says...
>
>What is the fastest bbs speed supported on ICD's MIO?
>
>Also, can any new hard drive be attached to the MIO's SCSI interface?
>
>I'm trying to get all the tools necessary from me to get my 800xl up and
>running again. I do have a Supra 20 meg 8-bit hard drive with a supra
800xl
>connection. But my disks with the Supra Hard Drive drivers and system info
>(or something like that) aren't around. Does anyone knwo where I can get a
>hold of appropriate drives and software that will allow me to get myset up
>working again?
>
>Thanks
>
>James.Anderson@Juno.com

Len Spencer, frequent poster in these parts, has an optimized MIO handler available for $10, I think it is.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
--
"A stroke of the brush does not guarantee art from the bristles."

1073. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E4yAxu.95G@nonexistent.com>
Source record: 76344

On 29 Jan 97 16:49:00 , James.Alexander@taf.to.org (James Alexander) wrote:

-I've seen this copyright issue come up time after time about old 8bit
-software. There is one fatal flaw in the reasoning of every pirate (lets
-face it they are PIRATES!) and that is that there are still some few
-vendors such as B&C (good service), or toad (bad service) among others.

Who ever said I wasnt a pirate?
Not only am I a pirate, but I cracked the stuff too, so I should get double duty flaming.....
Seriously, the only reason I started the archive is because I lost all the stuff I had PIRATED in 1985-1982, and noticed that there is no site like the c-64 and apple ones in existence (even the vic 20 ones!)

EVERY computer platform has an archive site. (MSX, CPC, Amstrad, Timex sinclair, apple, trs80, coco, colour genie (whatever the hell that is), c-64, amiga, et.c.etc.)
YET there were NO Atari 8 bit sites. (Or ST sites, for that matter).

Why is that?

At any rate, I will be happy to remove the archive if toad or B&C computers objects to any of *THEIR* in-stock software is there.

Like you said, we're pirates. Sorry.

yogi
c&P

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1074. Re: Activision games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E4yB0y.9Iq@nonexistent.com>
Source record: 76345

On Sat, 01 Feb 1997 07:32:38 GMT, morbid@best.com (The Morbid Guy)
wrote:

-Pitfall!
-Pitfall II
-Kaboom!
-Keystone Kapers
-H.E.R.O.
-Pastfinder
-Zone Ranger
-Dreadnaught Factor
-Space Shuttle
-Beamrider
-River Raid
-Zenji
-Hacker
-Master of the Lamps
-Great American Cross Country Road Race
-
You forgot Shanghai and Decathalon.

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1075. SIO-Protocol/Comands

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32F3F4A8.6BA9@kawo2.rwth-aachen.de>
Source record: 76346

Hallo !

Whole development-time of our IDE-Controller I had to deal with the
possible SIO-Commands diskdrives would accept. Now I have the idea to
collect all the possible commands and figure out, which drives will
support it - so I want to designe a list of it.

This is what I figured out at this time, please send your remarks:

-------------------------schnip---------------------------------
$52 R Read sector
$50 P Write sector
$57 W Write sector with verify
$53 S get controller status, returns 4 bytes
byte 0 drive status
bit 0 - Command frame error
bit 1 - Checksum error
bit 2 - Operation error
bit 3 - Write protect
bit 4 - Motor on
bit 5 - double density
bit 6 - unused
bit 7 - Dual (medium) density
byte 1 controller status, returnd values are inverted
bit 0 - busy
bit 1 - drq
bit 2 - lost data
bit 3 - crc error
bit 4 - record not found
bit 5 - record type
bit 6 - write protect
bit 7 - not ready
byte 2 time-out (format); $e0
byte 3 unused; always 0
$21 ! format disk (single for 810 and stock 1050)
as defined by CMD $4f for upgraded 1050 and XF 551
(heard, that they will give back 128/256 bytes?)
$22 " format enhanced (medium, dual) density (1050)

This was the standard command set of 1050 (810) drives

$4e N read drive configuration; returns 12 bytes
byte 0 number of tracks [1 for harddisks)
byte 1 step rate
byte 2 sectors/track high (total number for harddisks)
byte 3 sectors/track low

byte 4 number of heads decreased by one
byte 5 format (0=FM; 4=MFM)
byte 6 bytes/sector high
byte 7 bytes/sector low
byte 8 drive activated
bytes 9-11 unused
$4f O write drive configuration; see above
$3f ? get high-speed-index
Happy, US-Doubler, HDI (Germany) return $0a
Speedy (Germany) returns $09
These are supported by all double density drives.

Special Speedy (Germany) commands:
$20 format automatically, acts like $21, but computer has
not to wait till drive is ready
$51 stop write command, writes all data from internal buffer
to disk, stop motor then
$44 configure drive/track display
$4b configure slow/fast
$4c direct jump command for internal processor of 1050
jumps to location stored in DAUX,$30a
$4d jump, as above, but drive sends a "COMPLETE" bevore
jumping
$41 add/remove command to/from internal command table
$68 get length of internal high-speed-SIO-subroutine
$69 send high-speed-SIO-routine to computer
$60 write track, writes complete track
$62 read track

US-Doubler:
$66 format disk with special sector-skew
-------------------------schnap---------------------------------

Thanx, Matt
--
| | | _____________________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

1076. Re: SIO-Protocol/Comands

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32f3fcea.27493862@news.inc.net>
Source record: 76347

On Sun, 02 Feb 1997 02:58:00 +0100, Matthias Belitz
<matz@kawo2.rwth-aachen.de> wrote:

>Whole development-time of our IDE-Controller I had to deal with the
>possible SIO-Commands diskdrives would accept. Now I have the idea to
>collect all the possible commands and figure out, which drives will
>support it - so I want to designe a list of it.

IDE devices have their own controller. It is an IDE 'interface' you
are building? There is tech specs on IDE (I may even have some
around) controller circuitry but a lot of drive makers deviate from it
since they think they can get away with it since the controller is
right in the drive. The deviations are usually supersets though. The
interface has a spec too I think... maybe it was on Western Digital's
site somewhere? hmm...

Cheers,

Jon

1077. My WWW Atari 8bit Gallery Needs More Original Artwork

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: knave@usa.net
Message-ID: <11f7cd$16101f.7e@NEWS>
Source record: 76348

I put up four of my old pictures in modern GIF format at:

http://www.geocities.com/SoHo/3675/8bitart.html

I used Markus Gietzen's XL-it's window option to make pixel-for-pixel GIF's of my old 8bit art. If you would like to contribute original art to my gallery, please let me know. I'll put it up there.

I want good conversions, GIF's, in the standard atari picture dimensions of 320 x 192. I can probably give you some tips if you have trouble with the conversions.

---knave

1078. Re: SIO-Protocol/Comands

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32F4554D.4652@kawo2.rwth-aachen.de>
Source record: 76349

Jon D. Melbo wrote:
>
> On Sun, 02 Feb 1997 02:58:00 +0100, Matthias Belitz
> <matz@kawo2.rwth-aachen.de> wrote:
>
> >Whole development-time of our IDE-Controller I had to deal with the
> >possible SIO-Commands diskdrives would accept. Now I have the idea to
> >collect all the possible commands and figure out, which drives will
> >support it - so I want to designe a list of it.
>
> IDE devices have their own controller. It is an IDE 'interface' you
> are building? Yes, youï¿½re right, itï¿½s an interface.

> There is tech specs on IDE (I may even have some
> around) controller circuitry but a lot of drive makers deviate from it
> since they think they can get away with it since the controller is
> right in the drive. The deviations are usually supersets though. The
> interface has a spec too I think... maybe it was on Western Digital's
> site somewhere? hmm...

Thanks, but this documentation we had found very quickly.
The problem began, when I had to decide, which ATARI floppy command I
had to emulate and which not. So it seems to be a problem for emulator-
programmers, too.
That was the point to collect all known commands, an ATARI-compatible
floppy (or emulation of this) ever would be accept.
If there is no further interest, I will not bore you any longer, but I
thougt, it could be ...

Matt
> Cheers,
>
> Jon

--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

1079. Re: Rainbow 95 now has sound!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: Bounce@yer.spam.mails
Message-ID: <32f47242.15311701@news.pangea.ca>
Source record: 76350
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

On Wed, 29 Jan 1997 09:13:05 +0000, Dr Jest <robp@owl.co.uk> wrote:

>I have ordered the full version, so I will give my
>opinions when I receive it.

A single post would've been sufficient, instead of 5. Thank you.

Trepalium http://trepalium.home.ml.org
mailto:Trepalium@null.net!

1080. CD-R.Media.for.Sale.

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: aeurei@vdcfasd.com
Message-ID: <5d23vg$jct@mtinsc04.worldnet.att.net>
Source record: 76351

We have the following CD-R media for sale.

Brand: Pioneer
Type: Printable Media (Surface is blank for printing or labels)
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.99
Minimum Order: 10

Brand: Maxell
Type: Gold on Gold
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: TDK
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: Hewlett Packard
Type Gold on Gold
Size: 74 min (650 mb)
Price: 7.15
Minimum Order: 10
Lifetime Warranty

The Copy Cat Shop has all your CD duplication, replication, recorders,
software, and media needs.

If you have any questions or comments feel free to call.

Cordially,

The Copy Cat Shop
213-650-1680
213-650-9110 Fax

1081. AR: The City question

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6Q7Xd27KzHB@peter.soemtron.sb.sub.de>
Source record: 76352

Howdy !

I'm a beginner in playing AR: City. Are there any related heplfiles
around? I really need them, because it is very hard to survive the first
days in Xebec Demise. I already got charts and tools - all I need is a
good 'beginner's introduction' or something else.

any hints needed! thank you!

--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

1082. Re: Exansion Slot on XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6Q7Xb6N$zHB@peter.soemtron.sb.sub.de>
Source record: 76353

In article <Exansion Slot on XE>, brad@pianosa.demon.co.uk (Brad Rogers) wrote:

Howdy Brad,

B>> As to the monitor, any Commodore monitor will work, or just about any RGB
B>> color or mono monitor will work as long as it has the video and audio in
> Errr, hang on. Atari 8-bit video o/p's are Composite, not RGB, Bob. Or is
> that not what you're talking about?

have a look on the C=1084s - a RGB Monitor with seperate FBAS input. I'm
sure he means such RGB monitors.

--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

1083. Re: DOSes for emulators (or real Atari too)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6Q7XbcCKzHB@peter.soemtron.sb.sub.de>
Source record: 76354

In article <DOSes for emulators (or real Atari too)>, ssilicon@lax.net (Jon D. Melbo) wrote:

Howdy Jon,

> Hi. I posted SpartaDOS 3.3a and BWDOS in alt.binaries.comp.atari8bit

sorry, but aren't there any copyrights for SpartaDOS?

--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

1084. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970202184400.NAA07582@ladder01.news.aol.com>
Source record: 76355

I have never replied to this thread of messages, but I have this to add:
The disappearance of the archive would probably be the death blow to the online atari 8-bit world.
In addition to the many FTP sites Commodore fans have, I just read in their newsgroup that someone is putting out a CD-ROM with 15,000 yes, that's fifteen thousand games and programs!!! Even though the new stuff from Europe is far better than anything you could program on the Commie, we'll never have the sheer numbers.
Bottom line: Leave alone the little online support we have, please!

1085. Looking for broken 1200XL board..

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5d2min$jpg@sjx-ixn3.ix.netcom.com>
Source record: 76356

A few weeks ago a user obtained a 1200XL that didn't work. He then purchased a working 1200XL board. I was wondering if he would sell me the broken 1200XL board.

Actually, if anybody has a dead 1200XL board (but has all components) I'd be interested in purchasing it for a few bucks. 1. So that I can attempt to repair it, or 2. use the pieces in a 1200XL I'm building from scratch. =)

Yes, I have a bare mother board and am building it from the ground up...sick eh? (Pretty darn fun actually, since I can actually build Super Video into the thing, add a PBI, etc..)

Karl

Karl Heller - Making the world safe once again.

| heller@cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |

1086. Re: Speech synthesis

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5d2ps1$k4m@nnrp1.news.primenet.com>
Source record: 76357

In article <32F2589A.4E2F@pzh.nl>, cura07 <cura07@pzh.nl> wrote:
>I dont no

...how to spell? :-)

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

1087. Re: SIO-Protocol/Comands

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32f4f5c4.2192747@news.inc.net>
Source record: 76358

On Sun, 02 Feb 1997 09:50:21 +0100, Matthias Belitz
<matz@kawo2.rwth-aachen.de> wrote:

>Jon D. Melbo wrote:
>> There is tech specs on IDE (I may even have some
>> around) controller circuitry but a lot of drive makers deviate from it
>> since they think they can get away with it since the controller is
>> right in the drive. The deviations are usually supersets though. The
>> interface has a spec too I think... maybe it was on Western Digital's
>> site somewhere? hmm...
>
>Thanks, but this documentation we had found very quickly.
>The problem began, when I had to decide, which ATARI floppy command I
>had to emulate and which not. So it seems to be a problem for emulator-
>programmers, too.
>That was the point to collect all known commands, an ATARI-compatible
>floppy (or emulation of this) ever would be accept.
>If there is no further interest, I will not bore you any longer, but I
>thougt, it could be ...

I am not bored! Sheesh! I don't know where you got that from. I
just was wondering exactly what commands you were looking for and to
tell you that there are some docs on IDE interfaces & controllers
somewhere that are pretty good. I was just saying I think I saw those
at WD's site.

Sorry for the confusion.

Cheers,

Jon

1088. Re: DOSes for emulators (or real Atari too)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32f4f09d.873402@news.inc.net>
Source record: 76359

On 02 Feb 1997 04:40:00 +0200, peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:

>In article <DOSes for emulators (or real Atari too)>, ssilicon@lax.net (Jon D. Melbo) wrote:
>
>Howdy Jon,
>
>> Hi. I posted SpartaDOS 3.3a and BWDOS in alt.binaries.comp.atari8bit
>
>sorry, but aren't there any copyrights for SpartaDOS?

Oh. Well I guess I could be sued couldn't I? We could get into another big flame fest on here about copyright issues. I don't want it. I won't argue back and forth about it. I suggest that you do whatever your conscience dictates, and not try to stick your nose into what other people's conscience dictates. I for one will ignore anyone questioning my morality or behavior in regards to this issue, save for possibly the copyright holder himself. As far as I'm concerned, that's the only entity I will reason with upon this subject.

I have been silent on this subject publically until now. This one time I will breifly summarize how I feel about this whole battle. Basically, I say that the arguement of those that defend the copyright and hold it high above all else are.... drum roll please.... absolutely correct that copyright violation is in the wrong! There is more to the story though obviously. You see, rape and murder are in the wrong also, as is j-walking or throwing a cigarrette butt on the street. For me, at this stage in the Atari 8-bit's life (death?) the _magnitude_ of the wrong-doing in violating some of these related copyrights to me falls into the level of the j-walking or butt throwing. I admit it is wrong, but not by much. That's how I feel about it. So get off my back in advance (not directed just at you Thomas, but anyone who reads this).

Only someone who's copyright I violate do I want to her any flak from.

Okay, buf said already by me.

Cheers,

Jon

1089. Re: Question on GIF's and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: Anthony Bufort <ajbufort@mail.sas.upenn.edu>
Message-ID: <32F4E582.102C@mail.sas.upenn.edu>
Source record: 76360

This goes out to all who mailed me with their advice regarding GIFs...

Thanks. :) But I must have sounded like a real newbie if you thought I was asking "are there any programs written for the 8-bit that can display GIFs." Now that I look at my post, it came out very much like that, didn't it? :)

Okay... what I meant was, are there any programs out there which will "cleanly and neatly" (and by that I mean no DLI tricks or other "non-conventional methods", no matter how clever they are) let me display images I might create on, say, Photoshop, given that I obey the restrictions of a particular graphics mode?

I guess another way to put it is... if I set Photoshop to obey the restrictions of a certain Atari graphics mode, and then save it in some format or other, is there a way I can somehow use that to eventually view it normally on my Atari? I'm not talking about a program just to view the image, look at it, and that's it... I mean a "slice of code" really, which will allow me to load into memory pics I created with Photoshop, and then view them or page through them as I see fit using say a page-flipping technique.

I'm looking for a method, I guess you could say, which will only need to do minimal tinkering with the file before it could be usable in a normal Atari graphics mode. I was thinking that maybe I could save my Photoshop images in "RAW" format and then write a routine on my 800 which would translate that into something I could load into memory and view in a graphics mode... but I'm not sure how RAW saves the image data. Of course, I would have to set the parameters in Photoshop so that the file, once saved, was not much larger than the amount of data the Atari would use to represent that same image data in one of its graphics modes - otherwise, why bother, right?

OK... WHY do I want to do this? Because I love Photoshop and its editing capabilities, and I thought it would be neat to create my images in Photoshop and then use them in my 800 programs.

Hope that was at least a _little_ clearer. :)

-Tony

1090. Wanted: Format of *.dsk files

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32F51859.38E4@kawo2.rwth-aachen.de>
Source record: 76361

Hallo !

Could someone explain the format of the dsk-files to me ?
They seem to be disk-images. I guess they were created by an SIO2PC like
program running on Atari ST.

Thanx a lot in advance.

Matt
--
| | | _____________________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

1091. where do I find OP_400 OS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: John Gaiger <john.gaiger@dial.pipex.com>
Message-ID: <01bc115b$b011bd60$dbf882c1@lidster>
Source record: 76362

Im looking for atari's OS to run Rainbows software can anyone help?

1092. Re: 800XL can it run 800 games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: gbloose@glo.be
Message-ID: <32f3e32a.8617622@news.glo.be>
Source record: 76363

davepat@total.net (David A. Paterson) wrote:

>In an article dated Thu, 23 Jan 1997 22:36:56 -0800, someone named Micheal
>Polucha says...
>>
>>Well as it says I'd like to know if they work. I recently got a 800XL
>>(basic doesn't work) and it can run Star Wars Return of the Jedi Death
>>Star Battle perfectly...it WON'T run Astrochase (for 400/800/1200XL) or
>>Demon Attack (same systems). Any way around this? I can't seem to get
>>those to work. I know the carts are in perfect condition cuz I bought
>>them brand new in shrinkwrap. Any help would be appreciated. Oh and when
>>I try to run them it just comes up with the screen and a cursor but I
>>can't type anything.
>>
>> Thanks,
>> Tim Polucha
>
Some games need the 400/800 Operating System.
I have both games - but on disk - and they run on a 130XE (should run
on a 800XL) but the files can be different from the cartridges.

To run 400/800 specific games on a 800XL/130XE you need a "translator"
disk: this boot disk loads the old OS in the RAM under the OS-ROM
(remember: 600XL/800XL have 64K RAM - only 48K used as "normal" RAM as
in 400/800 - 16K RAM "sleeps" under the OS ROM) and then switches the
RAM on instead of the ROM: and then you have the old 400/800 OS
running again on your computer.

Look at http://ftp3.cyberspy.com/atari8/yogis_site for a
translator-disk. If you don't find it, let me know and I'll email one
to you and upload it also to yogi's site.

Feel free to contact me.
email: gbloose@glo.be

1093. Re: AR: The City question

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6Q7Yo9L$zHB@peter.soemtron.sb.sub.de>
Source record: 76364

Howdy !

well. unbelievable, after testing of much other pc related role playing
games is AR the most exctiting game I ever played. VERY impressive!

help still needed!

--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

1094. Re: Info on Big Five Software wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: Anders.Skelander@uab.ericsson.se
Message-ID: <5d2np3$5g8$1@euas20.eua.ericsson.se>
Source record: 76365

qmnmaren@mailbox.uq.edu.au (Nickolas Marentes) writes:

>I was thinking of starting A Miner 2049'er/Big Five Nostalgia page and am
>wondering if anyone has any info on Big Five Software. Info such as, were
>is Bill Hogue of Big Five now? What did he do after programming for the
>Atari. What is he doing now and where is he now?
> ...

I know I saw a game which I thought looked a lot like Miner 2049er,
I think it was called Jungle Boy. Did Bill Hogue write that
game?

Anders Skelander

1095. Re: Activision games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: Anders.Skelander@uab.ericsson.se
Message-ID: <5d2nf7$5g3$1@euas20.eua.ericsson.se>
Source record: 76366

noone@nowhere.com (Yogi) writes:

> ...
>You forgot Shanghai and Decathalon.

And Ghostbusters too, with its cool synthesized speech.

Anders Skelander

1096. Peppers Atari 400/600/800 Update #3

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A41.3.95.970202213832.100324B-100000@fn2.freenet.edmonton.ab.ca>
Source record: 76367

```
Rules follow the Auction
Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

Atari 400/600/800/1200 Carts,Disks,Cassettes
*********************************************
Action Quest Complete Cassette $1 ccoffin
Alphabet Zoo Complete Cart $3 Min
Aliencounter & Face Flash Shrinkwrapped Cassette $1 ccoffin
B/Graph Complete Disk $1 Min
Bishop's Square/Maxwell Demon Complete Disk $1 ccoffin
Bug Off! Shrinkwrapped Cassette $1 ccoffin
Centipede With Inst. Cart $3 Min
Chicken Complete Cassette $1 englew
Chicken Shrinkwrapped Disk $1 md.paulin
Cohen's Towers Complete Disk $2 md.paulin
Compu-Math Decimals Complete Cassette $1 Min
Conversational Italian Complete Cassette $1 englew
Defender With Inst. Cart $5 supergun26
Dig Dug With Inst. Cart $3 mojo
Disk Utilities Tricky T. #7 Complete Disk $1 englew
Donkey Kong With Inst. Cart $3 paulverm
Dunion's Debugging Tool Complete Disk $1 englew
E.T. Phone Home Complete Cart $3 Min
Fight Night Loose Cart $5 cmoore
Frenzy & Flip Flop Shrinkwrapped Disk $1 md.paulin
Frogger With Inst. Cart $5 jklein
Fun With Art Complete Cart $5 arizona
Galaxian With Inst. Cart $3 paulverm
Gorf Shrinkwrapped Disk $2 md.paulin
Hard Ball Complete Cart $5 Min
Hellcat Ace Complete Disk $2 dougs
Horizontal & Vertical Scroll Complete Disk $2 englew
Intruder Complete Cassette $1 ccoffin
Jawbreaker (No label) Loose Cart $5 cmoore
Jeepers Creepers Shrinkwrapped Disk $2 md.paulin
Journey to the Planets Shrinkwrapped Cassette $1 Min
Juggles' House Complete Disk $1 Min
Juggles' Rainbow Complete Cassette $1 Min
Juggles' Rainbow Shrinkwrapped Disk $1 Min
Jumpman Complete Cassette $1 Min
Kid Grid Complete Cassette $1 Min
```

Kid Grid Shrinkwrapped Disk $1 md.paulin
Labyrinth Complete Cassette $1 ccoffin
Mailing List Complete Cassette $1 Min
Master Type Complete Cart $5 cmoore
Memory Map Complete Disk $2 englew
Microsoft basic Complete Disk $1 ccoffin
Millipede With Inst. Cart $5 supergun26
Miner 2049er Loose Cart $5 Min
Missile Command With Inst. Cart $4 peter
Nato Commander Complete Disk $2 dougs
Necromancer Complete Cassette $2 ebrunne
Phobos Complete Disk $2 md.paulin
Pitfall II With Inst. Cart $7 amrat2000
Pitstop With Inst. Cart $5 cmoore
Pole Position With Inst. Cart $5 Min
Protector II Shrinkwrapped Cassette $1 ccoffin
Qix With Inst. Cart $4 dougs
Rainbow Walker Complete Cassette $1 Min
Realsports Football Complete Cart $5 Min
Rebel Charge at Chickamauga Shrinkwrapped Disk $2 md.paulin
Shadow World Complete Cassette $2 dougs
Sneakers Complete Disk $2 md.paulin
Soccer With Inst. Cart $5 sfyfsi
Space Eggs Shrinkwrapped Disk $2 md.paulin
Space Invaders With Inst. Cart $3 paulverm
Speedway Blast With Inst. Cart $5 cmoore
Star Raiders With Inst. Cart $3 paulverm
Star Raiders II With Inst. Cart $6 cmoore
Survivor Complete Disk $2 md.paulin
Tax Dodge Complete Disk $1 md.paulin
Telelink 1 Complete Cart $5 Min
Wizard's Crown Complete Disk $2 dougs
Zaxxon Complete Cassette $1 dougs
Zone Ranger With Inst. Cart $5 cmoore

Dust Cover #1 (New) Shrinkwrapped for 400 $1 arizona
Dust Cover #2 (New) Shrinkwrapped for 400 $1 dougs

Atari 600XL Keyboard Only! No Power Supply - Works! - $5 lmartin
With Box and Manual, Connection Manual & Atari Basic Manual

Rules:
Auction ends Feb 7 /97
Then a Once, Twice, Sold format will occur Feb 8/97
One update per day or until bidding slows down...
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All Games & Game systems have been tested & work unless otherwise stated.

E-Mail bids to pepper@freenet.edmonton.ab.ca

```
Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up
```

1097. REGARDING "DOES ANYONE RECOGNIZE THIS"...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-02 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32f4b2cc@pianosa.demon.co.uk>
Source record: 76368

Whilst reading the usual rubbish I find here, Thomas Havemeister wrote
something interesting to All about REGARDING "DOES ANYONE RECOGNIZE THIS"...:

Hello Thomas,

TH> btw, it was uuencoded :-)

Yes, and it succesfully decoded. It was the output GIF I couldn't display.

You did bring to light my inability to make myself clear, though. For that, I
thank you.

I think. :-)

_
Regards, /_) 2:251/18.14 39:139/33.14 Reply-To: has
/ _)rad brad@pianosa.demon.co.uk been spam-guarded

... I am an anti-christ, I am an anarchist. Don't know what I want, but I
know how to get it. - Anarchy In The U.K.; Sex Pistols

1098. Re: Sparta Dos X!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970203125605.22124B-100000@fissure.scar>
Source record: 76169

On Sat, 1 Feb 1997, James Anderson wrote:

> I am trying to set up a BBS again under Sparta Dos X. Will anyone be
> willing to sell their cartridge to me?

What software are you going to run your BBS on? BBS PRO!? Oasis?
Something else?

Alan

1099. Re: where do I find OP_400 OS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <32F629B7.6064@isd.net>
Source record: 76170

in http:\\www.emulators.com

John Gaiger wrote:
>
> Im looking for atari's OS to run Rainbows software can anyone help?

1100. Language source code wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <32F67B33.79B0@isd.net>
Source record: 76171

Does anyone have a library of programs for any of the 8-bit languages?
or know where they exist?

programs/demos/games...

-Atari Basic
-BasicXL
-Action!
-...

1101. $30 for SpartaDOSx Cart.

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <32F60BF3.356A@isd.net>
Source record: 76172

Wanted SpartaDOSx....

1102. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <32f52f23.613532@news.abest.com>
Source record: 76271

On 2 Feb 1997 18:44:16 GMT, euskara@aol.com (Euskara) wrote:

>I have never replied to this thread of messages, but I have this to add:
>The disappearance of the archive would probably be the death blow to the
>online atari 8-bit world.
> In addition to the many FTP sites Commodore fans have, I just read in
>their newsgroup that someone is putting out a CD-ROM with 15,000 yes,
>that's fifteen thousand games and programs!!! Even though the new stuff
>from Europe is far better than anything you could program on the Commie,
>we'll never have the sheer numbers.
> Bottom line: Leave alone the little online support we have, please!

I agree completely. I for one applaud Yogi for taking the time to
maintain the Atari archive when most everybody else has forsaken us.
And I honestly don't think companies like Toad and B&C Computervisions
are hurt that much by the presence of such archives, unless most of
their profits come from software sales and they can boast a software
library of over two or three thousand titles (probably more than that
on Yogi's site)?
If I wanted an Atari 8-bit game or software title really bad and it
was available on both Yogi's archive and, say, B&C (_hardly_ a walk
down the block from NYC), I would buy it from B&C if not for the
principle of the thing, to get the docs along with it (more important
with things like word processing programmes, etc. than with games),
but only if it were at a reasonable price (face it, software is NOT
fine wine, it doens't get better or more valuable with age....ten year
old floppy disks won't exactly hold their data quite as well as a
brand new one).
As for the copyright holders themselves, as Yogi said, where are they?

1103. Were these games ever made for the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: steven@rain.org
Message-ID: <32f54f2a.2847174@news.rain.org>
Source record: 76272

I was hoping to find some of my old favorite games from my Apple II and Commodore 64 days. After looking over what friends had and what was at Yogi's site, there are some games which nobody seems to have for the Atari, so now I'm wondering if these games never got Atari versions and my search for these are in vain.

If you know for sure that an Atari 8-bit version of any of these exists, please let me know:

Apple Cider Spider
Bop 'n Rumble (Bad Street Brawler)
Dino Eggs
Gemstone Healer (SSI)
Kung Fu Master
Nemesis the Warlock
Sammy Lightfoot
Super Cycle (Broderbund)
Winter Games (Epyx)
World Games (Epyx)

There are many others I've never seen for the Atari, but these are the main ones that come to mind right now.

1104. Re: Wanted: Format of *.dsk files

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E50G25.IJJ@nonexistent.com>
Source record: 76273

On Sun, 02 Feb 1997 23:42:33 +0100, Matthias Belitz
<matz@kawo2.rwth-aachen.de> wrote:

-Hallo !
-
-Could someone explain the format of the dsk-files to me ?
-They seem to be disk-images. I guess they were created by an SIO2PC
like
-program running on Atari ST.
-
They're probably just like a raw XFD (on the pc) file.
If you xfer them to the pc and rename the extension to xfd, then use
"imagic" (from APE author's homepage) to convert it to an atr, it will
probably work fine.

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1105. Re: Wanted: Format of *.dsk files

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32F5AE49.2F47@kawo2.rwth-aachen.de>
Source record: 76274

Yogi wrote:
>
> On Sun, 02 Feb 1997 23:42:33 +0100, Matthias Belitz
> <matz@kawo2.rwth-aachen.de> wrote:
>
> -Hallo !
> -
> -Could someone explain the format of the dsk-files to me ?
> -They seem to be disk-images. I guess they were created by an SIO2PC
> like
> -program running on Atari ST.
> -
> They're probably just like a raw XFD (on the pc) file.
> If you xfer them to the pc and rename the extension to xfd, then use
> "imagic" (from APE author's homepage) to convert it to an atr, it will
> probably work fine.
> Thanx for reply, but I doni¿½t thnik so.
First an XFD file has always the same length of 92160 bytes (or more for
enhanced). These files are shorter sometimes.
Then I had a quick look at a file, must contain a SD formatted disk.
The beginnig was filled with a lot of $46 ..., the first sectors starts
a few bytes after that ...

Matt

> The reply to email attached to this message is False.
> To Reply via email to this message, remove the asterisks
> and email
> NO UNSOLICITED COMMERCIAL EMAIL

--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

1106. Re: Rainbow 95 now has sound!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: Dr Jest <robp@owl.co.uk>
Message-ID: <32F5ADF3.2C3D@owl.co.uk>
Source record: 76275
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

Trepalium wrote:
>
> On Wed, 29 Jan 1997 09:13:05 +0000, Dr Jest <robp@owl.co.uk> wrote:
>
> >I have ordered the full version, so I will give my
> >opinions when I receive it.
>
> A single post would've been sufficient, instead of 5. Thank you.
>
> Trepalium http://trepalium.home.ml.org
> mailto:Trepalium@null.net!

A single post is all I posted and all I saw on the group, so
explain yourself.

Rob.

1107. colour of busted XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32F5AF2D.601C@kawo2.rwth-aachen.de>
Source record: 76276

Hallo !

There is a busted XL here. It only shows a red screen, nothing else.
And anotherone shows a yellow one.

Does this colour mean something special (m,aybe where to find the error
in ?)

Matt

--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

1108. FS: Commodore 1084A Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: "DAVID P. LOEWEN" <produnl2@teleport.com>
Message-ID: <5d4bocoki1@nadine.teleport.com>
Source record: 76277

```
For Sale:

Commodore 1084A Computer/Video Monitor
Mint condition/low hours
Have original box and manual.
Works with all Atari and Commodore home computers,
as well as standard video sources.
Sell for $159 (shipped)

E-mail if interested.

David P. Loewen
Salem, OR U.S.A.
produnl2@teleport.com
```

1109. Re: Activision games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970202202422.14339G-100000@fissure.scar>
Source record: 76278

On 30 Jan 1997, Thomas Havemeister wrote:

>
> Howdy !
>
> I'm a fan of the great Activision games. But I don't know what games they
> converted to an Atari version. Does anyone have a complete list of
> Activision produced games?
>
> thx for all hints!
>
This is only a small list off the top of my head, but I remember
Pitfall, Pitfall II, the DreadNaught Factor, demon attack and ....

(Yeah activision made some really great 8bit games...)

1110. Msg base size!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970202202549.14339H-100000@fissure.scar>
Source record: 76279

Hopefully someone knows the answer to this...

Why is it, this msg base only carries about 25-50 msgs in it as a maximum?
I mean if I miss checking here for more than a couple days I miss all the
previous posts? Who controls the size of this message base?

Anyone know?

Alan

1111. Re: opcodes 6502c

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <32F6468F.5B4A@zeus.fh-pforzheim.de>
Source record: 76280

hi all...

does anyone has a complete list about the opcodes which the
XL-cpu 6502C (!) can probably understand...

please do not mention 6502, or 65c02 or 6510...

i mean the xl-opcodes (inkl. illegal ones...)

bye HeAvEn/TQA

1112. FS: Old 8-bit ATARI in good condition

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: rick yuan <ryuan@SENET.COM.AU>
Message-ID: <32F6D1C6.28A7@SENET.COM.AU>
Source record: 76281

```
For all you avid collectors out there (???)
-------------------------------------------
An original ATARI 400 (with the flip-top games cartridge lid) in
excellent condition (still works, with a massive 48K of RAM).
I can even supply it in its original box (that shows you what sort
of "squirrel" I am).

Looking for some good bids for this item (if you don't live in
Adelaide, Australia, then if you buy, you pay the postage / freight)

Rick Yuan Adelaide, South Australia e-mail ryuan@senet.com.au
```

1113. Re: Wanted: Format of *.dsk files

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E50zE9.DC4@iglou.com>
Source record: 76282

In article <32F51859.38E4@kawo2.rwth-aachen.de>, Matthias Belitz wrote:
>Hallo !
>
>Could someone explain the format of the dsk-files to me ?
>They seem to be disk-images. I guess they were created by an SIO2PC like
>program running on Atari ST.
>
Could it be a Diskcomm file?

>Thanx a lot in advance.
>
>Matt
>--
> | | | _____________________________
> | | | / /
> | | | / /
> / | \ /email: matz@kawo2.rwth-aachen.de /
> / | \ / belitz@genesis.rwth-aachen.de /
> Atari 8-bit / /
>power without the price /_____________________________/
>
> http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

--
Bill Marcum bmarcum at iglou dot com
I tried using a fake address of "no-spam-here@iglou.com", and got more
spam than ever before.

1114. Re: Question on GIF's and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E5106C.H4G@iglou.com>
Source record: 76283

In article <32F4E582.102C@mail.sas.upenn.edu>, Anthony Bufort wrote:
>This goes out to all who mailed me with their advice regarding GIFs...
>
>Thanks. :) But I must have sounded like a real newbie if you thought I
>was asking "are there any programs written for the 8-bit that can
>display GIFs." Now that I look at my post, it came out very much like
>that, didn't it? :)
>
>Okay... what I meant was, are there any programs out there which will
>"cleanly and neatly" (and by that I mean no DLI tricks or other
>"non-conventional methods", no matter how clever they are) let me
>display images I might create on, say, Photoshop, given that I obey the
>restrictions of a particular graphics mode?

The best way to display a GIF with no display list tricks is using Jeff Potter's JVIEW or APACVIEW in one of the mono modes. You could then save the picture and load it into a paint program to change the color registers.

>I guess another way to put it is... if I set Photoshop to obey the
>restrictions of a certain Atari graphics mode, and then save it in some
>format or other, is there a way I can somehow use that to eventually
>view it normally on my Atari? I'm not talking about a program just to
>view the image, look at it, and that's it... I mean a "slice of code"
>really, which will allow me to load into memory pics I created with
>Photoshop, and then view them or page through them as I see fit using
>say a page-flipping technique.
>
>I'm looking for a method, I guess you could say, which will only need to
>do minimal tinkering with the file before it could be usable in a normal
>Atari graphics mode. I was thinking that maybe I could save my
>Photoshop images in "RAW" format and then write a routine on my 800
>which would translate that into something I could load into memory and
>view in a graphics mode... but I'm not sure how RAW saves the image
>data. Of course, I would have to set the parameters in Photoshop so
>that the file, once saved, was not much larger than the amount of data
>the Atari would use to represent that same image data in one of its
>graphics modes - otherwise, why bother, right?
>
>OK... WHY do I want to do this? Because I love Photoshop and its
>editing capabilities, and I thought it would be neat to create my images
>in Photoshop and then use them in my 800 programs.
>
>Hope that was at least a _little_ clearer. :)
>

> -Tony

--
Bill Marcum bmarcum at iglou dot com
I tried using a fake address of "no-spam-here@iglou.com", and got more
spam than ever before.

1115. Re: Activision games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <32f60a64.209206@news.abest.com>
Source record: 76284

On 2 Feb 1997 18:47:03 GMT, Anders.Skelander@uab.ericsson.se wrote:

>And Ghostbusters too, with its cool synthesized speech.

Only the 48K version, I think it was.....I have a disk with 2 versions
of it, one of them has the speech.......

1116. Re: AR: The City question

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: read@my.sig
Message-ID: <32f7e63e.4621719@news.networx.net.au>
Source record: 76285

peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:

>
>Howdy !
>
>well. unbelievable, after testing of much other pc related role playing
>games is AR the most exctiting game I ever played. VERY impressive!
>
>help still needed!
>

Life expectancy for low level players is not very good. The only way I could actually get a character started and on the road to a level advance was to SAVE the game very often. Mostly I saved as soon as I had a battle which I won and gained ANYTHING! This includes petty cash, jewels, gems, weapons whatever! The whole process is very time consuming, as you have to re-load the game again after saving. Make sure to BACK-UP the character disk after EVERY save. That way if your character dies, you can re-copy the save-disk and start again from before you died. Another tip- MAKE A MAP. This took me quite some time to accomplish (about 3 years I think). So, get started ASAP. When I first decided to make a map, I used large/coarse graph paper. After mapping out sections I found that the whole city would take up more paper than the book had, so I changed to very fine graph paper. It took me ages to re-copy the maps I had done onto a smaller size, but it was worth it.
Now to some trivial stuff. The various jewels and gems you find are not valued when you have them, so when you find a Bank to sell them to, SAVE the game before you do. Then repeatedly enter the bank (by loading your saved game), and see how much you get for them. If they are not valued at very much, re-load the game and try selling again. The value will be different from the previous try, and if it's more (or LOTS) then continue with the game. (Save it here too).
Go and buy a COMPASS the very first chance you have, this is very important when mapping.
Walk into EVERY wall you see, you may just find it's a secret room. (Believe me, there are lots of them) Beware tho, some "secret rooms" you cannot get OUT of (NOT too many of these tho).
If you find that a potion gives you "Treasure Seeking" , SAVE the character. Then while "Treasure Seeking" is working, you will find heaps of stuff after every battle. If you don't think you found very much after "Treasure Seeking" wears off, all you need to do is re-load and try again. (Again, very time consuming)
I still have my Character disk with a LEVEL 12 character, who has 250 hit points, 72 strength, and most other attributes over 30. I took

this character into the DUNGEON, and found that he is NOT as powerful as he is in THE CITY. (Even tho he has the fabled MAGIC FLAME-SWORD) I don't remember how long I actually played the game for, but every night when I came home from work, or my friends place or wherever I was, ON went the ATARI, and IN went ALTERNATE REALITY!! No matter what the time was, it was TIME to PLAY AR!

I know I know, I'm ramblin on here.... But between M.U.L.E. and Ultima 1, II, III, and IV, Alternate Reality was ranked MY FAVORITE.

So have a GREAT time with it, you'll need lot's of time too.....
Good luck, and may the Gods favor you with the MAGIC FLAME-SWORD!

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1117. Q: What is this video mode?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: Anders.Skelander@uab.ericsson.se
Message-ID: <5d4uf4$n7o$1@euas20.eua.ericsson.se>
Source record: 76286

During the Christmas holiday, I wrote a small BASIC program
to display multi-colour graphics on a 80*192 pixel screen.

I am not sure what the number of this graphics mode is. I
think it is BASIC mode 11. When it is active, address 704
(decimal) controls the background colour, and addresses 705
to 712 are palette entries for colours one can draw with.

But 704 to 712 is 9 colours, which is a strange number. Does
anybody know what the physical representation of a pixel is
like with this mode? 3 bits per pixel would give 8 colours, and
if it is 4 bits, one would get 16 colours. If the mode I am
referring to is 4-bit, are the unused bit combinations wasted?

Anders Skelander

1118. Re: Activision games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: Graham Thornton <gt$z1d1@cat.e-mail.com>
Message-ID: <32F60172.31B5@cat.e-mail.com>
Source record: 76287

```
Yogi wrote:
>
> On Sat, 01 Feb 1997 07:32:38 GMT, morbid@best.com (The Morbid Guy)
> wrote:
>
> -Pitfall!
> -Pitfall II
> -Kaboom!
> -Keystone Kapers
> -H.E.R.O.
> -Pastfinder
> -Zone Ranger
> -Dreadnaught Factor
> -Space Shuttle
> -Beamrider
> -River Raid
> -Zenji
> -Hacker
> -Master of the Lamps
> -Great American Cross Country Road Race
> -
> You forgot Shanghai and Decathalon.
>
> The reply to email attached to this message is False.
> To Reply via email to this message, remove the asterisks
> and email ***scharles***@*****blast.net
> NO UNSOLICITED COMMERCIAL EMAIL

and the graphic adventure Mindshadow
```

1119. Re: DOSes for emulators (or real Atari too)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: read@my.sig
Message-ID: <32f8fbbb.10122238@news.networx.net.au>
Source record: 76288

ssilicon@lax.net (Jon D. Melbo) wrote:

>On 02 Feb 1997 04:40:00 +0200, peter@soemtron.sb.sub.de (Thomas
>Havemeister) wrote:
>
>>In article <DOSes for emulators (or real Atari too)>, ssilicon@lax.net (Jon D. Melbo)
wrote:
>>
>>Howdy Jon,
>>
>>> Hi. I posted SpartaDOS 3.3a and BWDOS in alt.binaries.comp.atari8bit
>>
>>sorry, but aren't there any copyrights for SpartaDOS?
>
>Oh. Well I guess I could be sued couldn't I? We could get into
>another big flame fest on here about copyright issues. I don't want
>it. I won't argue back and forth about it. I suggest that you do
>whatever your conscience dictates, and not try to stick your nose into
>what other people's conscience dictates. I for one will ignore anyone
>questioning my morality or behavior in regards to this issue, save for
>possibly the copyright holder himself. As far as I'm concerned,
>that's the only entity I will reason with upon this subject.
>
>I have been silent on this subject publically until now. This one
>time I will breifly summarize how I feel about this whole battle.
>Basically, I say that the arguement of those that defend the copyright
>and hold it high above all else are.... drum roll please....
>absolutely correct that copyright violation is in the wrong! There is
>more to the story though obviously. You see, rape and murder are in
>the wrong also, as is j-walking or throwing a cigarrette butt on the
>street. For me, at this stage in the Atari 8-bit's life (death?) the
>_magnitude_ of the wrong-doing in violating some of these related
>copyrights to me falls into the level of the j-walking or butt
>throwing. I admit it is wrong, but not by much. That's how I feel
>about it. So get off my back in advance (not directed just at you
>Thomas, but anyone who reads this).
>
>Only someone who's copyright I violate do I want to her any flak from.
>
>Okay, buf said already by me.
>
> Cheers,
>
> Jon

>

I agree. There has been a lot of Flak flying about the copyrights regarding Atari stuff. Ok, copyrights are designed to protect the Author/Owner of a particular piece of software/manuals/Hardware schematics etc from losing money on it by someone else "pirating" it and trying to sell it for their own gain. YEH! Ok. Who is trying to SELL anything? (Besides B&C etc but I won't get into that).
Yogi has built his "archive" for the sole purpose of making available software that most Atarian's would never have seen or even heard of. Is he selling that software? NO. Is he making any profit by having the archive? NO. I say that unless there is any profit, why quote COPYRIGHT!! Unless you own the copyright for that piece of software!! Granted, if the copyright owner would speak up, then I'm sure that his "piece" of Atari would be taken off the "publicly available" list. I'm sure the owners of the various FTP and WEB sites would only be too glad to accomodate him/her.
Suffice it to say that Atari software is getting rare, and passing it around the "Net" is the only way that it will exist! Of course if you really like something, go BUY the original and support the flagging 8-BIT vendors like B&C etc. Keep them happy too!

Just my thoughts from "down under" here in OZ.

(hey you guys are lucky to have 8-BIT vendors. I live in Western Australia and there aren't any computer stores who have even heard of Atari 8-BIT computers! let alone stock anything for them)

Steve

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1120. Re: Q: What is this video mode?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0302970934340001@port140.bitstream.net>
Source record: 76289

> During the Christmas holiday, I wrote a small BASIC program
> to display multi-colour graphics on a 80*192 pixel screen.
>
> I am not sure what the number of this graphics mode is. I
> think it is BASIC mode 11. When it is active, address 704
> (decimal) controls the background colour, and addresses 705
> to 712 are palette entries for colours one can draw with.
>
> But 704 to 712 is 9 colours, which is a strange number. Does
> anybody know what the physical representation of a pixel is
> like with this mode? 3 bits per pixel would give 8 colours, and
> if it is 4 bits, one would get 16 colours. If the mode I am
> referring to is 4-bit, are the unused bit combinations wasted?

It's mode 10. In theory, you should get 16 colors (4 bits per pixel) as
you do with modes 9 and 11. Unfortunately, there are only 9 color
registers supported by the hardware--five for playfield graphics and four
for player/missile graphics. Mode 10 uses them all. Modes 9 and 11 use
only one color register, to control hue (mode 9) or luminosity (mode 11).

Mark

1121. SIO-Protocol/Comands

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5d4u55$9si@usenetp1.news.prodigy.com>
Source record: 76290

Matthias Belitz <matz@kawo2.rwth-aachen.de> wrote:
>This is what I figured out at this time, please send your remarks:
>
>-------------------------schnip-----------------------------------
>$52 R Read sector
>$50 P Write sector
>$57 W Write sector with verify
>$53 S get controller status, returns 4 bytes

Why does it cost $52 to read a sector and only $50 to write one?

Just wondering :)

Bob Stone

1122. Rainbow 95 now has sound!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5d4tns$1dge@usenetp1.news.prodigy.com>
Source record: 76291

On Wed, 29 Jan 1997 09:13:05 +0000, Dr Jest <robp@owl.co.uk> wrote:

>I have ordered the full version, so I will give my
>opinions when I receive it.

Wonderful! Could you pay special attention to the sound? That's where
emulators seem to trip up the most. If it can emulate more than pure
tones without the Pokey chip, I'll cheer.

- Bob Stone

1123. Re: Rainbow 95 now has sound!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <32F60F44.41C6@htw.uni-sb.de>
Source record: 76292
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

Dr Jest wrote:

> > A single post would've been sufficient, instead of 5. Thank you.

> A single post is all I posted and all I saw on the group, so
> explain yourself.

To stop a "flame-war". It seems that several newsserver are
wrong configured. If you take a close look at the date of the
multiple posts you'll notice that it's the same posting.
It's a problem of the newsserver and not of the individual poster.

Bye,
Markus

--
Markus Gietzen XL-it! Atari 8bit Emulator

E-Mail: iig05-1@htw.uni-sb.de

1124. FS: WARGAME CONSTRUCTION $10

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: markreed@postoffice.ptd.net
Message-ID: <5d54h0fgc3@news.ptd.net>
Source record: 76293

I have one copy (5.25 disk) in original box with manual of Strategic
Simulations, Inc. "Wargame Construction Set". 48K req. Also includes
Scenario disk. For sale only $10.00 plud 3.00 shipping. If interested,
contact me at : markreed@postoffice.ptd.net
Thank you, Mark.

1125. Re: DOSes for emulators (or real Atari too)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: chasm1@village.ios.com
Message-ID: <32f61526.7533635@news.idt.net>
Source record: 76294

On Mon, 03 Feb 1997 15:41:14 GMT, read@my.sig (Steve) wrote:
...
>Granted, if the copyright owner would speak up, then I'm sure that his
>"piece" of Atari would be taken off the "publicly available" list. I'm
>sure the owners of the various FTP and WEB sites would only be too
>glad to accomodate him/her.

I'm certain that's true. As the author of Mydos, I can say that at
least a dozen or so times I have been asked if I really released Mydos
as free software. If I thought anyone was getting rich off it I'd
probably be a bit irritated, but I think that hardly likely ;-).

>Suffice it to say that Atari software is getting rare, and passing it
>around the "Net" is the only way that it will exist! Of course if you
>really like something, go BUY the original and support the flagging
>8-BIT vendors like B&C etc. Keep them happy too!

Let me repeat that.

>Just my thoughts from "down under" here in OZ.
>
>(hey you guys are lucky to have 8-BIT vendors. I live in Western
>Australia and there aren't any computer stores who have even heard of
>Atari 8-BIT computers! let alone stock anything for them)
>
>Steve

Very well worded, Steve.

--Charles Marslett (Wordmark Systems)

1126. Re: Msg base size!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: John Collins <bosco@inficad.com>
Message-ID: <5d4r7m$lah@lana.zippo.com>
Source record: 76295

In article <Pine.GSO.3.95.970202202549.14339H-100000@fissure.scar>, Alan says...
>
>
>Hopefully someone knows the answer to this...
>
>Why is it, this msg base only carries about 25-50 msgs in it as a maximum?
>I mean if I miss checking here for more than a couple days I miss all the
>previous posts? Who controls the size of this message base?
>
>Anyone know?
Yes! Your provider determines how many messages and how long the messages
last. Ask them.
JC

1127. Q: Atari XEM w improved sound chip?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: Anders.Skelander@uab.ericsson.se
Message-ID: <5d58vs$pu7$1@euas20.eua.ericsson.se>
Source record: 76296

Back in 1985, before I had replaced my 600XL computer with
an 130XE, I read about an Atari XEM computer. It was supposed
to have better support for music, and my interpretation of
that description was that the computer in question had a
better sound chip.

I was really looking forward to the release of this computer,
but it never appeared in stores, so I bought the 130XE instead.

Has anybody heard of the XEM computer?

I think I read about some other Atari computer model with improved
sound capabilities in an article published in Compute! immediately
after the Tramiel takeover. My memory is a bit weak, but I believe
an Atari executive named Siegfried Hartmann (sp?) referred to
a model called AKA 800XL in that article.

Anders Skelander

1128. Re: Info on Big Five Software wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: Ron Fries <rfries@tcmail.frco.com>
Message-ID: <32F629C8.2803@tcmail.frco.com>
Source record: 76297

Nickolas Marentes wrote:
>
> I was thinking of starting A Miner 2049'er/Big Five Nostalgia page and am
> wondering if anyone has any info on Big Five Software. Info such as, were
> is Bill Hogue of Big Five now? What did he do after programming for the
> Atari. What is he doing now and where is he now?
>
> Any help would be greatly appreciated.
>
> Nickolas Marentes

I think Bill/Big Five originally worked on software for the TRS-80 line
of computers. I know I've got a few good oldies for that. Regardless,
though, his e-mail address can be found at:

http://w3.infonorth.com/~ira/trs80.htm

--
Ron Fries
rfries@tcmail.frco.com

Author of:
TRSF80: TRS-80 Model I Emulator for DOS
http://members.aol.com/trsf80
POKEYSND: POKEY Chip Sound Emulation Library (Atari 8-bit)
ftp://members.aol.com/atari800xl/pokey12.zip
TIASOUND: TIA Chip Sound Emulation Library (Atari 2600 VCS)
ftp://members.aol.com/atari800xl/tiasnd11.zip

1129. WTB: Atari Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: slides@iabodia.com
Message-ID: <32f63101.965067@news.citynet.net>
Source record: 76298

Re: Atari Computer Parts

Please Help us !

We have a collection of Atari Mega ST, Falcon & TT Computers.
We need some spare parts.

Please note those that you have and or can get,
approx. price and estimated delivery date.

Please make these notes / codes to list below:

St in Stock
Ord can Order
/ 5 Deliver Time in days
$ 30 Price plus shipping

$ Price Capacity Order Code (from above

Atari Falcon
Internal Hard Drive, 20 MB or greater
__ MB
Internal Power Supply
Memory Expansion Socket
16 MB Memory Expansion
Screen Blaster or Overscan
to increase the screen resolution

Atari TT Computer
Internal Hard Drive, any capacity, also compatible with Mega STE
Hard Drive Interface Card
Internal Power Supply
Screen Blaster or Overscann
to increase the screen resolution

Atari Mega STE
4 MB Memory Simms Set
Hard Drive Interface Card
Internal Power Supply

Mega ST Computer
Replacement Supra Internal Hard Drive

Stand alone Hard Drive for an Atari ST computer
state capacity & price

Atari SLM 605 Laser Printer or equivalent Epson
Toner Cartridge Laser Drum Action Laser Printer

Parts

Phil Townsend
Elden Computers
PO Box 3201
Charleston WV 25332

tel 304 344-2335 fax 304 344-4764
e-mail slides @ abodia. com

1130. Re: Emulators & SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d5cho$d7j@login.freenet.columbus.oh.us>
Source record: 76299

Markus Gietzen (iig05-1@htw.uni-sb.de) wrote:
: Jon D. Melbo wrote:

: > Now that's a good point too. But if an emulator "emulates" an XL or
: > XE then it should do the bank switching unless it specifically states
: Every major emulator (Atari800, Rainbow, Pokey, XFormer and XL-it!)
: emulate bankswitching.
: It has another reason that SpartaDOS doesn't work. I've no idea
: whats the reason because I never used SpartaDOS and I still haven't
: figured out which version fails (one says it works and the other
: one says it doesn't work....)

I think it's the fact that it tries to do UltraSpeed I/O.
You might try the version of SpartaDOS 1.1 that lacks high speed.
--
The Doctor

1131. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d5ctd$f7o@login.freenet.columbus.oh.us>
Source record: 76300

William Fisher (blackat@direct.ca) wrote:
: > There is no way to get a message size from a header in Usenet. AOL puts
: > long messages up with a header that says the message is too long to be
: > read offline and describes how to retrieve and read or download it online
: > (More profit for them? Not at a flat rate!)

: Microsoft's InternetNews *DOES* give you the size of a message before
: you download it! (This message was 16 lines long!)

Can't you people see the headers of messages before you read the messages?
I'm assuming you're using some NNTP type thing where each message gets
download to you're system in it entirety before you can read it.
I usualy just run a news reader on the UNIX system itself.Much faster.

There's usually a "lines:" header that tells you how many lines there are in a
message.(Obviously!)
--
The Doctor

1132. Re: 800XL can it run 800 games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d5e3a$ks3@login.freenet.columbus.oh.us>
Source record: 76301

Geert LOOSE (gbloose@glo.be) wrote:
: davepat@total.net (David A. Paterson) wrote:

: >In an article dated Thu, 23 Jan 1997 22:36:56 -0800, someone named Micheal
: >Polucha says...
: >>
: >>Well as it says I'd like to know if they work. I recently got a 800XL
: >>(basic doesn't work) and it can run Star Wars Return of the Jedi Death
: >>Star Battle perfectly...it WON'T run Astrochase (for 400/800/1200XL) or
: >>Demon Attack (same systems). Any way around this? I can't seem to get
: >>those to work. I know the carts are in perfect condition cuz I bought
: >>them brand new in shrinkwrap. Any help would be appreciated. Oh and when
: >>I try to run them it just comes up with the screen and a cursor but I
: >>can't type anything.
: >>
: >> Thanks,
: >> Tim Polucha
: >
: Some games need the 400/800 Operating System.
: I have both games - but on disk - and they run on a 130XE (should run
: on a 800XL) but the files can be different from the cartridges.

: To run 400/800 specific games on a 800XL/130XE you need a "translator"
: disk: this boot disk loads the old OS in the RAM under the OS-ROM
: (remember: 600XL/800XL have 64K RAM - only 48K used as "normal" RAM as
: in 400/800 - 16K RAM "sleeps" under the OS ROM) and then switches the
: RAM on instead of the ROM: and then you have the old 400/800 OS
: running again on your computer.

"Mapping the Atari" has a section about how to alter the 800 OS when it's
in RAM.

: Look at http://ftp3.cyberspy.com/atari8/yogis_site for a
: translator-disk. If you don't find it, let me know and I'll email one
: to you and upload it also to yogi's site.

But if you upload it as a ATR file,he'll need a 1050 (or better) to
download it.

DCM is the better choice.Both Atarians and emulator users can use it.
And it's MUCH smaller.
(there's a PC programme called DCMtoATR.Even without that,you could simply
run Diskcomm under the emulator)

--
The Doctor

1133. Re: Sparta-DOS 3.3

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d5eas$m2d@login.freenet.columbus.oh.us>
Source record: 76302

Alan Christie (94chrisv@scar.utoronto.ca) wrote:
: Different versions of SpartaDos use different amount of memory (drop to
: basic and do a ? fre(0) to see what I mean. Some versions give you as
: much as 36K.. some as little as 31K. I think the new versions also have
: more commands similar to MS DOS..

I always hated that they tried to make SpartaDOS X like MS-DOS.
You can't even use device handlers like G:.

: It's been a while, but I use to use SpartaDos 2.3 because it gave the most
: ram and it was the most compatible with older stuff. Sparta 3.2 or SDX
: are more powerful but you lose some compatibility..

I found only a few games that wouldn't run with SDX.
The rest I run under SpartaDOS 3.2d.
--
The Doctor

1134. Re: Sparta on an 800?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d5el1$np6@login.freenet.columbus.oh.us>
Source record: 76303

Robert Smith Ely (rely@ix.netcom.com) wrote:
: In <268.6966T1100T2461@nznet.gen.nz> Chris Gill <Fuzball@nznet.gen.nz>
: writes:
: >
: >Hi all...
: >
: >Is there a hardware hack / cart available that will allow an 800 to
: run sparta
: >and XL/XE software? I have an 800XL that is kaput and am down to an
: 800...
: >most of my programs are on DSDD sparta formatted disks, and I like
: sparta :)
: >
: >Any help is appreciated.
: >

: Chris,
: The SpartaDOS X cart should work on the 800. I'll try it on my 400
: and get back to you. Simce it is mostly in the Cart, it should work. I
: sorta remember, back when it first came out, that it could run on the
: 800 with at least 48K.
: I love SDX and wish it could be made readily available and upgraded
: again. I'm sure you can come across the 4.x carts somewhere. Try B&C
: Computervisions

Of course you won't have enough memory to run many programmes.
Just get SpartaDOS 1.1 so that you can at least ACCESS your disks and copy
them all to Atari disks.(using SPCOPY)
Then you can use MyDOS if you want to use double sided/density drives.
--
The Doctor

1135. Re: alt.binaries.comp.atari8bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d5etk$ote@login.freenet.columbus.oh.us>
Source record: 76304

Jonathan C. Mordosky (mordosky@erols.com) wrote:
: I just read through the messages in the alt.binaries.comp.atari8bit
: newsgroup on my ISP server and not one single Atari 8-bit related
: message! It must have been added within the last few months. It wasn't
: there about 4 or 5 months ago. Everything is basically spam messages.
: Perhaps it is time we started to use this Newsgroup before it is
: considered wasted hard drive space!

Since I can't get anything starting with "alt.",that leaves me out.
--
The Doctor

1136. High Score List

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: Stephen Knox <sknox@opentext.com>
Message-ID: <32F64153.603B@opentext.com>
Source record: 76305

Folks,

I seen High Score lists for just about every console but the Atari
8bit. When I did find a list it had been discontinued.

Well,
If you've got a score you want the Web to see Ive found a site that is
once again tracking Atari 8bit High Scores (and other lesser
consoles/computers :)).

Anyhow,
I dont know how long the Atati 8bit section will hold if we dont get
some competition going. Ive started with about 8-10 cartidge scores I
managed to get quickly. Check it out:

http://www.primenet.com/~rfm/cvhigh.html

1137. Re: Please help newbie girl with running atari files

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d5ghb$3aj@login.freenet.columbus.oh.us>
Source record: 76306

Steve (read@my.sig) wrote:
: "Tracy" <(104317,440)@Compuserve.com> wrote:

: >Hello, I am a newbie with a question concerning how to run *.com & *.atr
: >files using xlit016 and xf25 Atari emulators. Can you explain what is the
: >difference and between these extension and please explain (in some detail
: >as I am a newbie) how to run these files? Thanks. If you do not have time,
: >could please forward this message to a newsgroups that might be
: >appropriate?
: >
: >Tracy
: >
: >Please respond to 104317.440@compuserve.com

: an *.ATR file is what is called a "disk image". It contains all the
: information that you would get as if you were using a real disk in a
: disk drive. The emulator(s) need the filenames of these ATR files
: placed on the command line to use them as a virtual disk drive (namely
: D1:) for example:

: XF25 MULE.ATR

: and then Xformer will start and "boot" the image MULE.ATR as the first
: disk drive. You can also add more image files (up to 8) on the command

Of course you'll be booting with BASIC,and MULE will horribly fail.
After Xformer starts up,you'll need to press shift-F10 to de-activate BASIC.

: line. *.EXE , *.COM, (and probably *.OBJ) files need to be placed into

Oh,and make sure not to confuse your Atari COM files with your PC COM files
as MS-DOS doesn't actually check to see if a file you try to run is really
a programme and will happily let you run a Atari game and then crash.
Perhaps Microsoft will upgrade MS-DOS to be on par with Atari's DOS some day.
(i.e.AtariDOS makes sure to only run actual programmes.The same goes for
Atari's BASIC,which is built into Xformer)

There really isn't such a thing as a EXE file on the Atari.They've just
been mis-named.

: an ATR image file before you can use them. You can place them on the
: command line just like ATR files, but you will have to have a DOS ATR
: file first, so you can then copy the EXE etc files into D1: . The way
: it works: for example:

: XF25 MYDOS.ATR FILE1.EXE FILE2.EXE

: When booted, you will have 3 drives according to MYDOS. you can then
: use the DOS Command [C]opy D2:FILE1.EXE,D1:FILE1.EXE
: and [C]opy D3:FILE2.EXE,D1:FILE2.EXE

: which will copy the 2 files into D1:, and after copying, the drives
: D2: and D3: will no longer be there as the files have been read to the
: end and Xformer takes them off.

What?!?
Is this some new feature of Xformer?Sounds like a crappy one to me!
I never had a problem with loading a file twice from a MS-DOS file.
(as opossed to a disk image)

Then again,it's been a long time...
--
The Doctor

1138. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d5h4u$6h2@login.freenet.columbus.oh.us>
Source record: 76307

lenspencer@aol.com wrote:
: In article <Mu94CD.pAC@csh-newsserver.csh.rit.edu>, kurt@csh.rit.edu (Kurt
: Mosiejczuk) writes:

: >
: >I just tried sending a note to Itay Chamiel... writer of IceT. The note
: >was returned as undeliverable. Does anyone have a current email
: >address for him? Or has he dropped off the face of the planet?

: Last I read on the Fido Atari 8-bit echo (several months ago!), Itay had
: basically dropped all support of IceT, and it sounded like he may have
: left the Atari altogether.

Argh!!!!
Did he at least hand off the task of upgrading to someone else?
--
The Doctor

1139. Re: 800xl system

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d5h9e$775@login.freenet.columbus.oh.us>
Source record: 76308

Robert Erickson (dperw@mail.utexas.edu) wrote:
: posted this once before, give it another try.

: i have a complete 800xl system:

: 800xl
: 1050 disk (unmodified)
: 1025 printer (dot matrix)

: would anybody be interested in trading cartridges, software, books
: for the system?

: be reasonably fair

If you're just selling EXTRA Atari stuff,be forewarned.
I'd hold onto extra equipment in case your current equpment fails.
Awfully hard to replace.
--
The Doctor

1140. Re: ATARI equipment, MUST SELL!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32F6270F.41C67EA6@fir.fbc.com>
Source record: 76309

If your looking for an ATR8000 you might want to try B&C ComputerVisions at: 408-986-9960, Bruce may still have a few of those lying around, if not try Brad Koda at Best 408-243-6950

Curt

1141. FS 8-bit Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: Tim Pattison <tim@ravenhouse.demon.co.uk>
Message-ID: <n$xV4BAJVk9yEw+6@ravenhouse.demon.co.uk>
Source record: 76310
Cross-posted to: alt.warez.atari,biz.marketplace.computers.other,alt.atari,comp.sys.atari.8bit,maus.sys.atari.hardware,maus.sys.atari.mint,alt.binaries.atari,alt.binaries.comp.atari8bit,alt.binaries.warez.atari8bit

Offers by email please for any of the following (all in excellent
condition, boxed, with manuals, leads, power supplies):

Atari XL 800 computer
Atari 1010 program recorder
Atari 65XE computer
Atari XC12 program recorder
--
Tim Pattison +email: tim@ravenhouse.demon.co.uk
UK +http://www.ravenhouse.demon.co.uk

1142. Re: APE and ATR files

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d5hcq$7lo@login.freenet.columbus.oh.us>
Source record: 76311

Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:

: > Trevin Beattie (trevin@xmission.com) writes:
: >>> Now if I could just figure out why APE doesn't want to load the ATR
: >>> files I got from Jellystone Park...
: >>
: >> Nevermind. I just now figured out that if the ATR file is marked
: >> read-only, APE won't load it. I thought that would save me the trouble
: >> of loading each ATR file and write-protecting it in APE, but I was
: >> wrong.

Under MS-DOS,even if a programme doesn't alter the file,it still can't
open read-only files unless it actually opens it in "read-only" mode.
The same applies to the Atari.
--
The Doctor

1143. Re: Confused about disk sides

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d5h1f$5tm@login.freenet.columbus.oh.us>
Source record: 76312

maciej grzeszczuk (krap@zwieracz.psych.uw.edu.pl) wrote:
: dnia Fri, 24 Jan 1997 16:00:50 EST Thomas Main napisal(a) byl(a) w comp.sys.atari.8bit:
: > Why don't other computers use this system. I have never heard of flipping
: > a disk on a PC or ST. Any help would be appreciated.

That's because it's impossible.So if you had a single sided drive,you
could only use one side!
On the Atari,you can flip the disk over,so there was never really any need
for dual head systems.
(except maybe for BBSes)

: some atari disk drives, like toms720 or xf551 could use both side of disk at
: the same time - they had two heads. same as disk drives in pc's or st's.

But the MyDOS documentation said that disks from one type of double sided
drive wouldn't work with another.

: in ataris, toms 720 could format disk for 720kb (used the same dd floppies as
: atari 1050 and others).

It probably was a double-sided double-density 80 track drive.
--
The Doctor

1144. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d5hot$9la@login.freenet.columbus.oh.us>
Source record: 76313
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

William Fisher (blackat@direct.ca) wrote:
: > Get a grip guys... I was once an Atari User and all I had to look
: > {lots of drivel deleted}
: > So in the meantime let's GET OVER IT. And use the machines of today
: > and quit wasting time and bandwidth and being hopeless romantic's
: > towards people who didn't really give a shit about you or me, or
: > anyone..except how to make a buck a run like a petty mugger off the
: > street...

Seeing as my only working system is the atari,I think not.

: > Reply's EXTREMELY welcome...
: >
: > Shellac...

: I suppose you could go play in comp.sys.ibm or comp.sys.mac for a while
: couldn't you?

At least on the IBM,you can just stick to MS-DOS.

: And before you tell me to go get a *real* machine I happen to own a
: P-120mHz and I do
: use Win95. I was also a programmer on both the AtariST and the Atari-8bit
: and let me
: tell you what a *NIGHTMARE* it is programming for Win95. GEM was baby-talk
: compared to
: the stupid API calls Win95 has and all the patches you need and the stupid
: format of the
: calls (half the system calls are derived from Pascal, the original language
: Windows was
: programmed in).

Johosephat!
Windows was writen in a LEARNING language?
Pascal was just created to start out in.It doesn't even have a command
equivilant to BASIC's POKE!!!
And people wonder why I hate it.
Like that little tiny window that you have to pick a file from when a
programme asks you for a file.
(this is built into Windows so EVERY programme will show this)

: I thought the post was quite interesting since I did not know that Atari
: Corp had
: 'officially' left us. But the important thing is that there are still
: people who

: enjoy using the machines and if it's good enough for them then why should
: they go out
: and spend 1000's of $$$ on an IBM or Mac?

For DOOM,what else!

--
The Doctor

1145. Re: Sparta Dos X!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32F62929.167EB0E7@fir.fbc.com>
Source record: 76314

Call Bruce at B&C Computervisions, 408-986-9960, he should have most of
the ICD/OSS products you need in stock

Curt

1146. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d5i9t$cfd@login.freenet.columbus.oh.us>
Source record: 76315
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

Alastair J. Houghton (ajh8@doc.ic.ac.uk) wrote:
: Shellac wrote:
: >
: > On Tue, 14 Jan 1997 23:29:54 -0700, InfoMan <infoman@poboxes.com>
: > wrote:
: >
: > >Did you hear anyone say "Goodbye"?
: > >================================
: > >by Donald A. Thomas, Jr. (10/4/96)
: > >
: > >It's odd to imagine an institution, which was as big and as powerful as
: > >Atari
: > >once was, [Snip big over-melodramatic Sap Letter]
: >
: > Get a grip guys... I was once an Atari User and all I had to look
: > forward to was a lack of software, non-existant tech support, buggy
: > operating systems (TOS Ring a bell?) and always wanting to do what the
: > Mac and IBM (Not to mention AMIGA) could do..never really achieving
: > it. The real Evil was the Tramiels who couldn't get off their fat
: > white asses and market the machines they produced properly, or for
: > that matter at least care about their customers... I think when I had
: > to send away money for a floppy cable from Britain is when I woke up
: > and grabbed a clue... A big blue clue... So Windoze (and still isn't)
: > as bug free as they said it is. Well, you're dead wrong if you think
: > that TOS was some big model of perfection...Far from it.

Well,if you're going to buy everything new!
I always buy used from thrift shoppes and flea markets.

: No... but it's nicer than Windoze any day of the week. What you don't
: seem to understand is that all the extra functionality that you see in
: Windows is written into each an every application. For example, OLE.
: This is not some complex OS feature, but a standard communications
: interface implemented in many major programs.

Are you sure that it's not built into DLL files rather than the programme
files themselves?

I thought that OLE was a file format,not inter-process comunication.

: Also, Windows is a *PIG* to program, mostly due to the
fact
that, : unlike TOS (which seems to be unique in this respect), there's no
: systematic function naming (e.g. in GEMDOS, all file functions start
: with an "F", and all memory functions with an "M"). Under Windows,

: it's pot luck whether you even find the damn function you were looking
: for.

uh,that's really a matter of what programming language you use.The
functions aren't really named anything.

As for "file functions",Windows doesn't have any.That's what DOS is for.

: > In my opinion, the Jaguar was a hastily produced, crappy fragile
: > machine that was once again marketed half-assed with games that looked
: > like 2nd generation Genesis and SNES titles... Pretty sad for a
: > so-called 64-bit machine.. And here's a correction... The Jaguar was
: > one 32-bit and 2 16-bit Symettric multi-processors. There is nothing
: > 64-bit about the jaguar at all. Except if you add the processors's
: > together, which is one big cop-out.

: You're right, the Jaguar was hastily produced, and some of the games
: were rather... well, SNES-like... However, it *was* a 64-bit machine.
: The Jaguar has one MC68000 (16/32-bit), four 64-bit RISC processors,
: three of which are more or less completely dedicated to graphics, but
: could probably be used for processing as well, and one 32-bit RISC
: DSP chip to handle the sound subsystem.

: The 68000, contrary to popular belief (proliferated by the rather
: anti-Atari console press) is only actually used to process I/O, such
: as the joypad, and for "housekeeping tasks" - I assume this includes
: little things such as clocks.

I never did get a Jaguar!
And I have many,many different game systems and computers.

: > The only hope for Atari is that they don't lose even more money, or
: > for humanity's sake, the Tramiel's going into business again... I'd
: > certainly hate to see market share for another company jump from
: > thriving to downright pathetic. Monkey's could have managed Atari
: > better. BILL GATES could have managed Atari better...

: No - this is unfair. Bill Gates could probably have managed Atari
: better, but Atari was failing anyway; the major problem that they
: had was that the press were largely against them, resulting in the
: entirely juvenile behaviour of a large portion of their potential
: market (the "Oh - it's an Atari - well, it must be cr*p then"
: syndrome). Monkies, however, could not have managed it better. The

Why did the press hate Atari?

: Tramiels have actually done quite a good job; although you probably
: don't realise it, the Atari 2600 games system was the most popular
: console ever.

I concur!
--
The Doctor

1147. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d5iqh$fem@login.freenet.columbus.oh.us>
Source record: 76316

Rich Tietjens (atari@teleport.NO.SPAM.com) wrote:
: In article <32EEF99A.42B5@awinc.com>, Tom <the.northerner@awinc.com> wrote:
: >As for the nightmare of windoze programming, perhaps you need a few more
: >courses :-). The nightmares don't seem to have stemmed the tide of great
: >Win 95 software, like gemulator 96 for instance.

I think they mean normal Windows,not Windows NT.
(Windows 95 is a sub-set of Windows NT.It's basicly Windows-for-Workgroups
3.11 with a much more complete Win32s,plus the usual bells&whistles)

: Some of us don't think that anything coming from MicroSoft employees
: qualifies, either officially or as a moonlighter, as "great." <G> Unless,
: of course, you refer to the size of the package.

Amen!
--
The Doctor

1148. Re: Activision games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <5d5lmr$ndb@news.wco.com>
Source record: 76317

```
In article <32F60172.31B5@cat.e-mail.com>, "gt$z1d1"@cat.e-mail.com wrote:
>Yogi wrote:
>>
>> On Sat, 01 Feb 1997 07:32:38 GMT, morbid@best.com (The Morbid Guy)
>> wrote:
>>
>> -Pitfall!
>> -Pitfall II
>> -Kaboom!
>> -Keystone Kapers
>> -H.E.R.O.
>> -Pastfinder
>> -Zone Ranger
>> -Dreadnaught Factor
>> -Space Shuttle
>> -Beamrider
>> -River Raid
>> -Zenji
>> -Hacker
>> -Master of the Lamps
>> -Great American Cross Country Road Race
>> -
>> You forgot Shanghai and Decathalon.
>>
>> The reply to email attached to this message is False.
>> To Reply via email to this message, remove the asterisks
>> and email ***scharles***@*****blast.net
>> NO UNSOLICITED COMMERCIAL EMAIL
>
>and the graphic adventure Mindshadow

Released
--------
Beamrider 84 Rolfe, Dave
Decathlon 84
Designer's Pencil, The 84 Willson, Paul
Dreadnaught Factor, The 84
Ghostbusters 85 Crane, David
Great American Cross
Country Road Race, The 85 Demeo, Alex
H.E.R.O. 84 Softworks
Hacker 86 Cartwright, Steve
Kaboom! 83 Willson, Paul
Keystone Kapers 84 Kitchen, Garry (d)
```

Master Of The Lamps 85 Lieblich, Kaminski
Megamania 83 Anderson, Glyn
Mindshadow
Music Studio 86 Audio Light, Inc.
Pastfinder 84 Lubar, David
Pitfall II: Lost
Caverns 84
Pitfall! 84
River Raid 83 Shaw, Carol
Solid Gold Software 87 Crane, David and Rob Fulop
Space Shuttle 84 Kitchen, Steve
Zenji 84 Hubbard, Matthew
Zone Ranger 84 Thompson, Dan

Announced

Alcazar: The Forgotten Fortress
Alter Ego
Countdown to Shutdown
Fast Tracks: The Computer Slot Car Construction Kit
Fireworks
Gamemaker: The Computer Game Design Kit
Rock N' Bolt
Web Dimension

1149. Demos for A8

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-03 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5d5kdj$k2n@alexander.INS.CWRU.Edu>
Source record: 76318

There was a thread, somebody asked about favorite demos for A8.
Now, Bill Kendrick really seems to be into graphics & sound
demos and has probably seen lots I haven't but here's some
I like. Very old 'Compy Shop' disk of demos. I liked the
Kaleidoscope with 'House of Rising Sun' music so much I
took it out and made a file of it. This disk is very old.
Latest one I've seen that's just fantastic graphics&sound
is 'Drunk Chessboard', probably from Europe, I got from
CTH BBS (Tom Hunt's, not the one in Australia).
Late but wanted to say this.

1150. Re: Confused about disk sides

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d8eum$od4@login.freenet.columbus.oh.us>
Source record: 76119

Alex Chamberlain (chambera@cs.pdx.edu) wrote:
: lenspencer@aol.com writes:

: >>But the MyDOS documentation said that disks from one type of double sided
: >>drive wouldn't work with another.
: >True, because they all use their own different formats. Percom writes
: >head 0, then head 1 before going to the next track, going inward, like
: >Messy-DOS. The XF551 fills the first side from the outside in, then the
: >second side from the inside out. This way, Atari reasoned, is that SSDD
: >drives can at least access side 1 of the disk. The Astra DSDD drive is
: >like the XF551, but either the last sector on side 1 or the first sector
: >on side 2 (I can't remember which) is totally invisible to the computer on
: >these drives, making it incompatible with the 551 in double-side mode.

: And the double-sided Trak drive, the AT-D4, treats each side of the disk as
: a different logical drive--i.e., if the Trak drive is the only one connected,
: you can format one side of a floppy and address it as D1:, then format the
: other side and address it as D2: without flipping the disk or anything.
: Although the second side is probably not readable by anything other than
: a Trak drive--you couldn't read it in a single-sided drive as a "flippy"
: since the drive motor would be turning backwards! (Anybody know this for
: sure? I'm just thinking aloud...)

That's how the 1450XLD disk drives would've worked.(and fast too!)
That really sounds like the best method,especially for boot disk games.
(that is,games that aren't stored in files)
--
The Doctor

1151. microport xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: c malek <noone@no.where>
Message-ID: <5d8fn2mdq1@amdint2.amd.com>
Source record: 76120

Does anyone else out there have the microport xl experimenter's
kit? I have some questions for you, please reply if you've got one!

cyrus
cyrus.malek@amd.com

1152. Re: Rainbow

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-0402972321210001@cisjx91.demon.co.uk>
Source record: 76121

In article <marksim-0402970918380001@port113.bitstream.net>,
marksim@bitstream.net (Mark L. Simonson) wrote:

>
> I've been using the full Mac version for over a year and it's boffo! The
> sound sounds like the real thing except for noise, which I guess is not so
> easy to emulate (though I saw a post here by someone who claimed to have
> figured it out, so that may change). It's well worth the modest shareware
> fee. And it runs cart ROMs!

Hey, Mark, the new v1.4 will use real POKEY samples like Rainbow 95
and will be cool!

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: jx91@cityscape.co.uk
WWW: http://www.cityscape.co.uk/users/jx91/emulators.html

1153. Rainbow 95 v1.35 - Bug Fix

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-0402972319370001@cisjx91.demon.co.uk>
Source record: 76122
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

Rainbow 95 v1.35 - Bug Fix

Hi all,

If you have tried the new Rainbow 95 demo only to find it
continually beeps, then please download it again. This bug is now
fixed.

Thanks to those who brought this to my attention.

Regards,

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: jx91@cityscape.co.uk
WWW: http://www.cityscape.co.uk/users/jx91/emulators.html

1154. Pastfinder

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: at289@chebucto.ns.ca
Message-ID: <5d8h8p$ol8@News.Dal.Ca>
Source record: 76123

Hello, what is the purpose of the Activision game "Pastfinder"? I've played it awhile and get quite a ways in it but never make it to the end(if any). What do the extra pieces of equipment do? So far, only the deradiator seems to be usefull.
thanks,
randy.
still using a 256k 800xl and sx212 to connect to "the 'net".

--

1155. Re: M.U.L.E. Manual?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R0402971644310001@nntp.netgate.net>
Source record: 76124

In article
<Pine.PMDF.3.95.970204144927.692073986A-100000@conrad.appstate.edu>, Thomas
Main <main@conrad.appstate.edu> wrote:

> I downloaded a copy of M.U.L.E. recently and tried to play w/o a manual.
> I didn't get very far. Does anyone know of an on-line manual or help that
> I could get for M.U.L.E.? Thanks.

I don't know if they still have them, but last time I checked, B&C
Computervisions had some M.U.L.E. manuals. Of course, they also came
with the packaging and original disk and cost $29.95. So I assume
that's not what you were after.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/

Ratio of the amount that the (U.S.) federal government spent (in
1995) on Americans under 18 to those over 65: 1:5. (Harper's Index)

Want to guarantee I'll *never* buy your stuff? Send me e-mail spam.

1156. SYSTEM RESET KEY

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: AJB <ajbufort@mail.sas.upenn.edu>
Message-ID: <32F7E0A5.62E1@mail.sas.upenn.edu>
Source record: 76125

How do I program the SYSTEM RESET key to jump to the beginning of my machine language routine instead of having it do something else, like reboot the system or something?

1157. Re: Speech synthesis

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6QF$FQ0$zHB@peter.soemtron.sb.sub.de>
Source record: 76126

In article <Re: Speech synthesis>, cura07@pzh.nl (cura07) wrote:

Howdy cura07,

> I dont no

what a comment :(

--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

1158. Peppers Atari 400/600/800 Update #5

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A41.3.95.970204214817.61776E-100000@fn2.freenet.edmonton.ab.ca>
Source record: 76127
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

```
Rules follow the Auction
Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

Atari 400/600/800/1200 Carts,Disks,Cassettes
**********************************************
Action Quest Complete Cassette $1 ccoffin
Alphabet Zoo Complete Cart $3 Min
Aliencounter & Face Flash Shrinkwrapped Cassette $1 ccoffin
B/Graph Complete Disk $1 Min
Bishop's Square/Maxwell Demon Complete Disk $1 ccoffin
Bug Off! Shrinkwrapped Cassette $1 ccoffin
Centipede With Inst. Cart $3 Min
Chicken Complete Cassette $1 englew
Chicken Shrinkwrapped Disk $1 md.paulin
Cohen's Towers Complete Disk $2 md.paulin
Compu-Math Decimals Complete Cassette $1 Min
Conversational Italian Complete Cassette $1 englew
Defender With Inst. Cart $5 supergun26
Dig Dug With Inst. Cart $4 jklein
Disk Utilities Tricky T. #7 Complete Disk $1 englew
Donkey Kong With Inst. Cart $3 paulverm
Dunion's Debugging Tool Complete Disk $1 englew
E.T. Phone Home Complete Cart $3 gump
Fight Night Loose Cart $5 cmoore
Frenzy & Flip Flop Shrinkwrapped Disk $1 md.paulin
Frogger With Inst. Cart $5 jklein
Fun With Art Complete Cart $5 arizona
Galaxian With Inst. Cart $3 paulverm
Gorf Shrinkwrapped Disk $2 md.paulin
Hard Ball Complete Cart $5 Min
Hellcat Ace Complete Disk $2 dougs
Horizontal & Vertical Scroll Complete Disk $2 englew
Intruder Complete Cassette $1 ccoffin
Jawbreaker (No label) Loose Cart $5 cmoore
Jeepers Creepers Shrinkwrapped Disk $2 md.paulin
Journey to the Planets Shrinkwrapped Cassette $1 Min
Juggles' House Complete Disk $1 Min
Juggles' Rainbow Complete Cassette $1 Min
Juggles' Rainbow Shrinkwrapped Disk $1 Min
Jumpman Complete Cassette $1 Min
```

Kid Grid Complete Cassette $1 Min
Kid Grid Shrinkwrapped Disk $1 md.paulin
Labyrinth Complete Cassette $1 ccoffin
Mailing List Complete Cassette $1 Min
Master Type Complete Cart $5 cmoore
Memory Map Complete Disk $2 englew
Microsoft basic Complete Disk $1 ccoffin
Millipede With Inst. Cart $5 supergun26
Miner 2049er Loose Cart $5 Min
Missile Command With Inst. Cart $5 db30+
Nato Commander Complete Disk $2 dougs
Necromancer Complete Cassette $2 ebrunne
Phobos Complete Disk $2 md.paulin
Pitfall II With Inst. Cart $10 amrat2000
Pitstop With Inst. Cart $5 cmoore
Pole Position With Inst. Cart $5 Min
Protector II Shrinkwrapped Cassette $1 ccoffin
Qix With Inst. Cart $4 dougs
Rainbow Walker Complete Cassette $1 Min
Realsports Football Complete Cart $5 Min
Rebel Charge at Chickamauga Shrinkwrapped Disk $2 md.paulin
Shadow World Complete Cassette $2 dougs
Sneakers Complete Disk $2 md.paulin
Soccer With Inst. Cart $5 sfyfsi
Space Eggs Shrinkwrapped Disk $2 md.paulin
Space Invaders With Inst. Cart $3 paulverm
Speedway Blast With Inst. Cart $5 cmoore
Star Raiders With Inst. Cart $3 paulverm
Star Raiders II With Inst. Cart $6 cmoore
Survivor Complete Disk $2 md.paulin
Tax Dodge Complete Disk $1 md.paulin
Telelink 1 Complete Cart $5 Min
Wizard's Crown Complete Disk $3 sean
Zaxxon Complete Cassette $1 dougs
Zone Ranger With Inst. Cart $5 cmoore

Dust Cover #1 (New) Shrinkwrapped for 400 $2 gump
Dust Cover #2 (New) Shrinkwrapped for 400 $1 dougs

Atari 600XL Keyboard Only! No Power Supply - Works! - $5 lmartin
With Box and Manual, Connection Manual & Atari Basic Manual

Rules:
Auction ends Feb 7 /97
Then a Once, Twice, Sold format will occur Feb 8/97
One update per day or until bidding slows down...
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All Games & Game systems have been tested & work unless otherwise stated.

E-Mail bids to pepper@freenet.edmonton.ab.ca

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

1159. Re: AR: The City question

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970203222717.8221C-100000@fissure.scar>
Source record: 76128

> I'm a beginner in playing AR: City. Are there any related heplfiles
> around? I really need them, because it is very hard to survive the first
> days in Xebec Demise. I already got charts and tools - all I need is a
> good 'beginner's introduction' or something else.
>

Ahh, Alternate Reality : The CIty.. now there is a game and a half. Hav
eyou tried The DUngeon? It's a lot easier and just as fun to play. I
beleive I had a text file floating around that gave some hints to AR:
City. And even a character editor to give you guy lots of health and
stuff.. but I was told AR: The CIty had no ending, hence you would play
it forever... someone correct me if I'm wrong.

1160. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: Jim Treber <jtreber@mvillage.com>
Message-ID: <32F7F110.64F3@mvillage.com>
Source record: 76129

euskara@aol.com (Euskara) wrote:

(snip)

"In addition to the many FTP sites Commodore fans have, I just read in
their newsgroup that someone is putting out a CD-ROM with 15,000 yes,
that's fifteen thousand games and programs!!!"

I recently got the James King 8 bit CD-ROM. Watching dosshell count up
the files, I saw over 12,000 programs on over 300 directories roll on
the counter so I'm sure I didn't see the total. Granted, there are some
repeats as the CD includes the Poole CD, U of Mich, and others, and also
many programs are in both the original format and the .atr emulator
ready version.

Jim Treber

1161. Re: Rainbow

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <32F78721.5FDC@isd.net>
Source record: 76130

Chris wrote:
>
> Has anyone registered the full version of Rainbow?

I've also tried the demo...

I've run it on a P100 & P120 & both also seem slow, I'm definatly
inserested in comments on the full version also.

1162. Re: AR: The City

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: heller@socko.cdnow.com
Message-ID: <5d8ec5$ped@netaxs.com>
Source record: 76131

Falcon (wfalcon@uofrlaw.urich.edu) wrote:
: Having recently discovered Alternate Reality: The City for my 8 bit,
: I'm having serious problems staying alive. Basically, my character
: walks around, gets into a few fights, and then is slaughtered by a
: worthier opponent. Can anyone give me some suggestions on how to
: protect a weak character (good strategy for getting started?)?

: Falcon

There are several web sites devoted to AR that could probably help.
Do a network search for alternate reality. Or send me email and I'll
try to dig up a list.

Karl

1163. Re: The Return of Atari DOS file system

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: davepat@total.net
Message-ID: <32f6d993.0@news.total.net>
Source record: 76132

Hmm. So, the latest PCs will have the following:

A DOS system similar to Atari DOS 2.0

Unified memory architecture, meaning the graphics system and CPU share the
same memory.

A high speed serial plug for "plug 'n' play" external peripherals.

Stop me if I'm wrong, but didn't Atari offer all that in 1979?

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
--
"A stroke of the brush does not guarantee art from the bristles."

1164. Re: DOSes for emulators (or real Atari too)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970204145232.11240A-100000@fissure.scar>
Source record: 76133

> Oh. Well I guess I could be sued couldn't I? We could get into
> another big flame fest on here about copyright issues. I don't want
> it. I won't argue back and forth about it. I suggest that you do
> whatever your conscience dictates, and not try to stick your nose into
> what other people's conscience dictates. I for one will ignore anyone
> questioning my morality or behavior in regards to this issue, save for
> possibly the copyright holder himself. As far as I'm concerned,
> that's the only entity I will reason with upon this subject.
>
> I have been silent on this subject publically until now. This one
> time I will breifly summarize how I feel about this whole battle.
> Basically, I say that the arguement of those that defend the copyright
> and hold it high above all else are.... drum roll please....
> absolutely correct that copyright violation is in the wrong! There is
> more to the story though obviously. You see, rape and murder are in
> the wrong also, as is j-walking or throwing a cigarrette butt on the
> street. For me, at this stage in the Atari 8-bit's life (death?) the
> _magnitude_ of the wrong-doing in violating some of these related
> copyrights to me falls into the level of the j-walking or butt
> throwing. I admit it is wrong, but not by much. That's how I feel
> about it. So get off my back in advance (not directed just at you
> Thomas, but anyone who reads this).
>
> Only someone who's copyright I violate do I want to her any flak from.
>
> Okay, buf said already by me.
>
> Cheers,
>
> Jon

Bravo! The support you have by countless atari 8bitters far outweighes
the naysayers. You provide a service for 8bitters. Even though I don't
usae my 8bit much anymore, I can appreciate people that fight to keep it
alive no matter what they do. Whether be it an 8bit archive, an 8bit BBS
or an 8bit msg base....

Alan

1165. Re: Rainbow 95 now has sound!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199702042304.a62658@do2.maus.de>
Source record: 76134

CL>> >Well, I could have put sound into the demo with a time limit but
CL>> >people have a habit of cracking this kind of thing...

How about the ability of rainbow to play STEREO-Sound as supported by the
8-bit-OS?

Tschuess
Frank

1166. Re: AR: The City question

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6QFaSAL4zHB@peter.soemtron.sb.sub.de>
Source record: 76135

Howdy !

sorry but I can't understand it. How can I leave the BANK? There is no
charakter blinking for leaving the room. What can I do???

hmm, i'm a little bit confused.

.
.

ooops, oh sorry, by writing this text I pulled the joystick. Huh it works.
hmm.

--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

1167. Rainbow

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <5d602t$188@sjx-ixn4.ix.netcom.com>
Source record: 76173

Has anyone registered the full version of Rainbow? I've tried the demo version and the little sound that comes out of it sounds right on.

It also seems to be the most compatible Atari8 emu I've seen yet. It has run nearly everything that I've put in it yet. Including stuff that makes all the others choke. The only drawback seems to be that it is much slower (and therefore requires more computing horsepower) than the others. I will be registering it within a few days.

Comments from anyone who has?

-=-=-=

1168. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <5d5vuf$188@sjx-ixn4.ix.netcom.com>
Source record: 76174

In article <32f52f23.613532@news.abest.com>, Sapphire@innonyc.com (Janice in NYC) wrote:
>I agree completely. I for one applaud Yogi for taking the time to
>maintain the Atari archive when most everybody else has forsaken us.
>And I honestly don't think companies like Toad and B&C Computervisions
>are hurt that much by the presence of such archives, unless most of
>their profits come from software sales and they can boast a software
>library of over two or three thousand titles (probably more than that
>on Yogi's site)?

I agree too. I was *really* sick and tired of sites for every other classic
computer that existed except the Ataris. Why is it that Atari people always
get the short end of the stick?

Yogi did an awesome job an an invaluable service to the Atari8 community.
Many old games that I owned were no longer readable, and the only way they
survive now is because of Yogi's archive.

-=
"The death of the warrior or the old man or the little
child, this I understand, and I take away the pain and
end the suffering. I do not understand this death of
mind" - Death (The Light Fantastic / Terry Pratchett)

Check out -> http://www.netcom.com/~chelm/main.html

NMA Rules
-=

1169. Re: Wanted: Format of *.dsk files

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970204021500.VAA06046@ladder01.news.aol.com>
Source record: 76175

In article <32F51859.38E4@kawo2.rwth-aachen.de>, Matthias Belitz
<matz@kawo2.rwth-aachen.de> writes:

>Could someone explain the format of the dsk-files to me ?
>They seem to be disk-images. I guess they were created by an SIO2PC like
>program running on Atari ST.

Last time I saw the .DSK extension was a DiskComm file of a disk image.
You may remember DiskComm (Disk Communicator) by Bob Puff. There is a
text file that describes this format floating around, but I can't remember
where you would find it.

1170. Re: DOSes for emulators (or real Atari too)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970204021500.VAA06036@ladder01.news.aol.com>
Source record: 76176

In article <6Q7XbcCKzHB@peter.soemtron.sb.sub.de>,
peter@soemtron.sb.sub.de (Thomas Havemeister) writes:

>
>> Hi. I posted SpartaDOS 3.3a and BWDOS in alt.binaries.comp.atari8bit
>
>sorry, but aren't there any copyrights for SpartaDOS?

When Mike Hohman bought out the rights to the ICD 8-bit line, one of the first things he did was to put up the disk-based SpartaDOS as shareware. For a $19.95 registration, he would send you the full manual. But it seems he has disappeared with a few people's money.

His last released version was 3.2g, which I found to have one MAJOR bug which will trash a directory if you're not careful. 3.3a was Steve Carden's hack, which was supposed to have been written for BBS Express Pro, and included full Multiplexer support.

True, the copyright still exists on SpartaDOS, but I would advise NOT to send Mike Hohman any money, if and when he is found, until he makes good on all the orders he has received.

1171. Re: Activision games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E525Lp.EzG@nonexistent.com>
Source record: 76177

On Mon, 03 Feb 97 21:35:17 GMT, jlodoen@mega.megamed.com (Jeff Lodoen)
wrote:

-
-Released

-Announced

Smart ass!
:)
You think I wouldve remember some of those others........
archive keeper and all..........

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1172. Re: Were these games ever made for the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E525p8.F9w@nonexistent.com>
Source record: 76178

No, most of them were not. Unless you mean gemstone warrior instead of
that other one, G.W. is in the archive.

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1173. Re: Were these games ever made for the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32f9b3f6.5165313@news.inc.net>
Source record: 76179

On Mon, 03 Feb 1997 02:37:44 GMT, steven@rain.org (Steven Reynolds)
wrote:

>I was hoping to find some of my old favorite games from my Apple II and
>Commodore 64 days. After looking over what friends had and what was at
>Yogi's site, there are some games which nobody seems to have for the
>Atari, so now I'm wondering if these games never got Atari versions
>and my search for these are in vain.
>
>If you know for sure that an Atari 8-bit version of any of these exists,
>please let me know:
>
> Apple Cider Spider
> Bop 'n Rumble (Bad Street Brawler)
> Dino Eggs
> Gemstone Healer (SSI)
> Kung Fu Master
> Nemesis the Warlock
> Sammy Lightfoot
> Super Cycle (Broderbund)
> Winter Games (Epyx)
> World Games (Epyx)
>
>There are many others I've never seen for the Atari, but these are the
>main ones that come to mind right now.
>
I know that Winter Games & Summer Games was made for Atari8. Perhaps
World Games. Perhaps also Gemstone Healer & Kung Fu Master.

Cheers,

Jon

1174. Re: Wanted: Format of *.dsk files

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32f6b249.4736596@news.inc.net>
Source record: 76180

On 4 Feb 1997 02:15:41 GMT, lenspencer@aol.com wrote:

>Last time I saw the .DSK extension was a DiskComm file of a disk image.
>You may remember DiskComm (Disk Communicator) by Bob Puff. There is a
>text file that describes this format floating around, but I can't remember
>where you would find it.

Isn't the correct/suggested file extension to use with Disk
Communicator image file .DCM? That's what I always used.

Cheers,

Jon

1175. Re: DOES ANYONE RECOGNIZE THIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32fab650.5768074@news.inc.net>
Source record: 76181

On 3 Feb 1997 14:05:17 -0500, dklugh@freenet.columbus.oh.us (Daniel
Klugh) wrote:

>William Fisher (blackat@direct.ca) wrote:
>: > There is no way to get a message size from a header in Usenet. AOL puts
>: > long messages up with a header that says the message is too long to be
>: > read offline and describes how to retrieve and read or download it online
>: > (More profit for them? Not at a flat rate!)
>
>: Microsoft's InternetNews *DOES* give you the size of a message before
>: you download it! (This message was 16 lines long!)
>
>Can't you people see the headers of messages before you read the messages?
>I'm assuming you're using some NNTP type thing where each message gets
>download to you're system in it entirety before you can read it.
>I usualy just run a news reader on the UNIX system itself.Much faster.
>
>There's usually a "lines:" header that tells you how many lines there are in a
>message.(Obviously!)

I use Agent for Win95 and it lets you see the lines, subj, author,
blah blah before you get it. Of course it can be configured to get
the whole message bodies right away also but who would? :)

Cheers,

Jon

1176. Re: Please help newbie girl with running atari files

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32fbb7ef.6182989@news.inc.net>
Source record: 76182

On 3 Feb 1997 15:07:07 -0500, dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>There really isn't such a thing as a EXE file on the Atari.They've just >been mis-named.

Actually .EXE is a more appropraite extension for most binary run files than .COM because they are in fact EXEcutables. The .COM extension originally was named so as to describe a particular kind of executable that is an external or supplimentary COMmand file (as opposed to on that is built into the kernal). These naming conventions were already well in place before the Atari even came out.

Cheers,

Jon

1177. BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: fu511@cleveland.Freenet.Edu
Message-ID: <5d6frr$ott@alexander.INS.CWRU.Edu>
Source record: 76183

```
Part-Time BBS (216) 582-1196 24hrs. in Cleveland, Oh.
Still run on an 8-bit..14.4..still around..and kicken..
--
```

1178. Re: The Return of Atari DOS file system

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc125e$2ad725a0$b4f7aecc@127.0.0.1>
Source record: 76184

> Actually EDLIN was for general purpose text editing. It just happened
> to be a line based one instead of full screen. And you HAD to "just
> get along" until you downloaded a REAL text editor because EDLIN
> stinks. As far as using EDIT for editing a binary.... bad boy. It's
> a text editor. Get a hex editor for binaries... no more worries about
> too many spaces. :)

Of course, you could just type EDIT /78 {filename} to edit the file in
binsry mode.
I've used it from DOS in a quick pinch to edit some files.

You can replace the 78 with any number you choose (ie: use /64 to make 8 go
into it
evenly, good for editing word/long-word values,etc).

Will

1179. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc125f$058003c0$b4f7aecc@127.0.0.1>
Source record: 76185
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

> Johosephat!
> Windows was writen in a LEARNING language?
> Pascal was just created to start out in.It doesn't even have a command
> equivilant to BASIC's POKE!!!
> And people wonder why I hate it.
> Like that little tiny window that you have to pick a file from when a
> programme asks you for a file.
> (this is built into Windows so EVERY programme will show this)

Believe it or not, Windows was originally written in Pascal. And up until Windows 3.11 for Workgroups PASCAL was still in the source code. In Win95 tho there is no more PASCAL language. Just support for it's data structures for older programs.

Will

BTW: The source for this info is WINDOWS magazine.

1180. Re: SIO-Protocol/Comands

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bc125e$a9926260$b4f7aecc@127.0.0.1>
Source record: 76186

> >$52 R Read sector
> >$50 P Write sector
> >$57 W Write sector with verify
> >$53 S get controller status, returns 4 bytes
>
> Why does it cost $52 to read a sector and only $50 to write one?
>
> Just wondering :)

Well, it does cost more to write a sector and verify it (which is reading it back). So according to this reading a sector for verification only costs $5? Talk about markup! =)

Will

1181. HELP! How to use ATR files in ATARI comp?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: kerokitty@aol.com
Message-ID: <19970204070501.CAA22036@ladder01.news.aol.com>
Source record: 76187

Help fellow Atarians! Need to know how to use ATR images in My Atari 800.
Can ATR images be converted back into a Atari drive? Use binary save/load?

Your help is greatly appreciated. Plz email to KeroKitty@aol.com

Reggie

1182. Re: where do I find OP_400 OS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: kerokitty@aol.com
Message-ID: <19970204071101.CAA22250@ladder01.news.aol.com>
Source record: 76188

John, just rename the non XL ROM bios that you find from other emulator pks to: OP_400. Drop the .ROM suffix.

Reggie

1183. Re: Activision games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970204072301.CAA22636@ladder01.news.aol.com>
Source record: 76189

In article <5d2nf7$5g3$1@euas20.eua.ericsson.se>,
Anders.Skelander@uab.ericsson.se writes:

>>You forgot Shanghai and Decathalon.
>
>And Ghostbusters too, with its cool synthesized speech.
>
>

He also forgot MegaMania. dB^)

1184. Re: Confused about disk sides

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970204072300.CAA22638@ladder01.news.aol.com>
Source record: 76190

In article <5d5h1f$5tm@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

>: some atari disk drives, like toms720 or xf551 could use both side of
disk at
>: the same time - they had two heads. same as disk drives in pc's or
st's.
You also can't format the back side in single-side mode on the XF551(to use on the single-sided drives), either, as that drive uses the index hole. But once it is formatted on the other drives, the 551 will write to it just fine. You just have to treat it like it was a 1050 or Indus GT and flip the disk.

>But the MyDOS documentation said that disks from one type of double sided
>drive wouldn't work with another.
True, because they all use their own different formats. Percom writes head 0, then head 1 before going to the next track, going inward, like Messy-DOS. The XF551 fills the first side from the outside in, then the second side from the inside out. This way, Atari reasoned, is that SSDD drives can at least access side 1 of the disk. The Astra DSDD drive is like the XF551, but either the last sector on side 1 or the first sector on side 2 (I can't remember which) is totally invisible to the computer on these drives, making it incompatible with the 551 in double-side mode.

1185. Re: Eastern Front 1941 running under emulation?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: rashm62629@aol.com
Message-ID: <19970204092101.EAA26488@ladder01.news.aol.com>
Source record: 76191

Runs fine using Xformer Version 3.6. File from Yogis.

1186. Re: Confused about disk sides

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <5d70iu$enh@sarin.cs.pdx.edu>
Source record: 76192

lenspencer@aol.com writes:

>>But the MyDOS documentation said that disks from one type of double sided
>>drive wouldn't work with another.
>True, because they all use their own different formats. Percom writes
>head 0, then head 1 before going to the next track, going inward, like
>Messy-DOS. The XF551 fills the first side from the outside in, then the
>second side from the inside out. This way, Atari reasoned, is that SSDD
>drives can at least access side 1 of the disk. The Astra DSDD drive is
>like the XF551, but either the last sector on side 1 or the first sector
>on side 2 (I can't remember which) is totally invisible to the computer on
>these drives, making it incompatible with the 551 in double-side mode.

And the double-sided Trak drive, the AT-D4, treats each side of the disk as
a different logical drive--i.e., if the Trak drive is the only one connected,
you can format one side of a floppy and address it as D1:, then format the
other side and address it as D2: without flipping the disk or anything.
Although the second side is probably not readable by anything other than
a Trak drive--you couldn't read it in a single-sided drive as a "flippy"
since the drive motor would be turning backwards! (Anybody know this for
sure? I'm just thinking aloud...)

1187. Re: Rainbow 95 now has sound!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: Trepalium@trepalium.trepalium
Message-ID: <32f80d9d.23179861@news.pangea.ca>
Source record: 76193
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

On Mon, 03 Feb 1997 17:16:04 +0100, Markus Gietzen
<iig05-1@htw.uni-sb.de> wrote:

>Dr Jest wrote:

>> > A single post would've been sufficient, instead of 5. Thank you.

>> A single post is all I posted and all I saw on the group, so
>> explain yourself.

>To stop a "flame-war". It seems that several newsserver are
>wrong configured. If you take a close look at the date of the
>multiple posts you'll notice that it's the same posting.
>It's a problem of the newsserver and not of the individual poster.

Could also be Netscape. I remember a previous version of navigator
have a bug where it'd post multiple copies of a message when the user
only sent one....

Trepalium http://trepalium.home.ml.org
mailto:Trepalium@null.net!

1188. Re: Rainbow 95 now has sound!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: Dr Jest <robp@owl.co.uk>
Message-ID: <32F6FCF5.6C07@owl.co.uk>
Source record: 76194

Robert Stone wrote:
>
> On Wed, 29 Jan 1997 09:13:05 +0000, Dr Jest <robp@owl.co.uk> wrote:
>
> >I have ordered the full version, so I will give my
> >opinions when I receive it.
>
> Wonderful! Could you pay special attention to the sound? That's where
> emulators seem to trip up the most. If it can emulate more than pure
> tones without the Pokey chip, I'll cheer.
>
> - Bob Stone

Well, first impressions are pretty good. Most games I have
tried to run have worked well (M.U.L.E. Rescue on Fract. Sea Dragon,
Archon, Spy hunter, Star Raiders, Wolfenstein). The only game I
couldn't get to work is operation blood (opblood.atr).

Sound seems quite good to me, the music at the start of M.U.L.E.
is not correct but the sound effects seem pretty close to the real
machine on all the games I have tried.

It certainly seems to be the best sound of all the emulators so far.
If you want to suggest some games to try out against my 800XL
let me know.

My only criticism is that it it is a bit slow. You can however skip
frames, but since I am running on a PPro 200 I don't really have a
problem with speed :-) (Chris Lam has said speed will improve).

Overall I would rate it as the best Emu around, Its not free
(but pretty cheap) and you do need win95/NT.

Rob.

1189. Re: Sea Dragon

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: you@somehost.somedomain
Message-ID: <5d77bg$oui@bignews.shef.ac.uk>
Source record: 76195

Sea Dragon runs fine on Rainbow

cheers

Marcus

1190. My Old Program Files

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: you@somehost.somedomain
Message-ID: <5d79he$oui@bignews.shef.ac.uk>
Source record: 76196

If anyone is interested I am going to post some old 8-bit programs I
wrote on my Web page:

http://www.geocities.com/RainForest/4677/index.html

If you are interested, please download the disk image. More will follow
in subsequent weeks,

cheers

Marcus Phillips (m.j.phillips@shef.ac.uk)

1191. Atari Computer Items for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5d7c5q$gvi@news1.voicenet.com>
Source record: 76197
Cross-posted to: comp.sys.atari.8bit,alt.forsale,ca.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,misc.forsale.computers.other.systems,nj.forsale,ny.forsale,pa.forsale,pa.hbg.forsale,pa.ne.forsale,pgh.forsale,us.forsale.computers

```
Atari Items for Sale plus shipping

Atari 850 Serial Interface..... $39
Atari XMM801 printer..... $29
Atari 1020 Printer..... $19
Atari XM301 Modem..... $19
Atari 410 Program Recorder (tape deck) (2)..... $18
Atari 400 Program Recorder (tape deck)..... $16
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ..... $ 8 each
Paddles (2 sets)..... $12 each
Atari Controllers (2)..... $ 8 each
DVE Printer Power Supply Model DV-2412A..... $10
.....
Wishbringer from Infocom on Disktte w/box & docs.... $20
.....

Diskette Software for Atari Computers $6 each (5 for $25)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
```

Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $9 each (4 for $30)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.95 each (4 for $13)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)

Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $3 each (8 for $21)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $7.50 each (4 for $27)

Atari Writer Word Processor Donkey Kong
Jungle Hunt Missile Command
Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $4.50 each (4 for $15)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)

Book of Hints for Adventures 1 through 12
.....
Tape Software for Atari Computers $3.95 each (4 for $13)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing

Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....
Atari Books $6.95 each (4 for $25)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari Graphics
Computes Second Book of Atari Graphics
Computes First Book of Atari
Computes Second Book of Atari
Computes Third Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Machine Language for Beginners by Richard Mansfield
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

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Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com

--
Gene Ehrich
P.O. Box 209
Marlton NJ
08053-0209

gene@ehrich.com

1192. Re: Confused about disk sides

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970204131600.IAA03139@ladder01.news.aol.com>
Source record: 76198

In article <19970204072300.CAA22638@ladder01.news.aol.com>,
lenspencer@aol.com writes:

>You also can't format the back side in single-side mode on the XF551(to
>use on the single-sided drives), either, as that drive uses the index
>hole. But once it is formatted on the other drives, the 551 will write
to
>it just fine. You just have to treat it like it was a 1050 or Indus GT
>and flip the disk.

That's why I grab old ANTIC disks whenever I can find them. ANTIC disks
typically have double index holes. For a while, Dysan also sold disks
like that, but only in large orders. Some guys also went to the trouble
of punching the second holes in their disks. But formatting the second
sides of flippies on a 1050 always seemed the most practical way to go
about it.

1193. Thanks George Pope!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: thechyld@harold.eastky.com
Message-ID: <855047936_OASIS_@harold.eastky.com>
Source record: 76199

```
Well, I lost your E-Mail address but I just wanted to say that the games
(and the refund!) both got here okay, so thank you very much! :)

--
_/_/_/
```

1194. Re: CES 1984 Atari & Sierra News ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn5feimh.t8q.asmolar@nscs.fast.net>
Source record: 76200

>International Consumer Electronics Show (CES) 1984 in chicago :
>Atari introduce some new software titles for the Atari 8-bit computer-
>system. The titles are Ballblazer and Rescue on Fractalus (in
>cooperation
>with Lucasfilm), Crytsal Castles, etc. , all well known games for our
>Atari.
>They also shows two new space simulation titles "This is ground control"
>and "Through the Star Bridge" the beginning of a series which Atari
>called the "Futuremakers-Series" !
>Another title which was shown by Sierra-Online was the follow up to
>"Bc's quest for tires" called "Grog's Revenge" !
>
>But who are those titles ? I never saw them in my atari life.
>Who knows something about them ? Did they ever saw the light of day ?
>Has their titles changed or what happend ? Who has those titles ?

They were all released except for maybe the "Futuremakers-Series".
Grog's Revenge was released by Sierra, although I am not sure if they
produced an Atari 8-bit version or not.

1195. Re: Msg base size!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E532Dp.CIx@iglou.com>
Source record: 76201

In article <Pine.GSO.3.95.970202202549.14339H-100000@fissure.scar>, Alan Christie wrote:
>
>Hopefully someone knows the answer to this...
>
>Why is it, this msg base only carries about 25-50 msgs in it as a maximum?
>I mean if I miss checking here for more than a couple days I miss all the
>previous posts? Who controls the size of this message base?
>
It's controlled by your Internet provider (in your case, the Universty of
Toronto.) Each news server has its own copy of all those thousands of
newsgroups (or as many as they choose to carry). You can find older
posts at http://www.dejanews.com .

--
Bill Marcum bmarcum at iglou dot com
I tried using a fake address of "no-spam-here@iglou.com", and got more
spam than ever before.

1196. Re: opcodes 6502c

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E532nI.Dtr@iglou.com>
Source record: 76202

In article <32F6468F.5B4A@zeus.fh-pforzheim.de>, nadkar wrote:
>hi all...
>
>does anyone has a complete list about the opcodes which the
>XL-cpu 6502C (!) can probably understand...
>
>please do not mention 6502, or 65c02 or 6510...
>
As far as I know, the 6502, 6502C and 6510 all use the exact same
instruction set.

>i mean the xl-opcodes (inkl. illegal ones...)
>
>bye HeAvEn/TQA

--
Bill Marcum bmarcum at iglou dot com
I tried using a fake address of "no-spam-here@iglou.com", and got more
spam than ever before.

1197. Re: Rainbow

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0402970918380001@port113.bitstream.net>
Source record: 76203

> Has anyone registered the full version of Rainbow? I've tried the demo
> version and the little sound that comes out of it sounds right on.
>
> It also seems to be the most compatible Atari8 emu I've seen yet. It has run
> nearly everything that I've put in it yet. Including stuff that makes
all the
> others choke. The only drawback seems to be that it is much slower (and
> therefore requires more computing horsepower) than the others. I will be
> registering it within a few days.
>
> Comments from anyone who has?

I've been using the full Mac version for over a year and it's boffo! The
sound sounds like the real thing except for noise, which I guess is not so
easy to emulate (though I saw a post here by someone who claimed to have
figured it out, so that may change). It's well worth the modest shareware
fee. And it runs cart ROMs!

Mark

1198. Re: DOSes for emulators (or real Atari too)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: read@my.sig
Message-ID: <32f74d02.413969@news.networx.net.au>
Source record: 76204

chasm1@village.ios.com (Charles Marslett) wrote:

>On Mon, 03 Feb 1997 15:41:14 GMT, read@my.sig (Steve) wrote:
>...
>>Granted, if the copyright owner would speak up, then I'm sure that his
>>"piece" of Atari would be taken off the "publicly available" list. I'm
>>sure the owners of the various FTP and WEB sites would only be too
>>glad to accomodate him/her.
>
>I'm certain that's true. As the author of Mydos, I can say that at
>least a dozen or so times I have been asked if I really released Mydos
>as free software. If I thought anyone was getting rich off it I'd
>probably be a bit irritated, but I think that hardly likely ;-).
>
>>Suffice it to say that Atari software is getting rare, and passing it
>>around the "Net" is the only way that it will exist! Of course if you
>>really like something, go BUY the original and support the flagging
>>8-BIT vendors like B&C etc. Keep them happy too!
>
>Let me repeat that.
>
>>Just my thoughts from "down under" here in OZ.
>>
>>(hey you guys are lucky to have 8-BIT vendors. I live in Western
>>Australia and there aren't any computer stores who have even heard of
>>Atari 8-BIT computers! let alone stock anything for them)
>>
>>Steve
>
>Very well worded, Steve.
>
>--Charles Marslett (Wordmark Systems)

Thank you for your reply. I for one sure wish I could have written
something for the 8-BIT, anything at all. I did get around to writing
some BASIC stuff, but nothing like MyDOS. I Thank you for writing such
a great program, which I would be completely lost without. I know
there is SpartaDOS, but I feel much more comfortable with the usual
Atari DOS 2.0s conventions, which you have implemented well into
MyDOS.
It's great to know that at least one or two actual Authors are still
around to keep an eye on what is happening in the Atari world, and to
know how you feel about what is happening with your work.

If I had one wish, it would be that ATARI inc would make a comebak,
and show the world that ATARI really is- Power Without the Price!
Then Authors- like you- could really get into some serious
programming. Like maybe something that would overthrow Windows 95, or
outplay the "Playstation". If only I had one wish.......

Steve..

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1199. Re: Emulators & SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: read@my.sig
Message-ID: <32f737df.4728767@news.networx.net.au>
Source record: 76205

dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>Markus Gietzen (iig05-1@htw.uni-sb.de) wrote:
>: Jon D. Melbo wrote:
>
>: > Now that's a good point too. But if an emulator "emulates" an XL or
>: > XE then it should do the bank switching unless it specifically states
>: Every major emulator (Atari800, Rainbow, Pokey, XFormer and XL-it!)
>: emulate bankswitching.
>: It has another reason that SpartaDOS doesn't work. I've no idea
>: whats the reason because I never used SpartaDOS and I still haven't
>: figured out which version fails (one says it works and the other
>: one says it doesn't work....)
>
>I think it's the fact that it tries to do UltraSpeed I/O.
>You might try the version of SpartaDOS 1.1 that lacks high speed.
>--
> The Doctor

I thought of that too. So I tried a "patched" version of 3.2d which
disabled Ultra-Speed, tried it on a real Atari and no probs, normal
I/O, but still it failed on XLit and PC Xformer. I don't know, it
seems to be doing something to the O.S. that the EMU's can't handle.
It's funny tho, SpartaDOS 3.3a with the normal I/O .DOS file installed
runs fine on the EMU's.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

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1200. Re: High Score List

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: read@my.sig
Message-ID: <32f944c0.8025641@news.networx.net.au>
Source record: 76206

Stephen Knox <sknox@opentext.com> wrote:

>Folks,
>
>I seen High Score lists for just about every console but the Atari
>8bit. When I did find a list it had been discontinued.
>
>Well,
>If you've got a score you want the Web to see Ive found a site that is
>once again tracking Atari 8bit High Scores (and other lesser
>consoles/computers :)).
>
>Anyhow,
>I dont know how long the Atati 8bit section will hold if we dont get
>some competition going. Ive started with about 8-10 cartidge scores I
>managed to get quickly. Check it out:
>
>http://www.primenet.com/~rfm/cvhigh.html

Just checked your score for DEFENDER. That was a "quick" game? at over
556,000 points WOW!! I was never that good. A friend of mine topped
over 1,000,000 points about 10 years ago, I can't remember the exact
amount. He was on the game day and night until that one day where he
could do no wrong! Sure wish I was that good, I'd give ya a run.......
Now Pole Position, I was good on that... I'll have to fire it up
again..

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1201. Re: Confused about disk sides

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: read@my.sig
Message-ID: <32f83ab0.5449274@news.networx.net.au>
Source record: 76207

dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>maciej grzeszczuk (krap@zwieracz.psych.uw.edu.pl) wrote:
>: dnia Fri, 24 Jan 1997 16:00:50 EST Thomas Main napisal(a) byl(a) w comp.sys.atari.8bit:
>: > Why don't other computers use this system. I have never heard of flipping
>: > a disk on a PC or ST. Any help would be appreciated.
>
>That's because it's impossible.So if you had a single sided drive,you
>could only use one side!
>On the Atari,you can flip the disk over,so there was never really any need
>for dual head systems.
>(except maybe for BBSes)
>
>: some atari disk drives, like toms720 or xf551 could use both side of disk at
>: the same time - they had two heads. same as disk drives in pc's or st's.
>
>But the MyDOS documentation said that disks from one type of double sided
>drive wouldn't work with another.
>
>: in ataris, toms 720 could format disk for 720kb (used the same dd floppies as
>: atari 1050 and others).
>
>It probably was a double-sided double-density 80 track drive.
>--
> The Doctor

I know this is getting off the 8-BIT track, but it reminded me of a
program called FDFORMAT for the PC. It enables you to use the Double
Density disks (like the ones for the Atari), and format them to over
800k if you wanted too. Great for backing up when you run out of
1.44mb floppies. Of course you need to use a 1.2mb disk drive to be
able to use 80-83 tracks in double density mode. I used this quite a
bit, and only had problems with some of the older disks- I guess they
were just worn out. If anyones interested I can send FDFORMAT via
email.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1202. KYAN PASCAL QUESTION

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: ajbufort@red.seas.upenn.edu
Message-ID: <5d7mv1$51s@netnews.upenn.edu>
Source record: 76208

Ok, well, really TWO questions...

1) How does one make a binary load file from a KYAN program? I mean,
I assume you compile it with the PC command, and then one gets back
the files P.OUT and A.OUT. Then what? (I assume the next step
involves the AS command?)

2) Does anyone happen to have the DOCS to KYAN?

Thanks in advance,

Tony :)

1203. Ethernet card?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: mtwoodwa@smith.cis.syr.edu
Message-ID: <5d7mig$86i@newstand.syr.edu>
Source record: 76209

This may seem like a dumb question, but:

Is it possible to get an Ethernet card for my 130XE?

I thought it would be cool to put it on the network if poss.

- Matt

1204. Boulder Dash II Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: Thomas Main <main@conrad.appstate.edu>
Message-ID: <Pine.PMDF.3.95.970204124245.677417916A-100000@conrad.appstate.edu>
Source record: 76210

I recently downloaded a copy of Boulderdash II and have been playing the first level. I have discovered how to "lead" the flashing squares and destroy them with boulders and the wall that turns some boulders into diamonds. The problem I have is that when I get to the exit door, I can't get in. Is there something I am missing? Any help would be greatly appreciated.

-Thomas

1205. Re: Confused about disk sides

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: "M. Diepenhorst" <madie@worldonline.nl>
Message-ID: <01bc12c8$d04b82a0$169c099a@amulder>
Source record: 76211

Hi Folks!

Ehhh.... perhaps one asked that already, but I like to know if there is a programm that is able to write the b-side of a disk in a XF551... with an inserted disk with side A UP! I guess that would be a solution too for our problems. The disk is "normal" inserted, but you simply write the backside....

Grtx. Sysop*Marius (BBS the ATARI INSIDE)

1206. Re: Wanted: Format of *.dsk files

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: stephen@imperium.net
Message-ID: <32F78B98.3BD0@imperium.net>
Source record: 76212

Yogi wrote:
>
> On Sun, 02 Feb 1997 23:42:33 +0100, Matthias Belitz
> <matz@kawo2.rwth-aachen.de> wrote:
>
> -Hallo !
> -
> -Could someone explain the format of the dsk-files to me ?
> -They seem to be disk-images. I guess they were created by an SIO2PC
> like
> -program running on Atari ST.

> The reply to email attached to this message is False.
> To Reply via email to this message, remove the asterisks
> and email ***scharles***@*****blast.net
> NO UNSOLICITED COMMERCIAL EMAIL
****
I believe they are Disk Commed (written by Bob Puff) files. With Disk
Comm, you could turn a boot disk into a file and vice versa. I am
pretty sure Disk Comm 3.2 is on the archives, and I believe PC-Xformer
3.6 comes with it.

1207. Re: SIO-Protocol/Comands

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: brat@interlog.com
Message-ID: <5d8418$e65@news.interlog.com>
Source record: 76213

In article <01bc125e$a9926260$b4f7aecc@127.0.0.1>, "William Fisher" <blackat@direct.ca>
wrote:
>> >$52 R Read sector
>> >$50 P Write sector
>> >$57 W Write sector with verify
>> >$53 S get controller status, returns 4 bytes
>>
>> Why does it cost $52 to read a sector and only $50 to write one?
>>
>> Just wondering :)
>
>Well, it does cost more to write a sector and verify it (which is reading
>it back). So according to this reading a sector for verification only costs
>$5? Talk about markup! =)
>
>Will
>

As usual, it's the middleman, in this case the SIO bus, that makes all the
money; the drive sees very little of the income.

Bernie

--
Bernie Rataj brat@interlog.com qth://toronto.on.ca
Member: Ontario DX Association, Tsuruoka Canadian Budokai
--

1208. M.U.L.E. Manual?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: Thomas Main <main@conrad.appstate.edu>
Message-ID: <Pine.PMDF.3.95.970204144927.692073986A-100000@conrad.appstate.edu>
Source record: 76214

I downloaded a copy of M.U.L.E. recently and tried to play w/o a manual.
I didn't get very far. Does anyone know of an on-line manual or help that
I could get for M.U.L.E.? Thanks.

-Thomas

1209. Re: colour of busted XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970204202900.PAA24296@ladder01.news.aol.com>
Source record: 76215

In article <32F5AF2D.601C@kawo2.rwth-aachen.de>, Matthias Belitz
<matz@kawo2.rwth-aachen.de> writes:

>
>There is a busted XL here. It only shows a red screen, nothing else.
>And anotherone shows a yellow one.

Before doing anything else, check your power supply. You should have a
clean 5 volts DC with no AC ripple. To check for the ripple, set the
meter on AC and check the voltage. If this reads any higher than 0.05, the
power supply is bad.

If the supply checks good, you most likely have one of the IC's has gone
bad, most likely either the OS ROM, one of the RAM chips, or one of the
74LS158's (or 74LS258, Atari used both and they're interchangeable).
Another possible culprit would be the MMU (C061618), which is a 20-pin
custom programmable array logic.

Hope this helps.

1210. AR: The City

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: Falcon <wfalcon@uofrlaw.urich.edu>
Message-ID: <32F79F69.5928@uofrlaw.urich.edu>
Source record: 76216

Having recently discovered Alternate Reality: The City for my 8 bit, I'm having serious problems staying alive. Basically, my character walks around, gets into a few fights, and then is slaughtered by a worthier opponent. Can anyone give me some suggestions on how to protect a weak character (good strategy for getting started?)?

Falcon

1211. Re: Rainbow 95 now has sound!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: Trepalium@trepalium.trepalium
Message-ID: <32f9b1bb.65200752@news.pangea.ca>
Source record: 76217
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

On Mon, 03 Feb 1997 09:20:51 +0000, Dr Jest <robp@owl.co.uk> wrote:

>A single post is all I posted and all I saw on the group, so
>explain yourself.

A misconfigured server is duplicating all you messages everyday until
they expire. I at first suspected Netscape, but netscape doesn't do
it in this severity. Looks like some server there is getting very
confused...

Trepalium http://trepalium.home.ml.org
mailto:Trepalium@null.net!

1212. Re: Please help newbie girl with running atari files

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-04 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5d8ej1$m8h@login.freenet.columbus.oh.us>
Source record: 76218

Jon D. Melbo (ssilicon@lax.net) wrote:
: On 3 Feb 1997 15:07:07 -0500, dklugh@freenet.columbus.oh.us (Daniel
: Klugh) wrote:

: >There really isn't such a thing as a EXE file on the Atari.They've just
: >been mis-named.

: Actually .EXE is a more appropraite extension for most binary run
: files than .COM because they are in fact EXEcutables. The .COM
: extension originally was named so as to describe a particular kind of
: executable that is an external or supplimentary COMmand file (as
: opposed to on that is built into the kernal). These naming
: conventions were already well in place before the Atari even came out.

uh,Atari DOS doesn't really have a binary extension.Manuals usually
listed "OBJ" as a extension.AUTORUN.SYS is the only magic filename.
(and RAMDISK.SYS on DOS 2.5)
DOS XL and SpartaDOS use "COM" as a extension.
DOS 3 use CMD as a extension for "external add-on commands";it has no
binary extension as per DOS 2.
No DOS uses EXE,to my knowledge.
SpartaDOS X has a new binary file format but it still uses the COM extension.
--
The Doctor

1213. FlickerTerm:new versions?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5dascl$afe@login.freenet.columbus.oh.us>
Source record: 76069

I have been using FlickerTerm v0.37 because it's fastt.
But is there a newer version?
Sometimes the screen fills up with "Q"s.
--
The Doctor

1214. Re: REGARDING "DOES ANYONE RECOGNIZE THIS"...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5dasjl$bod@login.freenet.columbus.oh.us>
Source record: 76070

Brad Rogers (brad@pianosa.demon.co.uk) wrote:
: Whilst reading the usual rubbish I find here, Anthony Bufort wrote something
: interesting to All about REGARDING "DOES ANYONE RECOGNIZE THIS"...:

: Hello Anthony,

: AB> positive responses to my scans. I hoped all of you found them
: AB> enjoyable and/or useful.

: It's a shame that no viewer that *I* tried would display it. Looking at the
: binary with a Sector Editor revealed that the header was broken. How do I know
: it was broken? I compared it to a good one. It just wasn't the same.

: Without knowing anything about GIF header construction, I was unable to fix it.

Mac GIF files are un-useable on other computers.They have some 128-byte(?)
header.(I think it's refered to as "MacBinary")
--
The Doctor

1215. Re: Question on GIF's and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5dasua$dsd@login.freenet.columbus.oh.us>
Source record: 76071

David A. Paterson (davepat@total.net) wrote:
: In an article dated Thu, 30 Jan 1997 16:08:23 -0500, someone named Anthony
: Bufort says...
: >
: >Hi again all...
: >
: > On my workstation at work, I'm running a PowerMAC that has Adobe
: >Photoshop. I'd like to be able to create images in Photoshop and view
: >the images with my Atari 800. I realize all the constraints, but I was
: >thinking... what if I set the size in pixels to be that of a given Atari
: >graphics mode, say mode 7, and then used only four colors, since that's
: >all 7 was built to use. Could I then save the image in some format and
: >then quickly and painlessly view it via some Atari utility that's out
: >there?
: >
: > If there isn't such a utility (and I wouldn't be surprised if there
: >weren't), can anyone give me some pointer on how to go about writing
: >it? I've been already looking at the GIF spec papers on the Web and
: >going over what such a program would look like in my mind.
: >
: > Any advice would be greatly appreciated...
: >
: > -Tony

: Jeff Potter wrote a number of graphics utils for the 8-bit that handle GIF
: files; programs like JView. Most supported 4096 colours (RGB screens in 11
: shades), or 8 colours in 320x200. They should be at Umich.

JView gives you 16 shades of RGB.
--
The Doctor

1216. Re: The Return of Atari DOS file system

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5datj2$hoj@login.freenet.columbus.oh.us>
Source record: 76072

Jon D. Melbo (ssilicon@lax.net) wrote:
: On 31 Jan 1997 14:27:27 -0500, dklugh@freenet.columbus.oh.us (Daniel
: Klugh) wrote:

: >Jon D. Melbo (ssilicon@lax.net) wrote:

: >: that it took them so long to come up with a better FMS. SpartaDOS has
: >: been doing it on the Atari since the early 80's. But then, it took MS
: >: until DOS version 5 to replace the junky EDLIN with a full screen text
: >: editor (EDIT). Go figure.
: >
: >I hated EDIT.I tried to use it to change the file name in a programme and
: >it hardly showed any of the file.It's nothing compared to our TextPro!
: >(that is,most of the file showed up as spaces)
: >
: >Edlin was really just for editing AUTOEXEC.BAT and CONFIG.SYS.
: >It wasn't supossed to be used for anything but configuration files.
: >It's just there so you can get along until you download Qedit or Elvis.
: >--
: > The Doctor

: Actually EDLIN was for general purpose text editing. It just happened
: to be a line based one instead of full screen. And you HAD to "just
: get along" until you downloaded a REAL text editor because EDLIN
: stinks. As far as using EDIT for editing a binary.... bad boy. It's
: a text editor. Get a hex editor for binaries... no more worries about
: too many spaces. :)

What happens if you want to edit a menu screen file for a BBS with high
ASCII and ANSI codes?
Or for that matter,any text files with graphical characters.
--
The Doctor

1217. Re: Why SPARTA-Dos failed...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5datqe$jli@login.freenet.columbus.oh.us>
Source record: 76073

Markus Gietzen (magi@stud.uni-sb.de) wrote:
: As many people were interested in the reason why Sparta-DOS doesn't
: work with XL-it! (and other emulators) I report how I got it to
: work with XL-it!:

: o SpartaDOS 3.2g (the version I used) loads a few sectors
: with the OS routines and then it uses it's own routines.
: There was a bug in my SIO-emulation that caused a "system-lock"
: at this point.

: o Then the '?'-command is used. It wasn't emulated.

If SpartaDOS can't get a response from the "?" command,it assumes that
it's not a UltraSpeed drive.The "?" command just tells SpartaDOS what
speed to comunicate with it.I don't see how this could've interfered.
It would simply cause SpartaDOS to comunicate at normal speed.
(19200 baud)

: Now SpartaDOS works fine and I hope to get 0.17 out soon.
--
The Doctor

1218. Re: SIO-Protocol/Comands

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5daud5$nfq@login.freenet.columbus.oh.us>
Source record: 76074

Jon D. Melbo (ssilicon@lax.net) wrote:
: On Sun, 02 Feb 1997 09:50:21 +0100, Matthias Belitz
: <matz@kawo2.rwth-aachen.de> wrote:

: >Jon D. Melbo wrote:
: >> There is tech specs on IDE (I may even have some
: >> around) controller circuitry but a lot of drive makers deviate from it
: >> since they think they can get away with it since the controller is
: >> right in the drive. The deviations are usually supersets though. The
: >> interface has a spec too I think... maybe it was on Western Digital's
: >> site somewhere? hmm...
: >
: >Thanks, but this documentation we had found very quickly.
: >The problem began, when I had to decide, which ATARI floppy command I
: >had to emulate and which not. So it seems to be a problem for emulator-
: >programmers, too.
: >That was the point to collect all known commands, an ATARI-compatible
: >floppy (or emulation of this) ever would be accept.
: >If there is no further interest, I will not bore you any longer, but I
: >thougt, it could be ...

: I am not bored! Sheesh! I don't know where you got that from. I
: just was wondering exactly what commands you were looking for and to
: tell you that there are some docs on IDE interfaces & controllers
: somewhere that are pretty good. I was just saying I think I saw those
: at WD's site.

He's looking for Atari disk drive commands,not IDE ones.
--
The Doctor

1219. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5das8k$9hj@login.freenet.columbus.oh.us>
Source record: 76075

asharkis@aol.com wrote:
: In article <19970205052800.AAA25166@ladder01.news.aol.com>,
: lenspencer@aol.com writes:

: >Maybe Alan Sharkis or Tom Hunt would have a better
: >line on this. Email Tom at *tomhunt*@*brutus*.*bright*.*net* (remove
: the
: >asterisks!).

: I've lost interest in 2.71. If anyone asks about Ice-T I usually go back
: to an earlier version. Tom Hunt may be your best bet.

What do you mean "you go back to a earlier version"?
Is something wrong with 2.71?
--
The Doctor

1220. Re: DOSes for emulators (or real Atari too)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5dat6r$fbk@login.freenet.columbus.oh.us>
Source record: 76076

lenspencer@aol.com wrote:
: In article <6Q7XbcCKzHB@peter.soemtron.sb.sub.de>,
: peter@soemtron.sb.sub.de (Thomas Havemeister) writes:

: >
: >> Hi. I posted SpartaDOS 3.3a and BWDOS in alt.binaries.comp.atari8bit
: >
: >sorry, but aren't there any copyrights for SpartaDOS?

: When Mike Hohman bought out the rights to the ICD 8-bit line, one of the
: first things he did was to put up the disk-based SpartaDOS as shareware.
: For a $19.95 registration, he would send you the full manual. But it
: seems he has disappeared with a few people's money.

: His last released version was 3.2g, which I found to have one MAJOR bug
: which will trash a directory if you're not careful. 3.3a was Steve

uh,what's the bug!?!
I have SpartaDOS 3.2g.

: Carden's hack, which was supposed to have been written for BBS Express
: Pro, and included full Multiplexer support.

So is there any reason to get it if you're not running Express Pro?
--
The Doctor

1221. Re: SIO-Protocol/Comands

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5dav0s$r6e@login.freenet.columbus.oh.us>
Source record: 76077

Matthias Belitz (matz@kawo2.rwth-aachen.de) wrote:
: Jon D. Melbo wrote:
: >
: > On Sun, 02 Feb 1997 02:58:00 +0100, Matthias Belitz
: > <matz@kawo2.rwth-aachen.de> wrote:
: >
: > >Whole development-time of our IDE-Controller I had to deal with the
: > >possible SIO-Commands diskdrives would accept. Now I have the idea to
: > >collect all the possible commands and figure out, which drives will
: > >support it - so I want to designe a list of it.
: >
: > IDE devices have their own controller. It is an IDE 'interface' you
: > are building? Yes, you're right, it's an interface.

```
: > There is tech specs on IDE (I may even have some
: > around) controller circuitry but a lot of drive makers deviate from it
: > since they think they can get away with it since the controller is
: > right in the drive. The deviations are usually supersets though. The
: > interface has a spec too I think... maybe it was on Western Digital's
: > site somewhere? hmm...

: Thanks, but this documentation we had found very quickly.
: The problem began, when I had to decide, which ATARI floppy command I
: had to emulate and which not. So it seems to be a problem for emulator-
: programmers, too.
: That was the point to collect all known commands, an ATARI-compatible
: floppy (or emulation of this) ever would be accept.
: If there is no further interest, I will not bore you any longer, but I
: thougt, it could be ...

You know I was thinking about that 256-byte sector limitation of the Atari
DOSes and it seems to me that you could implement a "multi-sector read"
and "multiple sector write" command.That would get past the slowness of
256-byte sector access without making DOSes use 512-byte file buffers.
Of course only SpartaDOS keeps lists of sectors("sectormaps") so only
SpartaDOS could read in more than one sector at a time.
(AtariDOS and MyDOS only know the location of the current and next sector)
Of course Atari/MyDOS directories are always stored on sequential sectors,
so directory reads would be fast if a programme read the whole directory
at once.

This would also help out disk drives with track buffers since the whole
track could be sent in one frame.
```

And it would still work when 1024-byte sector hard drives come out.
--
The Doctor

1222. Re: Please help newbie girl with running atari files

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5db0bj$5ue@login.freenet.columbus.oh.us>
Source record: 76078

William McBrine (wmcbrine@clark.net) wrote:
: Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:

: : Perhaps Microsoft will upgrade MS-DOS to be on par with Atari's DOS some
: : day. (i.e. AtariDOS makes sure to only run actual programmes. The same
: : goes for Atari's BASIC, which is built into Xformer)

: Unfortunately that's not possible; the structure of an MS-DOS .COM file
: is... well, it doesn't HAVE any. It's just raw code. The only thing to do
: is use all .EXEs, and avoid .COMs -- which is the way things have been
: moving for a long time. (Probably the only real .COM file most people use
: regularly is COMMAND.COM. Some of the MS-DOS system files are really
: .EXEs, named with .COM extentions.)

I already know all that.Actually,sometimes EXE files are inside COM files.
EXE files start with "MZ".NDOS.COM is really a EXE file.
I'm not sure about puting COM files in EXE files.I renamed some random
file to EXE and DOS crashed.I don't think that MS-DOS actually pay any
attention to the extension.
(the MS-DOS programming manual makes no mention of extentions meaning
anything)
I think that MS-DOS just checks for "MZ" and if it's missing,assumes a COM
file.

Try re-naming a COm files to EXE and vice versa.I don't have a PC to test on.

Well,there's a command under Linux called "file" that work's like Atari's
WHATIS.It can idenity COM files by checking if the first byte/word is a
proper op-code/instruction.MS-DOS could do that.
Better yet,MS-DOS could simply provide a signal/interupt/exception handler
for "ilegal instructions" like it does for "stack overflow".
--
The Doctor

1223. Re: High Score List

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5davtm$3a6@login.freenet.columbus.oh.us>
Source record: 76079

Steve (read@my.sig) wrote:
: Stephen Knox <sknox@opentext.com> wrote:

: >Folks,
: >
: >I seen High Score lists for just about every console but the Atari
: >8bit. When I did find a list it had been discontinued.
: >
: >Well,
: >If you've got a score you want the Web to see Ive found a site that is
: >once again tracking Atari 8bit High Scores (and other lesser
: >consoles/computers :)).
: >
: >Anyhow,
: >I dont know how long the Atati 8bit section will hold if we dont get
: >some competition going. Ive started with about 8-10 cartidge scores I
: >managed to get quickly. Check it out:
: >
: >http://www.primenet.com/~rfm/cvhigh.html

: Just checked your score for DEFENDER. That was a "quick" game? at over
: 556,000 points WOW!! I was never that good. A friend of mine topped
: over 1,000,000 points about 10 years ago, I can't remember the exact
: amount. He was on the game day and night until that one day where he
: could do no wrong! Sure wish I was that good, I'd give ya a run.......
: Now Pole Position, I was good on that... I'll have to fire it up
: again..

I once played 2600 Defender for so long that I rolled both the (2-digit)
level and score counter over.

But computer Defender was always much harder for me.Too fast and all that
debris flying around from the explosions.
--
The Doctor

1224. Re: atari 8 bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0502971605350001@port120.bitstream.net>
Source record: 76080

In article <5da2c5$35b$1@zwieracz.psych.uw.edu.pl>, maciej grzeszczuk
<krap@zwieracz.psych.uw.edu.pl> wrote:

> okee, so i've got a question: do you know any viruses for 8bit ataris?
> i have two of them, working, with source code. i thought that this would be
> an interesting discussion after all that FS: crap. so write to me here, if
> you can tell something about that...

I'm no virus expert, but... A floppy-based computer, such as the Atari
8-bit, would seem to be rather immune to such things--at least the kind
that are self-replicating and spread throughout a system. I think you need
a hard drive-based system for that kind of thing to cause any real damage.
A "trojan horse", maybe. Something disguised as a disk utility for
instance. But, other than idle curoisity, why would anyone want to do it?
Long-standing grudge against Nolan Bushnell? A bitter, mentally-unbalanced
former TI99/4a user seeking revenge against the few remaining users of a
more popular home computer system? ;)

Mark

1225. Re: opcodes 6502c

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5db0tb$9ej@login.freenet.columbus.oh.us>
Source record: 76081

lenspencer@aol.com wrote:
: In article <32F6468F.5B4A@zeus.fh-pforzheim.de>, nadkar
: <nadkar@zeus.fh-pforzheim.de> writes:

: >
: >does anyone has a complete list about the opcodes which the
: >XL-cpu 6502C (!) can probably understand...
: >
: >please do not mention 6502, or 65c02 or 6510...
: >
: >i mean the xl-opcodes (inkl. illegal ones...)

: The 6502c IS the 6502 processor. There are no extended opcodes, and I do

The 6502C is faster.And it can be paused by the ANTIC so that it can
access the bus.

: not know of any "illegal" ones that work. (Someone PLEASE correct me if
: I'm wrong!) The letter at the end is the speed class. Of all the Atari
: 8-bit lines, only the old 400/800 used the true 6502 CPU. Its inherent

The 400&800 used the 6502B.I don't know of any differences between it and
the 6502C.

: problem is that it cannot "float the bus" (that is, isolate itself from
: the data/address lines). The XL/XE (and the last 800's as well, I
: believe) use a MODIFIED version of the 6502 which CAN float its bus.
: Apart from that, all the opcodes are exactly the same as for the
: 6502/6507/6510.

: The 65c02, on the other hand, is CMOS (very low power consumption).
: Harris and Rockwell each came out with different versions of it, and even
: some of the extended opcodes are different!

: Your safest bet is to stick with the standard 6502 instruction set.

The Atari only suports once instruction set.
--
The Doctor

1226. Re: Rainbow

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0502971627560001@port120.bitstream.net>
Source record: 76082

In article <32F78721.5FDC@isd.net>, jklein@isd.net wrote:

> Chris wrote:
> >
> > Has anyone registered the full version of Rainbow?
>
> I've also tried the demo...
>
> I've run it on a P100 & P120 & both also seem slow, I'm definatly
> inserested in comments on the full version also.

Don't know how the PC version compares to the Mac version, but I get the following informal results with v1.3 while running the Defender cart ROM in 400/800 mode with the speed cap off on a 66 mhz PowerMac 7100 (with about eight other apps running, including Netscape, during a TCP/IP dialup session):

```
Frame rate ave. fps ave. speed
-----------------------------------
Normal: 10 130%
Even more: 17 90%
Every: 26 40%
```

Mark

1227. Re: atari 8 bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R0502971651080001@nntp.netgate.net>
Source record: 76083

In article <marksim-0502971605350001@port120.bitstream.net>,
marksim@bitstream.net (Mark L. Simonson) wrote:

> I'm no virus expert, but... A floppy-based computer, such as the Atari
> 8-bit, would seem to be rather immune to such things--at least the kind
> that are self-replicating and spread throughout a system. I think you need
> a hard drive-based system for that kind of thing to cause any real damage.
> A "trojan horse", maybe. Something disguised as a disk utility for
> instance. But, other than idle curoisity, why would anyone want to do it?
> Long-standing grudge against Nolan Bushnell? A bitter, mentally-unbalanced
> former TI99/4a user seeking revenge against the few remaining users of a
> more popular home computer system? ;)

True. What could it do? Unless the virus writers found a magical new
series of opcodes which could fry the hardware, the worst they could do
is format the floppy disk and perhaps floppies which may be in D2:, D3:,
and so on.

It's the lack of automatic replication that would doom any viruses on
floppy-based systems to a very short life.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/

Ratio of the amount that the (U.S.) federal government spent (in
1995) on Americans under 18 to those over 65: 1:5. (Harper's Index)

Want to guarantee I'll *never* buy your stuff? Send me e-mail spam.

1228. Re: Please help newbie girl with running atari files

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5dant2$g8j@freenet-news.carleton.ca>
Source record: 76084

William McBrine (wmcbrine@clark.net) writes:
> Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:
>
> : Perhaps Microsoft will upgrade MS-DOS to be on par with Atari's DOS some
> : day. (i.e. AtariDOS makes sure to only run actual programmes. The same
> : goes for Atari's BASIC, which is built into Xformer)
>
> Unfortunately that's not possible; the structure of an MS-DOS .COM file
> is... well, it doesn't HAVE any. It's just raw code. The only thing to do
> is use all .EXEs, and avoid .COMs -- which is the way things have been
> moving for a long time. (Probably the only real .COM file most people use
> regularly is COMMAND.COM. Some of the MS-DOS system files are really
> .EXEs, named with .COM extentions.)

COMMAND.COM is an EXE format executable too :-)

Real com files contain no relocation information, so that are generally
only useful for very small asm programs.

Steve

1229. Re: Wanted: Format of *.dsk files

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: Mike Hopkins <mhop@snip.net>
Message-ID: <01bc12b3$7c425860$LocalHost@computer-name>
Source record: 76085

Matthias Belitz <matz@kawo2.rwth-aachen.de> wrote in article
<32F51859.38E4@kawo2.rwth-aachen.de>...
> Hallo !
>
> Could someone explain the format of the dsk-files to me ?
> They seem to be disk-images. I guess they were created by an SIO2PC like
> program running on Atari ST.

.dsk files could be from Discomm or Spartados's scopy.

1230. Re: atari 8 bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: Tony Ramos <ramos.15@osu.edu>
Message-ID: <32F9494E.4542@osu.edu>
Source record: 76086

Tim Irvin wrote:
>
> In article <marksim-0502971605350001@port120.bitstream.net>,
> marksim@bitstream.net (Mark L. Simonson) wrote:
>
> > I'm no virus expert, but... A floppy-based computer, such as the Atari
> > 8-bit, would seem to be rather immune to such things

[snip]

>
> True. What could it do? Unless the virus writers found a magical new
> series of opcodes which could fry the hardware, the worst they could do
> is format the floppy disk and perhaps floppies which may be in D2:, D3:,
> and so on.
>
> It's the lack of automatic replication that would doom any viruses on
> floppy-based systems to a very short life.
>
Here's the idea I had for an Atari 8-bit virus, back when I used to
think of such things:

What about a virus which, when run, appended itself to any copy of DOS
it found on the disk? If the user then booted from that disk and
formatted new ones, wrote DOS files etc. the virus would be copied to
other disks, and so on, and so on...

-Tony

--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
855 Chambers Rd., Apt. 15 : tony_ramos@fitch.com, ramos.15@osu.edu
Columbus, OH 43212 : *** computer-mediated environments ***
(614)297-6352 : *** interface ** image synthesis ***

1231. Re: microport xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <32F96F4D.5DE3@pacbell.net>
Source record: 76087

```
c malek wrote:
>
> Does anyone else out there have the microport xl experimenter's
> kit? I have some questions for you, please reply if you've got one!
>
> cyrus
> cyrus.malek@amd.com

I do.
```

1232. Re: Activision games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: davepat@total.net
Message-ID: <32f8ded0.0@news.total.net>
Source record: 76088

In an article dated Mon, 3 Feb 1997 01:25:24 GMT, someone named Alan Christie says...

>
>This is only a small list off the top of my head, but I remember
>Pitfall, Pitfall II, the DreadNaught Factor, demon attack and ....
>
>(Yeah activision made some really great 8bit games...)
>
Demon Attadk was from Imagic, and was 400/800 only.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
--
"A stroke of the brush does not guarantee art from the bristles."

1233. The Jaguar, Was Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <5db4id$q47@nyheter.chalmers.se>
Source record: 76089
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

In article <bwanga-2901970321400001@metricom46.ucsc.edu>,
Timothy A. Seufert <bwanga@cats.uc*sc.edu> wrote:
>In article <32EF1789.794BDF32@doc.ic.ac.uk>, "Alastair J. Houghton"
><ajh8@doc.ic.ac.uk> wrote:
>
>>Shellac wrote:
>
>>> In my opinion, the Jaguar was a hastily produced, crappy fragile
>>> machine that was once again marketed half-assed with games that looked
>>> like 2nd generation Genesis and SNES titles... Pretty sad for a
>>> so-called 64-bit machine.. And here's a correction... The Jaguar was
>>> one 32-bit and 2 16-bit Symettric multi-processors. There is nothing

Symmetric multiprocessing with several different kinds of processors?
Hmm...

>>> 64-bit about the jaguar at all. Except if you add the processors's
>>> together, which is one big cop-out.
>>
>>You're right, the Jaguar was hastily produced, and some of the games
>>were rather... well, SNES-like... However, it *was* a 64-bit machine.

The bitness of a machine depends on what definition you use.
I'd be inclined to call the Jaguar a 64 bit games system, but I wouldn't
call a normal computer based on the same chips anything but 32 bit.

>>The Jaguar has one MC68000 (16/32-bit), four 64-bit RISC processors,
>>three of which are more or less completely dedicated to graphics, but
>>could probably be used for processing as well, and one 32-bit RISC
>>DSP chip to handle the sound subsystem.
>
>You both got it wrong.

And so did you, but you were rather close. ;-)

>The Jag has a MC68000 and two identical 32-bit RISC processors (one of

They're not identical, but very similar.
They both have some instructions that the other doesn't.
Also, the 'DSP' has more local memory and according to some people a
16 bit wide bus (I'm not quite sure about that).

>which was intended to handle sound processing). It also has a couple
>coprocessors to accelerate things like blitting, sprites, etc. The 64-bit
>element in the whole affair was the memory bus connecting the various
>processing elements and the 2MB DRAM memory together.

It's not only the bus that's 64 bit. Both the object processor (a sort of complicated sprite engine) and the blitter can operate on 64 bit values. Those two are in no way RISC processors, though, as some people have claimed. One of the RISCs can read (and write IIRC) 64 bits of data with one instruction as well.

>Does it really matter that none of the processors in the machine cannot >handle 64-bit instructions? No. The only reason the N64 to has a 64-bit >CPU is that SGI designed the thing, and they're partial to the 64-bit MIPS

Quite right. Most of the instructions for the Jaguar RISCs are actually 16 bit, though, even if they do operate on 32 bit values. Naturally, the instruction size has little to do with anything.

>There were clear benefits for game consoles to move from 8 to 16 to 32 bit >CPUs. These jumps allowed larger address spaces and quicker computation >(because 16 and 32 bit calculations are very useful). But 32-bit address >spaces are overkill for games in the immediate future, and 32-bit numbers >have a large enough range that you don't really need more except in very >rare cases.

Quite right again. There _are_ cases when you can profit from 64 bit wide operations, though, but I'd be very surprised if they were very common for game console code.

--
Chalmers University | Why are these | e-mail: rand@cd.chalmers.se
of Technology | .signatures | johan@rand.thn.htu.se
| so hard to do | WWW/ftp: rand.thn.htu.se
Gothenburg, Sweden | well? | (MGIFv5, QLem, BAD MOOD)

1234. XL Monitor usage

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32f935bb@pianosa.demon.co.uk>
Source record: 76090

Whilst reading the usual rubbish I find here, Bill Marcum wrote something
interesting to All about XL Monitor usage:

Hello Bill,

BM> I don't think a multisync monitor will work. The Atari computers were
BM> designed for an NTSC composite monitor.

PAL, in some places. :-)

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... Maybe it's that you no longer care? - Safety In Numbers; The Adverts

1235. Re: Confused about disk sides

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32F8FC57.238F@tcd.net>
Source record: 76091

The XF551 can be made to read/write to the back side of the disk but you need to modify the disk rather than the drive.

The disk has a small hole, that needs to be installed on the disk but on the other side in the same place. Turn the disk so that the hole that is in the disk lines up with the hole in the jacket. Take a Leather punch or simular type punch and punch a hole in the disk directely oposite and when you insert the disk the drive will be able to write to it and read it back.

bob

1236. Re: AR: The City question

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6QJaTiIKzHB@peter.soemtron.sb.sub.de>
Source record: 76092

In article <Re: AR: The City question>, read@my.sig (Steve) wrote:

Howdy Steve,

> Life expectancy for low level players is not very good. The only way I
> could actually get a character started and on the road to a level
> advance was to SAVE the game very often.

I jumped into level4 with these little hints !

> Mostly I saved as soon as I
> had a battle which I won and gained ANYTHING! This includes petty
> cash, jewels, gems, weapons whatever! The whole process is very time
> consuming, as you have to re-load the game again after saving. Make
> sure to BACK-UP the character disk after EVERY save. That way if your
> character dies, you can re-copy the save-disk and start again from
> before you died.

I found a little very good tool, that speed up that time eating process
enormous. It's saves only some bytes to another place on the charakter
disk! I can restore a died charakter in just a second! Really, all you
need is to make a little backup within the disk. c00l.

> Another tip- MAKE A MAP. This took me quite some time
> to accomplish (about 3 years I think). So, get started ASAP. When I
> first decided to make a map, I used large/coarse graph paper. After
> mapping out sections I found that the whole city would take up more
> paper than the book had, so I changed to very fine graph paper. It
> took me ages to re-copy the maps I had done onto a smaller size, but
> it was worth it.

I already got good charts. There are any secret rooms and places charted.

> are not valued at very much, re-load the game and try selling again.
> The value will be different from the previous try, and if it's more
> (or LOTS) then continue with the game. (Save it here too).

well this needs a lot of time. All prices are for me the same (I just
tricked a very rich person in Xebec's Demise, wow! 13 gold and 12 silver
:)).

> Go and buy a COMPASS the very first chance you have, this is very
> important when mapping.
> I still have my Character disk with a LEVEL 12 character, who has 250
> hit points, 72 strength, and most other attributes over 30. I took

=:-)

> was, ON went the ATARI, and IN went ALTERNATE REALITY!! No matter what
> the time was, it was TIME to PLAY AR!
> I know I know, I'm ramblin on here.... But between M.U.L.E. and Ultima
> 1, II, III, and IV, Alternate Reality was ranked MY FAVORITE.
> So have a GREAT time with it, you'll need lot's of time too.....
> Good luck, and may the Gods favor you with the MAGIC FLAME-SWORD!

great. Too bad, but I discovered AR just for a few weeks. BEST OF Game!
Today I played over 2 hours AR ... the time passed sooo fast. At this time
I like AR:The City more than the technical better AR:The Dungeons.

ah a last question: what's up with the time in the alternate reality? How
many hours has a day, when is it dark? How many month?

--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

1237. Re: Please help newbie girl with running atari files

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: wmcbrine@clark.net
Message-ID: <5d8pji$h7n@clarknet.clark.net>
Source record: 76136

Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:

: Perhaps Microsoft will upgrade MS-DOS to be on par with Atari's DOS some
: day. (i.e. AtariDOS makes sure to only run actual programmes. The same
: goes for Atari's BASIC, which is built into Xformer)

Unfortunately that's not possible; the structure of an MS-DOS .COM file
is... well, it doesn't HAVE any. It's just raw code. The only thing to do
is use all .EXEs, and avoid .COMs -- which is the way things have been
moving for a long time. (Probably the only real .COM file most people use
regularly is COMMAND.COM. Some of the MS-DOS system files are really
.EXEs, named with .COM extentions.)

--
William McBrine | http://www.clark.net/pub/wmcbrine/html/
wmcbrine@clark.net | Vote Ralph Nader for President in 2000!

1238. Re: AR: The City

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32f805dd.13957207@news.inc.net>
Source record: 76137

On 4 Feb 1997 20:40:02 GMT, Falcon <wfalcon@uofrlaw.urich.edu> wrote:

>Having recently discovered Alternate Reality: The City for my 8 bit,
>I'm having serious problems staying alive. Basically, my character
>walks around, gets into a few fights, and then is slaughtered by a
>worthier opponent. Can anyone give me some suggestions on how to
>protect a weak character (good strategy for getting started?)?
>
>Falcon

Hello Falcon. If you are interested in the Alternate Reality games,
you might want to check out the following URL as it is pretty cool.

http://www.ksk.sala.se/~rob/dungeon/

Cheers,

Jon

1239. Re: SIO-Protocol/Comands

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970205052800.AAA25160@ladder01.news.aol.com>
Source record: 76138

In article <5d8418$e65@news.interlog.com>, brat@interlog.com (Bernie Rataj) writes:

>
>In article <01bc125e$a9926260$b4f7aecc@127.0.0.1>, "William Fisher" ><blackat@direct.ca> wrote:
>>> >$52 R Read sector
>>> >$50 P Write sector
>>> >$57 W Write sector with verify
>>> >$53 S get controller status, returns 4 bytes
>>>
>>> Why does it cost $52 to read a sector and only $50 to write one?
>>>
>>> Just wondering :)
>>
>>Well, it does cost more to write a sector and verify it (which is reading
>>it back). So according to this reading a sector for verification only costs
>>$5? Talk about markup! =)
>>
>>Will
>>
>
>As usual, it's the middleman, in this case the SIO bus, that makes all the
>money; the drive sees very little of the income.

Kinda like Reaganomics! (Sorry, couldn't resist!) dB^)

1240. Re: opcodes 6502c

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970205052800.AAA25162@ladder01.news.aol.com>
Source record: 76139

In article <32F6468F.5B4A@zeus.fh-pforzheim.de>, nadkar
<nadkar@zeus.fh-pforzheim.de> writes:

>
>does anyone has a complete list about the opcodes which the
>XL-cpu 6502C (!) can probably understand...
>
>please do not mention 6502, or 65c02 or 6510...
>
>i mean the xl-opcodes (inkl. illegal ones...)

The 6502c IS the 6502 processor. There are no extended opcodes, and I do not know of any "illegal" ones that work. (Someone PLEASE correct me if I'm wrong!) The letter at the end is the speed class. Of all the Atari 8-bit lines, only the old 400/800 used the true 6502 CPU. Its inherent problem is that it cannot "float the bus" (that is, isolate itself from the data/address lines). The XL/XE (and the last 800's as well, I believe) use a MODIFIED version of the 6502 which CAN float its bus. Apart from that, all the opcodes are exactly the same as for the 6502/6507/6510.

The 65c02, on the other hand, is CMOS (very low power consumption). Harris and Rockwell each came out with different versions of it, and even some of the extended opcodes are different!

Your safest bet is to stick with the standard 6502 instruction set.

1241. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970205052800.AAA25166@ladder01.news.aol.com>
Source record: 76140

In article <5d5h4u$6h2@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

>: >I just tried sending a note to Itay Chamiel... writer of IceT. The
note
>: >was returned as undeliverable. Does anyone have a current email
>: >address for him? Or has he dropped off the face of the planet?
>
>: Last I read on the Fido Atari 8-bit echo (several months ago!), Itay
had
>: basically dropped all support of IceT, and it sounded like he may have
>: left the Atari altogether.
>
>Argh!!!!
>Did he at least hand off the task of upgrading to someone else?

that I don't remember. Maybe Alan Sharkis or Tom Hunt would have a better
line on this. Email Tom at *tomhunt*@*brutus*.*bright*.*net* (remove the
asterisks!).

1242. Re: Please help newbie girl with running atari files

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <32f847b1.1712395@news.abest.com>
Source record: 76141

On 5 Feb 1997 02:00:18 GMT, wmcbrine@clark.net (William McBrine)
wrote:

>(Probably the only real .COM file most people use
>regularly is COMMAND.COM. Some of the MS-DOS system files are really
>.EXEs, named with .COM extentions.)

You can tell if you view the file......an .EXE file will always start
with 'MZ' as the first two characters, they're supposedly some guy's
initials or something.....

1243. Re: SIO-Protocol/Comands

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32f8378f.26679774@news.inc.net>
Source record: 76142

On 5 Feb 1997 05:28:30 GMT, lenspencer@aol.com wrote:

>In article <5d8418$e65@news.interlog.com>, brat@interlog.com (Bernie
>Rataj) writes:
>
>>
>>In article <01bc125e$a9926260$b4f7aecc@127.0.0.1>, "William Fisher"
>><blackat@direct.ca> wrote:
>>>> >$52 R Read sector
>>>> >$50 P Write sector
>>>> >$57 W Write sector with verify
>>>> >$53 S get controller status, returns 4 bytes
>>>>
>>>> Why does it cost $52 to read a sector and only $50 to write one?
>>>>
>>>> Just wondering :)
>>>
>>>Well, it does cost more to write a sector and verify it (which is
>reading
>>>it back). So according to this reading a sector for verification only
>costs
>>>$5? Talk about markup! =)
>>>
>>>Will
>>>
>>
>>As usual, it's the middleman, in this case the SIO bus, that makes all
>the
>>money; the drive sees very little of the income.
>
>Kinda like Reaganomics! (Sorry, couldn't resist!) dB^)

Kinda like you've _gotta_ be from AOL. Sorry, I couldn't resist. 8-)

Cheers,

Jon

1244. Re: SYSTEM RESET KEY

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: fseipel@freenet.columbus.oh.us
Message-ID: <fseipel-0502970312150001@ts20-12.homenet.ohio-state.edu>
Source record: 76143

In article <32F7E0A5.62E1@mail.sas.upenn.edu>, ajbufort@mail.sas.upenn.edu wrote:

> How do I program the SYSTEM RESET key to jump to the beginning of my
> machine language routine instead of having it do something else, like
> reboot the system or something?

Reset the Resetvector pointer. I no longer have my Mapping the Atari, but I believe the locations are 12 & 13 on Page Zero. You also need to make sure location 580 is set to zero, otherwise the OS will perform a coldstart when reset is pressed. As I recall, your ml routine must then JSR to the *old* value of locations 12 & 13 to initialize the DOS, otherwise, you will lose the "D:" device, because the device handler table is reinitialized by the OS after the
pressing reset. Reset generates an interrupt and the OS jumps to whatever location is specified by the resetvector.

--
Frank Seipel
fseipel@freenet.columbus.oh.us

1245. Did anyone hear Atari say goodbye?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32f8435c.29701402@news.inc.net>
Source record: 76144
Body handling: HTML body converted to readable text

Hi fellow Atarians. Here is some financial data I dug up on Atari.
There is a lot here. Of special interest is the JTS stuff. Look at
the total assets and such. Very surprising.

Cheers,

Jon
-----BEGIN PRIVACY-ENHANCED MESSAGE-----
Proc-Type: 2001,MIC-CLEAR
Originator-Name: webmaster@www.sec.gov
Originator-Key-Asymmetric:
MFgwCgYEVQgBAQICAf8DSgAwRwJAW2sNKK9AVtBzYZmr6aGjlWyK3XmZv3dTINen
TWSM7vrzLADbmYQaionwg5sDW3P6oaM5D3tdezXMm7z1T+B+twIDAQAB
MIC-Info: RSA-MD5,RSA,
VTxn/ywW7B+XV4eCsmPToehQOdupSXwZFIXuIfndvf+pIuIEPtfLCayv93qNNwog
LJ3BR0XKZ4upFtQjCjlpPw==

0000891618-96-001856.txt : 19960928
0000891618-96-001856.hdr.sgml : 19960928
ACCESSION NUMBER: 0000891618-96-001856
CONFORMED SUBMISSION TYPE: 10-Q
PUBLIC DOCUMENT COUNT: 2
CONFORMED PERIOD OF REPORT: 19960630
FILED AS OF DATE: 19960820
SROS: NASD

FILER:

COMPANY DATA:
COMPANY CONFORMED NAME: ATARI CORP
CENTRAL INDEX KEY: 0000802019
STANDARD INDUSTRIAL CLASSIFICATION: GAMES, TOYS &
CHILDREN'S VEHICLES (NO DOLLS & BICYCLES) [3944]
IRS NUMBER: 770034553
STATE OF INCORPORATION: NV
FISCAL YEAR END: 1231

FILING VALUES:
FORM TYPE: 10-Q
SEC ACT: 1934 Act
SEC FILE NUMBER: 000-21115
FILM NUMBER: 96617857

BUSINESS ADDRESS:
STREET 1: 455 SOUTH MATHILDA SVE

CITY: SUNNYVALE
STATE: CA
ZIP: 94086
BUSINESS PHONE: 4083280900

MAIL ADDRESS:
STREET 1: 455 SOUTH MATHILDA AVE
CITY: SUNNYVALE
STATE: CA
ZIP: 94086

10-Q
1
FORM 10-Q FOR THE PERIOD ENDED JUNE 30, 1996

1
UNITED STATES SECURITIES AND EXCHANGE COMMISSION
Washington, D.C. 20549

FORM 10-Q

X QUARTERLY REPORT PURSUANT TO SECTION 13 OR 15(d) OF
- ------------- THE SECURITIES AND EXCHANGE ACT OF 1934

For Quarterly Period Ended June 30, 1996

or

TRANSITION REPORT PURSUANT TO SECTION 13 OR 15(d) OF
THE
- ------------- SECURITIES EXCHANGE ACT OF 1934

For the Transition Period from to
Commission File Number O-21085

JTS CORPORATION
(Exact name as specified in its charter)

DELAWARE
77-0364572

- ----------------------------

(State or other jurisdiction
(IRS
Employer
incorporation or organization)
Identification No.)

166 Baypointe Parkway, San Jose, CA
95134

- --

(Address of principal executive offices)
(Zip Code)

Registrant's telephone number, including area code
(408) 468-1800

NONE

-

(Former name, former address and former fiscal year,
if changed since last report.)

Indicate by check mark whether the registrant (1) has filed all
reports to be
filed by section 13 or 15(d) of the Securities Exchange Act of 1934
during the
preceding 12 months (or for such shorter period that the registrant
was
required to file such reports), and (2) has been subject to such
filing
requirements for the past 90 days.

YES X
NO

Indicate the number of shares outstanding of each of the issuer's
classes of
common stock, as of the latest practicable date.

CLASS SHARES OUTSTANDING AT
AUGUST 19, 1996

- ------------

Common Stock 104,187,326

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JTS CORPORATION
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Explanatory note regarding financial results included herein

On July 30, 1996, Atari Corporation ("Atari") was merged with and into JTS Corporation ("JTS") and the separate existence of Atari ceased. Although the business combination resulted in Atari merging into the JTS legal entity, the substance of the transaction was that Atari, as a public company with substantially greater operating history and net worth owns approximately 62% of the equity of the merged company. At July 30, 1996 the acquisition was accounted for as a purchase of JTS by Atari and accordingly, the operating results of JTS for the periods subsequent to July 30, 1996 will be combined with the operating results of Atari and reported as JTS. While the financial reports included herein are those of JTS, the financial results represent those of Atari, the predecessor entity, as of June 30, 1996 and 1995 and for the three and six months periods ended June 30, 1996 and 1995. See Note 4.

3
4
JTS CORPORATION-see Note 4

CONSOLIDATED BALANCE SHEETS
JUNE 30, 1996 AND DECEMBER 31, 1995
(In Thousands, Except Share Amounts)

June 30, Dec 31,

1996 1995

--------- ---------

ASSETS

CURRENT ASSETS:
Cash and equivalents (including $700 held as restricted
balance at December 31, 1995)
$ 21,195 $ 28,941
Marketable securities
-- 21,649
Accounts receivable (less allowances for returns and doubtful
accounts:
June 30, 1996 $3,995; December 31, 1995 $4,221)
648 2,468
Inventories (See Note 2)
4,598 10,934
Other current assets
1,221 1,134

--------- ---------

Total current assets
27,662 65,126

GAME SOFTWARE DEVELOPMENT COSTS - Net
901 758

EQUIPMENT AND TOOLING - Net
406 671

SUBORDINATED SECURED CONVERTIBLE NOTE WITH JT CORP. (SEE NOTE 4)
25,000 --

REAL ESTATE HELD FOR SALE
10,445 10,468

OTHER ASSETS
501 546

--------- ---------

TOTAL
$ 64,915 $ 77,569

========= =========

LIABILITIES AND SHAREHOLDERS' EQUITY

CURRENT LIABILITIES:
Accounts payable
$ 2,623 $ 4,954
Accrued Liabilities
3,180 5,088

--------- ---------

TOTAL CURRENT LIABILITIES
5,803 10,042

--------- ---------

LONG-TERM OBLIGATIONS
42,354 42,354

--------- ---------

SHAREHOLDERS' EQUITY:
Preferred stock, $.01 par value - authorized, 10,000,000 shares; none
outstanding
Common stock, $.01 par value - authorized, 100,000,000 shares;
(outstanding : June 1996, 63,854,718; December 1995, 63,687,118)
639 637
Additional paid-in capital
196,704 196,209
Unrealized gain on marketable securities
-- 7,088
Accumulated translation adjustments
(770) (663)
Accumulated deficit
(179,815) (178,098)

--------- ---------

Total shareholders' equity
16,758 25,173

--------- ---------

TOTAL
$ 64,915 $ 77,569

========= =========

(See Condensed Notes to Consolidated Financial Statements)

4
5

6

JTS CORPORATION

CONSOLIDATED STATEMENTS OF OPERATIONS FOR THE QUARTERS AND SIX
MONTHS ENDED
JUNE 30, 1996 AND JUNE 30, 1995 (Amounts in Thousands, Except Per
Share
Amounts) Quarter Ended Six Months Ended

Quarter
Ended Six Months Ended
June 30,
June 30, June 30, June 30,
1996
1995 1996 1995

NET SALES $ 1,040 $
3,015 $ 2,312 $ 7,762
=========
========= ======== =======

COST AND EXPENSES:
Cost of sales 931
1,971 7,142 5,689
Research and development 106
1,758 307 3,574
Marketing and distribution 218
2,581 976 5,157
General and administrative 661
1,595 1,912 3,390

--------- -------- --------

Total operating expenses 1,916
7,905 10,337 17,810

------- -------- ---------

OPERATING LOSS $ (876) $
(4,890) $ (8,025) (10,048)

Exchange gain 68
(8) 8 (3)
Other income(expense), net 135
648 6,775 1,003
Interest income 331
853 663 1,806
Interest expense (569)
(590) (1,138) (1,171)

---------- ---------- --------

NET LOSS $ (911) $
(3,987) $ (1,717) (8,413)
========
========= ========== =========

LOSS PER COMMON SHARE: $ (0.01) $
(0.06) $ (0.03) $ (0.13)
=========
========== ========= ===========

Number of shares used in computations 63,770
63,643 63,770 63,643

(See Condensed notes to Consolidated Financial Statements)

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JTS CORPORATION

CONSOLIDATED STATEMENTS OF CASH FLOWS
(in thousands)

Six
Months Ended
June 30,
June 30,
1996
1995

CASH FLOWS FROM OPERATING ACTIVITIES:
Net cash provided (used) by operations $ (4,027)
$(20,171)

CASH FLOWS FROM INVESTING ACTIVITIES:
Sale of marketable securities 20,908
51,916
Proceeds from property sales 33
--
Property purchases --
(204)
Borrowing by JTS (25,000)
--
Stock dividend received on investment --
82
Decrease in other assets 68
189
Increase in software development costs (143)
(4,298)

Net cash (used) provided by investing activities (4,134)
47,685

CASH FLOWS FROM FINANCING ACTIVITIES:
Extinguishment of debt (75)
(53)

Issuance of common stock 497
46

Net cash provided (used) by financing activities 422
(7)

EFFECT OF EXCHANGE RATE CHANGES ON CASH
& EQUIVALENTS (7)
58

NET INCREASE (DECREASE) IN CASH & EQUIVALENTS (7,746)
27,565

CASH & EQUIVALENTS:
Beginning of period 28,941
22,592

End of period $ 21,195
$ 50,157
========
========

OTHER CASH FLOW INFORMATION FROM
CONTINUING OPERATIONS:
Interest paid 2,290
2,306

NON CASH INVESTING ACTIVITIES:
Unrealized gain on marketable securities $ --
$ 2,294

(See Condensed Notes to Consolidated Financial Statements)

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JTS CORPORATION

CONDENSED NOTES TO CONSOLIDATED FINANCIAL STATEMENTS

NOTE 1. BASIS OF PRESENTATION

The condensed financial statements included herein have been prepared
by the
Company, without audit, pursuant to the rules and regulations of the
Securities
and Exchange Commission. Certain information and footnote disclosures

normally
included in financial statements prepared in accordance with generally
accepted
accounting principles have been condensed or omitted pursuant to such
rules and
regulations. However, the Company believes that the disclosures are
adequate to
make the information presented not misleading. It is suggested that
these
condensed financial statements be read in conjunction with the
financial
statements and notes thereto included in the Company's 1995 Annual
Report on
Form 10-K, filed with the Securities and Exchange Commission.

The unaudited condensed financial statements included herein reflect
all
adjustments (which include only normal, recurring adjustments), which
are, in
the opinion of management, necessary to state fairly the results for
the periods
presented. The results for such periods are not necessarily indicative
of the
results to be expected for the full fiscal year.

The Company operates with a 52/53 week fiscal calendar. Both quarters
covered by
this report have 13 weeks and for simplicity of presentation, the
calendar
quarter date is used to represent the quarter end. The actual fiscal
closing
date for the second quarter of 1996 and 1995 was June 29, and July 1,
respectively.

NOTE 2. INVENTORIES

Inventories consist of the following (in thousands):

June 30,
December 31,
1996
1995

Finished goods $ 4,300
$ 9,927
Raw materials and work-in-process 298
1,007

Total $ 4,598 $
10,934

=======
=========

NOTE 3. REPURCHASE OF 5 1/4% SUBORDINATED CONVERTIBLE DEBENTURES

In the first quarter of 1995, the Company repurchased a portion of its 5 1/4%
subordinated convertible debentures. The Company repurchased 100 bonds at face
value of $1,000 each, and recorded an extraordinary credit of $47,250.

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NOTE 4. MERGER WITH JTS CORPORATION ("JTS")

On July 30, 1996, Atari was merged with and into JTS and the separate existence
of Atari ceased. Although the business combination will result in Atari merging
into the JTS legal entity, the substance of the transaction is that Atari, as a
public company with substantially greater operating history and net worth owns
approximately 62% of the equity of the merged company. The $25 million loan
Atari had made to JTS in February was increased to $30 million in early July,
and upon consummation of the merger the loan was cancelled. The acquisition will
be accounted for as a purchase of JTS by Atari and accordingly, the operating
results of JTS from July 30, 1996, the date of the merger forward will be
combined with Atari's operating results and reported as JTS. The aggregate
purchase price of $112.3 million has been preliminarily allocated to the
acquired assets and liabilities of JTS. The fair value of the JTS assets and
liabilities will be revised when complete and final information becomes
available regarding liabilities assumed and direct transaction costs and the
receipt of a final allocation report. Management believes the final allocation
of the purchase price will not be materially different from the preliminary
allocation. The preliminary allocation resulted in $151 million allocated to
purchased technology, $112 million of which represented in-process research and

development. The $112 million will be expensed in Atari's July
operations as the
technology had not yet reached technological feasibility and does not
have
alternative future uses.

The net assets acquired were preliminarily allocated as follows:
(in thousands)

Inventory, trade accounts receivables and other current assets $
24,989
Equipment and tooling
19,469
In-process technology
112,357
Existing technology
25,812
Goodwill
13,666
Liabilities assumed
(84,000)

Net assets acquired
$112,293

The following unaudited profoma information shows the results of
operations for
the six months ended June 30, 1996 and 1995 as if the JTS acquisition
had
occurred at the beginning of each period presented and at the purchase
price
established on July 30, 1996. The results are not necessarily
indicative of what
would have occurred had the acquisition actually been made at the
beginning of
each of the respective periods presented or of future operations of
the combined
companies. The proforma results for 1996 combine Atari's results for
the six
month period ended June 30, 1996 with the results of JTS for the six
month
period ended July 28, 1996. The proforma results for 1995 combine
Atari's
results for the six month period ended June 30, 1995 with JTS' six
month fiscal
period (26 weeks) ended July 30, 1995. The following unaudited
proforma results
include the straight-line amortization of intangibles over periods
ranging from
three years to seven years.

(in thousands)	1996	1995
Revenue	$36,076	$13,294
Net (loss)	(47,477)	(20,805)
Net (loss) per share	$ (0.26)	$ (0.25)
Weighted average common and common equivalent shares outstanding	103,305	83,286

MANAGEMENT'S DISCUSSION AND ANALYSIS FOR THE SECOND QUARTER OF 1996
COMPARED TO THE SECOND QUARTER OF 1995

This Quarterly Report on Form 10Q contains forward-looking statements within the meaning of Section 21E of the Securities Exchange Act of 1934. Actual results could differ materially from those projected in the forward-looking statements as a result of the risk related factors set forth herein, and in the JTS Registation Statement on Form S-4 declaring effective by the Securities Exchange Commisson on July 12, 1996.

On July 30, 1996, Atari was merged with and into JTS, and each outstanding share of Atari Common Stock was exchanged and converted into one share of JTS Common Stock. JTS was incorporated in February 1994 to develop, market and manufacture hard disk drives. The Merger was approved by the stockholders of Atari and JTS and finalized in Shareholder Meetings on July 30, 1996.

In 1995, Atari recognized that despite the significant commitment of financial resources that were devoted to the Jaguar and related products, it was unlikely that the Jaguar would ever become a broadly accepted video game console or that Jaguar technology would be broadly adopted by software title developers. As a result, Atari decided to significantly downsize its Jaguar operations. This downsizing resulted in significant reductions in Atari's work force, and significant curtailment of research and development and sales and marketing activities for the Jaguar and related products. Accordingly, Atari decided to

focus its efforts on selling its inventory of Jaguar and related products and to emphasize its existing licensing and development activities related to multimedia entertainment software for various platforms.

Net sales for the second quarter 1996 were $1.0 million compared to $3.0 million for the second quarter 1995, a reduction of $2.0 million. Sales of Jaguar and related products represented 65% and 70% of total revenues for 1996 and 1995, respectively, and sales of other products and royalties represented the balance of revenues in each such year. The reduction in revenues was primarily the result of lower unit volumes of Jaguar products and lower average selling prices of Jaguar and certain of its software titles. As a result of the Jaguar price reductions and the substantial curtailment of sales and marketing activities for Jaguar, Atari expects sales of Jaguar and related products to decline substantially in 1996 and thereafter.

Cost of sales revenues for the second quarter of 1996 were $.9 million compared to $2.0 million for 1995. The substantial decline was due to the reduction of revenues.

Despite the introduction of four additional game titles in the first quarter of 1996, interactive multimedia entertainment market sales have not rebounded due to uncertainty about Atari's commitment to the Jaguar platform, increased price competition and pending competitive product introductions. The Company is pursuing alternative sales channels and licensing opportunities. Atari expects the market to remain highly competitive throughout the year.

Research and development expenses were $.1 million for the second quarter of 1996 compared to $1.8 million for the second quarter of 1995. The substantial decline is due to the elimination of the Company's internal Jaguar development team and other development staff in the fourth quarter 1995. As of June 30, 1996, the Company had capitalized $.9 million of development cost

associated
with certain CD titles.

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Marketing and distribution expenses were $0.2 million for the second quarter
1996 as compared to $2.6 million for the second quarter of 1995. The reduction
was due to the curtailment of marketing activities for the Jaguar.

General and administrative expenses for the second quarter of 1996, were $0.7
million compared to $1.6 million for the same period in 1995. The decrease in
such expenses was primarily the result of staff reductions, reduced rent, and
other reductions in operating costs.

Other Income (Expense), net for the second quarter of 1996 was $0.1 compared to
$0.6 million for the second quarter of 1995. In the second quarter of 1995, the
company sold a portion of its common stock holdings in Dixon PLC, a United
Kingdom retailer, and realized a gain of approximately $0.5 million.

Interest income for the second quarter of 1996 was $0.3 million compared to $0.9
million for the second quarter of 1995, reflecting the Company's significantly
lower cash balances during the second quarter of 1996. Interest expenses for the
1996 and 1995 quarters were $0.6 million which represents interest due on the
Company's 5 1/4% Convertible Subordinated Debentures. In April 1996, the Company
made an annual payment of interest on its bonds that totaled $2.2 million.

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MANAGEMENT DISCUSSION ANALYSIS FOR THE FIRST SIX MONTHS 1996 AS COMPARED TO THE
FIRST SIX MONTHS FOR 1995

Net sales for the first six months ended 1996 were $2.3 million as compared to
$7.8 million for the same period of 1995. Sales of Jaguar and related products
represented 52% of sales for 1996 and 72% for 1995, and sales of other products

and royalties represented the balance of revenues in each such year. The
reduction in revenues was primarily the result of lower unit volumes of Jaguar
products and lower average selling prices of Jaguar and certain of its software
titles. As a result of the Jaguar price reductions and substantial curtailment
of sales and marketing activities for Jaguar. Atari expects sales of Jaguar and
related products to decline substantially in 1996 and thereafter.

Cost of sales for the first six months of 1996 were $7.1 million. Included in
cost of sales in 1996 were inventory write-downs of $5.0 million relating to
Jaguar products. These write-downs resulted from management's revised estimates
of sales resulting from continued disappointing sales of Jaguar.

Research and development expenses for the first six months were $0.3 million as
compared to $3.6 million for the 1995 period. The substantial decline is due to
the elimination of the Company's internal Jaguar development team and other
development staff in the fourth quarter 1995. As of June 30, 1996 the Company
had capitalized $0.9 million of development costs associated with certain CD
titles.

Marketing and distribution expenses were $1.0 million for the first six months
of 1996 as compared to $5.2 million for the 1995 period. The reduction was due
to the curtailment of marketing activities for the Jaguar.

General and administrative expenses for the first six months of 1996 were $2.0
million as compared to $3.4 million for 1995. The decrease in such expenses was
primarily the result of staff reductions, reduced rent, and other reductions in
operating costs. The Company maintains operations in Sunnyvale, California and
Slough in the United Kingdom.

Other Income (Expense), net for the six months ended 1996 was $6.8 million as
compared to $1.0 million in 1995. For 1996, the company sold the remaining

portion of its holdings in Dixon PLC., a retailer in England and realized a gain
of $6.3 million.

Interest income for 1996 was $0.7 million as compared to $1.8 million for 1995.
The decrease in interest income is attributable to significantly lower cash
balances during the first half of 1996 as compared to 1995.

Interest expense for the first six months of both periods was $1.2 million and
is a result of the Company's 5 1/4% Convertible Subordinated Debentures.

LIQUIDITY AND CAPITAL RESOURCES

As of June 30, 1996 , the Company had cash and marketable securities balances
totaling $21.2 million compared to $50.6 million as of December 31, 1995 for a
reduction of $29.4 million.

In February 1996, Atari loaned $25.0 million to JTS in connection with the
Merger and in July the loaned amount was increased to $30.0 million. Upon
comsummation of the merger the loan was cancelled.

For the first six months of 1996, the Company used $4.0 million in operating
activities.

PART II

OTHER INFORMATION

Item 1. LEGAL PROCEEDINGS

The Company is not aware of any other pending legal proceedings against
the Company and its consolidated subsidiaries other than routine litigation
incidental to their normal business.

Item 6. EXHIBITS AND REPORTS ON FORM 8-K

(a) Exhibits
Ex-27 Financial Data Schedule

(b) Reports on Form 8-K - None

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SIGNATURES

PURSUANT TO THE REQUIREMENTS OF THE SECURITIES EXCHANGE ACT OF 1934,
THE
REGISTRANT HAS DULY CAUSED THIS REPORT TO BE SIGNED ON ITS BEHALF BY
THE
UNDERSIGNED THEREUNTO DULY AUTHORIZED.

ATARI CORPORATION

(Registrant)

DATE: Auugust 19, 1996

By W. VIRGINIA
WALKER

W. Virginia
Walker
Chief Financial
Officer

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EXHIBIT INDEX

Exhibits

Ex-27 Financial Data Schedule

EX-27
2
FINANCIAL DATA SCHEDULE

WARNING: THE EDGAR SYSTEM ENCOUNTERED ERROR(S) WHILE PROCESSING THIS
SCHEDULE.

5
1000
US DOLLARS

3-MOS
DEC-31-1995
APRIL-01-1996
JUN-29-1996
21195
0
648
0
4598
52662
406
0

```
64915
5803
42354
639
0
0
16119
64915
1040
1040
931
985
0
0
569
(911)
0
(911)
0
0
0
(911)
(0.1)
(0.1)

-----END PRIVACY-ENHANCED MESSAGE-----
```

1246. Re: opcodes 6502c

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <32F848BC.41C6@htw.uni-sb.de>
Source record: 76145

lenspencer@aol.com wrote:

> The 6502c IS the 6502 processor. There are no extended opcodes, and I do
> not know of any "illegal" ones that work. (Someone PLEASE correct me

At least LAX (=LDA+LDX) works. I also figured out a few other
undocumented instructions (with more or less sense).

> Your safest bet is to stick with the standard 6502 instruction set.
Yes, that makes life easier for emulators ;-)

Bye,
Markus
--
Markus Gietzen XL-it! Atari 8bit Emulator

E-Mail: iig05-1@htw.uni-sb.de

1247. How to convert .DCM files

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: ivan@rcp.co.uk
Message-ID: <32fa4bf6.1211522897@news.rmplc.co.uk>
Source record: 76146

I have had many enquires about how to convert .DCM disk images to be able to use them. There is a PC MSDOS utility called DCMTODSK which will convert .DCM images to .ATR images so they can be used with either an emulator or a Sio2pc cable.

DCMTODSK is now available from my utilities web page:
http://dales.rmplc.co.uk/ivan/atari/

Coming soon to my web page is a section on how to run atari executables (.EXE, .OBJ, .BIN) on an emulator. (as I get many emails regarding this too)

Ivan

1248. XL Monitor usage

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: Don Bacon <dbacon@ford.com>
Message-ID: <32F84229.78BA@ford.com>
Source record: 76147

I have an old 800XL and it has a monitor socket in the back.

Can I drive my NEC 3D multisync monitor, and if so what pin outs are
required.

In advance many thanks

Don

dbacon@ford.com

1249. Re: AR: The City question

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: Big Bro` <lsusj@csv.warwick.ac.uk>
Message-ID: <Pine.SOL.3.95.970205095816.7745A-100000@holly>
Source record: 76148

.....all I need is a good 'beginner's introduction' or something else....

Your best bet is to save the game every time you win an encounter,
then back up your coverdisk (without overwriting the previous character
backup). This way, if anything untowards happens (such as dying :)) then
it`s relatively simple to restore the character, without having to restart
completely. Other than that, it`s pretty much trial and error. And die.
And restart. And die. And find something cool and promptly die. You get
the point :)
I found that if, when my character was generated, I waited until
his (her?) intelligence was high (21), then just tricked all my enemies.
Doesn`t always work, especially on things like master thievs, and the
like!
Look out for a TREASURE FINDING! potion (Red and sweet, if my
memory serves me correctly....?), and wait around until night time - the
best monsters appear then, like trolls (usu. loads of weapons) and dwarves
(gems, etc.). Slime often has good stuff, but is a pig to kill. Oh, and
finally....beware the Nightstalker.....you have been warned!!!

Good luck - you`ll be able to call yourself a veteran in, ooh, say
two years (real time!) :)

Big Bro`

1250. Re: Pastfinder

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <5d9le1$nvm@nut.ucsb.edu>
Source record: 76149

at289@chebucto.ns.ca (Randal R. Gray) writes:

>Hello, what is the purpose of the Activision game "Pastfinder"? I've
>played it awhile and get quite a ways in it but never make it to the
>end(if any). What do the extra pieces of equipment do? So far, only the
>deradiator seems to be usefull.

Pastfinder is an AWESOME game! That and Spelunker are the 2 games
that I still consistently go back to.

OK, here's the scoop:

Deradiator: wipes all of your radiation from your robot
Heavy Metal: provides a radiation shield so you absorb radiation a
lot slower. Use it on the red areas where the radiation is
the highest. Lasts several rounds (if you don't die & lose it).
Beam Shield: you don't die from the enemy saucer shooting you
Scrambler: the enemy saucer won't track you--it will fall straight down
the screen instead of homing in on you

The point is to pick up artifacts and deliver them. The artifacts are
the little discs (1 artifact) or 3-d boxes (5 artifacts). Run over them
to pick them up and go to the areas on the map that have a square on them.
These are the delivery stations. For every artifact delivered, you get
a bonus goodie--there are 2 types of stations (different symbols on the
map) that give you 2 different goodies. One gives you a second of
radiation immunity for each artifact delivered, the other gives you a
second of enemy saucer non-presence for each artifact delivered.

There is no end to the game. You keep exploring new territory, until you
get to the top of the map, where it's a _real bitch_ to just stay alive
and deal w/ the terrain obstacles, let alone the radiation and incessant
saucers. If you make it to the very top, you start back down @ the bottom
again, like usual, and keep going.

Some strategies I've picked up are to avoid going over the same area
twice, b/c there are no enemies and no floating crystals to shoot to
keep your radiation down.

The 2 pairs of arrows on the map screen point to squares that hold
free guys somewhere in the area. Run over them to get them.

That's about it off the top of my head--I can answer more questions.
I'm your Pastfinder man!

-Jason
--

Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling.PWEI.LEGO.Tit Wrench.Battle of the Planets.Star Wars.
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN.
The Jitterbug.Bill Gibson.Robot Wars.Tim Burton.The Cult.fried cheese.

1251. Re: ATARI equipment, MUST SELL!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: Roger Sween <emonk@death-star.com>
Message-ID: <01bc1312$07d57520$0f6466cf@emonk.cnc.bc.ca>
Source record: 76150

Curt Vendel <cvendel@fir.fbc.com> wrote in article
<32F6270F.41C67EA6@fir.fbc.com>...
> If your looking for an ATR8000 you might want to try B&C ComputerVisions
> at: 408-986-9960, Bruce may still have a few of those lying around, if
> not try Brad Koda at Best 408-243-6950
>
>
> Curt
>

Thanks for the info, will do!

1252. Re: Wanted: Format of *.dsk files

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: ziggy@icon.co.za
Message-ID: <32f8752e.27940793@hermes.is.co.za>
Source record: 76151

Hello

On Sun, 02 Feb 1997 23:42:33 +0100, Matthias Belitz
<matz@kawo2.rwth-aachen.de> wrote:

>Could someone explain the format of the dsk-files to me ?
>They seem to be disk-images. I guess they were created by an SIO2PC like
>program running on Atari ST.

Maybe they are Apple II disk images. The .dsk extension is standard
for such disk images used by emulators. What is the byte size? If it
is 143360 it could be an Apple II image.

Peter Job
ziggy@icon.co.za

1253. Re: Confused about disk sides

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5d9u5l$e9p@sjx-ixn10.ix.netcom.com>
Source record: 76152

In <19970204131600.IAA03139@ladder01.news.aol.com> asharkis@aol.com writes:
>
>In article <19970204072300.CAA22638@ladder01.news.aol.com>,
>lenspencer@aol.com writes:
>
>>You also can't format the back side in single-side mode on the
XF551(to
>>use on the single-sided drives), either, as that drive uses the index
>>hole. But once it is formatted on the other drives, the 551 will
write
>to
>>it just fine. You just have to treat it like it was a 1050 or Indus
GT
>>and flip the disk.
>
>That's why I grab old ANTIC disks whenever I can find them. ANTIC
disks
>typically have double index holes. For a while, Dysan also sold disks
>like that, but only in large orders. Some guys also went to the
trouble
>of punching the second holes in their disks. But formatting the
second
>sides of flippies on a 1050 always seemed the most practical way to go
>about it.

Bob Puff (CSS) has an XF551 upgrade that WILL allow you to format
flippy disks. I had one and it worked great. I also built a switch for
the XF551 that would all you to have full write, normal and full
protect modes. I can dig up the schematic for it. I had 1 IC and a DPDT
switch w/ center off. That worked really well too.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

1254. Re: Ethernet card?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5d9utj$le9@dfw-ixnews4.ix.netcom.com>
Source record: 76153

In <5d7mig$86i@newstand.syr.edu> mtwoodwa@smith.cis.syr.edu (Matthew T. Woodward) writes:
>
>This may seem like a dumb question, but:
>
>Is it possible to get an Ethernet card for my 130XE?
>
>I thought it would be cool to put it on the network if poss.
>
> - Matt
>
Matt,
To my knowledge, nothing like that has ever been interfaced to the 8-bit. I suppose it could be done, but would take some re-engineering not to mention software to run it.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

1255. Re: Boulder Dash II Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5d9v24$eho@sjx-ixn10.ix.netcom.com>
Source record: 76154

In <Pine.PMDF.3.95.970204124245.677417916A-100000@conrad.appstate.edu>
Thomas Main <main@conrad.appstate.edu> writes:
>
>I recently downloaded a copy of Boulderdash II and have been playing
the
>first level. I have discovered how to "lead" the flashing squares and
>destroy them with boulders and the wall that turns some boulders into
>diamonds. The problem I have is that when I get to the exit door, I
can't
>get in. Is there something I am missing? Any help would be greatly
>appreciated.
>
>-Thomas
>
>
>
Thomas,
In all of the Boulder Dash games you must have enough diamonds
collected to move to the next level. There must be at least one you
missed.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

1256. Re: Confused about disk sides

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5d9vat$h2s@dfw-ixnews10.ix.netcom.com>
Source record: 76155

In <01bc12c8$d04b82a0$169c099a@amulder> "M. Diepenhorst"
<madie@worldonline.nl> writes:
>
>Hi Folks!
>
>Ehhh.... perhaps one asked that already, but I like to know if there
is a
>programm that is able to write the b-side of a disk in a XF551... with
an
>inserted disk with side A UP! I guess that would be a solution too for
our
>problems. The disk is "normal" inserted, but you simply write the
>backside....
>
>Grtx. Sysop*Marius (BBS the ATARI INSIDE)
>

The XF551 is designed to write in true double sided format. I can't
do reverse write on the B side. Just remember, when you make a flippy
disk, it is spinning in the opposite direction from side A. For double
sided disks the disk is not flpiied and you have 2 heads writing at the
same time. One on one side on one on the other. This is where the
Flippies become incompatible with the XF551 in normal mode. If I
remember correctly, there was a drive (Rana?) that did format the B
side in reverse format and therfore was compatible with the flippy
set-up.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

1257. Shadow World

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <32F88A30.2930@isd.net>
Source record: 76156

Was there ever a Shadow World Cart?

Does anyone have one for sale?

..The games I've always enjoyed (on any platform)... are ones where 2 or
mode playes could play at the same time together....
-Balblazer
-Shadow World
-Mario
-Archon
-...

-thanx-

1258. atari 8 bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5da2c5$35b$1@zwieracz.psych.uw.edu.pl>
Source record: 76157

okee, so i've got a question: do you know any viruses for 8bit ataris?
i have two of them, working, with source code. i thought that this would be
an interesting discussion after all that FS: crap. so write to me here, if
you can tell something about that...

372
--
= wasza KrAp = krap@freud.psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone: 22-6594364 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

1259. Re: AR: The City

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: read@my.sig
Message-ID: <32f8af13.7969672@news.networx.net.au>
Source record: 76158

Falcon <wfalcon@uofrlaw.urich.edu> wrote:

>Having recently discovered Alternate Reality: The City for my 8 bit,
>I'm having serious problems staying alive. Basically, my character
>walks around, gets into a few fights, and then is slaughtered by a
>worthier opponent. Can anyone give me some suggestions on how to
>protect a weak character (good strategy for getting started?)?
>
>Falcon

There was a recent request for this here not too long ago. Check for
RE: AR The City Question by Steve.
If you cannot find it, I can email you the reply.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1260. Re: XL Monitor usage

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <32f8db60.1000910@news.abest.com>
Source record: 76159

On Wed, 05 Feb 1997 08:17:45 +0000, Don Bacon <dbacon@ford.com> wrote:

>I have an old 800XL and it has a monitor socket in the back.
>
>Can I drive my NEC 3D multisync monitor, and if so what pin outs are
>required.

You can connect them together, but they probably wouldn't work
right.....VGA monitors are RGB (separate colour lines), not composite
(colour signals combined into one line), which the Atari is designed
to output. I'm sure you could make a circuit to convert the signals
from composite to RGB, but it might not be practical.

1261. Re: XL Monitor usage

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E552C0.LL8@iglou.com>
Source record: 76160

In article <32F84229.78BA@ford.com>, Don Bacon wrote:
>I have an old 800XL and it has a monitor socket in the back.
>
>Can I drive my NEC 3D multisync monitor, and if so what pin outs are
>required.
>
>In advance many thanks
>
I don't think a multisync monitor will work. The Atari computers were
designed for an NTSC composite monitor.

--
Bill Marcum bmarcum at iglou dot com
I tried using a fake address of "no-spam-here@iglou.com", and got more
spam than ever before.

1262. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970205173901.MAA17976@ladder01.news.aol.com>
Source record: 76161

In article <19970205052800.AAA25166@ladder01.news.aol.com>,
lenspencer@aol.com writes:

>Maybe Alan Sharkis or Tom Hunt would have a better
>line on this. Email Tom at *tomhunt*@*brutus*.*bright*.*net* (remove
the
>asterisks!).

I've lost interest in 2.71. If anyone asks about Ice-T I usually go back
to an earlier version. Tom Hunt may be your best bet.

1263. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970205174000.MAA17982@ladder01.news.aol.com>
Source record: 76162

In article <32f52f23.613532@news.abest.com>, Sapphire@innonyc.com (Janice in NYC) writes:

>As for the copyright holders themselves, as Yogi said, where are they?

Copyright holders will come out of the woodwork if there's enough cash in it for them to do so. Upcoming legislation and international regulations may make that a reality.

1264. opcodes 6502c

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5dahfp$211s@usenetp1.news.prodigy.com>
Source record: 76163

bmarcum@iglou1.iglou.com (Bill Marcum) wrote:
>As far as I know, the 6502, 6502C and 6510 all use the exact same
>instruction set.

I remember that the "c" had a few other instructions. BRA for
unconditional branches, some extras for the x and y registers, and some
zeroing instructions. I never used them, because I wanted to be sure my
programs ran on older machines.

Bob Stone

1265. Re: opcodes 6502c

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: kmosiejc@lcp.com
Message-ID: <5daj53$378@tlpnews.tlp.com>
Source record: 76164

> UASZ40A@prodigy.com (Robert Stone) writes:
> bmarcum@iglou1.iglou.com (Bill Marcum) wrote:
> >As far as I know, the 6502, 6502C and 6510 all use the exact same
> >instruction set.
>
> I remember that the "c" had a few other instructions. BRA for
> unconditional branches, some extras for the x and y registers, and some
> zeroing instructions. I never used them, because I wanted to be sure my
> programs ran on older machines.
>
> Bob Stone
>

But as I recall, you are confusing the 65C02 and the 6502c.
I believe the former is the processor with the added instructions
while I believe the latter is a version Atari used which had
some electronics integrated into it to make it live with ANTIC
usurping it more easily.

But I agree with you on the idea of the 65C02. As far as I know,
I don't think there was a way to determine if you were running
on the enhanced processor or the original. And it came out after
many had the original, so I don't believe it caught on.

--Kurt Mosiejczuk

1266. Mike Hohman and FTe

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: kurt@csh.rit.edu
Message-ID: <MvjePC.BP1B@csh-newsserver.csh.rit.edu>
Source record: 76165

Has anyone out there heeard from Mike Hohman recently?

I saw a posting from someone saying he had disappeared without
filling orders. this would be very disturbing. Especially since
he holds the rights on a bunch of valuable 8bit SW and HW.

Can someone refute this? I'd like to get an SDX upgrade ROM :)

--Kurt Mosiejczuk

1267. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5darti$78n@login.freenet.columbus.oh.us>
Source record: 76166
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

William Fisher (blackat@direct.ca) wrote:
: > Johosephat!
: > Windows was writen in a LEARNING language?
: > Pascal was just created to start out in.It doesn't even have a command
: > equivilant to BASIC's POKE!!!
: > And people wonder why I hate it.
: > Like that little tiny window that you have to pick a file from when a
: > programme asks you for a file.
: > (this is built into Windows so EVERY programme will show this)

: Believe it or not, Windows was originally written in Pascal. And up until
: Windows 3.11 for Workgroups PASCAL was still in the source code. In Win95
: tho there is no more PASCAL language. Just support for it's data structures
: for older programs.

Well,except for the part of Windows 3.11 that are still in 4(aka 95).
Like I said,it's like a Win32s deal.32-bit programme system calls just get
converted to 16-bit ones.
--
The Doctor

1268. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5das52$8s1@login.freenet.columbus.oh.us>
Source record: 76167
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

Thorsten Guenther (guenther@cabal.shnet.org) wrote:
: In <bwanga-2901970321400001@metricom46.ucsc.edu> Timothy A. Seufert wrote:
: >The Jag has a MC68000 and two identical 32-bit RISC processors (one of
: >which was intended to handle sound processing). It also has a couple
: >coprocessors to accelerate things like blitting, sprites, etc. The 64-bit
: >element in the whole affair was the memory bus connecting the various
: >processing elements and the 2MB DRAM memory together.
: >
: >Does it really matter that none of the processors in the machine cannot
: >handle 64-bit instructions?

: You are talking bullshit. The Jaguar _does_ handle 64-bit
: instructions. Would you accept Marc Rosocha as a reference?

I think the point is if it has 64-bit registers (and data bus) it can move
64-bits at a time.I don't really see the point of 64-bit instructions.
--
The Doctor

1269. Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-05 00:00:00 UTC
From: KeChong Nguyen <nk601@gre.ac.uk>
Message-ID: <32F95C6B.1FF7@gre.ac.uk>
Source record: 76168

--

Does anyone out there know what happened to "page 6" or "New Atari User".
I think it was the last ever British Atari magazine? - any slim (
probably very very slim) chance its still published ??

_ ____________________________ _
/)| Ke Chong Nguyen |(\
/ / | nk601@gre.ac.uk | \ \
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1270. Re: opcodes 6502c

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32fa1374.803255@news.inc.net>
Source record: 75969

On 6 Feb 1997 14:41:09 GMT, UASZ40A@prodigy.com (Robert Stone) wrote:

>Someone wrote:
>>The Atari only supports one instruction set.
>
>I'm pretty sure that the last cartridge versions of Mac65 support the
>extra opcodes for the later Atari's with 65C02s, but hardly anyone used
>them.
>
>Bob Stone

Heck, my Mac/65 supports them and it is even one of the older releases. It is the orange cartridge that can come apart and the manual is in the ring binder form. Unlike my Action! & BasicXL which came as black cartridges with yellow labels, and manuals bound by a glue type spine.

Cheers,

Jon

1271. Re: KYAN PASCAL QUESTION

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: AJB <ajbufort@mail.sas.upenn.edu>
Message-ID: <32FA100E.1925@mail.sas.upenn.edu>
Source record: 75970

Hey Bob...

I can't thank you enough. The info was VERY useful, and I greatly
appreciate your efforts in putting up some of the manual on the web!

I'll definitely check out the page.

THANKS AGAIN!

-Tony :)

1272. Re: XL Monitor usage

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32fb1504.1203356@news.inc.net>
Source record: 75971

On 6 Feb 1997 14:53:30 GMT, UASZ40A@prodigy.com (Robert Stone) wrote:

>Don Bacon <dbacon@ford.com> wrote:
>>
>>I have an old 800XL and it has a monitor socket in the back.
>>
>>Can I drive my NEC 3D multisync monitor, and if so what pin outs are
>>required.
>
>The 800XL and all the other 8 bit Ataris with monitor sockets only output
>composite signals like the ones used in today's VCRs and TVs which have
>direct video and audio inputs and outputs.

Right with this to add... they are all composite but they all also
have a composite seperated chroma-luma (except for the 800XL). Atari
didn't quite impliment the chroma-luma on the 800XL for some reason.
I modified mine once and if I remember correctly it just required
hooking up 1 or 2 of the pins on the monitor jack and putting a
capacitor in line or something. Hard to remember that.

Cheers,

Jon

1273. Re: SIO-Protocol/Comands

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32FA19E7.457E@kawo2.rwth-aachen.de>
Source record: 75972

Daniel Klugh wrote:
>
> Matthias Belitz (matz@kawo2.rwth-aachen.de) wrote:

> You know I was thinking about that 256-byte sector limitation of the Atari
> DOSes and it seems to me that you could implement a "multi-sector read"
> and "multiple sector write" command.That would get past the slowness of
> 256-byte sector access without making DOSes use 512-byte file buffers.
> Of course only SpartaDOS keeps lists of sectors("sectormaps") so only
> SpartaDOS could read in more than one sector at a time.Itï¿½s a nice idea - but we have to see where to get the space for the code from.
I only have 1.5 kByte room for the whole code.
Second point is that you have to rewrite DOS, no matter which way you go. And then a 512 byte implementation would speed up the system much more than multiple sector reads.
> (AtariDOS and MyDOS only know the location of the current and next sector)
> Of course Atari/MyDOS directories are always stored on sequential sectors,
> so directory reads would be fast if a programme read the whole directory
> at once.
> This would also help out disk drives with track buffers since the whole
> track could be sent in one frame.So you have to reprogram all floppy drives.
> And it would still work when 1024-byte sector hard drives come out.This would be the smallest problem. Still all harddisks have 512 bytes/sektor and I canï¿½t imagine, that one really need one bigger than 100 MB.
Look: Our Interface supports up to 240 partitions.
If you let them all emulate Enhanced density disks, youï¿½ll need:
1040 sec X 256 bytes (single density disks will also need the space of 256 bytes per sector) X 240 partitions = ca. 61 MB.
So do 2-3 16 meg partitions for working with and you have 100 MB.
And to store files (f.e. a games collection) youï¿½ll better use CD-ROM.

Matt
-
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

1274. Re: microport xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32FA1262.2781E494@fir.fbc.com>
Source record: 75973

Hi,

Brad Koda at Best Electronics has the PBI experimenters kits
available, call 408-243-6950

Also, if your looking for other things Atari, give Bruce at B&C
Computervisions a call: 408-986-9960.

Curt

1275. Please Identify This Item

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: "J. Collins" <bosco@inficad.com>
Message-ID: <5dd1j9$7mt@lana.zippo.com>
Source record: 75974

I have a hardware item made by Innovative Concepts (I believe) and is
called the MicroNet. It consists of several SIO jacks on both sides
of the unit. I suspect it's for networking, but I have no docs or
info on it. If anyone has any knowledge on this item, please respond
here or via e-mail.
Thanks!
JC

1276. Re: Windows 95 Info Guide

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: darkknight@netvista.net
Message-ID: <5dd85t$h46@Picasso.netvista.net>
Source record: 75975

cjtech@inreach.com wrote:

>Find out what you've been missing...

>WINDOWS 95 INFO GUIDE

>The Only Software Package That Gives You All You Need!

>http://home.inreach.com/cjtech

>Don't waste money on expensive training videos, books, and magazines
>when you can have the information when and where you need it,
>at the click of a button. Order Today and receive your copy of
>Windows 95 Info Guide featuring hundreds of tips and tricks in
>an easy to use interface and we'll include the updates...FREE!!!

And this relates to Atari 8-bit computers in what way.....???????

Sorry for the miniscule reply, but I am a self appointed crusader
against inappropriate Internet spam. This would be fine in a Win95
group, but just doesn't belong here.

Sean C. Weber

1277. Re: Ethernet card?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32FA1177.167EB0E7@fir.fbc.com>
Source record: 75976

The were only two network implementations ever released for the Atari 8bit computers systems:

1. The Corvus Constellation. A 10MB or 20MB hard drive system would be connected to an 8 port multiplexer which in turn could be connected to 8 additional multiplexers for a total of 64 connections. These multiplexers would have a small connection box plugged into them that would be plugged on the other side to joystick ports 3 & 4 of the Atari 800 computers. With the discontinuation of the 400/800 line of computers Corvus Systems, Inc cancelled further development/sales of their Corvus Atari interface.

2. CSS Multiplexer. Creative Software Solutions (Now New Age Electronics) sells (yes, they still sell) The "Multiplexer" a series of interfaces which plug into the cartridge port and allow additional cartridges to be plug onto of the them. 1 interface is the Master which you plug into your "SERVER" which you would want to be an Atari system with preferrable a hard drive or a set of multiple large capacity disk drives and a printer. The other modules are the SLAVE modules which you can have up to 8 of. These will allow you to boot from the MASTER system and use its hard/floppy disks and printer. Bob Puff was working on a multi-user BBS system, I don't know if it ever became commercially available. the tele# of CSS is 716-586-5545
His BBS line is: 716-247-7157

Curt

1278. Re: Confused about disk sides

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <32FA0D49.41C67EA6@fir.fbc.com>
Source record: 75977

Actually the 1450XLD disks don't work like that, they treat each disk as a seperate sides, both sides aren't read/write to at the same time. The drives are EXTREMELY fast, however the whole system is VERY flaky, but very cool.

On nice feature of the 1450XLD drives is that they are drives D1: and D2:, any drives connected to the SIO chain are automatically assigned drive #'s 2 drives higher

ie. You have 2 drives installed inside of the 1450XLD, then you plug a 1050 onto the SIO chain as drive D1:, it automatically becomes drive D3:

The other nice feature of the 1450XLD is that upon turning the system on, a blue screen comes up with a message:

Insert Disk Into Drive and press RETURN

Curt

1279. Shooting in Firebug

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: "Richard T. Thigpen" <lvalkar@sowega.net>
Message-ID: <32FA3CA3.556D@sowega.net>
Source record: 75978

Hey if anybody knows how to shoot in firebug(firebug.exe) then please
e-mail me and tell me how.

Richard
T. Thigpen

1280. Re: XL Monitor usage

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <5ddhht$1fa@vega.cs.pdx.edu>
Source record: 75979

ssilicon@lax.net (Jon D. Melbo) writes:

>On 6 Feb 1997 14:53:30 GMT, UASZ40A@prodigy.com (Robert Stone) wrote:

>>Don Bacon <dbacon@ford.com> wrote:
>>>
>>>I have an old 800XL and it has a monitor socket in the back.
>>>
>>>Can I drive my NEC 3D multisync monitor, and if so what pin outs are
>>>required.
>>
>>The 800XL and all the other 8 bit Ataris with monitor sockets only output
>>composite signals like the ones used in today's VCRs and TVs which have
>>direct video and audio inputs and outputs.

>Right with this to add... they are all composite but they all also
>have a composite seperated chroma-luma (except for the 800XL). Atari
>didn't quite impliment the chroma-luma on the 800XL for some reason.
>I modified mine once and if I remember correctly it just required
>hooking up 1 or 2 of the pins on the monitor jack and putting a
>capacitor in line or something. Hard to remember that.

Some NEC and Mitsubishi multisync monitors (and maybe others?) made in the
early days of the VGA standard DO have composite input, but the NEC 3D
is not one of them.

An old issue of Atari Classics (same issue with the Supervideo 2.1 upgrade
in it, I think) had an article about a Mitsubishi monitor that would
take both composite and VGA signals, with a picture of the author's PC and
130XE sharing a monitor.

1281. Re: REGARDING "DOES ANYONE RECOGNIZE THIS"...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0602971718560001@port118.bitstream.net>
Source record: 75980

In article <32f98dd1.23862049@news.inc.net>, ssilicon@lax.net wrote:

> On 5 Feb 1997 16:03:49 -0500, dklugh@freenet.columbus.oh.us (Daniel
> Klugh) wrote:
>
> >Mac GIF files are un-useable on other computers.They have some 128-byte(?)
> >header.(I think it's refered to as "MacBinary")
>
> If that's true then Mac GIF files are not really true GIFs. There is
> a spec out for the construction/format of a GIF file, and if the Apple
> weenies deviate from it then let em be on their own I say.

MacBinary is a format developed to ensure Mac binary files survive intact over modems and foreign network connections. Mac files differ from other platforms' files in that they have two parts--a resource fork and a data fork. (The resource fork contains things like icons.) But if a Mac file is sent via modem, for instance, only the data fork is sent. MacBinary combines both parts into a file with only a data fork. When a remote Mac receives the file, it is restored to the two-part structure. A non-Mac system will usually not be able to use a file in MacBinary format without some kind of translation. Most likely the "un-useable" GIF files you mention are in MacBinary format and therefore contain extra data (probably an icon) not part of the GIF format. If Mac-generated GIFs really were unusable by non-Mac systems, 80% of the graphics on the web would not be visible to your PC's browser.

Mark

1282. Re: Rainbow

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-0602972321260001@cisjx91.demon.co.uk>
Source record: 75981

In article <marksim-0502971627560001@port120.bitstream.net>,
marksim@bitstream.net (Mark L. Simonson) wrote:

> In article <32F78721.5FDC@isd.net>, jklein@isd.net wrote:
>
> > Chris wrote:
> > >
> > > Has anyone registered the full version of Rainbow?
> >
> > I've also tried the demo...
> >
> > I've run it on a P100 & P120 & both also seem slow, I'm definatly
> > inserested in comments on the full version also.
>
> Don't know how the PC version compares to the Mac version, but I get the
> following informal results with v1.3 while running the Defender cart ROM
> in 400/800 mode with the speed cap off on a 66 mhz PowerMac 7100 (with
> about eight other apps running, including Netscape, during a TCP/IP dialup
> session):
>
> Frame rate ave. fps ave. speed
> -----------------------------------
> Normal: 10 130%
> Even more: 17 90%
> Every: 26 40%
>
> Mark

Mmm the Mac (PowerPC) version is much faster for reasons I cannot
fathom... I will try a different C compiler sometime.

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: jx91@cityscape.co.uk
WWW: http://www.cityscape.co.uk/users/jx91/emulators.html

1283. Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <5ddufm$ct0@xmission.xmission.com>
Source record: 75982

After approx. 2 years out of service, I've decided to revive the Atari Connection BBS.

Online you'll find all your favorite ATASCII graphics, cartoons, and of course hundreds of megs of 8bit Atari and Internet discussion, etc..

Keep posted for details. I hope to go live in 1 to 2 weeks. WIll post phone number here!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

1284. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-0602971336570001@metricom36.ucsc.edu>
Source record: 75983
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

In article <HA6OAHAFUP@cabal.shnet.org>, guenther@cabal.shnet.org
(Thorsten Guenther) wrote:

>In <bwanga-2901970321400001@metricom46.ucsc.edu> Timothy A. Seufert wrote:
>>The Jag has a MC68000 and two identical 32-bit RISC processors (one of
>>which was intended to handle sound processing). It also has a couple
>>coprocessors to accelerate things like blitting, sprites, etc. The 64-bit
>>element in the whole affair was the memory bus connecting the various
>>processing elements and the 2MB DRAM memory together.
>>
>>Does it really matter that none of the processors in the machine cannot
>>handle 64-bit instructions?
>
>You are talking bullshit. The Jaguar _does_ handle 64-bit
>instructions. Would you accept Marc Rosocha as a reference?

I have no idea who he is.

All the information I ever saw from people who actually programmed the
thing was that the CPU registers of the two RISC main processors were 32
bits wide. I recall one of them saying there was a 64-bit data move
instruction to utilize the full width of the memory bus. The blitter also
did 64-bit bus transactions, for obvious reasons.

You missed the real point of my post: that it just doesn't matter that the
processors in the Jaguar were not 64-bit. 32-bit is plenty for games.
The game ads screaming that 64 is twice as good as 32 are BS. There isn't
even a tremendous need for true 64-bit processors on the desktop, let
alone game machines.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

1285. Re: Rainbow

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-0602971328350001@metricom36.ucsc.edu>
Source record: 75984

In article <marksim-0502971627560001@port120.bitstream.net>,
marksim@bitstream.net (Mark L. Simonson) wrote:

>Don't know how the PC version compares to the Mac version, but I get the
>following informal results with v1.3 while running the Defender cart ROM
>in 400/800 mode with the speed cap off on a 66 mhz PowerMac 7100 (with
>about eight other apps running, including Netscape, during a TCP/IP dialup
>session):
>
> Frame rate ave. fps ave. speed
> ----------------------------------
> Normal: 10 130%
> Even more: 17 90%
> Every: 26 40%

On a 7500 with a 150 MHz 604 card installed, Rainbow always runs at 60 fps
on the "Every" frame setting. Unfortunately, the blitting routines for
the 1.5x and 2x screen sizes don't appear to be well-optimized, so it
drops a bit if I go to those modes. Also, the speed cap seems to cause
some sound problems (momentary interruptions in the output). It's my
guess that these things are really artifacts of Chris not having a fast
machine to test on. :)

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

1286. Peppers Feb Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A41.3.95.970206191341.48180D-100000@fn2.freenet.edmonton.ab.ca>
Source record: 75985

E-Mail me to get on the E-Mail list
Rules follow the Auction
Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

Atari 400/ Ect. (All Loose)
****
Atlantis Cart $5 scottdec
Basketball Cart $5 scottdec
Hero Cart $5 cmoore
Kaboom Cart $5 scottdec
Moon Patrol Cart $5 scottdec
Music Composer Cart $5 Min
One on One Cart $5 scottdec
Pilot Cart $5 Min
Super Breakout Cart $5 scottdec
Tennis Cart $5 Min
Zenji Cart $5 cmoore

Other Items in Peppers Feb Auction

Turbo Graphics 15 Items Sega Master 25 Items
Turbo Grafx Handheld 1 Item Sega Master Systems 2 Items
Atari 2600 99 Items NES/Famicom 36 Items
Atari 2600 Systems 2 Items Commodore 64 32 Items
Atari 400/Ect. 11 Items Vic-20 30 Items
Atari 5200 14 Items Odyssey 2 20 Items
Intellivision 38 Items Odyssey 2 system 1 Item
Colecovision 22 Items Misc. 13 Items
Colecovision system 1 Item CD-I 88 Items

Rules:
Auction ends Feb 14/97
Then a Once, Twice, Sold format will occur Feb 15/97
One update per day or until bidding slows down...
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All Games & Game systems have been tested & work unless otherwise stated.

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

E-Mail bids to
E-Mail pepper@freenet.edmonton.ab.ca
=-=-=-

1287. Re: atari 8 bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <5de7jt$i3d@crl2.crl.com>
Source record: 75986

Mark L. Simonson (marksim@bitstream.net) wrote:

: I'm no virus expert, but... A floppy-based computer, such as the Atari
: 8-bit, would seem to be rather immune to such things--at least the kind
: that are self-replicating and spread throughout a system. I think you need
: a hard drive-based system for that kind of thing to cause any real damage.

I think I recall that there were a few viruses out on the disk-based ST
computers. I may have had one the way I downloaded from pirate bbs's
back then - most of my disks were trashed after awhile.

John
jvogel@crl.com

1288. Re: Emulators...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0602972147220001@port132.bitstream.net>
Source record: 75987

In article <19970206144101.JAA02260@ladder01.news.aol.com>,
mratari01@aol.com wrote:

> When it comes to these emulators, why in the heck don't the people writing
> these things allow them to use MS DOS and load and run NORMAL files from
> either the IBM hard drive or floppy?!?!?!?

You mean like a C> prompt on the emulator's display? Ugh. Anyway, I think
(don't know) that there are limits to the size of a disk volume and number
of files that the Atari OS can handle--probably way less than a typical
hard drive nowadays. Unless you're talking about modifying the OS or the
"hardware". But then you'd be emulating something that never existed.
(Confused? Me too!)

> Along with that offering
> normal use of all of the IBM's peripherals, ie: Printer, Modem, CD-ROM
> drive etc?

I suggested to Chris Lam (author of Rainbow) some time ago that calls to
printing devices from within the emulator be somehow passed on to the host
operating system--essentially emulating say an Epson dot matrix printer
using whatever is hooked up. Or allow the emulator access to the modem
port, somehow making it look like an R: device. He didn't seem to think
there was much point to it. And I couldn't come up with one. People mainly
want to run games. But still...

> This would be a MAJOR step forward in the emulator scene and would entice
> a whole lot more people to run Atari software.
>
> OK, OK, so you wouldn't be using an Atari DOS, or you would be patching
> it, SO WHAT? Look at what it could mean to everyone! Stuff like Carina
> BBS could then be run from an IBM via an Emulator, offering the whole
> world of Atari 8-Bitters a better source for BBS's to call. Even Pro!
> might be able to be ran on such an emulator, who knows? And then these
> 8-bit CD-Roms could be put to REAL use!

Maybe it would be possible to emulate SIO2PC or APE using an emulator and
a PC...The emulator would completely take over the system! :-)

While we're on the subject of emulator fantasies, here's mine. An Atari
emulator that's an OpenDoc part which could be dropped into a CyberDog
document. Link to Jellystone Park and run games right over the WWW! <sigh>
Unfortunately, the way things are going, I'm may be running my *Mac*
software on an emulator before that happens...

Mark

1289. Peppers 400/ect. Auction Ends Soon!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A41.3.95.970206221631.107164D-100000@fn2.freenet.edmonton.ab.ca>
Source record: 75988
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

Feb 6/97 Update #6
Auction ends Feb 7 /97
Then a Once, Twice, Sold format will occur Feb 8,9,10/97
Rules follow the Auction
Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

Atari 400/600/800/1200 Carts,Disks,Cassettes
****
Action Quest Complete Cassette $1 ccoffin
Alphabet Zoo Complete Cart $3 Min
Aliencounter & Face Flash Shrinkwrapped Cassette $1 ccoffin
B/Graph Complete Disk $1 Min
Bishop's Square/Maxwell Demon Complete Disk $1 ccoffin
Bug Off! Shrinkwrapped Cassette $1 ccoffin
Centipede With Inst. Cart $3 Min
Chicken Complete Cassette $1 englew
Chicken Shrinkwrapped Disk $1 md.paulin
Cohen's Towers Complete Disk $2 md.paulin
Compu-Math Decimals Complete Cassette $1 Min
Conversational Italian Complete Cassette $1 englew
Defender With Inst. Cart $5 supergun26
Dig Dug With Inst. Cart $4 jklein
Disk Utilities Tricky T. #7 Complete Disk $1 englew
Donkey Kong With Inst. Cart $3 paulverm
Dunion's Debugging Tool Complete Disk $1 englew
E.T. Phone Home Complete Cart $3 gump
Fight Night Loose Cart $5 cmoore
Frenzy & Flip Flop Shrinkwrapped Disk $1 md.paulin
Frogger With Inst. Cart $5 jklein
Fun With Art Complete Cart $5 arizona
Galaxian With Inst. Cart $3 paulverm
Gorf Shrinkwrapped Disk $2 md.paulin
Hard Ball Complete Cart $5 Min
Hellcat Ace Complete Disk $2 dougs
Horizontal & Vertical Scroll Complete Disk $2 englew
Intruder Complete Cassette $1 ccoffin
Jawbreaker (No label) Loose Cart $5 cmoore
Jeepers Creepers Shrinkwrapped Disk $2 md.paulin
Journey to the Planets Shrinkwrapped Cassette $1 Min
Juggles' House Complete Disk $1 Min

Juggles' Rainbow Complete Cassette $1 Min
Juggles' Rainbow Shrinkwrapped Disk $1 Min
Jumpman Complete Cassette $1 Min
Kid Grid Complete Cassette $1 Min
Kid Grid Shrinkwrapped Disk $1 md.paulin
Labyrinth Complete Cassette $1 ccoffin
Mailing List Complete Cassette $1 Min
Master Type Complete Cart $5 cmoore
Memory Map Complete Disk $2 englew
Microsoft basic Complete Disk $1 ccoffin
Millipede With Inst. Cart $6 sfyfsi
Miner 2049er Loose Cart $5 Min
Missile Command With Inst. Cart $5 db30+
Nato Commander Complete Disk $2 dougs
Necromancer Complete Cassette $2 ebrunne
Phobos Complete Disk $2 md.paulin
Pitfall II With Inst. Cart $10 amrat2000
Pitstop With Inst. Cart $5 cmoore
Pole Position With Inst. Cart $5 Min
Protector II Shrinkwrapped Cassette $1 ccoffin
Qix With Inst. Cart $4 dougs
Rainbow Walker Complete Cassette $1 Min
Realsports Football Complete Cart $5 Min
Rebel Charge at Chickamauga Shrinkwrapped Disk $2 md.paulin
Shadow World Complete Cassette $2 dougs
Sneakers Complete Disk $2 md.paulin
Soccer With Inst. Cart $5 sfyfsi
Space Eggs Shrinkwrapped Disk $2 md.paulin
Space Invaders With Inst. Cart $3 paulverm
Speedway Blast With Inst. Cart $7 cmoore
Star Raiders With Inst. Cart $3 paulverm
Star Raiders II With Inst. Cart $8 cmoore
Survivor Complete Disk $2 md.paulin
Tax Dodge Complete Disk $1 md.paulin
Telelink 1 Complete Cart $5 Min
Wizard's Crown Complete Disk $5 dougs
Zaxxon Complete Cassette $1 dougs
Zone Ranger With Inst. Cart $7 cmoore

Dust Cover #1 (New) Shrinkwrapped for 400 $2 gump
Dust Cover #2 (New) Shrinkwrapped for 400 $2 imaginos

Atari 600XL Keyboard Only! No Power Supply - Works! - $8 imaginos
With Box and Manual, Connection Manual & Atari Basic Manual

Rules:
Auction ends Feb 7 /97
Then a Once, Twice, Sold format will occur Feb 8/97
One update per day or until bidding slows down...
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3

All Games & Game systems have been tested & work unless otherwise stated.

E-Mail bids to pepper@freenet.edmonton.ab.ca

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

E-Mail pepper@freenet.edmonton.ab.ca
=-
Pepper's Videogame Homepage
http://www.freenet..edmonton.ab.ca/~pepper
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

1290. Re: MIO and bbs speed

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32FAC733.D64@tcd.net>
Source record: 75989

So your up and running again..if you have a "Hayes" modem the most you
can expect from you board is 19.2. If you at the presant state go
higher you overun the 8-bit buffers!.So it is not possible to go higer!

bob

1291. Re: Msg base size!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32FAC770.5957@tcd.net>
Source record: 75990

What BBS program are you refering to??

bob

1292. Happy 1050 Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32FAC8EB.5F58@tcd.net>
Source record: 75991

I have at least one maybe 2 Happy controled disk drives. I am open to offers on 1 and 2 provided 2 checks out on the diagnostics.

List price you offer plus $8.00 shipping not cod..

Will gurantee these for 30days
bob

1293. Re: Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: John Collins <bosco@inficad.com>
Message-ID: <5de7cr$k23@lana.zippo.com>
Source record: 75992

jeking@xmission.xmission.com (James King) reported:

: After approx. 2 years out of service, I've decided to revive the Atari
: Connection BBS.

: Online you'll find all your favorite ATASCII graphics, cartoons, and of
: course hundreds of megs of 8bit Atari and Internet discussion, etc..

: Keep posted for details. I hope to go live in 1 to 2 weeks. WIll post
: phone number here!

Glad to hear it James! Keep up the good work!

John Collins
(Formerly of NWPAC)

1294. Re: Did anyone hear Atari say goodbye?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: knave@usa.net
Message-ID: <257cd$d131b.37c@NEWS>
Source record: 75993

ssilicon@lax.net (Jon D. Melbo) wrote:

>Hi fellow Atarians. Here is some financial data I dug up on Atari.
>There is a lot here. Of special interest is the JTS stuff. Look at
>the total assets and such. Very surprising.

Jesus Christ! Did you get that exhaustingly long list of Atari's
financial stuff off the 'net? How?

You be bad, Jon, you a net god.

---knave

1295. $20.00 for Shadow World

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <32FA2183.F81@isd.net>
Source record: 75994

Ok... I really liked Shadow World & nobody has it in stock. (Including B&C Computervisions)

If you have the cart. I will pay $20 (you pay shipping) for just that one cart.

Can be opened/loose/no docs, as long as it works.

-thanx-

1296. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: marz@haari.mayn.de
Message-ID: <6QMicZ$vyBB@haari.mayn.de>
Source record: 75995
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari,comp.sys.atari.st

```
> : >Does it really matter that none of the processors in the machine cannot
> : >handle 64-bit instructions?
>
> : You are talking bullshit. The Jaguar _does_ handle 64-bit
> : instructions. Would you accept Marc Rosocha as a reference?
>
> I think the point is if it has 64-bit registers (and data bus) it can move
> 64-bits at a time.I don't really see the point of 64-bit instructions.
> --
> The Doctor
```

```
absolutely.
and it doesn't have 64-bit instructions. well, the GPU can access the bus
64 bits wide if it wants, but this doesn't make a "64-bit instruction".
and if we're talking about the actual size of the instructions, those are
all 16 bits wide. all cpu-registers (gpu/dsp) are 32 bits wide.

---
mzimmer@sw.cybersurf.de
marz@haari.mayn.de
martin_zimmer@wue.maus.de
```

1297. Re: High Score List

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970206170514.5673A-100000@fissure.scar>
Source record: 75996

The highest score in Defender, (the arcade version) UI beleive was over
16,000,000 set way back in the early 80s.. I beleive guy played for over
12 hours or something. Some people and their games :)

Alan

1298. Re: AR: The City

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970206170749.5673B-100000@fissure.scar>
Source record: 75997

On 4 Feb 1997, Falcon wrote:

> Having recently discovered Alternate Reality: The City for my 8 bit,
> I'm having serious problems staying alive. Basically, my character
> walks around, gets into a few fights, and then is slaughtered by a
> worthier opponent. Can anyone give me some suggestions on how to
> protect a weak character (good strategy for getting started?)?
>
> Falcon
>

Like the other posts said here a few days ago, SAVE SAVE and SAVE your character very often (after each fight) Also make a backup copy of your character disk. (I know its a pain in the butt) but it is the only way you will increase your character)

Alan

1299. REGARDING "DOES ANYONE RECOGNIZE THIS"...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32fa8108@pianosa.demon.co.uk>
Source record: 75998

Whilst reading the usual rubbish I find here, Jon D. Melbo wrote something
interesting to All about REGARDING "DOES ANYONE RECOGNIZE THIS"...:

Hello Jon,

JDM> If that's true then Mac GIF files are not really true GIFs. There is a
JDM> spec out for the construction/format of a GIF file, and if the Apple
JDM> weenies deviate from it then let em be on their own I say.

Yeah, that's all well and good *but* when they post three of these "gifs" to
ng's where the bulk of users probably /aren't/ using Mac's, they're really
asking for trouble.

By that, I don't mean to imply the original poster was being malicious, far
from it: His subsequent apology was more than adequate. IOW, he learnt from
his mistake. It's a pity that many (throughout usenet) don't. :-(

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... You don't tell time, time tells you. - Techno Timebomb; Chumbawamba

1300. Re: Were these games ever made for the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6QNbO-SpzHB@peter.soemtron.sb.sub.de>
Source record: 75999

In article <Re: Were these games ever made for the Atari 8-bit?>, ssilicon@lax.net (Jon D. Melbo) wrote:

Howdy Jon,

> >There are many others I've never seen for the Atari, but these are the
> >main ones that come to mind right now.
> I know that Winter Games & Summer Games was made for Atari8. Perhaps
> World Games. Perhaps also Gemstone Healer & Kung Fu Master.

sorry, but I don't think that Winter Games was converted! I just
discovered a simple picture.

--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !
CrossPoint v3.11

1301. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: alan.titchmarsh@bbc.co.uk
Message-ID: <32f90e01.0@news-feed.ndirect.co.uk>
Source record: 76093

noone@nowhere.com (Yogi) wrote:

>Who ever said I wasnt a pirate?
>Not only am I a pirate, but I cracked the stuff too, so I should get
>double duty flaming.....
>Seriously, the only reason I started the archive is because I lost all
>the stuff I had PIRATED in 1985-1982, and noticed that there is no
>site like the c-64 and apple ones in existence (even the vic 20 ones!)

>EVERY computer platform has an archive site. (MSX, CPC, Amstrad, Timex
>sinclair, apple, trs80, coco, colour genie (whatever the hell that
>is), c-64, amiga, et.c.etc.)
>YET there were NO Atari 8 bit sites. (Or ST sites, for that matter).

>Why is that?

>At any rate, I will be happy to remove the archive if toad or B&C
>computers objects to any of *THEIR* in-stock software is there.

>Like you said, we're pirates. Sorry.

>yogi
>c&P

Jeez, honesty is SO refreshing... Hell we're discussing a long-passed over platform that's held together by us pirates (that is, those who crack andf those who download the results) and so what? Who's losing from this except the remaining commercial crazies who try to sell second-user 8-bit machines for a hundred bucks or more. Freak them and more power to Yogi!

1302. Re: Sparta Dos X!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: alan.titchmarsh@bbc.co.uk
Message-ID: <32f90f6b.0@news-feed.ndirect.co.uk>
Source record: 76094

"James Anderson" <James_V_Anderson@msn.com> wrote:

>I am trying to set up a BBS again under Sparta Dos X. Will anyone be
>willing to sell their cartridge to me?

>Please reply.

Good idea but I'd rather dunk my knob into a shoebox full of hungry
scorpions than part with my SpartDOS X cart. Sorry!

Why not try the shareware disk-based version 3.3 which has a similar
command structure and was (if memory serves...) intended for use with
a BB? Run it from a RAM disk and you've got what is in effect, X.

Cheers!
Al

1303. Zip drives and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: alan.titchmarsh@bbc.co.uk
Message-ID: <32f9113a.0@news-feed.ndirect.co.uk>
Source record: 76095

Hey all

Has anyone any experience of using an Iomega Zip drive with a SCSI-equipped Atari 8-bit? I read somewhere that Sparta supports this drive without patches or driver software. If that's true, it seems like an awful cheap way to tap into hundreds of megs of *very* cheap yet fast (when compared to some other Classic drives) storage!

If you've tried this set up,c an you share your knowledge? What SCSI host adaptor are you using? DOS? Driver software?

Al

1304. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E55voM.Jzn@nonexistent.com>
Source record: 76096

On Tue, 04 Feb 1997 18:31:44 -0800, Jim Treber <jtreber@mvillage.com>
wrote:

-euskara@aol.com (Euskara) wrote:
-
-
- (snip)
-
- "In addition to the many FTP sites Commodore fans have, I just
read in
-their newsgroup that someone is putting out a CD-ROM with 15,000 yes,
-that's fifteen thousand games and programs!!!"
-
-
-
- I recently got the James King 8 bit CD-ROM. Watching dosshell
count up
-the files, I saw over 12,000 programs on over 300 directories roll on
-the counter so I'm sure I didn't see the total. Granted, there are
some
-repeats as the CD includes the Poole CD, U of Mich, and others, and
also
-many programs are in both the original format and the .atr emulator
-ready version.
-
- Jim Treber

Yes, but the commodore CD's contain COMMERCIAL programs; Does The King
CD have that? (He was vague on details when emailed)

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1305. Re: SYSTEM RESET KEY

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E55vwp.KL0@nonexistent.com>
Source record: 76097

-> How do I program the SYSTEM RESET key to jump to the beginning of
my
-> machine language routine instead of having it do something else,
like
-> reboot the system or something?
-

In Assembler:

initialize your program to store #$00 in $244
store lo byte of address you want to run in $0A AND $0C
store hi byte in $0B and $0D
That way if something has messed with the CASBOOT flag it will vector
through BOTH possibilities.
If you want it to reboot, store $E477
OR store any non zero in $244
Also, as noted in previous reply, vector through the original dosvec
(which you'll have to save somewhere) if you want D: to work.

scott

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1306. Re: atari 8 bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E55vzL.Kpx@nonexistent.com>
Source record: 76098

On Wed, 05 Feb 1997 16:51:08 -0800, ziggy29@netgate.net (Tim Irvin)
wrote:

-In article <marksim-0502971605350001@port120.bitstream.net>,
-marksim@bitstream.net (Mark L. Simonson) wrote:
-
I agree with both.
I would, however, like to see the source code.

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1307. Re: Shadow World

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: morbid@best.com
Message-ID: <32f95c88.1252929@nntp.best.com>
Source record: 76099

On Wed, 05 Feb 1997 07:25:04 -0600, Jim Klein <jklein@isd.net> wrote:

>Was there ever a Shadow World Cart?
>

Yep, sure was. (a red one by Synapse and prolly also a gray XE cart version)

You can get it at B&C Computervisions. (and maybe a few other places, but B&C is the only place I've been to...

1308. Re: KYAN PASCAL QUESTION

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5dbros$4jh@alexander.INS.CWRU.Edu>
Source record: 76100

(Bob Klass, I'm going to put a part just for you at the end
of this pre-written followup.)
(Question about how to run a file compiled with Kyan
Pascal's 'pc' command.)
(I forgot upenn guy's name.)
Alrighty, You have to have the LIB file on the disk you're
running the file from. Kyan isn't able to make 'stand alone'
programs, you have to have this LIB file, and I think you
have to be in the 'KIX' environment (with the % prompt).
Kyan didn't include a Runtime to make their programs 'stand
alone.' But you asked how to 'L'oad it. Just specify a.out
at the % prompt. Or, D2:A.OUT if on drive 2. Kyan is
annoying, best get CLSN Pascal from B & C, if they have any
more. You need 128k to program in CLSN Pascal, but I think
the .obj files stand alone and don't require 128k.
It took me several hours to figure this out, and I hate to
admit I have the 200 or so page book. I spent all that time
copying and trying and failing and certainly reading the
book as little as possible. Uhm. I probably don't wanna sell
it (book and original disk.) Thanks.
I was really upset when I first bought ACTION! and I
couldn't make stand alones. Then came the 'pd' runtimes,
etc, etc.
If you name your source file with just a .P extender? You'll
get a file with the same name as the source, but without the
.P extender. A.OUT is if you've used something other than .P
for an extender.
(Now for Bob K.)
:) :) :)
The technical support number is 415-626-2080, in San Francisco.
If you want to write them. The address is:
Kyan Software Inc.
1850 Union Street #183
San Francisco, CA 94123
:) :) :)
That's a joke Bob, I WILL bet my female dog (not my wife) that
there isn't any answer and they aren't there.

1309. LightPen

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: fu511@cleveland.Freenet.Edu
Message-ID: <5dbt05$5so@alexander.INS.CWRU.Edu>
Source record: 76101

I am looking for a disk based version of the Atari Light Pen Cart.

Have tryed writing LOTSABYTES for a new catalog but, no answer..
to get the disket base version. If someone could tell me where I
could buy this I'll pay a decent price..for the the disk. Also,
if anybody can tell me how to get ICET 2.71 to dump to a Epson
printer..that would be nice. ICET 2.6 does it fine. Oh, one
other thing..seems Ben Pol? or somebody had parted with XF551
3.5 up-grades. People, I mean any real 8-bit users know just
how valuable this was..over here in Cleveland, we could use the
boost of a few XF551's for CACUG 8-bit club..if you want to send
them along to us for a decent price let me know so I can pass the
word to Part-Time BBS.

And yes, we can access you via Email and on WEB SITEs..with the 8-bit
ha ha so there!

MoonRaker *.* ...on PT...BBS
--

1310. Re: Emulators & SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: "M. Diepenhorst" <madie@worldonline.nl>
Message-ID: <01bc13f3$cae02880$229c099a@amulder>
Source record: 76102

Hi All!

Here at this end of the world, I'm running SpartaDos 3.3A very well with XL-IT .16 and even XFORMER!

Try it out, and be amazed! BTW, this version of spartados is the only one I know, without highspeed routines.

I've xformer 3.6 here now, but ermm.... the modem support is only up to (!?) 300 baud. Does anyone know which version of xformer is using higher baudrates?

Marius (sysop*Marius; The ATARI Inside the Netherlands)

1311. Cart to Disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: "R. C." <cornetta@mail.snip.net>
Message-ID: <01bc13f4$89ff7720$8541d3d0@rc.snip.net>
Source record: 76103

Is there anyway to dump the contents of a cart to a disk and run the cart dump from disk?
Thank you,
Randy
Cornetta

--
cornetta@snip.net

1312. Re: KYAN PASCAL QUESTION

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: Bob Rayn <ryanr@one.net>
Message-ID: <32F96E94.2554CD7@one.net>
Source record: 76104

Anthony J. Bufort wrote:
>
> Ok, well, really TWO questions...
>
> 1) How does one make a binary load file from a KYAN program? I mean,
> I assume you compile it with the PC command, and then one gets back
> the files P.OUT and A.OUT. Then what? (I assume the next step
> involves the AS command?)
>
> 2) Does anyone happen to have the DOCS to KYAN?
>
>
> Thanks in advance,
>
> Tony :)

--
Tony,
What you need to do is compile with this command:

PC>Dx:ProgramName-L-E-O <RETURN>

Where x is the drive number. "-L" tells the computer whether you want
an assembly listing. "-L" will send it to the screen, "-LP" will send it
to the screen and printer. "-O" allows you to not generate an object
file. "-O" will not generate an object file, "-O filename" will name the
object file to whatever filename is. "-E" tells the computer where you
want the list of errors to be sent. "-E" will send it to the screen,
"-EP" will send it to booth the screen and printer.

Straight from the manual:

A system file is also a stand-alone file in that a compiled and
assembled PASCAL program can be run without using the Kyan PASCAL disk.
There is one important precaution: [Apple][stuff snipped) If you have
an Atrai, "LIB" must be in the same directory as the file you are going
to run.

Nowhere in my book does it mention the AS command. I have version 1.3 of
Kyan PASCAL. I should be able to do a quick and dirty web page Thursday
evening with a list of Editor Commands and Compiler/Assembler Commands.
Check out:

http://w3.one.net/~ryanr/kyan.html

sometime after Thursday evening. I can then add different sections as
time permits. I type REAL slow and don't have access to a scanner :(.
The Tutorial Manual I have is approx. 100 pages long. The basic commands
sections total about 25 pages.

Hope this helps.

-Bob

1313. Re: Cart to Disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <19970206071500.CAA24722@ladder01.news.aol.com>
Source record: 76105

> Is there anyway to dump the contents of a cart to a disk
> and run the cart dump from disk?

There were some PD programs that did that, but its effectiveness depended on whether or not it was copy protected (it also didn't do the bank-switching carts). It also was tricky to do sometimes, because you had to wiggle the cartridge in just right while the computer was on (not recommended by Atari) and the program was running. I remember that sometimes it took me several tries to get it to work. Usually the computer would crash, or I would get a bad dump, and the file would crash.

There were also a couple of hardware devices that did the same thing, but much more effectively, and it handled copy protected carts. I forgot the names of all these products...it's been so long since I read about them.

1314. Re: REGARDING "DOES ANYONE RECOGNIZE THIS"...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32f98dd1.23862049@news.inc.net>
Source record: 76106

On 5 Feb 1997 16:03:49 -0500, dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>Mac GIF files are un-useable on other computers.They have some 128-byte(?)
>header.(I think it's refered to as "MacBinary")

If that's true then Mac GIF files are not really true GIFs. There is a spec out for the construction/format of a GIF file, and if the Apple weenies deviate from it then let em be on their own I say.

Cheers,

Jon

1315. Windows 95 Info Guide

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: cjtech@inreach.com
Message-ID: <40245327.16527129@news.zippo.com>
Source record: 76107

Find out what you've been missing...

WINDOWS 95 INFO GUIDE

The Only Software Package That Gives You All You Need!

http://home.inreach.com/cjtech

Don't waste money on expensive training videos, books, and magazines
when you can have the information when and where you need it,
at the click of a button. Order Today and receive your copy of
Windows 95 Info Guide featuring hundreds of tips and tricks in
an easy to use interface and we'll include the updates...FREE!!!

1316. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw@reading.ac.uk>
Message-ID: <32F9D511.9DE@reading.ac.uk>
Source record: 76108

KeChong Nguyen wrote:
>
> --
>
> Does anyone out there know what happened to "page 6" or "New Atari User".
> I think it was the last ever British Atari magazine? - any slim (
> probably very very slim) chance its still published ??
>

It's still going alright. You can find the address of Page 6
Publishing on the Vendors/Developers list; or some kind soul who
has the address in front of them might post it to this thread.

- Joel

1317. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <5dcf2c$k6@nyheter.chalmers.se>
Source record: 76109

In article <32F95C6B.1FF7@gre.ac.uk>, KeChong Nguyen <nk601@gre.ac.uk> wrote:
>--
>
>Does anyone out there know what happened to "page 6" or "New Atari User".
>I think it was the last ever British Atari magazine? - any slim (
>probably very very slim) chance its still published ??

Yes it is.
:)

Fredrik Lundholm
d1dol@dtek.chalmers.se

1318. Re: Boulder Dash II Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: Roger Sween <emonk@death-star.com>
Message-ID: <01bc13da$9b0f4a00$0f6466cf@emonk.cnc.bc.ca>
Source record: 76110

Robert Smith Ely <rely@ix.netcom.com> wrote in article
<5d9v24$eho@sjx-ixn10.ix.netcom.com>...
> Thomas,
> In all of the Boulder Dash games you must have enough diamonds
> collected to move to the next level. There must be at least one you
> missed.
>
> rsely@dhs.state.nj.us -or- rely@ix.netcom.com
>
That was probably one of the most fun games of all time. He's right though.
Collect the # of diamonds as indicated at the top of the screen. One side
will show how many you have, and the other shows how many you need. When
you have enough, the whole screen will flash and you'll hear a sound. Then
go for it.

1319. Emulators...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: mratari01@aol.com
Message-ID: <19970206144101.JAA02260@ladder01.news.aol.com>
Source record: 76111

I just HAVE to get my 2 cents worth in on this, since it has been bugging me for a LONG time...

When it comes to these emulators, why in the heck don't the people writing these things allow them to use MS DOS and load and run NORMAL files from either the IBM hard drive or floppy?!?!?!? Along with that offering normal use of all of the IBM's peripherals, ie: Printer, Modem, CD-ROM drive etc?

This would be a MAJOR step forward in the emulator scene and would entice a whole lot more people to run Atari software.

OK, OK, so you wouldn't be using an Atari DOS, or you would be patching it, SO WHAT? Look at what it could mean to everyone! Stuff like Carina BBS could then be run from an IBM via an Emulator, offering the whole world of Atari 8-Bitters a better source for BBS's to call. Even Pro! might be able to be ran on such an emulator, who knows? And then these 8-bit CD-Roms could be put to REAL use!

The Shadow

1320. opcodes 6502c

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5dcqi5$v6k@usenetp1.news.prodigy.com>
Source record: 76112

Someone wrote:
>The Atari only supports one instruction set.

I'm pretty sure that the last cartridge versions of Mac65 support the extra opcodes for the later Atari's with 65C02s, but hardly anyone used them.

Bob Stone

1321. Re: Q: What is this video mode?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: Trevin Beattie <trevin@xmission.com>
Message-ID: <32F9EF81.7E7C@xmission.com>
Source record: 76113

Anders.Skelander@uab.ericsson.se wrote:
>
> I am not sure what the number of this graphics mode is. I
> think it is BASIC mode 11. When it is active, address 704
> (decimal) controls the background colour, and addresses 705
> to 712 are palette entries for colours one can draw with.
>
> But 704 to 712 is 9 colours, which is a strange number. Does
> anybody know what the physical representation of a pixel is
> like with this mode? 3 bits per pixel would give 8 colours, and
> if it is 4 bits, one would get 16 colours. If the mode I am
> referring to is 4-bit, are the unused bit combinations wasted?
>
> Anders Skelander

For more detailed information, consult De Re Atari. However, I have
been doing extensive research on it and found some of the information in
that book to be incorrect.

In mode 10, the color assignments are as follows:
pixel color
0 P0
1 P1
2 P2
3 P3
4 PF0
5 PF1
6 PF2
7 PF3
8 BG
9 BG
A BG
B BG
C PF0
D PF1
E PF2
F PF3

In mode 9, everything is in a single color, and the brightness of each
pixel is determined by the pixel value ... IF the background luminance
is set to 0. If not, the brightness is determined by the formula
((background AND E) OR pixel). This is the only mode where you can have
16 different brightness values instead of 8.

In mode 11, the background is set to the BG color with 0 brightness and all other pixels from 1-F are given a different hue with the luminance set by BG, IF the background color is 0. Otherwise, the pixel value or OR'ed with the background color to get the resulting color.

If anyone has a machine that behaves differently, please let me know so I can update my notes.

Trevin Beattie "Do not meddle in the affairs of wizards,
trevin@xmission.com for you are crunchy and good with ketchup."
{:-> --unknown

1322. XL Monitor usage

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5dcr9a$16m2@usenetp1.news.prodigy.com>
Source record: 76114

Don Bacon <dbacon@ford.com> wrote:
>
>I have an old 800XL and it has a monitor socket in the back.
>
>Can I drive my NEC 3D multisync monitor, and if so what pin outs are
>required.

The 800XL and all the other 8 bit Ataris with monitor sockets only output composite signals like the ones used in today's VCRs and TVs which have direct video and audio inputs and outputs.

Bob Stone

1323. Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: Trevin Beattie <trevin@xmission.com>
Message-ID: <32F9F3EA.77C9@xmission.com>
Source record: 76115

Jellystone Park is a great site for finding lost Atari 8-bit programs,
but does anybody have a site where you can get documentation for some of
the software? Some programs are difficult to use without knowing how;
at best, you can't make use of the full capabilities. The programs I
have in mind at the moment are:

Atari Assembler / Editor
Atari Music Composer
Behind Jaggi Lines
Leaderboard Golf
M.U.L.E.
Planetfall
Star Raiders

Trevin Beattie
trevin@xmission.com
{:->

1324. Re: Cart to Disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0602971022520001@port150.bitstream.net>
Source record: 76116

In article <01bc13f4$89ff7720$8541d3d0@rc.snip.net>, "R. C."
<cornetta@mail.snip.net> wrote:

> Is there anyway to dump the contents of a cart to a disk and run the cart
> dump from disk?

With language carts (except bank switch carts) it's possible to write a
short program that will read the ROMs and write them out to disk.

With any cart (except bank switch carts), if you can boot DOS with the
cart in, you can copy the ROMs to disk using a DOS binary save command.

Other carts (which include almost all games) you need something like The
Pill, which has a special program and hardware for backing up carts and a
menu-type program for running the back ups from a floppy. This usually
requires some kind of psuedo-cart to be inserted to fool the cart software
in to thinking it's running from ROM, not RAM.

There are also a few p.d./shareware programs that do simple dumps from
carts, though they don't work very well in my experience.

The alternative is to modify the dumped software so it will run from a
disk. Many such former cartridges exist in this form in Yogi's infamous
Jellystone Park site (http://www.blast.net/scharles/) and elsewhere.

Mark

1325. Re: Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E56w8n.8Hn@nonexistent.com>
Source record: 76117

On Thu, 06 Feb 1997 08:08:26 -0700, Trevin Beattie
<trevin@xmission.com> wrote:

-Jellystone Park is a great site for finding lost Atari 8-bit
programs,
-but does anybody have a site where you can get documentation for some
of
-the software? Some programs are difficult to use without knowing
how;
-at best, you can't make use of the full capabilities. The programs I
-have in mind at the moment are:
-
-Atari Assembler / Editor <- I guess I can scan these in
-Atari Music Composer
-Behind Jaggi Lines
-Leaderboard Golf
-M.U.L.E. <- ditto, tho these ARE
on the net now. search for "MULE"
-Planetfall <- Infocom adventure. No docs needed.
-Star Raiders

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1326. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-06 00:00:00 UTC
From: rje@tdc.dircon.co.uk
Message-ID: <5dd3jk$mom@tdc.dircon.co.uk>
Source record: 76118

Page 6
P.O. Box 54
Stafford
ST16 1DR
England

(he says entirely from memory - I must have written that one
out loadsa times)

- Raphael Espino - rje@co.umist.ac.uk - rje@dircon.co.uk -

1327. Re: High Score List

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E57qL0.Byr@iglou.com>
Source record: 76000

Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:

: I once played 2600 Defender for so long that I rolled both the (2-digit)
: level and score counter over.

That was a classic... Video Pinball I rolled over 2 or 3 times. There were these two posts I'd maneuver between, and I'd go between them for the next 10-15 minutes or longer. Then when I lost the ball, it would spend quite a bit of time counting up all the times I did that. I left for 15 minutes, came back, and it was still going. I quit playing after that.

Now another game, I forget the name, I nearly played the entire day, one game. I quit after that as well.

When the 400 came out, I started playing a few other games... Even went so far as to start playing the hardest level of the cart Pac-Man, since I couldn't stand the slowness of the first level.

I nearly got thrown out of a little ice cream deli just for my wild playing of Robotron. The machine and I on a stool were moving all over the place. Should have seen the owner's face.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

1328. Re: Cart to Disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E57tLy.7Fz@nonexistent.com>
Source record: 76001

On Thu, 06 Feb 1997 10:22:52 -0600, marksim@bitstream.net (Mark L. Simonson) wrote:

-
-There are also a few p.d./shareware programs that do simple dumps from
-carts, though they don't work very well in my experience.

Worked well enough for me! The first cart that didnt work was "gyruss"

-
-The alternative is to modify the dumped software so it will run from a
-disk. Many such former cartridges exist in this form in Yogi's infamous
-Jellystone Park site (http://www.blast.net/scharles/) and elsewhere.
-
Infamous?

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1329. Re: atari 8 bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: Bingham <bbingham@IDT.NET>
Message-ID: <5dedlo$6s9@nnrp4.farm.idt.net>
Source record: 76002

maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl> wrote:
: okee, so i've got a question: do you know any viruses for 8bit ataris?
: i have two of them, working, with source code. i thought that this would be
: an interesting discussion after all that FS: crap. so write to me here, if
: you can tell something about that...

: 372
: --
: = wasza KrAp = krap@freud.psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
: = phone: 22-6594364 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

Yes actually there are a fistful of viruses for the Atari 8-bit. But they
mostly affect people with MIO and Black Boxes. There seems to be just
enough free ram to hide a virus in these devices. Properly placed in the
printer buffers for example. Anyhow, assuming the user doesn't turn the
Black Box or MIO off to restart the computer, the virus survives. Crafty.

1330. Re: SIO-Protocol/Comands

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5demrj$sat@login.freenet.columbus.oh.us>
Source record: 76003

Matthias Belitz (matz@kawo2.rwth-aachen.de) wrote:
: Daniel Klugh wrote:
: >
: > Matthias Belitz (matz@kawo2.rwth-aachen.de) wrote:

: > You know I was thinking about that 256-byte sector limitation of the Atari
: > DOSes and it seems to me that you could implement a "multi-sector read"
: > and "multiple sector write" command.That would get past the slowness of
: > 256-byte sector access without making DOSes use 512-byte file buffers.
: > Of course only SpartaDOS keeps lists of sectors("sectormaps") so only
: > SpartaDOS could read in more than one sector at a time.It's a nice idea - but we have to see where to get the space for the code from.
: I only have 1.5 kByte room for the whole code.

You might make more than one ROM bank.Like how the SpartaDOS X cart works.
(of course how would you switch it?)
You could also make the IDE interface "smart" like Atari disk drives.
It would do all the hard work.

: Second point is that you have to rewrite DOS, no matter which way you go. And
: then a 512 byte implementation would speed up the system much more than multiple
: sector reads.

True,512-byte sectors are the only way to go for MyDOS/AtariDOS.
Of course there's the problem that the byte at the end of each sector can
only say that 255 bytes of the sector are in use.
Also,the file buffers will have to be 512-bytes instead of 256-bytes.
(this is probably the reason that the 1050 drive only uses 128-byte
sectors,so that the disk and file buffers of DOS 2.5 would still be 128 bytes)

I meant that the multi-sector read/write would send all the sectors in one
big packet.

: > (AtariDOS and MyDOS only know the location of the current and next sector)
: > Of course Atari/MyDOS directories are always stored on sequential sectors,
: > so directory reads would be fast if a programme read the whole directory
: > at once.
: > This would also help out disk drives with track buffers since the whole
: > track could be sent in one frame.So you have to reprogram all floppy drives.
: > And it would still work when 1024-byte sector hard drives come out.This would be the smallest problem. Still all harddisks have 512 bytes/sektor and I
: can't imagine, that one really need one bigger than 100 MB.
: Look: Our Interface supports up to 240 partitions.
: If you let them all emulate Enhanced density disks, you'll need:
: 1040 sec X 256 bytes (single density disks will also need the space of 256 bytes per
: sector) X 240 partitions = ca. 61 MB.

I was really speaking of how slow 512-byte access would be with a
1024-byte per sector disk.Not the limitations of partition size.

: So do 2-3 16 meg partitions for working with and you have 100 MB.
: And to store files (f.e. a games collection) you'll better use CD-ROM.

Hey,will this IDE interface be able to use IDE cd drives?

--
The Doctor

1331. Re: Rainbow 95 now has sound!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32fde369.39075239@news.inc.net>
Source record: 76004

On Tue, 4 Feb 97 23:04:00 +0200, Frank_Szymanski@do2.maus.ruhr.de
(Frank Szymanski) wrote:

>CL>> >Well, I could have put sound into the demo with a time limit but
>CL>> >people have a habit of cracking this kind of thing...
>
>How about the ability of rainbow to play STEREO-Sound as supported by the
>8-bit-OS?

The 8-bit OS supports no such feature. The Atari 8-bit computers have
a MONURAL output! Have you ever owned an Atari 8-bit?

Cheers,

Jon

1332. Re: SIO-Protocol/Comands

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32fee518.39506850@news.inc.net>
Source record: 76005

On 7 Feb 1997 02:50:11 -0500, dklugh@freenet.columbus.oh.us (Daniel
Klugh) wrote:
.
>Also,the file buffers will have to be 512-bytes instead of 256-bytes.
>(this is probably the reason that the 1050 drive only uses 128-byte
>sectors,so that the disk and file buffers of DOS 2.5 would still be 128 bytes)

Atari DOS 3 was the DOS that was designed to go with the introduction
of the 1050. Atari originally shipped some DOS 2.0s with the 1050 for
a brief time because DOS 3 wasn't quite ready yet. Then Atari came
out with DOS 3, which they later replaced with 2.5.

1333. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32ffe64f.39817330@news.inc.net>
Source record: 76006
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

On Thu, 06 Feb 1997 13:36:57 -0800, bwanga@cats.uc*sc.edu (Timothy A. Seufert) wrote:

>In article <HA6OAHAFUP@cabal.shnet.org>, guenther@cabal.shnet.org
>(Thorsten Guenther) wrote:
>
>>In <bwanga-2901970321400001@metricom46.ucsc.edu> Timothy A. Seufert wrote:
>>>The Jag has a MC68000 and two identical 32-bit RISC processors (one of
>>>which was intended to handle sound processing). It also has a couple
>>>coprocessors to accelerate things like blitting, sprites, etc. The 64-bit
>>>element in the whole affair was the memory bus connecting the various
>>>processing elements and the 2MB DRAM memory together.
>>>
>>>Does it really matter that none of the processors in the machine cannot
>>>handle 64-bit instructions?
>>
>>You are talking bullshit. The Jaguar _does_ handle 64-bit
>>instructions. Would you accept Marc Rosocha as a reference?
>
>I have no idea who he is.
>
>All the information I ever saw from people who actually programmed the
>thing was that the CPU registers of the two RISC main processors were 32
>bits wide. I recall one of them saying there was a 64-bit data move
>instruction to utilize the full width of the memory bus. The blitter also
>did 64-bit bus transactions, for obvious reasons.
>
>You missed the real point of my post: that it just doesn't matter that the
>processors in the Jaguar were not 64-bit. 32-bit is plenty for games.
>The game ads screaming that 64 is twice as good as 32 are BS. There isn't
>even a tremendous need for true 64-bit processors on the desktop, let
>alone game machines.

You seem to be under the impression that game machines require less
less horsepower than general purpose computing? Game software is the
type of software that is always pushing the envelope.

1334. How to put binaries in to disk images

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: ivan@rcp.co.uk
Message-ID: <32fbed37.73316904@news.rmplc.co.uk>
Source record: 76007

I have had many emails about people downloading xxxx.exe from an
Atari archive and want to know how to get it to work on an emulator.

I have now added a web page that provides a step by step guide
to doing this including links to required utilities etc.

The guide is at http://dales.rmplc.co.uk/ivan/atari/bin2atr.htm

My main XFD/ATR utilities page is still at:
http://dales.rmplc.co.uk/ivan/atari/

Ivan

1335. Re: Question on GIF's and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <32FB7BE8.9C1@zeus.fh-pforzheim.de>
Source record: 76008

forget the old gif-viewers... there is a
new "standard" in picture viewing... HIP!!!!

bye HeAvEn/TQA

1336. Re: SIO-Protocol/Comands

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32FB084C.1C51@kawo2.rwth-aachen.de>
Source record: 76009

Daniel Klugh wrote:
>
> You might make more than one ROM bank.Like how the SpartaDOS X cart works.
> (of course how would you switch it?)At the moment thereï¿½s no way to do it, our first hardware doesnï¿½t support such things
...

> You could also make the IDE interface "smart" like Atari disk drives.
> It would do all the hard work.So you mean an own processor and shared memory/DMA to bring the sectors to the Atari ?
I think, itï¿½s not worth it, itï¿½s to complicated.
> : Second point is that you have to rewrite DOS, no matter which way you go. And
> : then a 512 byte implementation would speed up the system much more than multiple
> : sector reads.
>
> True,512-byte sectors are the only way to go for MyDOS/AtariDOS.
> Of course there's the problem that the byte at the end of each sector can
> only say that 255 bytes of the sector are in use.
> Also,the file buffers will have to be 512-bytes instead of 256-bytes.
> (this is probably the reason that the 1050 drive only uses 128-byte
> sectors,so that the disk and file buffers of DOS 2.5 would still be 128 bytes)The way the filesystem stores files on disk dosnï¿½t matter to the normal user.
All he sees is the frontend and you can do it as you like. There should be two ones, one Atari-DOS like and ond one as CP.
> I meant that the multi-sector read/write would send all the sectors in one
> big packet.I did understand you wery well - but who will do such a new DOS ?
>
> I was really speaking of how slow 512-byte access would be with a
> 1024-byte per sector disk.Not the limitations of partition size.But why you should buy such a new disk ?

Something to say to the speed:
We have an average read-rate of ca. 30 kb/sec depending on the drive an a write rate of ca. 10kb/sec. Believe me or not - itï¿½s very fast. you can fill the main memory up in ca. 2 seconds. Show me the IBM-compatible who can do this at this time !

> : So do 2-3 16 meg partitions for working with and you have 100 MB.
> : And to store files (f.e. a games collection) youï¿½ll better use CD-ROM.
> Hey, will this IDE interface be able to use IDE cd drives?Every physical IDE-interface would be able to use ATAPI-devices (such CD-ROM, Scanner,
Tape-Streamer ...). The problem is the driver.
We ï¿½re not support CD-ROM directly at this point, but have a program to copy files from CD to disk.

Matt

--
| | | _____________________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

1337. Re: Language source code wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: m.j.phillips@shef.ac.uk
Message-ID: <5df2ob$eqe@bignews.shef.ac.uk>
Source record: 76010

>Does anyone have a library of programs for any of the 8-bit languages?
>or know where they exist?
>programs/demos/games...
>-Atari Basic
>-BasicXL
>-Action!
>-...
Check out http://www.geocities.com/RainForest/4677/index.html
In the 8-bit section I have a disk image with various programs on it,
including some BASIC code. I shall be uploading others soon. I have
many finished and half-finished programs that I intend to make
available. If the format is no good, let me know.

cheers Marcus Phillips (m.j.phillips@shef.ac.uk)

1338. Transfer cable help..

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: DocBrown <kirk@flinet.com>
Message-ID: <01bc14a9$527a3320$01180ed0@kirk.flinet.com>
Source record: 76011

Can anyone tell me what the "1489/75ls189" cable does??

Is it like the sio2pc cable?
What software do I use if i build it???

Thanks...

kirk@flinet.com

1339. Escape from Epsilon

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: "Richard T. Thigpen" <lvalkar@sowega.net>
Message-ID: <32FB16E6.5648@sowega.net>
Source record: 76012

Hey everyone,
Do you guyz know where I can get a real cool game for
the Atari called Escape from Epsilon. I have been looking for it and I
cannot find it anywhere.

Richard T. Thigpen

1340. WTB: Infocom games

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: a00121@alumni.laurentian.ca
Message-ID: <1997Feb7.101222@alumni.laurentian.ca>
Source record: 76013

Hi,

I'm looking for a few of the old Infocom text adventure games
in their original game packages from the early to late eighties. I'm
also very interested in any InvisiClues (hintbooks), maps, New Zork
Times and The Status Line newsletters or anything else Infocom related.
If you're not sure if I'd be interested in something you have then feel
free to email me anyway. These are the games I'm looking for:

Deadline
Starcross
Suspended
The Witness
Planetfall
Infidel
Enchanter
Sorcerer
Seastalker
Hitchhiker's Guide to the Galaxy (Solid Gold edition)
Wishbringer (Solid Gold Edition)
Zork Trilogy (Zork I-III in one box with Zorkmid coin)
Science Fiction Classics (3 games in a slipcase
Classic Mystery Library (3 games in a slipcase

Dave a00121@alumni.laurentian.ca

1341. Re: High Score List

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: rje@sna.co.umist.ac.uk
Message-ID: <5dfhge$5mo@yama.mcc.ac.uk>
Source record: 76014

In article <32f944c0.8025641@news.networx.net.au> read@my.sig (Steve) writes:
>Stephen Knox <sknox@opentext.com> wrote:
[snip]
>>I dont know how long the Atati 8bit section will hold if we dont get
>>some competition going. Ive started with about 8-10 cartidge scores I
>>managed to get quickly. Check it out:
>>
>>http://www.primenet.com/~rfm/cvhigh.html
>
>Just checked your score for DEFENDER. That was a "quick" game? at over
>556,000 points WOW!! I was never that good. A friend of mine topped
>over 1,000,000 points about 10 years ago, I can't remember the exact
>amount.

Now you're bringing back memories... back in the days when I only had 3 games for my 800XL (Defender, Wizard of Wor and Journey to the Planets - all carts) I decided to have a go at flipping the Defender score. After 8 hours of playing I discovered that when you got to 1,000,000, the score extended into the radar box (and hence didn't flip) boy was I annoyed ;) The trick was to fly in low at the start of the level until you got loads of enemy ships over you and then drop a smart bomb, that way you cleared most of the level and could get enough points for an extra smart bomb + life.
I also remember there were a few cool levels higher up where almost all the enemy ships were the mine-layer ones (the square ones that leave X's behind), with no landers on the level.

Hmmm.. I reckon I could beat a few of those scores. I wish I had my list of high scores with me (dozens of the things).. unfortunately I haven't at the mo. I once racked up over 20,000 on Kaboom (with a joystick). There was also some one here in the UK that had a disk based high score list, with disks being circulated every so often (you sent your disk in to have it updated), unfortunately his 8-bit went up in smoke and I haven't heard anything from him since. I've still got a copy of that somewhere too. If I go home in the next couple of weeks I'll have a dig round see if I can find it.

Raphael Espino - rje@co.umist.ac.uk - rje@dircon.co.uk

1342. Re: Ethernet card?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970207105838.24029A-100000@moose.erie.net>
Source record: 76015

What about the MPP MIcroNet???

On Thu, 6 Feb 1997, Curt Vendel wrote:

> The were only two network implementations ever released for the Atari
> 8bit computers systems:
>
> 1. The Corvus Constellation. A 10MB or 20MB hard drive system would
>
> 2. CSS Multiplexer. Creative Software Solutions (Now New Age

1343. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-0702971141020001@mcmdc.library.carleton.edu>
Source record: 76016

In article <32F95C6B.1FF7@gre.ac.uk>, KeChong Nguyen <nk601@gre.ac.uk>
wrote:

>Does anyone out there know what happened to "page 6" or "New Atari User".
>I think it was the last ever British Atari magazine? - any slim (
>probably very very slim) chance its still published ??

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54
Stafford
ST16 1DR
England
tel: 01785 241153
Vendor: commercial/PD/freeware/shareware
Developer: 800XL Field Service Manual, 130XE Field Service Manual, 10
Print,
Enigmatix!, 10th Anniversary Demo, Mini Office II, Transdisk IV, The Big
Demo
Publisher: New Atari User (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

1344. Re: Did anyone hear Atari say goodbye?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32fb6c06.2379319@news.inc.net>
Source record: 76017

On Thu, 06 Feb 1997 22:19:33 GMT, knave@usa.net (Dave Navajo) wrote:

>ssilicon@lax.net (Jon D. Melbo) wrote:
>
>>Hi fellow Atarians. Here is some financial data I dug up on Atari.
>>There is a lot here. Of special interest is the JTS stuff. Look at
>>the total assets and such. Very surprising.
>
>Jesus Christ! Did you get that exhaustingly long list of Atari's
>financial stuff off the 'net? How?
>
>You be bad, Jon, you a net god.

I don't know about that but you can get public finanial documents by searching the SEC's EDGAR database. I hope they keep letting people use it. There are a bunch of financial service industry reps that are bitching that people can access that stuff so well, so easy, so quickly and so FREE. They are putting pressure on the govt. to deny people access to that public info, so as to allow them to keep selling us that info for their profit.

I won't post the URL right now, but I have given you enough info to find it without too much trouble. I can post the URL if their is enough demand for it.

Cheers,

Jon

1345. Re: Transfer cable help..

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: InfoMan <infoman@poboxes.com>
Message-ID: <32FB75A7.188A@poboxes.com>
Source record: 76018

DocBrown wrote:
>
> Can anyone tell me what the "1489/75ls189" cable does??
>
> Is it like the sio2pc cable?
> What software do I use if i build it???
>
> Thanks...
>
> kirk@flinet.com

It is mostly likely another name for the SIO2PC cable. The SIO2PC cable uses a 1489 IC. You can use APE (recommended) or a couple of other programs with it. For some pointers to more info and software, check out my Atari web page at http://www.holyoak.com/atari/.

/InfoMan

1346. Re: Transfer cable help..

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: read@my.sig
Message-ID: <32fb639a.4039514@news.networx.net.au>
Source record: 76019

"DocBrown" <kirk@flinet.com> wrote:

>
>
>Can anyone tell me what the "1489/75ls189" cable does??
>
> Is it like the sio2pc cable?
>What software do I use if i build it???
>
>
> Thanks...
>
> kirk@flinet.com

That definately sounds like a 2 chip version of the SIO2PC cable.
Actually, now that I think about it, that may be an R:verter cable for
connecting a modem etc.
There are a few different versions using different chips, and a simple
1 chip version using the 1489 chip. I built the simple 1 chip version
using a 1489 chip that I found in an R:verter cable (I found I would
use the SIO2PC cable more than a modem cable).
Many say that the 2 chip version is much more reliable than a 1 chip,
but I've found that my cable works much better (faster) than a 2 chip
one that I built and sold.
As for software to run it, check my Web page for links to "Utilities"
and the "The APE Home Page". You could also check the link to
"BRiTiSH Underground" for a schematic of the 1 chip SIO2PC cable.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1347. Re: Emulators...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E58z5n.F8o@iglou.com>
Source record: 76020

Mark L. Simonson (marksim@bitstream.net) wrote:

: You mean like a C> prompt on the emulator's display? Ugh. Anyway, I think
: (don't know) that there are limits to the size of a disk volume and number
: of files that the Atari OS can handle--probably way less than a typical
: hard drive nowadays. Unless you're talking about modifying the OS or the
: "hardware". But then you'd be emulating something that never existed.
: (Confused? Me too!)

It can somehow be possible, like the way the ATR8000 worked. I forget the exact specs, but I believe it made the 8bit think it was reading the smaller 256 byte sectors (jeez... been too long). However, most hard drives have large partitions, meaning you got at least 2K per cluster. I'm not sure how much per sector or whatever, but it is somehow possible to make the emulated system think it's comfortably reading a hard drive. Doesn't the Black Box do this, as well as the MIO?

: I suggested to Chris Lam (author of Rainbow) some time ago that calls to
: printing devices from within the emulator be somehow passed on to the host
: operating system--essentially emulating say an Epson dot matrix printer
: using whatever is hooked up. Or allow the emulator access to the modem
: port, somehow making it look like an R: device. He didn't seem to think
: there was much point to it. And I couldn't come up with one. People mainly
: want to run games. But still...

You could also somehow make the emulator pass control of the system to that area of the system, or something similar, rather than make code. There's those of us who have these I/O cards with 16550s on them, which allow faster connections. Could someone make use of that, bypassing a section of the code for modem use on the ROMs?

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

1348. Re: Activision games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <5dg35f$iaf@news.wco.com>
Source record: 76021

In article <32f8ded0.0@news.total.net>, davepat@total.net (David A. Paterson) wrote:
>In an article dated Mon, 3 Feb 1997 01:25:24 GMT, someone named Alan
>Christie says...
>>
>>This is only a small list off the top of my head, but I remember
>>Pitfall, Pitfall II, the DreadNaught Factor, demon attack and ....
>>
>>(Yeah activision made some really great 8bit games...)
>>
>Demon Attadk was from Imagic, and was 400/800 only.
>

Actually Activision bought Imagic and sold a disk with
Pitfall and Demon Attack called Solid Gold Software.

1349. New BBS support for the 800-series

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dg3kl$s56@ornews.intel.com>
Source record: 76022

Good news for all you 8-bitters - I have been in touch with Koos Kuil (author of Octopus BBS for the ST/TT/Falcon) and he is almost ready to release a new version which supports 40 column screens and ATASCII menus. It still has to /run/ on an ST, but at least now you can use your 800 to call the BBSes running Octopus and read messages, send and receive email, and so on.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

1350. Re: Question on GIF's and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <5dga9p$b9p@star.cs.vu.nl>
Source record: 76023

nadkar <nadkar@zeus.fh-pforzheim.de> writes:

>forget the old gif-viewers... there is a
>new "standard" in picture viewing... HIP!!!!

Duh! He said he didn't want to use ANY DLI tricks. So...

Probably the easiest way to go is write your images to disk as XPM or PBM
files. Those are easily parsed by a small (Turbo)Basic program and converted
to our ancient .PIC files.

>bye HeAvEn/TQA

Ivo

--
Ivo van Poorten
ipoorten@cs.vu.nl ivo@let.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage

1351. Atari 8 bit Equipment Auction!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: mrralan@aol.com
Message-ID: <19970207230001.SAA15669@ladder01.news.aol.com>
Source record: 76024

I have the following for auction...

1) Atari 130XE Computer
2) Atari 800XL Computer
3) Atari 850 Interface
4) Atari Printer
5) Atari Data Recorder
6) 2 Atari XF551 Drives
7) Hayes 300 Baud Modem
8) Hayes 1200 Baud Modem
9) 2 Atari Pro Joysticks
10) 2 Atari Radio Controlled Joysticks
11) Various software on diskette and cartridges

These items were sitting around for a long time and I am not sure if they all work. I know one of the drives was stopping and starting by itself and the 1200 baud modem had something loose inside it when I packed it away. If anyone is interested, leave me EMAIL as I don't normally check this newsgroup. Minimum bid is $100.00 for all. Bidder pays all shipping charges from the New Haven area of CT, USA and items are sold "as is" condition.

I recall that the 800XL had a switch installed in it to toggle between that and also the 800 operating system. I also believe that the drives have HAPPY chips installed in them.

mrralan@aol.com

1352. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: "shane erc msstate edu"
Message-ID: <32fbb247.599526734@nntp.msstate.edu>
Source record: 76025
Cross-posted to: comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st

On 3 Feb 1997 15:37:17 -0500, an alien in the guise of
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>| I thought that OLE was a file format,not inter-process comunication.
>|

OLE is a set of predefined interfaces for COM objects to support if
they want to do OLE things.

OLE - used to mean Object Linking and Embedding, now means "OLE"
COM - Component Object Model

OLE is not a file format although some OLE interfaces support a
specific file format scheme that stores multiple streams inside one
file. You can write plenty of programs using COM without ever
implementing an OLE interface.

I used to own an Atari 1040STfm. I still have it somewhere, I think
the floppy drive is dead and it probably has about 10 pounds of dust
in it. It served me very well for a couple of years and then it
couldn't do the things I wanted so I had to buy an Intel clone to get
my work done.

Shane

==========
Shane Hebert
Anti-spam: shane (at) erc (dot) msstate (dot) edu
Disclaimer: Any opinions stated above are mine and not
those of my employer.
Disclaimer: If I say something and you do it, it isn't
my fault.

1353. programming contest

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: Derrick Hopkins <dhopkins@infi.net>
Message-ID: <533.6977T1204T536@infi.net>
Source record: 76026
Cross-posted to: alt.sys.amiga.demos,comp.sys.atari.8bit,alt.games

Programming contest. Not programming an application or a boring equation. Just a simple fun demo in Basic[DOS] or Blitz basic[Amiga].(I'm more into C but everyone knows basic) Theres even a prize for first place.
For more info Code Bits http://www.infi.net/~dhopkins/travis
oh Code Bits a website containing lots of info on programming games in C and Basic some opl. Gfx routines AI etc. Code Bits Http://www.infi.net/~dhopkins/travis

Travis Hopkins
Email Dhopkins dhopkins@infi.net
Code Bits http://www.infi.net/~dhopkins/travis

1354. FS: Atari Computer Goods! Even More Atari Stock! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: bensmith@kelly.teleport.com
Message-ID: <5dgrasfej1@kelly.teleport.com>
Source record: 76027
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Updated Atari Catalogs and find More Atari stuff! I've got Monitors for your Atari 8 Bit like Commodore CM-141 "Like the Commodore 1802" And Disk Drives for the Atari 8 Bit like Stock 1050 and a 1050 Duplicator Drive for Backing Up Software. Plus I've bought out the Game Cartridge Gorf for the 400 & 800 & the Educational Math Game Cartridge Space Journey for any Classic 8 Bit Atari Plus I've cornered the Market on New Copies of Print Shop and some Print Shop related Items! That's Gorf, Space Journey & Print Shop All New Copies, All for the Atari 8 Bit! Plus a Good number of SSI and Avalon Hill/MicroComputer Games, and Many of them are Complete. Plus some Flight Simulator II from SubLOGIC including Scenery Disks all for the Classic Atari 8 Bit. For the Atari ST & newer Computers I've added to my HardWare Catalog Supra Hard Drives, Spectre GCR Mac Emulators, Indus (Future) GTS-100X Disk Drives, Panasonic MultiSync Monitor that does Double Duty for both ST Color and MonoChrome Monitors and the Cable/Hardware to your ST Computer. I've also added Software to my ST Catalogs & revised my prices. Titles such as Brand New copies of Ultima V for those of you Ultima Collectors and for those who like Flight Simulators, theirs F-15 Strike Eagle, F-16 Combat Pilot, Falcon, Falcon extra Missions Disk, Fighter Bomber and Flight Simulator II. In Productivity Software, theirs Data Manager ST, Degas Elite, Easy Draw, MultiDesk, NeoDesk, Revolver & PageSTream. All for the ST.

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. At BSC's Web Page you can View, Capture and even DownLoad Atari Catalogs or Contact BSC by Web Page! Or Request Catalogs by E-Mail. Do You Have problems connecting with BSC's web page? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Please let me know if I can't attach files to your E-Mail. I'll get back to you after the weekend. Catalogs are sent only by E-Mail. Not Snail (Postal) Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS. The Most Powerful BBS SoftWare on any 8 Bit Computer Platform. For the 8 Bit Atari. Register with Shadow Software to keep the support coming.

I've added to my Web Page an area for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page.

Also, on BSC's Home Page! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Page with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Page. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

1355. Re: opcodes 6502c

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: davepat@total.net
Message-ID: <32fa75a5.0@news.total.net>
Source record: 76028

In an article dated 5 Feb 1997 17:54:01 GMT, someone named Robert Stone
says...
>
>bmarcum@iglou1.iglou.com (Bill Marcum) wrote:
>>As far as I know, the 6502, 6502C and 6510 all use the exact same
>>instruction set.
>
>I remember that the "c" had a few other instructions. BRA for
>unconditional branches, some extras for the x and y registers, and some
>zeroing instructions. I never used them, because I wanted to be sure my
>programs ran on older machines.
>
>Bob Stone
>
No, that's the 65C02. The 6502C was Atari's variant (by NCR). It had a
HALT line, so that ANTIC could take control of the bus.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
--
"A stroke of the brush does not guarantee art from the bristles."

1356. Re: High Score List

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: davepat@total.net
Message-ID: <32fac001.0@news.total.net>
Source record: 76029

In an article dated 5 Feb 1997 17:00:22 -0500, someone named Daniel Klugh says...
>
>Steve (read@my.sig) wrote:
>: Stephen Knox <sknox@opentext.com> wrote:
>
>: >
>: >http://www.primenet.com/~rfm/cvhigh.html
>
>
>: Just checked your score for DEFENDER. That was a "quick" game? at over
>: 556,000 points WOW!! I was never that good. A friend of mine topped
>: over 1,000,000 points about 10 years ago, I can't remember the exact
>: amount. He was on the game day and night until that one day where he
>: could do no wrong! Sure wish I was that good, I'd give ya a run.......
>: Now Pole Position, I was good on that... I'll have to fire it up
>: again..
>
>I once played 2600 Defender for so long that I rolled both the (2-digit)
>level and score counter over.
>
My personal best defender (have to dig out the slide now) is around 1,100,000; I only did that once, and before and since I've never topped 350,000/ But sometimes you get into a perfect rhythm, and everything goes your way.

Remember the old Atari TV commercial for 2600 Defender: "Every blip is a ship; on a body-snatching trip! And it's up to Defender to save them, Defender, a great Atari game."

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
--
"A stroke of the brush does not guarantee art from the bristles."

1357. E-mail and HomePage is changed ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-07 00:00:00 UTC
From: bernard@becotel.demon.nl
Message-ID: <748.6977T1395T1461@becotel.demon.nl>
Source record: 76030

Hello ALL,

This is a information message to inform you that my E-mail adres is
changed ! ! ! !

Old = beco@worldaccess.nl
NEW = bernard@becotel.demon.nl

And also my HomePage is changed :

Beco Tel's HomePage has moved to http://www.becotel.demon.nl/

Please update your bookmarks and links accordingly.

Gtx. Bernard Kok (Sysop of BECO TEL bbs)

--

Bernard Kok BECO TEL (XL/XE support)
bernard@becotel.demon.nl Online : every day from 17-06 GMT
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

Last Updated : 5 Februari > Home Page : http://www.becotel.demon.nl/
Please CHECK ! ! ! HomePage is moved ! ! !

... This is SHAREWARE! To register, send me $10

1358. Re: Rainbow

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <5dghgc$8s2@dfw-ixnews4.ix.netcom.com>
Source record: 76031

In article <bwanga-0602971328350001@metricom36.ucsc.edu>, bwanga@cats.uc*sc.edu (Timothy A. Seufert) wrote:
>On a 7500 with a 150 MHz 604 card installed, Rainbow always runs at 60 fps
>on the "Every" frame setting. Unfortunately, the blitting routines for
>the 1.5x and 2x screen sizes don't appear to be well-optimized, so it
>drops a bit if I go to those modes. Also, the speed cap seems to cause
>some sound problems (momentary interruptions in the output). It's my
>guess that these things are really artifacts of Chris not having a fast
>machine to test on. :)

Well, I guess it must run much faster on Macs than it does on PCs then. From test results with the demo version every frame is not really a viable option, because even on my P166 it is way to slow for any use. I usually use the "Even More" setting and get ~20-25 fps. Chris should be able to up the speed in future versions though for the PCs. Still it's tops for compatibility and beats that piece of crap Xformer to a pulp.

-=-=-=

1359. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970208021300.VAA24316@ladder01.news.aol.com>
Source record: 76032

In article <5das8k$9hj@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

>Is something wrong with 2.71?
>--

The guy who began this thread gives just one indication of what's wrong.
Itay claimed that you could do a screen dump. If you try, regardless of
printer of interface, you get a little window on the screen claiming that
Error #000 has occurred, whatever the heck that is. I contacted Itay when
it happened to me. He told me that the module was a standard screen dump
that should work, but he never tried it out because he doesn't have a
printer for his Atari.

Then we have the screaming "Q"s.

The list goes on and on ...

1360. Re: REGARDING "DOES ANYONE RECOGNIZE THIS"...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970208021301.VAA24306@ladder01.news.aol.com>
Source record: 76033

In article <5dasjl$bod@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

>Brad Rogers (brad@pianosa.demon.co.uk) wrote:
>: Whilst reading the usual rubbish I find here, Anthony Bufort wrote
>something
>: interesting to All about REGARDING "DOES ANYONE RECOGNIZE THIS"...:
>
>: Hello Anthony,
>
>: AB> positive responses to my scans. I hoped all of you found them
>: AB> enjoyable and/or useful.
>
>: It's a shame that no viewer that *I* tried would display it. Looking
at
>the
>: binary with a Sector Editor revealed that the header was broken. How
do I
>know
>: it was broken? I compared it to a good one. It just wasn't the same.
>
>: Without knowing anything about GIF header construction, I was unable to
fix
>it.
>
>Mac GIF files are un-useable on other computers.They have some
128-byte(?)
>header.(I think it's refered to as "MacBinary")
>--
> The Doctor

I d/l'd the files as text files and then ran them through a UUDecode
program (XFERPRO). I kept the files with the .GIF headers and discarded
the .MAC files. The GIFs displayed in a number of viewers on my clone,
and I'm assuming that one of Jeff Potter's programs will display them on
the Atari, although I haven't had time to try that.

So now I know what the .MAC files were!

Thanks.

1361. Last of my 8-bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: falken@tstonramp.com
Message-ID: <32fce3b7.14846373@news.tstonramp.com>
Source record: 76034

```
Atari 8-Bit Stuff
--------------------
Disks:
------
Home-Pak (Word proc., term and database) 3 programs by Russ Wetmore
Mastertype Filer
Math Blaster
Alternate Reality the City
Pinball Construction Set
Timewise
Happy revision 7 software and complete manual
Carts:
------
Dig Dug
Kids on Keys

Cassettes:
----------
Invitation to Programming 1
" " " 2
" " " 3
Pacific Coast Highway
Zaxxon

Hardware
-----------

CM-141 14" color monitor and cable
Amdek 12" amber monitor/sound
Mitsuba 1200bps modem
Epson FX-80 printer
Atari joysticks

Will sell all remaining software for $75 plus shipping. Make an offer on the hardware.
No "Reasonable" offer refused. Prices are negotiable. I am clearing out what I have left
for the Atari 8-bits. Send email if genuinely interested in any of these items.
```

1362. Re: FlickerTerm:new versions?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5dgpd8$bu4@alexander.INS.CWRU.Edu>
Source record: 76035

(Asks if there's a newer version of Flickerterm.)
I don't know about which is the latest Flickerterm.
But that screen filling up with 'Q's rings a bell.
It's been a long time since I did com with my A8, but
the P:R: connection, some or all of them, did that once
in a while. Can't remember anything more about it.
Probably have to hit RESET and re-run your term software.

1363. Re: Rainbow 95 now has sound!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970208050100.AAA01581@ladder01.news.aol.com>
Source record: 76036

How about the Pokey-Gumby stereo upgrade. It may be nice to enjoy all those AMS musix files and new stereo European stuff on an emulator (if possible)?

1364. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970208051001.AAA01945@ladder01.news.aol.com>
Source record: 76037

What does a subscription to Page 6 run? How do we pay in $?

1365. Re: microport xl- PAL CHIP

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970208051200.AAA02040@ladder01.news.aol.com>
Source record: 76038

I have heard that Best is currently out of PAL chips. Any other retailer
out there have any ?

1366. Re: Dont use Sparta Dos X for a BBS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970208003332116286@vanc01m05-42.bctel.ca>
Source record: 76039

Alan Christie <94chrisv@scar.utoronto.ca> wrote:

> > I am trying to set up a BBS again under Sparta Dos X. Will anyone be
> > willing to sell their cartridge to me?
>
> What software are you going to run your BBS on? BBS PRO!? Oasis?
> Something else?

For some reason SpartaDOS X is really lousy with continuous file access.. Way back when I first got SpartaDOS X i tried to run an express (the original) bbs with it... it always somewhere along the line could not read a file, or got the dreaded line across the top of the screen reading "DISK CORRUPT: RUN CLEANUP.COM"

that really pissed me off... and has anyone tried using Flashback to back up their files with spartados X?? for some reason, it has big problems and reports it can't read some files! (different files each time..)

I love spartados X for USING.. the interface is simply wonderful.. but if im doing a lot of disk access, (file copies, deleting) I always run cleanup and many times it finds a difference in the sectors free...

Now I run the BBS (express pro 5.0) with spartados 3.3 and it does NOT exhibit any of these problems... If i can stand the harder to use command line in the older dos for massive file copies, deleting etc, i will use it and cleanup never finds a problem on the drive..

simply, all i want to say about this in relation to running a BBS on the 8-bit is dont use spartados X... its great more for your own personal use...

by the way, the version of my SpartaDOS X cartridge is 4.21. I understand that FTe had a new ROM for version 4.22, does anyone recall what that version had different?

Ryan..

Sysop of the Last Hope BBS, (604) 460-1195 Node_#244 Maple Ridge, BC

--
Ryan Goolevitch
http://www.trideja.com/ryan/

1367. test

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: Delelis@aol.com
Message-ID: <5dhvvb$656$1@news.sct.fr>
Source record: 76040

```
testing...
```

1368. Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32fcaf40@pianosa.demon.co.uk>
Source record: 76041

Whilst reading the usual rubbish I find here, Euskara wrote something
interesting to All about Page 6:

Hello Euskara,

E> What does a subscription to Page 6 run? How do we pay in $?

Best advice is to pay by credit card. That way, you don't have to worry about
exchange rates, etc.

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... Did you do it for fame, did you do it in a fit? Did you do it before
you read about it? - Identity; X-Ray Spex

1369. REGARDING "DOES ANYONE RECOGNIZE THIS"...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32fcb055@pianosa.demon.co.uk>
Source record: 76042

Whilst reading the usual rubbish I find here, asharkis@aol.com wrote something interesting to All about REGARDING "DOES ANYONE RECOGNIZE THIS"...:

Hello asharkis@aol.com,

aac> discarded the .MAC files. The GIFs displayed in a number of viewers on
aac> my clone, and I'm assuming that one of Jeff Potter's programs will
aac> display them on the Atari, although I haven't had time to try that.

aac> So now I know what the .MAC files were!

I didn't get two files, only the one, suffixed gif. Not that I'm really that bothered anyway. I can quite easily get out a copy of ANALOG to see what an Axlon board looked like. :-)

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... Come on everybody and listen to Chris, there's a great new dance and it goes like this. - The Robot; Saints

1370. Atari 8 Bit System for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: Robert & Tawnya Palmer <sadie@davis.uswest.net>
Message-ID: <32FCC652.7610@davis.uswest.net>
Source record: 76043

Atari 8 Bit sytemf for sale please see the attached list.

Hardware
Price Total Price
ATARI 130 XE Computer $30.00 $30.00
ATARI 1200 XL Computer $30.00 $30.00
ATARI 1050 Disk Drives (2) $30.00 $60.00
AXIOM AT-846 Interface $5.00 $5.00
MPP 1000E Modem $5.00 $5.00
Riteman Printer $25.00 $25.00
ATARI Joysticks (4) $2.50 $10.00
Quickshot Joysticks (2) $2.50 $5.00

Individual Total $170.00
Software
Disk: Productivity Price Cartridge: Productivity Price
Atari Family Finances $4.00 Atariwriter RX8036 $5.00
Atari Proofreader $4.00 Basic CXL4002 $5.00
Atarimusicc $4.00 Smart Terminal $5.00
Atariwriter Plus $4.00
B/Graph $4.00 Total $15.00
DOS 2 $4.00
DOS 2.5 $4.00 Cartridge: Games
Printshop $5.00 Asteroids CXL4013 $5.00
Printshop Companion $5.00 Atlantis $5.00
Syncalc $5.00 Basketball CXL4004 $5.00
Synchron $5.00 Centipede CXL4020 $5.00
Synfile + $5.00 Donkey Kong RX8031 $5.00
Galaxian CXL4024 $5.00
Total $53.00 Jungle Hunt RX8049 $5.00
Mario Bros. $5.00
Missle Command CXL4012 $5.00
Disk: Games Pac-Man CXL4022 $5.00
Antic $5.00 QIX CXL4027 $5.00
Cheesmaster 2000 $5.00 Robotron RX8033 $5.00
F15 Strike Eagle $5.00 Space Invaders CXL4008 $5.00
Flight Simulator II $5.00 Star Invaders CXL4011 $5.00
Ghost Busters $5.00 T.T. Phone Home RX8030 $5.00
King Cribbage $5.00
Leader Board $5.00 Total $75.00
One on One $5.00
Public Domain Games I & II $5.00 Cartridge: Educational
Silent Service $5.00 Facemaker $2.50
Kids on Keys $2.50
Total $50.00 Learning with Leeper $2.50

Learning with Leeper $2.50
Disk: Educational
Gulp Math Fun $2.50 Total $10.00
Master Type $2.50
Micro Addition $2.50

Total $7.50

Total Hardware $170.00
Total Software $210.50
Total System $380.50
Total System Package Price $175.00

1371. Atari 8Bit System for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: Robert & Tawnya Palmer <sadie@davis.uswest.net>
Message-ID: <32FCC5DE.3FA0@davis.uswest.net>
Source record: 76044

System for sale.

Hardware
Price Total Price
ATARI 130 XE Computer $30.00 $30.00
ATARI 1200 XL Computer $30.00 $30.00
ATARI 1050 Disk Drives (2) $30.00 $60.00
AXIOM AT-846 Interface $5.00 $5.00
MPP 1000E Modem $5.00 $5.00
Riteman Printer $25.00 $25.00
ATARI Joysticks (4) $2.50 $10.00
Quickshot Joysticks (2) $2.50 $5.00

Individual Total $170.00
Software
Disk: Productivity Price Cartridge: Productivity Price
Atari Family Finances $4.00 Atariwriter RX8036 $5.00
Atari Proofreader $4.00 Basic CXL4002 $5.00
Atarimusicc $4.00 Smart Terminal $5.00
Atariwriter Plus $4.00
B/Graph $4.00 Total $15.00
DOS 2 $4.00
DOS 2.5 $4.00 Cartridge: Games
Printshop $5.00 Asteroids CXL4013 $5.00
Printshop Companion $5.00 Atlantis $5.00
Syncalc $5.00 Basketball CXL4004 $5.00
Synchron $5.00 Centipede CXL4020 $5.00
Synfile + $5.00 Donkey Kong RX8031 $5.00
Galaxian CXL4024 $5.00
Total $53.00 Jungle Hunt RX8049 $5.00
Mario Bros. $5.00
Missle Command CXL4012 $5.00
Disk: Games Pac-Man CXL4022 $5.00
Antic $5.00 QIX CXL4027 $5.00
Cheesmaster 2000 $5.00 Robotron RX8033 $5.00
F15 Strike Eagle $5.00 Space Invaders CXL4008 $5.00
Flight Simulator II $5.00 Star Invaders CXL4011 $5.00
Ghost Busters $5.00 T.T. Phone Home RX8030 $5.00
King Cribbage $5.00
Leader Board $5.00 Total $75.00
One on One $5.00
Public Domain Games I & II $5.00 Cartridge: Educational
Silent Service $5.00 Facemaker $2.50
Kids on Keys $2.50
Total $50.00 Learning with Leeper $2.50

Learning with Leeper $2.50
Disk: Educational
Gulp Math Fun $2.50 Total $10.00
Master Type $2.50
Micro Addition $2.50

Total $7.50

Total Hardware $170.00
Total Software $210.50
Total System $380.50
Total System Package Price $175.00

1372. Send 20 FREE Pages of Fax to any Fax machines in the World!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: chsu@from.net
Message-ID: <5dijh9$nhu@netnews.hinet.net>
Source record: 76045

Send Fax through the Internet. Low domestic and international rates.
20 FREE pages of Fax! Send to any Fax machines in the world! No obligation.

Visit the site at:

http://www.edfax.com/faxsav.htm

Chris Sundres
chsu@from.net

1373. ADULTS ONLY- Check this out! (CiLGpW)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: xxxhot@*
Message-ID: <32fcda91.0@news.cias.net>
Source record: 76046

Are you into HOT CHAT? We've got the world's largest voice-personal dating system, as well as the hottest, sexiest "1 on 1", "2 on 1", and "PARTY-LINE" chat you'll find anywhere, all in one place! And you don't have to call a 900 number to get in on this hot phone fun!

You can choose from 5 hot programs that are sure to fulfill your every desire!

You can press 1 from the main menu to choose from our sexy "1 ON 1" PLEASURE MENU, then:
*to talk to a BEAUTIFUL SEXY GIRL, press 1.
*for a 1 on 1 session with an experienced DOMINANT MISTRESS, press 2.
*for steamy talk with a LUSCIOUS TRANSVESTITE, press 3.
*for an erotic 1 on 1 chat with an EXOTIC TRANSSEXUAL, press 4.

*for some man to man action with a HOT GUY, press 5.
You'll be billed just $3.99 per minute for your selection.

Or you can press 2 from the main menu to DOUBLE YOUR PLEASURE, then:
*to speak to 2 HOT SEXY GIRLS, press 1.
*to get it on with a swinging WILD COUPLE, press 2.
You'll be billed just $4.99 per minute for your selection.

Or you can press 3 from the main menu to join the GROUP ORGY LINE!
*You can party with the nations nastiest swingers for only $2.50 per minute.

Or you can press 4 from the main menu, then:
*Press 1 to join the FANTASY NETWORK. This is the world's only phone service that allows you to connect with people who share your personal fantasies. This state-of-the-art voice mail system lets you listen to messages from beautiful girls, sexy transvestites and she-males, gay and bisexual males, and dominant women. Leave them a hot and sexy message, then call back to see what erotic message they have left for you. You'll be billed just $3.50 per minute.
*Or press 2 to listen to a hot selection of recorded fantasies steamy enough to make you explode! Choose from beautiful, sexy women's fantasies or domination stories. You'll be billed just $2.49 per minute.

Or you can press 5 from the main menu for the HOT AND NASTY DATELINE, where you can listen, and respond, to voice personal ads from hot horny girls in your neighborhood, including their real names and home telephone numbers! You can also leave your own personal message for people to get in touch with you. Make new friends on the world's busiest voice personal lines! Meet singles or couples, gay or straight; you'll be billed only $2.99 per minute.

***JUST CALL 1-800-756-3906 to use your Mastercard, Visa, or American Express card. The charge is just $2.49-$4.99 per minute, plus a 50 cent connection fee. 18+ only.

***OR CALL 1-900-745-4398. The charge is just $2.49-$4.99 per minute. Must be 18 years of age or older.

Call now!!! YOU WON'T REGRET IT!

(CiLGpW)

1374. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-0802971459150001@mcmdc.library.carleton.edu>
Source record: 76047

In article <19970208021300.VAA24316@ladder01.news.aol.com>, asharkis@aol.com wrote:

>The guy who began this thread gives just one indication of what's wrong.
>Itay claimed that you could do a screen dump. If you try, regardless of
>printer of interface, you get a little window on the screen claiming that
>Error #000 has occurred, whatever the heck that is. I contacted Itay when
>it happened to me. He told me that the module was a standard screen dump
>that should work, but he never tried it out because he doesn't have a
>printer for his Atari.

As I recall, the "screen dump to printer" key combination works for me. How was your printer attached?

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

1375. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-0802971508280001@mcmdc.library.carleton.edu>
Source record: 76048

In article <19970208051001.AAA01945@ladder01.news.aol.com>, euskara@aol.com (Euskara) wrote:

>What does a subscription to Page 6 run? How do we pay in $?

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54
Stafford
ST16 1DR
England
tel: 01785 241153
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

They take credit cards. If you don't want to try international calling, you can quote your credit card number, the subscription and amount (in pounds) you understand you're paying, and sign your name all on a sheet of paper. Just mail it to them. The currency gets converted by the credit card company. Worked like a charm for me.

I've received two issues in my subscription so far. Just one advertiser, but the quantity and depth of the content surprised me. If you can spare a little cash, I highly recommend it.

-Michael

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

1376. memory expansion

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: pmc7288@is.nyu.edu
Message-ID: <5dio65$23r$1@news.nyu.edu>
Source record: 76049

I am looking for a memory expansion module for my 600xl. Any suggestions as to where I can find one?

1377. Re: WTB: Infocom games

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0802971716540001@port164.bitstream.net>
Source record: 76050

In article <1997Feb7.101222@alumni.laurentian.ca>,
a00121@alumni.laurentian.ca (DAVID JINKS) wrote:

> I'm looking for a few of the old Infocom text adventure games
> in their original game packages from the early to late eighties. I'm
> also very interested in any InvisiClues (hintbooks), maps, New Zork
> Times and The Status Line newsletters or anything else Infocom related.

If you haven't already, check out http://www.csd.uwo.ca/Infocom/ It's
chock full of info about Infocom with lots of links, clues, history, docs,
etc.

Mark

1378. Re: Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: Andre Bullock <AVB6567@worldnet.att.net>
Message-ID: <32FD1028.2F4D@worldnet.att.net>
Source record: 76051

Trevin Beattie wrote:

Jellystone Park is a great site for finding lost Atari 8-bit programs,

Trevin Beattie
trevin@xmission.com
{:->

Please post the URL to 'Jellystone Park', thanks.

1379. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5dj6gv$7o@login.freenet.columbus.oh.us>
Source record: 76052

asharkis@aol.com wrote:
: In article <5das8k$9hj@login.freenet.columbus.oh.us>,
: dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

: >Is something wrong with 2.71?
: >--

: The guy who began this thread gives just one indication of what's wrong.
: Itay claimed that you could do a screen dump. If you try, regardless of
: printer of interface, you get a little window on the screen claiming that
: Error #000 has occurred, whatever the heck that is. I contacted Itay when
: it happened to me. He told me that the module was a standard screen dump
: that should work, but he never tried it out because he doesn't have a
: printer for his Atari.

There is no error#0,obviously a programming error.

: Then we have the screaming "Q"s.

I get that with FlickerTerm as well.And also with a BASIC programme that I
wrote,all using the P:R:Connection.
On the (non-XE) Ice-T,I could just press RESET to get rid of the Qs.
I wonder if it's something to do with the P:R:C...

: The list goes on and on ...

Too bad,I was thinking of upgrading to a 130XE just so that I could use
Ice-T XE.
--
The Doctor

1380. Shadow World Cart. $25 wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <32FD1B3F.6B03@isd.net>
Source record: 76053

I'll pay someone $25 for a Shadow World Cart. (working) for the
Atari 8-bit.

-thanx-

1381. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <5dj97l$f3f@james.freenet.hamilton.on.ca>
Source record: 76054

In <mcurrent-0802971508280001@mcmdc.library.carleton.edu>, "Michael Current"
<mcurrent@carleton.edu> wrote:
: In article <19970208051001.AAA01945@ladder01.news.aol.com>, euskara@aol.com
: (Euskara) wrote:

: >What does a subscription to Page 6 run? How do we pay in $?

: Page 6 Publishing (Les and Sandy Ellingham)
: P.O. Box 54
: Stafford
: ST16 1DR
: England
: tel: 01785 241153
: Magazine only Magazine and Disk
: UK #15.00 #25.00
: Europe (Air Mail) #17.00 #32.00
: Elsewhere (Surface) #17.00 #32.00
: Elsewhere (Air Mail) #23.00 #42.00

Let's look a bit at this table why don't we?

Hmmm, if I live in the U.K., a Magazine subscription is 15 Pounds. Ok, fine.
A disk subscription is 25 pounds.....ok, that tells me that they want 10
pounds to include disks.....fine.

Look here. If I live in Canada (and I do) it costs me surface 17 pounds for the
magazine.....2 pounds extra for shipping.....so it goes to reason that a disk
subscription would cost 27 pounds.....but it doesnt!!! It costs 32 pounds!
What the heck is that all about? An extra 15 pounds to include a disk?

Same goes for Air Mail......23 Pounds for Air, add the 10 Pounds U.K.
subscribers pay for a disk, and you get 33 pounds....but no, they charge
42 pounds! A 19 POUND difference!

Got any more reasons NOT to subscribe?

: I've received two issues in my subscription so far. Just one advertiser, but
: the quantity and depth of the content surprised me. If you can spare a little
: cash, I highly recommend it.

I don't.

Personally, a "Letter to the Editor" in a previous issue, asking about the
difference between "hard sector disks" and "soft sector disks" had such a
Bull shit answer, I could not believe it. DEAD Wrong. I thought to myself, if
this is the type of answers they give, how will I know when they are B.S.ing
if it is on a subject I know very little? So, I said to heck with this,

I am not wasting any more of my hard earned money on this mag.

Just an alternative opinion.

Willy

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

1382. !: please help :!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6QS$v6t$zHB@peter.soemtron.sb.sub.de>
Source record: 76055

Howdy !

i just destroyed my 130XE *AND* my XF551 :(((Cola isn't to good for the XE technologie (I think). Well all I know is, that my complete Hardware won't work anymore.

IF !YOU! have a old 130XE&Diskdrive (in still good condition) please make me a *really* cheap offer.

- written for a friend -

--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate *(MEGA) 8-bï¿½t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

1383. Re: atari 8 bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5dhl6hrvg1@zwieracz.psych.uw.edu.pl>
Source record: 76056

dnia Wed, 05 Feb 1997 16:05:35 -0600 Mark L. Simonson napisal(a) byl(a) w comp.sys.atari.8bit:

> instance. But, other than idle curoisity, why would anyone want to do it?
> Long-standing grudge against Nolan Bushnell? A bitter, mentally-unbalanced
> former TI99/4a user seeking revenge against the few remaining users of a
> more popular home computer system? ;)

i don't know, why anyone would like to do it, but such viruses really exist. they can easily multiply even on systems without hard disk - they code is located on page 6 ($600). they are modifying HATABS, applying they own write procedure. binary file is recognized by $FFFF header, and while copying or saving virus code is appended to file. these viruses cannot check wheter file already was infected or not, so virus code can be appended many times (program and virus still works properly).

if you are interested, i can publish here source code of one of them, so you can all see, that it works. i have also antivirus program - copier, that checks wheter file is infected or not, an if it is, it removes virus code from file (even if appended many times). this program also wipes virus from memory.
421
--
= wasza KrAp = krap@freud.psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone: 22-6594364 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

1384. Re: Cart to Disk question, ie how do you get them to run?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: Roger Sween <emonk@death-star.com>
Message-ID: <01bc1579$bebe4d20$0f6466cf@emonk.cnc.bc.ca>
Source record: 76057

Yogi <noone@nowhere.com> wrote in article <E57tLy.7Fz@nonexistent.com>...
> On Thu, 06 Feb 1997 10:22:52 -0600, marksim@bitstream.net (Mark L.
> Simonson) wrote:
> -Jellystone Park site (http://www.blast.net/scharles/) and elsewhere.
> -
> Infamous?

I downloaded a couple of these, and they were in EXE format. When I tried
to run one I typed Xformer.exe BoulderDash3.exe and it wouldnt run.
I also tried xfd2atr but it said that it wasnt a disk image.
Any ideas?

1385. Re: atari 8 bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970208130826.13403A-100000@fissure.scar>
Source record: 76058

On 5 Feb 1997, maciej grzeszczuk wrote:

> okee, so i've got a question: do you know any viruses for 8bit ataris?
> i have two of them, working, with source code. i thought that this would be
> an interesting discussion...

To my knowledge there weren't any viruses created for the8bit (who would bother??? Unless you REALLY got a lot of free time on your hands) I do remember the pseudo-virus. that would destroy the character set and eventually cause the tv screen to appear like distorted/lost reception. very cool, but also very harmless...

Alan
U of T, Computer Science

1386. Re: Activision games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970208131140.13403B-100000@fissure.scar>
Source record: 76059

On 5 Feb 1997, David A. Paterson wrote:

> In an article dated Mon, 3 Feb 1997 01:25:24 GMT, someone named Alan
> Christie says...
> >
> >This is only a small list off the top of my head, but I remember
> >Pitfall, Pitfall II, the DreadNaught Factor, demon attack and ....
> >
> >(Yeah activision made some really great 8bit games...)
> >
> Demon Attadk was from Imagic, and was 400/800 only.
>

Upon carefule examination of my original 400/800 cart of Demon Attack I
must concede that you are correct sir...

1387. Re: Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-08 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970208131718.13403C-100000@fissure.scar>
Source record: 76060

Yogi,

Why does your E-mail address say noone@nowhere.com? Hiding your
true where abouts :)

Alan

1388. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E5BEz8.7z2@nonexistent.com>
Source record: 75919

On Sun, 9 Feb 1997 01:28:48 GMT, ag608@freenet.toronto.on.ca (James Alexander) wrote:

-
-
-That just doesn't hold water and never did. Never have the pirates who
-claim "I only copy to try it then I buy it" actually have bought the
-software they copy. The claim you make that nobody makes money selling
-this stuff doesn't work either, simply because that it's people who make
-copies don't buy stuff. At any rate they DO carry stuff that's "no
-longer available" so that standard excuse can't cut it. Add to that the
-people who now pirate these programs have done so for years, long before
-much of the 8bit software "was no longer available". As for the size of
-the market, don't forget that these dealers also carry other lines, much
-of it also discontinued gear of all sorts, these markets add up quickly.
-
-Pirates will attempt to justify their actions until the end of time but
-facts are facts and for every pirate excuse there are facts that disprove
-any legitimacy to the pirates "art".
-

Maybe you missed my reply to this thread originally, but the gist of it is: I never claimed to NOT be a pirate. I didnt buy most of the software I cracked (although I do have/had the originals. A software reveiwer sent them to me to crack).
I'm not saying its right to pirate. The only reason I started the archive is that the similar ones for apple and commode 64 exist, but none for the lowly atari. I could actually give a shit less whether or not anyone even *USES* the archive. Its there to use if you want, and if you dont want to, I dont care. But I'm not justifying nor apologizing for my actions, and I dont hide behind any "pirates arguements". If anyone holds the copyright to ANYTHING in the archive, I will be happy to delete it on your say so. I'll go further - if anyone who still SELLS these software items objected to them being in

the archive, I will remove them.

PPPPPPPPPPPFFFFFFFFFFTTTTTTTTTTTTT

is the sound of your whiny balloon deflating

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1389. Re: Escape from Epsilon

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5djith$ajr@alexander.INS.CWRU.Edu>
Source record: 75920

(EWWWWW. I'm gonna folloup on my followup of my followup.)
I don't want not to mention Bill Kendrick's umich archive.
I know Bill is very sensitive about (c). But umich has
lots of magazine games, but not Risky Rescue and Epsilon,
on my old list. Also, I'm sure Bill is quite busy, as he
hasn't posted here for a while, but (how do I say this?)
the umich archive is very hard to access (or was). It
has a lot of busted stuff on it. And Bill has a lot of
work to do. Maybe that's where he's been. I'd sure like
to hear from him about how the umich archive is going.
And certainly, if he'll accept the RR and EP I have,
I'd send 'em over there, if he'd remind me in e-mail
how he wants them.

1390. Re: atari 8 bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5djbccjkr1@zwieracz.psych.uw.edu.pl>
Source record: 75921

dnia Wed, 05 Feb 1997 23:00:32 -0400 Tony Ramos napisal(a) byl(a) w comp.sys.atari.8bit:
> What about a virus which, when run, appended itself to any copy of DOS
> it found on the disk? If the user then booted from that disk and
> formatted new ones, wrote DOS files etc. the virus would be copied to
> other disks, and so on, and so on...

something about that is used in these viruses i've got... viruses appends their
own code to every written binary ($FFFF) file.

434
--
= wasza KrAp = krap@freud.psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone: 22-6594364 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

1391. Re: atari 8 bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5djbgcjlh1@zwieracz.psych.uw.edu.pl>
Source record: 75922

dnia 7 Feb 1997 05:13:28 GMT Bingham napisal(a) byl(a) w comp.sys.atari.8bit:
> Yes actually there are a fistful of viruses for the Atari 8-bit. But they
> mostly affect people with MIO and Black Boxes. There seems to be just
> enough free ram to hide a virus in these devices. Properly placed in the
> printer buffers for example. Anyhow, assuming the user doesn't turn the
> Black Box or MIO off to restart the computer, the virus survives. Crafty.

do you have sources/infected binaries with some of viruses you're writing of?

435
--
= wasza KrAp = krap@freud.psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone: 22-6594364 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

1392. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: fu511@cleveland.Freenet.Edu
Message-ID: <5djqbq$4or@alexander.INS.CWRU.Edu>
Source record: 75923

NO, it does not work..that is why there are questions..and of course
ITAY can't say that it does if he does not have a standard printer
for HIS 8-bit. In other words it was never tested. ICET 2.6 is the
better version. The only improvement over this in 2.7x is the Z-modem
download. So, if you are a DOWNLOAD HOG..use 2.71..but if you want to
do anything standard..use 2.6. By standard I mean, Upload Text, or
Capture Text..there is NO BINARY upload in ICET at all. Really, this
is the best terminal software ever made for the 8-bit in that it
has pull down menus and is almost easyer to use than a Mouse based
software/TERM. Push a few buttons and Wala! The bigest feature
of the terminal program is the 80colomns minus the hardware chips..
8-bit has a 40 colomn output..ITAY almost has
a WINDOWS 95 desktop for the 8-bit..I mean it reflects it pretty close or,
even better, closer to a MAC desktop. If he had published this during
the 8-bit years...he would have made a ton of money..but, for us 8-bit
left-over users..it is a GIFT..passed down by time.. an excellent programing
skills..

###
--

1393. Atari 800XL for sale- Cincinatti OH. area

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: rkperry@hotmail.com
Message-ID: <855473244.29702@dejanews.com>
Source record: 75924

I have for sale:
1) Atari 800xl
1) 1050 drive
1) XM301 mODEM
all power packs and TV adapter.

If interested, Email me at

rkperry@hotmail.com

IBM Convert :(

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1394. ANNOUNCE: EmuZine

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc1660$804665e0$b4f7aecc@127.0.0.1>
Source record: 75925
Cross-posted to: comp.sys.acorn.misc,comp.sys.amiga.emulations,comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att,comp.sys.be,comp.sys.cbm,comp.sys.cdc,comp.sys.dec,comp.sys.ibm.pc.misc,comp.sys.m68k,comp.sys.mac.misc,comp

Hello,
My name is Will Fisher and I am setting up a new e-zine on the web for
people who love emulators. This e-zine, called EmuZine, will focus on
specific
emulators, the platforms they run on, and what emulator is the best in it's
class of emulation.

The reason for this message is that, like any e-zine, we need people
to help write articles, and to provide ideas for the e-zine. As this is a
non-profit e-zine all submissions must be donated. All submissions become
property of EmuZine and will not be returned, once a submission is accepted
EmuZine will e-mail you for permission to 'publish' your article on the
web.

EmuZine is also looking for a few 'permanent' authors for the e-zine.
These people will have the distinction of having their own spot each and
every
'printing' of the e-zine. I am looking for one such person for every major
emulated platform. This post would not be 'for life' as such, you would
hold
the post until you either got tired of it, or wanted to give it up to
someone
else. EmuZine also has the right to transfer the post to another person at
any time, without warning (but we would NEVER do that, except in very
serious
circumstances).

What is good is any e-zine without some illustration? If you are an
aspiring computer graphic artist or if you've been doing it for years we
would
love the chance to use your illustrations in the e-zine. You would, of
course,
get full credit in EmuZine. If you have a comic, or would like to create
one,
that focuses on computer usage, or hopefully on emulators, we would love to
add it to the e-zine.

If any of this sounds interesting to you please respond to this message
via e-mail as I do not read all the NG's this message was posted to.
This message is in the comp.sys.{any emulated system} to reach the maximum
of
interested people.

Thanks for your time,
Will Fisher

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

(NB: EmuZine is not online as of yet. The above web site will be
undergoing major renovation soon. EmuZine will show up once
I get enough interest raised, and articles written!)

1395. Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32fddb00@pianosa.demon.co.uk>
Source record: 75926

Whilst reading the usual rubbish I find here, William Moeller wrote something interesting to All about Page 6:

Hello William,

WM> Same goes for Air Mail......23 Pounds for Air, add the 10 Pounds U.K.
WM> subscribers pay for a disk, and you get 33 pounds....but no, they
WM> charge 42 pounds! A 19 POUND difference!

Oh no, not all this again. Like I've said before, it cost P6 far more to ship overseas than people in the Americas give credit for. It may cost you next to naff all to ship something around the world, but not over here. :-(

The trouble is, Britain is still suffering from what I term "state control syndrome". When all our utilities were under state control, we had little alternative but to pay up. Despite selling off several of these utilities, and opening the market up to competition, there still exists an attitude of "ah well, we've got to pay it". And since postal deliveries are state controlled, we can do nothing about the charges. Maybe that will change soon, if postal workers go militant again. (During the last postal strikes, the govt. threatened disenfranchisement of the Post Office)

Another thing to consider is the Post Office's banner waving about their pricing structure: Prices are lower in real terms now than they havee been for the last ten years. It doesn't alter the fact that on a world-wide scale, they don't compare favourably with some rates. Notably those of US & Canadian postal services. Furthermore, P6's NAU doesn't get the 'magazine rate', for some reason. My guess would be that they don't send enough copies overseas to qualify. :-(

WM> Personally, a "Letter to the Editor" in a previous issue, asking about
WM> the difference between "hard sector disks" and "soft sector disks" had
WM> such a Bull shit answer, I could not believe it. DEAD Wrong. I thought

You may well be right. If the answer was wrong why not just write to them and tell them the *right* answer? Just so long as you don't give a right slagging in the process, your letter will get printed. In fact, even with the slagging it would probably get printed. Perhaps with the more 'choice' words removed. You see, it's like this: people make mistakes.

Mine was to to reply to your message, probably. :-)

The thing is, over here P6's NAU is just about all we've got. And compared to what I used to have to pay for ANALOG over a decade ago (just the mag, no disk 6.00/issue) it's still dirt cheap.

_
Regards, /_) 2:251/18.14 39:139/33.14

/ _)rad brad@pianosa.demon.co.uk

... They'll suck you in, and spit you out, without a thought of being late. - Challenge; Penetration

1396. Re: HELP! How to use ATR files in ATARI comp?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: rosans00@marvin.informatik.uni-dortmund.de
Message-ID: <5dkgdk$kkr@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 75927

KeroKitty (kerokitty@aol.com) wrote:
: Help fellow Atarians! Need to know how to use ATR images in My Atari 800.
: Can ATR images be converted back into a Atari drive? Use binary save/load?

: Your help is greatly appreciated. Plz email to KeroKitty@aol.com

ATR is an image file to use on PC. I know at least one program that
can convert an ATR image to a normal disc, that works directly on the
atari 8bit. This program is called IMG2DISK.COM and belongs to the support
disc for the msc IDE controller. I think it is also on the ABBUC magacin
disc from december/january.

Hope that helps.

--

--> Thomas Rosanski + toro@poboxes.com + http://home.pages.de/~toro/ <--

PS: German readers please take a look at http://home.t-online.de/home/wburger
This is the ABBUC Homepage with infos about the ABBUC News mailing list.

1397. XL-it! 0.17 now available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: Markus Gietzen <magi@stud.uni-sb.de>
Message-ID: <32FDD25A.4065@stud.uni-sb.de>
Source record: 75928

```
XL-it! 0.17 is now available at:

http://myst.slcc.edu/~markus

New features are:
- new userinterface
- Ron Fries' pokey-emulator
- new sound-driver
- ATARI-key (->Alt,AltGr)
- improved SIO-emulation (SpartaDOS 3.2g works now)
- 180k ATR support (184336 Bytes images!)
- joystick-calibration

Have fun,

Markus Gietzen
```

1398. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: read@my.sig
Message-ID: <32fdeabc.964647@news.networx.net.au>
Source record: 75929

noone@nowhere.com (Yogi) wrote:

>On Sun, 9 Feb 1997 01:28:48 GMT, ag608@freenet.toronto.on.ca (James
>Alexander) wrote:
>
>-
>-
>-That just doesn't hold water and never did. Never have the pirates
>who
>-claim "I only copy to try it then I buy it" actually have bought the
>-software they copy. The claim you make that nobody makes money
>selling
>-this stuff doesn't work either, simply because that it's people who
>make
>-copies don't buy stuff. At any rate they DO carry stuff that's "no
>-longer available" so that standard excuse can't cut it. Add to that
>the
>-people who now pirate these programs have done so for years, long
>before
>-much of the 8bit software "was no longer available". As for the size
>of
>-the market, don't forget that these dealers also carry other lines,
>much
>-of it also discontinued gear of all sorts, these markets add up
>quickly.
>-
>-Pirates will attempt to justify their actions until the end of time
>but
>-facts are facts and for every pirate excuse there are facts that
>disprove
>-any legitimacy to the pirates "art".
>-
>---
>
>Maybe you missed my reply to this thread originally, but the gist of
>it is: I never claimed to NOT be a pirate. I didnt buy most of the
>software I cracked (although I do have/had the originals. A software
>reveiwer sent them to me to crack).
>I'm not saying its right to pirate. The only reason I started the
>archive is that the similar ones for apple and commode 64 exist, but
>none for the lowly atari. I could actually give a shit less whether or
>not anyone even *USES* the archive. Its there to use if you want, and
>if you dont want to, I dont care. But I'm not justifying nor
>apologizing for my actions, and I dont hide behind any "pirates

>arguements". If anyone holds the copyright to ANYTHING in the archive,
>I will be happy to delete it on your say so. I'll go further - if
>anyone who still SELLS these software items objected to them being in
>the archive, I will remove them.
>
>PPPPPPPPPPPPFFFFFFFFFFTTTTTTTTTTTTT
>
>is the sound of your whiny balloon deflating
>

Onya Yogi..... Give em hell!!

Anyone who's sick of this thread, post a reply....
(That should just about fill this newsgroup)

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1399. Re: Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: read@my.sig
Message-ID: <32feeec1.1993008@news.networx.net.au>
Source record: 75930

Andre Bullock <AVB6567@worldnet.att.net> wrote:

>Trevin Beattie wrote:
>
>Jellystone Park is a great site for finding lost Atari 8-bit programs,
>
>Trevin Beattie
>trevin@xmission.com
> {:->
>
>Please post the URL to 'Jellystone Park', thanks.
>
>

http://www.blast.net/scharles/

links to the main archive, and a mirror at hackerz.com

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1400. Re: Emulators...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: mratari01@aol.com
Message-ID: <19970209154100.KAA12571@ladder01.news.aol.com>
Source record: 75931

In article <marksim-0602972147220001@port132.bitstream.net>,
marksim@bitstream.net (Mark L. Simonson) writes:

>You mean like a C> prompt on the emulator's display? Ugh. Anyway, I think
>(don't know) that there are limits to the size of a disk volume and
number
>of files that the Atari OS can handle--probably way less than a typical
>hard drive nowadays. Unless you're talking about modifying the OS or the
>"hardware". But then you'd be emulating something that never existed.
>(Confused? Me too!)

Since the IBM already has access to all of the files on the HD, CD etc.
And use of the modem, printer, etc, it should be a simple patch to DOS to
change the vectors for D: R: P: etc. to point to a translation routine to
make them work with the attached IBM peripherals.

The Shadow

1401. Magazine Disks...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: mratari01@aol.com
Message-ID: <19970209154100.KAA12574@ladder01.news.aol.com>
Source record: 75932

ACE Of America BBS @ (503)-761-9074 has a HUGE collection of Antic, Analog, Compute, and other magazine disks available in the ACE Sig.

You don't get validated for that Sig automatically, but leave me [F]eedback or Chat me. We also have HUNDREDS of Atari 8-bit files on-line and available for immediate download on your first call.

The Shadow

1402. WTB: Atari 8 bit cartridges in UK

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: John Gaiger <john.gaiger@dial.pipex.com>
Message-ID: <01bc16a2$f7c8b450$43f482c1@lidster>
Source record: 75933

Have any UK Atari 8 bit users got any games for sale?

john.gaiger@dial.pipex.com

Reading, Berkshire

1403. Re: Cart to Disk question, ie how do you get them to run?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: read@my.sig
Message-ID: <32fff0a5.2476787@news.networx.net.au>
Source record: 75934

"Roger Sween" <emonk@death-star.com> wrote:

>
>
>Yogi <noone@nowhere.com> wrote in article <E57tLy.7Fz@nonexistent.com>...
>> On Thu, 06 Feb 1997 10:22:52 -0600, marksim@bitstream.net (Mark L.
>> Simonson) wrote:
>> -Jellystone Park site (http://www.blast.net/scharles/) and elsewhere.
>> -
>> Infamous?
>
>I downloaded a couple of these, and they were in EXE format. When I tried
>to run one I typed Xformer.exe BoulderDash3.exe and it wouldnt run.
>I also tried xfd2atr but it said that it wasnt a disk image.
>Any ideas?

You'll have to place EXE files into a disk image file before you can
run it. XFD2ATR is simply a conversion program, changing a raw XFD
file (which is a straight copy of a disk) into an ATR image file (an
ATR file has a 16 byte header which contains disk structure info).
So, get a DOS ATR image file, copy it to GAMEDISK.ATR and try this:-

XFORMER MYDOS.ATR BOULDER3.EXE

{Note: I used BOULDER3.EXE instead of the long filename, because the
ATARI cannot use long filenames, it's up to you to rename it)
Once you are at the DOS menu, press F11 to bring up the XFormer menu,
and load GAMEDISK.ATR as D1 (replacing MYDOS.ATR).
Press ENTER and go back to the DOS menu. Now, type "I" [FORMAT DISK],
1, Enter- this will format the new disk image in D1. type "H"[WRITE
DOS] and 1- this will write MYDOS to D1. Now you have a fresh DOS disk
to work with, type "C"[COPY FILE(s)], D2:*.*,D1:*.*- this will copy
the EXE file into the GAMEDISK.ATR file.
There are "Boot Sector File Loaders" around that makes it easier to
load the EXE's once they are in a disk image, but I figured it'd be
better to use DOS so you know how it works.
Ok, now you have the EXE's in a disk image which also contains DOS, so
"Boot" DOS (no basic), get a DIR (either press the drive #, or "A" and
"D1:*.*". Press [L] and type in the filename {eg. D1:BOULDER3.EXE),
and hopefully it will load for you.
If not, it will need a "Boot Sector File Loader", so check my WEB page
if needed.

Steve.

```
------------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
------------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
------------------------------------------------------------
```

1404. Re: !: please help :!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: read@my.sig
Message-ID: <3300f6dc.4067800@news.networx.net.au>
Source record: 75935

peter@soemtron.sb.sub.de () wrote:

>
>Howdy !
>
>i just destroyed my 130XE *AND* my XF551 :(((Cola isn't to good for the
>XE technologie (I think). Well all I know is, that my complete Hardware
>won't work anymore.
>
>IF !YOU! have a old 130XE&Diskdrive (in still good condition) please make
>me a *really* cheap offer.
>
> - written for a friend -

I always thought that "Things go better with COKE" :)

(was it a cheap imitation?)

I actually do have a spare 130xe, but I don't think you'd like the
shipping charges from Australia somehow..... :(

Bummer...

Steve.

```
-----------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-----------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
-----------------------------------------------------------
```

1405. Re: opcodes 6502c

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5dktvq$3e3@dfw-ixnews4.ix.netcom.com>
Source record: 75936

As I recall, there were also a bunch of "illegal" instructions of the 6502
that were not documented, nor were they on every variant of it. I think
Compute! did an article on this back in the early 80's.

Karl
a
In article <32fa75a5.0@news.total.net>, davepat@total.net (David A. Paterson)
wrote:
>In an article dated 5 Feb 1997 17:54:01 GMT, someone named Robert Stone
>says...
>>
>>bmarcum@iglou1.iglou.com (Bill Marcum) wrote:
>>>As far as I know, the 6502, 6502C and 6510 all use the exact same
>>>instruction set.
>>
>>I remember that the "c" had a few other instructions. BRA for
>>unconditional branches, some extras for the x and y registers, and some
>>zeroing instructions. I never used them, because I wanted to be sure my
>>programs ran on older machines.
>>
>>Bob Stone
>>
>No, that's the 65C02. The 6502C was Atari's variant (by NCR). It had a
>HALT line, so that ANTIC could take control of the bus.
>

Karl Heller - Making the world safe once again.

| heller@cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |

1406. Re: atari 8 bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E5CEvr.IM6@nonexistent.com>
Source record: 75937

On 8 Feb 1997 11:40:17 +0100, maciej grzeszczuk
<krap@zwieracz.psych.uw.edu.pl> wrote:

-
-i don't know, why anyone would like to do it, but such viruses really
exist.
-they can easily multiply even on systems without hard disk - they
code is
-located on page 6 ($600). they are modifying HATABS, applying they
own write
-procedure. binary file is recognized by $FFFF header, and while
copying or
-saving virus code is appended to file. these viruses cannot check
wheter file
-already was infected or not, so virus code can be appended many times
(program
-and virus still works properly).
-
-if you are interested, i can publish here source code of one of them,
so you
-can all see, that it works. i have also antivirus program - copier,
that

I for one, would like to see this.
What if a binary program loading USES page 6? Will it overwrite the
virus?
It seems to me it would be safer if the virus writer assumed that most
people were going to use Xl's and hide the virus in a bank switch
place, change to dosload vector to point to the bank switch/virus
code, put the bank switch in a safe location (not page 6).
hmmm..........

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1407. Re: Escape from Epsilon

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E5CF1H.IzM@nonexistent.com>
Source record: 75938

On 9 Feb 1997 03:50:56 GMT, cb541@cleveland.Freenet.Edu (James R.
Gilbert) wrote:
-Finally, I don't think Yogi wants individual or even much
-at all magazine games, so uploading there is no good.

Actually, the better ones I dont mind having there. It is an ARCHIVE,
after all. If the game is fun to play, (even if its not!), it should
be there, maybe in its own section.
You notice all the analog ML games are there.
Which gives me an interesting question: All my old ANALOG mags say
(for example) "Fill'er up" (c) 1982 Tom Hudson, then the text of the
article says "This game is public domain".
Is this a proto-GNU software license?

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1408. Re: Cart to Disk question, ie how do you get them to run?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E5CF3r.J2A@nonexistent.com>
Source record: 75939

On 8 Feb 1997 04:30:56 GMT, "Roger Sween" <emonk@death-star.com>
wrote:
-
-I downloaded a couple of these, and they were in EXE format. When I
tried
-to run one I typed Xformer.exe BoulderDash3.exe and it wouldnt run.
-I also tried xfd2atr but it said that it wasnt a disk image.
-Any ideas?

You have to have a dos image as the first one. emulators cant handle
EXE's to BOOT their virtual machine from.
use:

xformer mydos45.atr boulder3.exe

then use "L"oad binary file, D2:boulder3.exe
you have to have the file in 8.3 format or Atari wont see it right

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1409. Re: 800XL can it run 800 games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: kerokitty@aol.com
Message-ID: <19970209184101.NAA20844@ladder01.news.aol.com>
Source record: 75940

I used to have an 800XL and there was this compnay what sold a pc board with 2 slots: 1 XL BIOS the other 800 BIOS and it plugged into the XL omtherboard BIOS slot with a SPST switch to switch the two BIOS. I gave up on the translator disk & that was the beast investment I ever bought at the time. Don't know if there are anymore of those boards around there.....

Reggie

1410. Re: atari 8 bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970209200400.PAA24660@ladder01.news.aol.com>
Source record: 75941

In article <5da2c5$35b$1@zwieracz.psych.uw.edu.pl>, maciej grzeszczuk
<krap@zwieracz.psych.uw.edu.pl> writes:

>
>okee, so i've got a question: do you know any viruses for 8bit ataris?
>i have two of them, working, with source code. i thought that this would
be
>an interesting discussion after all that FS: crap. so write to me here,
if
>you can tell something about that...

Why in the hell would you even WANT to write that kind of crap???

But since you asked, I recall only one virus from years ago, it affected
Atariwriter+.

1411. Re: Mike Hohman and FTe

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970209200500.PAA24664@ladder01.news.aol.com>
Source record: 75942

In article <MvjePC.BP1B@csh-newsserver.csh.rit.edu>, kurt@csh.rit.edu
(Kurt Mosiejczuk) writes:

>
>I saw a posting from someone saying he had disappeared without
>filling orders. this would be very disturbing. Especially since
>he holds the rights on a bunch of valuable 8bit SW and HW.

Yeah, he cashed checks and billed credit cards, then promptly disappeared.

>Can someone refute this? I'd like to get an SDX upgrade ROM :)

What version do you have? If it is 4.20, you should be ok.

1412. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: "David J. Firth" <david@signus.demon.co.uk>
Message-ID: <dn0gNDAxRj$yEwYR@signus.demon.co.uk>
Source record: 75943

```
In article <5djct8$4ac@alexander.INS.CWRU.Edu>, "James R. Gilbert"
<cb541@cleveland.Freenet.Edu> writes
>
>(Last one I dl/ed is 3/96, but I think Page 6 is same.)
>Subject: P
>
>Page 6 Publishing
>P.O. Box 54
>Stafford
>England ST16 1DR
>United Kingdom
>tel: 0785 213928
>FAX: 0785 54335
> Vendor: commercial/PD/freeware/shareware
> Developer: Enigmatix!
^^^^^^^^^^

Not that they *ever* paid the Author a penny for his efforts (cents for
you US guys) - a classic example of how to kill future software
development.

> Publisher: New Atari User (print magazine)
> (bi-monthly) Magazine only Magazine and Disk
> UK #15.00 #25.00
> Europe (Air Mail) #17.00 #32.00
> USA/Canada - Surface #17.00 #32.00
> USA/Canada - Air Mail #23.00 #42.00
> Other countries as USA/Canada
>
>**********************
>Maybe even prices are correct.
>Russ Gilbert

--
David J. Firth
```

1413. Re: Were these games ever made for the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32ff3663.93566528@news.inc.net>
Source record: 75944

On 06 Feb 1997 16:01:00 +0200, peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:

>In article <Re: Were these games ever made for the Atari 8-bit?>, ssilicon@lax.net (Jon D. Melbo) wrote:
>
>Howdy Jon,
>
>> >There are many others I've never seen for the Atari, but these are the
>> >main ones that come to mind right now.
>> I know that Winter Games & Summer Games was made for Atari8. Perhaps
>> World Games. Perhaps also Gemstone Healer & Kung Fu Master.
>
>sorry, but I don't think that Winter Games was converted! I just
>discovered a simple picture.

Hmm. I swear I have/had a copy of Winter Games. Human memory can be faulty but I'm pretty sure I had a Winter Games. Maybe not.

Cheers,

Jon

1414. Re: memory expansion

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <330039e6.94466265@news.inc.net>
Source record: 75945

On 8 Feb 1997 20:37:25 GMT, pmc7288@is.nyu.edu (Peter M. Cline) wrote:

>I am looking for a memory expansion module for my 600xl. Any suggestions
>as to where I can find one?

Yeah, a cheap used 800XL or 130XE. Also comes with a monitor port
expander and the ability to go beyond 64KB! :)

Not meaning to be sarcastic here, but at some of the prices you can
nab 800XLs or 130XEs, I can hardly think that you would be saving much
by hunting after the more hard to find memory expander for the 800XL.

On another note... one more good suggestion might be in order. There
is an Atari8 hack FAQ or something around. I am not sure, but there
might be some docs somewhere on how to add your own memory to a 600XL.
I know there are lots of good mods for the other Atari8's. Might be
worth checking out.

Cheers,

Jon

1415. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <33013da5.95425104@news.inc.net>
Source record: 75946

On 8 Feb 1997 19:42:07 -0500, dklugh@freenet.columbus.oh.us (Daniel
Klugh) wrote:

>asharkis@aol.com wrote:
>: In article <5das8k$9hj@login.freenet.columbus.oh.us>,
>: dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
>
>: >Is something wrong with 2.71?
>: >--
>
>: The guy who began this thread gives just one indication of what's wrong.
>: Itay claimed that you could do a screen dump. If you try, regardless of
>: printer of interface, you get a little window on the screen claiming that
>: Error #000 has occurred, whatever the heck that is. I contacted Itay when
>: it happened to me. He told me that the module was a standard screen dump
>: that should work, but he never tried it out because he doesn't have a
>: printer for his Atari.
>
>There is no error#0,obviously a programming error.
>
>: Then we have the screaming "Q"s.
>
>I get that with FlickerTerm as well.And also with a BASIC programme that I
>wrote,all using the P:R:Connection.
>On the (non-XE) Ice-T,I could just press RESET to get rid of the Qs.
>I wonder if it's something to do with the P:R:C...
>
> : The list goes on and on ...
>
>Too bad,I was thinking of upgrading to a 130XE just so that I could use
>Ice-T XE.

The screaming Q's have to do with the PR:C maybe. I've had them too,
and I have never ised ICE-T or Flickerterm. I have used a PR:C
though.

Cheers,

Jon

1416. Re: Mike Hohman and FTe

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3302401f.96059802@news.inc.net>
Source record: 75947

On Sun, 9 Feb 1997 01:37:45 GMT, ag608@freenet.toronto.on.ca (James Alexander) wrote:

>
>In a previous article, kurt@csh.rit.edu (Kurt Mosiejczuk) says:
>
>>t.edu!csh-newsserver.csh.rit.edu!kurt
>>From: kurt@csh.rit.edu (Kurt Mosiejczuk)
>>Newsgroups: comp.sys.atari.8bit
>>Subject: Mike Hohman and FTe
>>Followup-To: comp.sys.atari.8bit
>>Date: 5 Feb 1997 19:23:42 GMT
>>Organization: Computer Science House @ Rochester Institute of Technology
>>Lines: 9
>>Message-ID: <MvjePC.BP1B@csh-newsserver.csh.rit.edu>
>>NNTP-Posting-Host: mcp-low.csh.rit.edu
>>
>>Has anyone out there heeard from Mike Hohman recently?
>>
>>I saw a posting from someone saying he had disappeared without
>>filling orders. this would be very disturbing. Especially since
>>he holds the rights on a bunch of valuable 8bit SW and HW.
>>
>>Can someone refute this? I'd like to get an SDX upgrade ROM :)
>>
>>--Kurt Mosiejczuk
>>
>
>I am one of the more vocal of old Mikey boy's victims/customers. He
>stiffed me on the manual and disk for an rtime 8 clock and another local
>8bitter for one of his MIO boxes. He's left without a forwarding
>address, phone number or anything else and has moved at least twice since
>his dissapearance. It is very dissapointing especially since he's not
>only taken copyrights/patents and existing stock but also the money of
>several of the remaining 8bitters leaving them with nothing which has no
>doubt led to several leaving the 8bit community and others to resort to
>piracy of FTe's software "to get their moneys worth". I've heard rumor
>that one supplier who'd sold remaining stock and manufacturing rights was
>never paid. However since the person reporting that last story has been
>a bit of a rumor monger in the past (whose name will be witheld) I don't
>know if it's fully true.

Any of these might help?

Hohman, Mike 469 S Summit St, Bowling Green, OH 43402-3915
Phone: (419)353-7132

Hohman, Mike 3500 W Township Road 98, Tiffin, OH 44883-9757
Phone: (419)448-1700

Hohman, Mike 2119 Powers Ave, Lewiston, ID 83501-6150
Phone: (208)743-4392

Hohman, Mike 1565 Beach Ave, Brookings, OR 97415
Phone: (541)469-7743

Hohman, Mike 2447 4th Ave, Clarkston, WA 99403-1329
Phone: (509)758-7423

I don't know any more than the name so...

1417. Re: atari 8 bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E5CvsM.4xx@iglou.com>
Source record: 75948

Alan Christie (94chrisv@scar.utoronto.ca) wrote:

: To my knowledge there weren't any viruses created for the8bit (who would
: bother??? Unless you REALLY got a lot of free time on your hands) I do
: remember the pseudo-virus. that would destroy the character set and
: eventually cause the tv screen to appear like distorted/lost reception.
: very cool, but also very harmless...

Was this program called Paperweight, released in the April issue of one of the magazines, like Antic?

Reminds me... Back in college, my roommate and I were bothered to hell and back by the insistence of this kid who was always looking for software, and came to us all the time. I came rather close to writing a trojan for him, that would look like it would either format the disk or overwrite most, if not all, the sectors on the floppy. I had the code in mind at the time, and while it did the nasty deed, it would tell him to wait, give him a little graphic bar, that sort of thing.

Fortunately, we never did it. He 'lost' a $20 bill and we put crumbs in his floppy jacket, and his visits tapered off after that.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

1418. Re: XL-it! 0.17 now available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <33034acb.98791952@news.inc.net>
Source record: 75949

On Sun, 09 Feb 1997 14:34:18 +0100, Markus Gietzen
<magi@stud.uni-sb.de> wrote:

>XL-it! 0.17 is now available at:
>
> http://myst.slcc.edu/~markus
>
>
>New features are:
> - new userinterface
> - Ron Fries' pokey-emulator
> - new sound-driver
> - ATARI-key (->Alt,AltGr)
> - improved SIO-emulation (SpartaDOS 3.2g works now)
> - 180k ATR support (184336 Bytes images!)
> - joystick-calibration
>
>Have fun,
>
> Markus Gietzen

Sounds awesome Markus! I'm downloading it right now!!

Jon

1419. Re: Mike Hohman and FTe

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <5dlinf$oqv@camel0.mindspring.com>
Source record: 75950

ssilicon@lax.net (Jon D. Melbo) wrote:

>Any of these might help?

> Hohman, Mike 469 S Summit St, Bowling Green, OH 43402-3915
> Phone: (419)353-7132

> Hohman, Mike 3500 W Township Road 98, Tiffin, OH 44883-9757
> Phone: (419)448-1700

> Hohman, Mike 2119 Powers Ave, Lewiston, ID 83501-6150
> Phone: (208)743-4392

> Hohman, Mike 1565 Beach Ave, Brookings, OR 97415
> Phone: (541)469-7743

> Hohman, Mike 2447 4th Ave, Clarkston, WA 99403-1329
> Phone: (509)758-7423

>I don't know any more than the name so...

Actually, Mike is hiding out in Arizona. I was a pretty good friend
of his (or so I thought). He has plenty of my stuff also. I'm almsot
tempted to fly to AZ.

John

1420. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <5dli62$smr@james.freenet.hamilton.on.ca>
Source record: 75951

In <32fddb00@pianosa.demon.co.uk>, Brad Rogers <brad@pianosa.demon.co.uk>
wrote:
: Whilst reading the usual rubbish I find here, William Moeller wrote something
: interesting to All about Page 6:

: Hello William,

: WM> Same goes for Air Mail......23 Pounds for Air, add the 10 Pounds U.K.
: WM> subscribers pay for a disk, and you get 33 pounds....but no, they
: WM> charge 42 pounds! A 19 POUND difference!

: Oh no, not all this again. Like I've said before, it cost P6 far more to ship
: overseas than people in the Americas give credit for. It may cost you next to
: naff all to ship something around the world, but not over here. :-(

I know the U.K. has expensive postal rates....I am talking about the difference
between Disk and Magazine (only) subscriptions. I can take it if Postal
rates are a lot higher for overseas....it makes sense! And, even higher still
for Air mail....it makes sense! HOWEVER, what does not make sense is the fact
that a DISK subscription costs MORE than the 10 quid U.K. customers pay.
Are you trying to tell me the weight of a disk increases the postage cost
by 7 pounds by Surface and 9 pounds by Air??!!

The extra cost levied on overseas subscribers for disk subscriptions is not
justified in my humble opinion.

The cost SHOULD be the Magazine only surface overseas rate
(or Air Mail rate) plus 10 quid, the same as a U.K. subscriber
....the cost of the Magazine only rate plus 10 quid.

: Another thing to consider is the Post Office's banner waving about their
: pricing structure: Prices are lower in real terms now than they havee been for
: the last ten years. It doesn't alter the fact that on a world-wide scale, they
: don't compare favourably with some rates. Notably those of US & Canadian
: postal services. Furthermore, P6's NAU doesn't get the 'magazine rate', for
: some reason. My guess would be that they don't send enough copies overseas to
: qualify. :-(

Sure, our rates are cheaper, and the U.S.A. has even cheaper rates.
However, your argument does not explain why the U.K. has a disk subscription
with a cost of 10 quid over and above the magazine subscription, and overseas
customers have to pay 17 quid over and above the magazine subscription for
surface, and 19 quid over and above the magazine subscription for Air Mail?

Please explain how this is justified.

: WM> Personally, a "Letter to the Editor" in a previous issue, asking about
: WM> the difference between "hard sector disks" and "soft sector disks" had
: WM> such a Bull shit answer, I could not believe it. DEAD Wrong. I thought

: You may well be right. If the answer was wrong why not just write to them and
: tell them the *right* answer? Just so long as you don't give a right slagging
: in the process, your letter will get printed. In fact, even with the slagging
: it would probably get printed. Perhaps with the more 'choice' words removed.
: You see, it's like this: people make mistakes.

: Mine was to to reply to your message, probably. :-)

No it was not a mistake at all. I was only steamed at P6 for gouging on
a disk subscription. I was appalled at the fact they answered a question
they obviously had no clue about, and got it so wrong. This was the final
straw. Since I was not going to re subscribe, I did not bother to correct
them. I had considered getting just the Magazine subscription, but thought
to myself "if I don't have the disk to go with the Magazine, why bother?"
10 Pounds extra seemed fair for a disk subscription....but not 17 or 19.
That much extra can't be due to postage.

Willy
--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

1421. Software wanted Antic SPACE BASE (AP142)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: Roger Sween <emonk@death-star.com>
Message-ID: <01bc16dc$ef56f180$0f6466cf@emonk.cnc.bc.ca>
Source record: 75952
Cross-posted to: alt.atari,alt.binaries.comp.atari8bit,comp.sys.atari.8bit

If anyone has a copy of Space Base by Antic Publishing (By Jeff Mehlman)
Please let me know. I lost my copy and used to use it all the time for star
charts.

1422. Re: ANNOUNCE: EmuZine

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: etruss@visi.com
Message-ID: <5dllja$r33@darla.visi.com>
Source record: 75953
Cross-posted to: comp.sys.acorn.misc,comp.sys.amiga.emulations,comp.sys.amiga.misc,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att,comp.sys.be,comp.sys.cbm,comp.sys.cdc,comp.sys.dec,comp.sys.ibm.pc.misc,comp.sys.m68k,comp.sys.mac.misc,comp

"Will Fisher" <blackat@direct.ca> wrote:

> My name is Will Fisher and I am setting up a new e-zine on the web for
>people who love emulators. This e-zine, called EmuZine, will focus on
>specific
>emulators, the platforms they run on, and what emulator is the best in it's
>class of emulation.

Emulate this ...

1423. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: Roger Sween <emonk@death-star.com>
Message-ID: <01bc16de$7a4abb40$0f6466cf@emonk.cnc.bc.ca>
Source record: 75954

Yogi <noone@nowhere.com> wrote in article <E5BEz8.7z2@nonexistent.com>...
> On Sun, 9 Feb 1997 01:28:48 GMT, ag608@freenet.toronto.on.ca (James
> Alexander) wrote:
>
.
> I'm not saying its right to pirate. The only reason I started the
> archive is that the similar ones for apple and commode 64 exist, but
> none for the lowly atari. I could actually give a shit less whether or
> not anyone even *USES* the archive. Its there to use if you want, and
> if you dont want to, I dont care. But I'm not justifying nor
> apologizing for my actions, and I dont hide behind any "pirates
> arguements". If anyone holds the copyright to ANYTHING in the archive,
> I will be happy to delete it on your say so. I'll go further - if
> anyone who still SELLS these software items objected to them being in
> the archive, I will remove them.
>
> PPPPPPPPPPPPFFFFFFFFFFTTTTTTTTTTTTT
>
> is the sound of your whiny balloon deflating
>
Thats cool with me man. I think personally that you have done a justice to
the Atari community by keeping an archive of software.

To me, I feel you should be commended on your actions, not condemmed.
$.02

1424. Re: Cart to Disk question, ie how do you get them to run?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: Roger Sween <emonk@death-star.com>
Message-ID: <01bc16df$e4d650e0$0f6466cf@emonk.cnc.bc.ca>
Source record: 75955

Yogi <noone@nowhere.com> wrote in article <E5CF3r.J2A@nonexistent.com>...
> On 8 Feb 1997 04:30:56 GMT, "Roger Sween" <emonk@death-star.com>
> wrote:
> -
> -I downloaded a couple of these, and they were in EXE format. When I
> tried
> -to run one I typed Xformer.exe BoulderDash3.exe and it wouldnt run.
> -I also tried xfd2atr but it said that it wasnt a disk image.
> -Any ideas?
>
> You have to have a dos image as the first one. emulators cant handle
> EXE's to BOOT their virtual machine from.
> use:
>
> xformer mydos45.atr boulder3.exe
>
> then use "L"oad binary file, D2:boulder3.exe
> you have to have the file in 8.3 format or Atari wont see it right
>

Wow, Thanks very much.

I cant believe my eyes. Here I am, on a dual 200MHZ processored intel
machine with an accelerated 64bit 4meg PCI video card, and its running my
atari software!
Its just too good to be true!

1425. Re: please help :!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: Roger Sween <emonk@death-star.com>
Message-ID: <01bc16e1$42acba00$0f6466cf@emonk.cnc.bc.ca>
Source record: 75956

peter@soemtron.sb.sub.de wrote in article
<6QS$v6t$zHB@peter.soemtron.sb.sub.de>...
>
> Howdy !
>
> i just destroyed my 130XE *AND* my XF551 :(((Cola isn't to good for the

> XE technologie (I think). Well all I know is, that my complete
Hardware
> won't work anymore.
>

Whoo HOO! One mans junk is another mans gold.
I have a 130XE but the keyboard has got some broken traces. Wanna get rid
of your keyboard? (I take it your replaceing the computer)

1426. Re: KYAN PASCAL QUESTION

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: Bob Rayn <ryanr@one.net>
Message-ID: <32FE6BF4.52153060@one.net>
Source record: 75957

James R. Gilbert wrote:
>
> (Tony Bufort asks about Kyan Pascal. Bob Rayn gives answer.)
> I think Bob's instructions were complicated, but ok. I said
> in my post that Kyan Pascal doesn't make 'stand alones'. I
> stand by that (alone if necessary). I don't consider having
> to have the LIB file on the disk with the object file
> a 'stand alone'. There were probably different LIBs as
> Kyan developed. Bob R.s was version 1.0?, mine is 2.02.
> I imagine the LIB file is different. I still recommend
> CLSN Pascal, I know B & C had it. I'll quote from my
> book: page xii of introduction.
> Note 1: if you want to run your compiled programs
> independently of the Kyan Pascal source disk, the Library
> must be copied onto your program disk.
> Note 2: If you are an advanced Pascal programmer and
> want to append portions of the Runtime Library directly to
> your Pascal program, please contact Kyan Software. We
> offer a Code Optimizer Toolkit which includes the source
> code for the Runtime Library.
> end quote

--
My version is actually 1.3. My instructions came straight from the Kyan manual. I haven't done any Kyan programming in a looooong time. I'm sure the libs are different for different versions. Am I going to write code with 1.3 and then copy the 2.02 LIB? Probably not. The version doesn't really matter, does it? As long as the code was written with the accompanying library.

Your quotes are basically the same as I posted. Tony asked for Kyan help, I responded. I even told him the version I was quoting. If he chooses to use something else, so be it. If not, at least he has some direction now.

-Bob

1427. Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: Noel Thomas <moneyman@mindspring.com>
Message-ID: <32FE9EF4.216B@mindspring.com>
Source record: 75958

Please let me know if you know of someone who may want the following

Atari computer equipment:

1. ATR 8000 (an interface like the Atari 850 that allows Atari computers

to run CP/M operating system and programs like Wordstar and Dbase (these

programs are included).

This unit also allows the use of other types of disk drives.

2. Two (2) Shugart DD/DS Disk Drives (these work with the ATR 8000).

3. Two Memory boards (16K.)

4. An Atari 820 40 column printer.

5. An Atari 410 Data recorder (with tapes).

6. An Atari 400 keyboard.

7. Various manuals and books on Atari computers.

All these items are available for immediate sale for best offer. We will

sell the items separately.

1428. 400 Carts Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A41.3.95.970209183531.71156F-100000@freenet.edmonton.ab.ca>
Source record: 75959

```
E-Mail me to get on the E-Mail list or Check out my web page
for updates.
http://www.freenet.edmonton.ab.ca/~pepper

Rules follow the Auction
Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

Atari 400/ Ect. (All Loose)
**********************************************
Atlantis Cart $7 blizzard
Basketball Cart $5 scottdec
Hero Cart $5 cmoore
Kaboom Cart $5 scottdec
Moon Patrol Cart $6 combee
Music Composer Cart $5 Min
One on One Cart $5 scottdec
Pilot Cart $5 Min
Super Breakout Cart $5 scottdec
Tennis Cart $5 Min
Zenji Cart $5 cmoore

Rules:
Auction ends Feb 14/97
Then a Once, Twice, Sold format will occur Feb 15/97
One update per day or until bidding slows down...
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All Games & Game systems have been tested & work unless otherwise stated.

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

E-Mail bids to
E-Mail pepper@freenet.edmonton.ab.ca
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Pepper's Videogame Homepage
http://www.freenet.edmonton.ab.ca/~pepper
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
```

1429. Re: Rainbow 95 now has sound!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199702092313.a5959@do2.maus.de>
Source record: 75960

JDM>>How about the ability of rainbow to play STEREO-Sound as supported
JDM>>by the 8-bit-OS?

JDM>The 8-bit OS supports no such feature. The Atari 8-bit computers have
JDM>a MONURAL output! Have you ever owned an Atari 8-bit?

For all of you who are unbelieving. The 8-bit ATARIs support STEREO.
the only thing you have to do is to insert a second pokey and to do some
wiring then you have STEREO on your XL and a lot of programs support it
(Even the older ones. You simple have to patch them for that purpose).

Tschuess
Frank

P.S.: If a programmer wants to support STEREO. The addresses for the
second pokey are at:

$d210 to $d21f

1430. Colorspace

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: Rich Grasso <rmg9@earthlink.net>
Message-ID: <32FDEFD7.34DB@earthlink.net>
Source record: 75961

Anyone remember this program?
it was kind of a psychedelic light show program, all joystick and keyboard controlled. on the disk it was referred to as a "light synthesizer".
the way it worked was:
the Joystick controlled a cursor which would draw a predetermined shape when the button was pressed. there were several shapes available thru the keyboard, along with decay settings and mirroring and color/color fade options. when the button was let go, the shapes would fade away.

many mind-numbed evenings were spent playing with this thing during my teenage years.

I would love to know if this is out for the Mac,PC or ST in some form or another.

Rich Grasso

```
_ __ __ _
| '__/ _` |
| | | (_| |
|_| \__, |
__/ |
|___/
```

http://home.earthlink.net/~rmg9/

1431. Re: KYAN PASCAL QUESTION

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5dj891$io7@alexander.INS.CWRU.Edu>
Source record: 76061

(Tony Bufort asks about Kyan Pascal. Bob Rayn gives answer.)
I think Bob's instructions were complicated, but ok. I said
in my post that Kyan Pascal doesn't make 'stand alones'. I
stand by that (alone if necessary). I don't consider having
to have the LIB file on the disk with the object file
a 'stand alone'. There were probably different LIBs as
Kyan developed. Bob R.s was version 1.0?, mine is 2.02.
I imagine the LIB file is different. I still recommend
CLSN Pascal, I know B & C had it. I'll quote from my
book: page xii of introduction.
Note 1: if you want to run your compiled programs
independently of the Kyan Pascal source disk, the Library
must be copied onto your program disk.
Note 2: If you are an advanced Pascal programmer and
want to append portions of the Runtime Library directly to
your Pascal program, please contact Kyan Software. We
offer a Code Optimizer Toolkit which includes the source
code for the Runtime Library.
end quote

1432. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: ag608@freenet.toronto.on.ca
Message-ID: <E5BAs1.Aw6.0.sheppard@torfree.net>
Source record: 76062

In a previous article, matz@kawo2.rwth-aachen.de (Matthias Belitz) says:

>
>There are two sides of this story.
>First I think that noboby could believe, that he will get cash enough by selling XL-stuff as full
>time job.
>Second I also want to see all the stuff, I�ve only heard of all the years. And lot�s of stuff isn�t
>availiable any longer.
>By the way, every year at the ABBUC fair in Germany I buy lots of Original stuff just to collect
>it and to say "I have it". And I believe that most people do so.
>So let them copy the things, test it and then buy the best.
>
>Matt
>P.S. Hope somebody can understand me - my English is to bad ...
> --
Hi there.

That just doesn't hold water and never did. Never have the pirates who claim "I only copy to try it then I buy it" actually have bought the software they copy. The claim you make that nobody makes money selling this stuff doesn't work either, simply because that it's people who make copies don't buy stuff. At any rate they DO carry stuff that's "no longer available" so that standard excuse can't cut it. Add to that the people who now pirate these programs have done so for years, long before much of the 8bit software "was no longer available". As for the size of the market, don't forget that these dealers also carry other lines, much of it also discontinued gear of all sorts, these markets add up quickly.

Pirates will attempt to justify their actions until the end of time but facts are facts and for every pirate excuse there are facts that disprove any legitimacy to the pirates "art".

--

1433. FS: Atari ST system with color monitor and games

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <5djb64$35o$1@mark.ucdavis.edu>
Source record: 76063
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.marketplace

For Sale: Atari ST system with mouse and color monitor plus
about 30 game disks.

Please call Lorren Gonzales at (916) 642-9675

NOTE: **** I am posting this as a favor for someone without
internet accees, please do not e-mail me - instead call
Lorren Gonzales @ (916) 642-9675 ***

Thanks, Reinhard

| Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com |
|---------------------------------+-----------------------------------|
Graphic and Web Site Designer	"Art as expression - Not as market
Atari 2600 Game Cart Collector	campaigns - Will still capture our
Prog/Speed/Death Metal Drummer	imaginations" - Neil Peart

1434. Re: Mike Hohman and FTe

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: ag608@freenet.toronto.on.ca
Message-ID: <E5BB6z.C2x.0.sheppard@torfree.net>
Source record: 76064

In a previous article, kurt@csh.rit.edu (Kurt Mosiejczuk) says:

>t.edu!csh-newsserver.csh.rit.edu!kurt
>From: kurt@csh.rit.edu (Kurt Mosiejczuk)
>Newsgroups: comp.sys.atari.8bit
>Subject: Mike Hohman and FTe
>Followup-To: comp.sys.atari.8bit
>Date: 5 Feb 1997 19:23:42 GMT
>Organization: Computer Science House @ Rochester Institute of Technology
>Lines: 9
>Message-ID: <MvjePC.BP1B@csh-newsserver.csh.rit.edu>
>NNTP-Posting-Host: mcp-low.csh.rit.edu
>
>Has anyone out there heeard from Mike Hohman recently?
>
>I saw a posting from someone saying he had disappeared without
>filling orders. this would be very disturbing. Especially since
>he holds the rights on a bunch of valuable 8bit SW and HW.
>
>Can someone refute this? I'd like to get an SDX upgrade ROM :)
>
>--Kurt Mosiejczuk
>

I am one of the more vocal of old Mikey boy's victims/customers. He stiffed me on the manual and disk for an rtime 8 clock and another local 8bitter for one of his MIO boxes. He's left without a forwarding address, phone number or anything else and has moved at least twice since his dissapearance. It is very dissapointing especially since he's not only taken copyrights/patents and existing stock but also the money of several of the remaining 8bitters leaving them with nothing which has no doubt led to several leaving the 8bit community and others to resort to piracy of FTe's software "to get their moneys worth". I've heard rumor that one supplier who'd sold remaining stock and manufacturing rights was never paid. However since the person reporting that last story has been a bit of a rumor monger in the past (whose name will be witheld) I don't know if it's fully true.

--

1435. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5djct8$4ac@alexander.INS.CWRU.Edu>
Source record: 76065

(Last one I dl/ed is 3/96, but I think Page 6 is same.)
Subject: P

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
United Kingdom
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!
Publisher: New Atari User (print magazine)
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

****
Maybe even prices are correct.
Russ Gilbert

1436. FS/T: Frogger (shrinkwrapped) for Atari 8-bit, $5

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <5djd93$35o$2@mark.ucdavis.edu>
Source record: 76066
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

FS/T: Frogger (shrinkwrapped) for Atari 8-bit computers, $5 + $2 shipping.

I'll also trade for Atari 2600 or 8-bit games, please send me your lists!

Thanks, Reinhard

| Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com |
|---------------------------------+-----------------------------------|
Graphic and Web Site Designer	"Art as expression - Not as market
Atari 2600 Game Cart Collector	campaigns - Will still capture our
Prog/Speed/Death Metal Drummer	imaginations" - Neil Peart

1437. Re: Escape from Epsilon

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5djeei$a67@alexander.INS.CWRU.Edu>
Source record: 76067

'Escape from Epsilon' was an Antic J. D. Casten BASIC game. June '84, vol 3 # 2. Around Cleveland OH, there is a compiled version (I have someplace). Casten also wrote 'Risky Rescue' about the same time (Antic 4/'84, vol 3 # 1). There is a url that has Antic and ANALOG disks, if you can find it, it may be mentioned in the FAQ (nope, just checked, M. Current doesn't list anything (c).) And I haven't written down that url where Antic and ANALOG disks were/are. Yogi's site probably has some of the better magazine games, try there.

1438. Re: Escape from Epsilon

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-09 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5djhj0$6hj@alexander.INS.CWRU.Edu>
Source record: 76068

(ewwwww... I LOVE to 'f'ollowup to my own posts.)
I went looking for 4/84 and 6/84 Antic disks. I want to thank
Tom Hunt for having more resources than a cat with 9 lives.
His CTH www site had ftp://ftp.clark.net/pub/atari/ link, where
Antic disks are AFTER 10/84 (11/84 on I think). Also Tom Hunt
has prepared an index of Antics (also ANALOGs), but his
Antic index starts 11/84 (hmm.. coincidence?).
Part Time BBS here in Cleveland OH has the best collection
of Antic and ANALOG disks I've seen anywhere, 216-582-1196.
BUT, the sysop is like the name says, Part Time, so it may
take a while to get validated and stuff.
I have all the magazines and some of the disks, but not
those.
Marlin Bates collects Antic and ANLOG disks and his www
site may have some.
Finally, I don't think Yogi wants individual or even much
at all magazine games, so uploading there is no good.
I'd rather not send files to individuals, I mean if
I could upload just those two games to a internet site,
that'd be more time effective.
I'm sure Tom Hunt's CTH BBS 419=368-4413, has those
two games (Risky Rescue and Escape from Epsilon.)
So, somebody e-mail me where on the internet wants
individual games, and I'll try it. Otherwise, I know
I've been a wealth of information. Spent a fair amt.
of time looking this stuff up, but haven't told the
guy where to get the games on the internet.
Russ Gilbert

1439. Wanted: Clowns & Balloons

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: Van Cahall <RealW@paonline.com>
Message-ID: <32FEAE82.702B@paonline.com>
Source record: 75869

I'm looking for a disk dump (I use PC Xformer) of a great little game "Clowns and Balloons" that my family used to play when we bought our first computer, an 800XL. Does anyone have this game or know where I can get a copy of it? Thanks.

1440. IDE drive in 1200xl or 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: mazzeri@foxvalley.net
Message-ID: <mazzeri-1002970027520001@ttyc13.foxvalley.net>
Source record: 75870

Wasn't there an ar ticle in an Atari mag about how you could put an IDE drive inside either an 800xl or a 1200xl?

--
_____/ You Know Who _____

1441. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: fu511@cleveland.Freenet.Edu
Message-ID: <5dmfme$rcc@alexander.INS.CWRU.Edu>
Source record: 75871

Now wait..wait..Icet2.6 has no problem with dumping what is on the
screen to my EPSON printer. I have it excuting under Sparta DOS and
with a PR: connector. Everthing works fine. Only 2.7..has the
Printer Problem...I use it all the time to call the library and Freenet.
I have even surfed the WEB..sent E-Mail and recieved E-mail from
all over the world. ...

AND I CAN DO IT WITH AN ATARI...8-bit. I have DL's some excellent games
from YOGI'S Web sight..which is still active..but the way..but it is
2.7 gives you that..but I suspect 2.6 would do fine using X-Modem
downloading.. just requires a bit more typing. I still get alot of use
out of the 8-bit even though I have a stupid WINDOWS machine...which
gets stupid'er by the Mega Byte.

and that is information that is free...now if only I could located a
certain light-pen program...:)

####
--

1442. Re: opcodes 6502c

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <5dmrdn$ne@gap.cco.caltech.edu>
Source record: 75872

dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

>The 400&800 used the 6502B.I don't know of any differences between it and
>the 6502C.

The 6502 B is a 2 Mhz standard 6502. I have owned a later-model
800 with a 6502C processor board. It also did not have the thumb
tabs, just screws to hold the top down, and the memory and OS cards
were not in nice plastic cartridges.

Brent

1443. Re: Page 6 (New Atari User)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: nperfect@aol.com
Message-ID: <19970210100601.FAA27236@ladder01.news.aol.com>
Source record: 75873

Yes ! still going strong under Les Ellinghams editorship.
Now a bi monthley A5 publication but still an invaluable scource of
information.
Mostly 8Bbit but some ST.

Regards /\/ick
Nick Perfect Surrey UK
Nperfect@AOL.com

1444. Page6/New Atari User still going!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: nperfect@aol.com
Message-ID: <19970210121101.HAA28975@ladder01.news.aol.com>
Source record: 75874

Re my earlier note ,I should ,of course included some details-:

Last one was November /December 1996. Issue 79 .
60 pages including pd library & commercial software ads.
etc etc

Subsciptions...
Page 6 Publishing
P.O Box 54
Stafford ST16 1DR
Phone +44(0)1785 241153
6 Issues 15ukp UK
17ukp Elsewhere (surface mail)
A disk subsription includes all the progams from each issue is 25ukp and
32ukp
respectivly.Air mail subs are 23ukp&42ukp.

I have no connection ...Just a fan:-)

Regards /\/ick

Nick Perfect Surrey UK
Nperfect@AOL.com

1445. Re: XL-it! 0.17 now available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970210125701.HAA29877@ladder01.news.aol.com>
Source record: 75875

In article <01bc170f$40f3d080$b8f7aecc@127.0.0.1>, "Will Fisher"
<blackat@direct.ca> writes:

>> >XL-it! 0.17 is now available at:
>> >
>> >Have fun,
>> >
>> > Markus Gietzen
>>
>> Sounds awesome Markus! I'm downloading it right now!!
>>
>> Jon
>
>Same here! It's much better than that 'other' emulator.
>(no I don't mean Pokey.)
>
>Will

I second the motion! Markus does it again!

1446. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970210125700.HAA29878@ladder01.news.aol.com>
Source record: 75876

In article <mcurrent-0802971459150001@mcmdc.library.carleton.edu>,
"Michael Current" <mcurrent@carleton.edu> writes:

>As I recall, the "screen dump to printer" key combination works for me.
How
>was your printer attached?
>
>Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
> User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

The printer was attached through an XETEC Grafix AT interface, but just to
make sure, I also swapped it to the P: port on my P: R: Connection. Maybe
the screen dump worked for you because you were using an earlier version?

Honestly, Michael, I and a few savvy people on FidoNet went around the
2.71 merry-go-round a few times and weren't at all happy with it. It was
not up to Itay's standards.

1447. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970210125700.HAA29883@ladder01.news.aol.com>
Source record: 75877

In article <33013da5.95425104@news.inc.net>, ssilicon@lax.net (Jon D. Melbo) writes:

>The screaming Q's have to do with the PR:C maybe. I've had them too,
>and I have never ised ICE-T or Flickerterm. I have used a PR:C
>though.

You know, it was a problem with early versions of either BobTerm or Determ, I really can't remember, but it could have been related to the PRC because some PRC users had the problem and some didn't, but 850 users didn't report the problem. Come to think of it. Bob Puff fixed it through software, so it must have been an early Bobterm.
But getting back to Ice-T 2.71 -- I got the problem under some DOSs, but not others, using the PRC all the while. It made no sense for me to try to hunt the cause of the problem down, because I have a PC clone with a 28.8Kbaud modem sitting in it, and the modem attached to my Atari is only 2400 baud.

1448. CD-R's at Good Prices

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: december@january.com
Message-ID: <5dna6c$1eh@dfw-ixnews5.ix.netcom.com>
Source record: 75878

We have the following CD-R media for sale.

Brand: Pioneer
Type: Printable Media (Surface is blank for printing or labels)
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.99
Minimum Order: 10

Brand: Maxell
Type: Gold on Gold
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: TDK
Type: Gold on Green
Size: 74 min (650 mb)
Price: 6.55
Minimum Order: 10

Brand: Hewlett Packard
Type Gold on Gold
Size: 74 min (650 mb)
Price: 7.15
Minimum Order: 10
Lifetime Warranty

The Copy Cat Shop has all your CD duplication, replication, recorders,
software, and media needs.

If you have any questions feel free to call.

Cordially,

The Copy Cat Shop
213-650-1680
213-650-9110 Fax

1449. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: kmosiejc@lcp.com
Message-ID: <5dnchr$48n@tlpnews.tlp.com>
Source record: 75879

> ssilicon@lax.net (Jon D. Melbo) writes:
> >Too bad,I was thinking of upgrading to a 130XE just so that I could use
> >Ice-T XE.

> The screaming Q's have to do with the PR:C maybe. I've had them too,
> and I have never ised ICE-T or Flickerterm. I have used a PR:C
> though.

> Cheers,

> Jon

I had a problem with "screaming J's" when I first started using
Ice-T 2.71. Since I was using SpartaDOS X and he had mentioned
no guarantees of compatability with SDX I tried 3.2d and it
seemed to work. But then it stopped working again.

Turns out... I can't set key click to normal under it or else I get those
"screaming J's". My girlfriend doesn't like the normal key click and
changed it. That is why it started working with 3.2d and then
stopped, because I reset the setting.

It was doing it with my MIO, so I don't know if that's why I got
J's instead of Q's, but you might want to check if changing that
setting helps (it is the default).

--Kurt Mosiejczuk

1450. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: kmosiejc@lcp.com
Message-ID: <5dncmv$48n@tlpnews.tlp.com>
Source record: 75880

> asharkis@aol.com writes:

> Come to think of it. Bob Puff fixed it through
> software, so it must have been an early Bobterm.

But Bob also fixed the problem with MIOs not working at
19.2 reliably with a software "fix". And that wasn't BobTerm
that was at fault. So just because he "fixed" it doesn't mean
that he didn't just find a way to work around faulty hardware.

--Kurt Mosiejczuk

1451. Re: Were these games ever made for the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: Jim Treber <jtreber@mvillage.com>
Message-ID: <32FF6404.1D40@mvillage.com>
Source record: 75881

Jon D. Melbo wrote:
>
> On 06 Feb 1997 16:01:00 +0200, peter@soemtron.sb.sub.de (Thomas
> Havemeister) wrote:
>
> >In article <Re: Were these games ever made for the Atari 8-bit?>, ssilicon@lax.net (Jon
D. Melbo) wrote:
> >
> >Howdy Jon,
> >
> >> >There are many others I've never seen for the Atari, but these are the
> >> >main ones that come to mind right now.
> >> I know that Winter Games & Summer Games was made for Atari8. Perhaps
> >> World Games. Perhaps also Gemstone Healer & Kung Fu Master.
> >
> >sorry, but I don't think that Winter Games was converted! I just
> >discovered a simple picture.
>
> Hmm. I swear I have/had a copy of Winter Games. Human memory can be
> faulty but I'm pretty sure I had a Winter Games. Maybe not.
>
> Cheers,
>
> Jon

Your memory's OK, because I also had a copy of Winter Games.

Jim Treber

1452. Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5dnf0q$it2@usenetp1.news.prodigy.com>
Source record: 75882

Though not endorsing copyright infringement, I wonder if the archive might actually help business for the old Atari dealers. Anyone who hasn't enjoyed Atari software in the past might find the archive an interesting introduction. After fooling around with an emulator or two, a real Atari 8 bit system could look really good.

I wonder how B&C is doing since the internet has taken off. Anyone know?

Bob Stone

1453. Re: Atari Dos?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: aqhrt@txt5.ibm.net
Message-ID: <5dnfq8$1608$2@news-s01.ny.us.ibm.net>
Source record: 75883

Send it to me too!
Regards,

Aaron Quantz
Mgr Software Development, TCS
~~~~~~
HR Textron | Phone: (805) 253-5471
25200 W. Rye Canyon Rd. | Fax: (805) 253-5962
Valencia, CA USA 91355-1265 | Email: aqhrt@ibm.net
Visit the Textron web site: http://www.textron.com

~~~~~~

1454. FS: Page 6 - Old Issues

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: GCHEUNG@oldec1.agw.bt.co.uk*
Message-ID: <5dngf8$hml@pheidippides.axion.bt.co.uk>
Source record: 75884

I have Issues 1 to 24 of Page6, in 2 original Page6 binders. If anyone is interested in buying these from me, please make me an offer by email. Buyer to collect if possible, otherwise I could post. Shipping to destinations outside UK is too expensive for it to be worthwhile, unless you could prove me wrong :-).

Gary.
(Wimbledon, London, UK)

GCHEUNG@oldec1.agw.bt.co.uk

1455. Re: High Score List

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: Stephen Knox <gooch@pop.erols.com>
Message-ID: <32FF46C9.88@pop.erols.com>
Source record: 75885

Since I wanted to get some 8bit scores going quickly I actually ended my
Defender game early by using all my smart bombs and fighting 'hand to
hand'

My best before trying for a scores list was in the 900K range.

Lets get some scores up there folks. Its the only place supported the
8bit computer line.

Later,
Steve

David A. Paterson wrote:
>
> In an article dated 5 Feb 1997 17:00:22 -0500, someone named Daniel Klugh
> says...
> >
> >Steve (read@my.sig) wrote:
> >: Stephen Knox <sknox@opentext.com> wrote:
> >
> >: >
> >: >http://www.primenet.com/~rfm/cvhigh.html
> >
> >
> >: Just checked your score for DEFENDER. That was a "quick" game? at over
> >: 556,000 points WOW!! I was never that good. A friend of mine topped
> >: over 1,000,000 points about 10 years ago, I can't remember the exact
> >: amount. He was on the game day and night until that one day where he
> >: could do no wrong! Sure wish I was that good, I'd give ya a run.......
> >: Now Pole Position, I was good on that... I'll have to fire it up
> >: again..
> >
> >I once played 2600 Defender for so long that I rolled both the (2-digit)
> >level and score counter over.
> >
> My personal best defender (have to dig out the slide now) is around
> 1,100,000; I only did that once, and before and since I've never topped
> 350,000/ But sometimes you get into a perfect rhythm, and everything goes
> your way.
>
> Remember the old Atari TV commercial for 2600 Defender: "Every blip is a
> ship; on a body-snatching trip! And it's up to Defender to save them,
> Defender, a great Atari game."
>
> --

> David A. Paterson
> davepat@total.net
> http://www.geocities.com/SunsetStrip/Alley/1878
> --
> "A stroke of the brush does not guarantee art from the bristles."

1456. Re: XL-it! 0.17 now available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: read@my.sig
Message-ID: <32ff3b79.298077@news.networx.net.au>
Source record: 75886
Body handling: HTML body converted to readable text

Markus Gietzen wrote:

>XL-it! 0.17 is now available at:
>
> http://myst.slcc.edu/~markus
>
>
>New features are:
> - new userinterface
> - Ron Fries' pokey-emulator
> - new sound-driver
> - ATARI-key (->Alt,AltGr)
> - improved SIO-emulation (SpartaDOS 3.2g works now)
> - 180k ATR support (184336 Bytes images!)
> - joystick-calibration
>
>Have fun,
>
> Markus Gietzen

Markus, you have outdone yourself!!!

This is truly what I would consider THE Atari Emulator.
The user interface is very easy to use now- Great work there.
The sound quality was TOTALLY unexpected. It detected my SB Pro clone
and used it to perfection. Everything I have tried so far works well.
The graphics display is excellent, all the colors come thru without
anything dropping. Of course any DOS or program that uses Ultra Speed
like SuperDOS won't run, but who needs Ultra I/O anyway with the speed
that everthing loads normally.
As for the EMU speed, I've found that setting the frame rate to around
7, it runs almost identically to my 130XE. As I only have a lowly 486
DX2-80, this is VERY promising for anyone using a Pentium etc.

Great work!
I wish I could offer you something more than just a great response for
this incredible feat of programming, but all I can say is-

Thank you.....

I know, font size aint gonna work. but imagine just how big this Thank
You would be!

Lets all cheer HOORAY for Markus.....

Hip

Hip

HAH!! fooled ya.....

(not really)

HOORAY.....

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1457. Re: 800XL can it run 800 games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: read@my.sig
Message-ID: <33024b5b.4364450@news.networx.net.au>
Source record: 75887

kerokitty@aol.com (KeroKitty) wrote:

>I used to have an 800XL and there was this compnay what sold a pc board
>with 2 slots: 1 XL BIOS the other 800 BIOS and it plugged into the XL
>omtherboard BIOS slot with a SPST switch to switch the two BIOS. I gave up
>on the translator disk & that was the beast investment I ever bought at
>the time. Don't know if there are anymore of those boards around
>there.......
>
>Reggie

Sounds very similar to what I have installed in my 130XE. It is called
SuperMON, and besides having a resident Monitor that I can use ANYTIME
by pressing Control/Shift/ESC (yes, it breaks into programs while they
are running), it also gives me a built in translator to run older
400/800 programs. All it entails is "piggy-backing" the SuperMON OS
Chip onto the XL/XE OS chip, and running a switch off to the side.
Altho most later software is designed to run on an XL/XE, I just leave
the switch in 400/800 mode. Then if something DOESNT work, all I have
to do is flick the switch. I even have a multi-colored LED (RED/GREEN)
which shows me what mode I'm in. Green for SuperMON, Red for XL/XE.
I wouldn't be without it either. I've gotten so used to having it
installed, that I nearly went MAD at a time when my Atari refused to
work, and all I had was a standard 600XL.

If anyone wants to check out SuperMON, just for old times sakes,
I have posted a file called SUPEROM.ZIP on my HP. Unfortunately it
only works for PC Xformer, as a replacement for ATARIXL.ROM
But anyway, it's there.......

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1458. Re: XL-it! 0.17 now available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: matt raupp <moses@cybercomm.net>
Message-ID: <32FF5281.77B1@cybercomm.net>
Source record: 75888

Steve wrote:
> >XL-it! 0.17 is now available at:
> >
> > http://myst.slcc.edu/~markus
> >
> Markus, you have outdone yourself!!!
>
> This is truly what I would consider THE Atari Emulator.
> The user interface is very easy to use now- Great work there.
> The sound quality was TOTALLY unexpected. It detected my SB Pro clone
> and used it to perfection. Everything I have tried so far works well.
> The graphics display is excellent, all the colors come thru without
> anything dropping. Of course any DOS or program that uses Ultra Speed
> like SuperDOS won't run, but who needs Ultra I/O anyway with the speed
> that everthing loads normally.
> As for the EMU speed, I've found that setting the frame rate to around
> 7, it runs almost identically to my 130XE. As I only have a lowly 486
> DX2-80, this is VERY promising for anyone using a Pentium etc.
>
> Great work!
>
> Lets all cheer HOORAY for Markus.....

It is excellent esp. the sound...
I'm wondering though, it seems all of the Atari emulators have trouble
emulating a certain graphics mode. I think it is a 4-color mode so
most programs don't use it but it just so happens a few of my favorites
do (the Ultima series, Microleague Baseball). I've tried all of the
available emulators and none of them can reproduce this mode...

Still, XL-it! is easily the best... keep up the good work...

matt raupp

1459. Serial cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: Franco <emmecci@mbox.vol.it>
Message-ID: <32FF474C.5264@mbox.vol.it>
Source record: 75889

Can anyone please mail me the schematics to build a serial cable to
connect my 800XL to a 1050 drive? Please reply by e-mail, if possible,
I don't follow regularly this group.

Thanks

Marco Ridoni (Rome, Italy)
MC3220@mclink.it

1460. Re: Escape from Epsilon

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw@reading.ac.uk>
Message-ID: <32FF066A.41C67EA6@reading.ac.uk>
Source record: 75890

Richard T. Thigpen wrote:
>
> Hey everyone,
> Do you guyz know where I can get a real cool game for
> the Atari called Escape from Epsilon. I have been looking for it and I
> cannot find it anywhere.
>
> Richard T. Thigpen

It's an Antic magazine game by J.D.Casten. Perhaps that'll help
you find it.

- Joel

1461. Re: Were these games ever made for the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn5fur72.lpd.asmolar@nscs.fast.net>
Source record: 75891

In the days of Mon, 10 Feb 1997 10:08:04 -0800, People like Jim Treber
<jtreber@mvillage.com> often wrote:
>> >Howdy Jon,
>> >
>> >> >There are many others I've never seen for the Atari, but these are the
>> >> >main ones that come to mind right now.
>> >> I know that Winter Games & Summer Games was made for Atari8. Perhaps
>> >> World Games. Perhaps also Gemstone Healer & Kung Fu Master.
>> >
>> >sorry, but I don't think that Winter Games was converted! I just
>> >discovered a simple picture.
>>
>> Hmm. I swear I have/had a copy of Winter Games. Human memory can be
>> faulty but I'm pretty sure I had a Winter Games. Maybe not.

For the 8-bit? I've seen versions for the 2600, 7800, and St, but not the
8-bit line. Was it ever actually released?

1462. Re Yogis FTP can run progs on Rainbow

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: John Gaiger <john.gaiger@dial.pipex.com>
Message-ID: <01bc1780$de72a7c0$a2f482c1@lidster>
Source record: 75892

Ive downloaded programs from Yogis ftp and can't run them on the limited
version of Rainbow
even if I change the file ext to ATR can anyone help?

1463. Re: XL-it! 0.17 now available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn5furq1.lpd.asmolar@nscs.fast.net>
Source record: 75893

In the days of Mon, 10 Feb 1997 11:53:21 -0500, People like matt raupp
<moses@cybercomm.net> often wrote:
>Steve wrote:
>
>It is excellent esp. the sound...
>I'm wondering though, it seems all of the Atari emulators have trouble
>emulating a certain graphics mode. I think it is a 4-color mode so
>most programs don't use it but it just so happens a few of my favorites
>do (the Ultima series, Microleague Baseball). I've tried all of the
>available emulators and none of them can reproduce this mode...
>
>Still, XL-it! is easily the best... keep up the good work...

That would be the 320x192 2-color mode. (Graphics 8 in Atari BASIC)
The emulators actually emulate it correctly, the reason it doesn't look
right is that It used a technique called Artifacting to produce extra colors,
making it appear to be a four color mode.

Artifacting takes advantage of the limited resolution on TV sets and low-end
composite monitors. If you hooked your real Atari up to a high-enough
resolution monitor, these colors would disappear, and the display would look
just like the emulators do.

It would be intersting to see an emulator try to emulate the artifacting.
I've seen Apple II emulators accomplish this, but none of the Atari emulators
do it.

1464. Re: CES 1984 Atari & Sierra News ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: InfoMan <infoman@poboxes.com>
Message-ID: <32FF7433.9D5@poboxes.com>
Source record: 75894

Tony Smolar wrote:
>
> >International Consumer Electronics Show (CES) 1984 in chicago :
> >Atari introduce some new software titles for the Atari 8-bit computer-
> >system. The titles are Ballblazer and Rescue on Fractalus (in
> >cooperation
> >with Lucasfilm), Crytsal Castles, etc. , all well known games for our
> >Atari.
> >They also shows two new space simulation titles "This is ground control"
> >and "Through the Star Bridge" the beginning of a series which Atari
> >called the "Futuremakers-Series" !
> >Another title which was shown by Sierra-Online was the follow up to
> >"Bc's quest for tires" called "Grog's Revenge" !
> >
> >But who are those titles ? I never saw them in my atari life.
> >Who knows something about them ? Did they ever saw the light of day ?
> >Has their titles changed or what happend ? Who has those titles ?
>
> They were all released except for maybe the "Futuremakers-Series".
> Grog's Revenge was released by Sierra, although I am not sure if they
> produced an Atari 8-bit version or not.

A friend of mine had Grog's Revenge on his Commodore 64. I used to play it all the time. It was a ton of fun. Unfortunately, I don't think it was ever made for the Atari. Another fun one that I only saw on the Commodore was Little Computer People. I always wondered why they didn't put them out for both platforms?

/InfoMan

1465. Atari retailer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5dno30$4n8@ornews.intel.com>
Source record: 75895

Does hte following ring any bells here? I've been burned in mail-order befoer, and while I have no reason to doubt (modemkid," I have no special reason to trust him sight unseen, either...

>Path:
ornews.intel.com!news.jf.intel.com!uunet!in1.uu.net!206.229.87.25!news.sprin
tlink.net!news-peer.sprintlink.net!news-pull.sprintlink.net!news.sprintlink.
net!news-pen-15.sprintlink.net!news.gate.net!not-for-mail
>From: modemkid@gate.net
>Newsgroups: comp.sys.atari.st
>Subject: ATARI RETAILER GONE OUT OF BUSINESS
>Date: Sun, 09 Feb 1997 01:32:26 GMT
>Organization: CyberGate, Inc.
>Lines: 6
>Message-ID: <32fd285b.5188262@news.gate.net>
>NNTP-Posting-Host: pslfl4-22.gate.net
>X-Newsreader: Forte Free Agent 1.1/32.230
>Status: N
>
>I was a Atari retailer that has gone out of business and I am loaded
>with atari software. I have software for every atari item with the
>exception of the lynx. My shop hours are from 1pm to 9pm eastern
>standard time and my number is 561-464-0019. Gary is the name.
>If you call, please have a list ready or just email me a your list to
>modemkid@gate.net. Thank you

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

1466. Re: Emulators...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: Falcon <wfalcon@uofrlaw.urich.edu>
Message-ID: <32FF7853.2435@uofrlaw.urich.edu>
Source record: 75896

mratari01@aol.com wrote:
>
> > When it comes to these emulators, why in the heck don't the people writing
> these things allow them to use MS DOS and load and run NORMAL files from
> either the IBM hard drive or floppy?!?!?!? Along with that offering
> normal use of all of the IBM's peripherals, ie: Printer, Modem, CD-ROM
> drive etc?

I may be misinterpreting your question, but doesn't APE (Atari Peripheral Emulator) do all of this. I have the APE system set up with the SIO2PC cable and with my Thinkpad hooked up to my 130XE, I can send files to my Deskjet, access files on floppy/hard drive and access the modem on my PC using the APE software.

I find the emulators, XL-IT in particular, are best for total portability (when I am away from my desk).

Try APE, I think you'll be pleased with what it can do.

Falcon

1467. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5do1m9$6jn@alexander.INS.CWRU.Edu>
Source record: 75897
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

(This should be in Atari advocacy, but I hang out here and there
isn't any traffic there.)
(Tim S. and Thorsten G. discuss Jaguar, true 64 bit machine
or a 'pretender'. (Pardon paraphrase).)

I am glad Mr. Seufert mentions that the 64bitedness of a
game machine doesn't really mean much. A 32 bit RISC chip
sounds like pleeeeenty to me. And these game machines today
have multiple processors, like the A8. Some for video and
some for digital sound, the machines are fantastic. But, the
N64 hype about 64 bits sorta gets to a Saturn owner, I'd
like to say it's a bunch of BS. I'm sure the N64 and PX are
the 'premier' game machines today and undoubtably the two
will battle it out. I'm afraid I have a 'not in the running'
Saturn as far as hype goes. But as far as true quality of
games, with fantastic sound and graphics, the Saturn is as
good as a PX or N64, but I can't compare them directly.
It's sorta where I've been before, liking the A8 when the
general concensus was it was a 'game machine' and inferior
to C64 and Apple][. Again, my feelings are 'BS', the A8 was
advanced for its time. S. Jobs left Atari with enough
knowlege to put together an inferr pduct and market it
fast, but the A8 was far ahead of the][for me.
I think the problem with the N64 is gonna be the cart only
concept. Carts, especially these whopping ones, 100s of
megabytes, are gonna be expensive, while the Saturn and PX
will be able to produce 100s of megabyte software at a
fraction of the cost of N64 software. Off topic, but there
is the same feeling about my Saturn I had about my A8.
Russ Gilbert

1468. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970210230901.SAA22821@ladder01.news.aol.com>
Source record: 75898

Right on Yogi!

Keep the eight bit alive! Don't take any crap!

1469. Re: atari 8 bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: Bingham <bbingham@IDT.NET>
Message-ID: <5doafn$7c4@nnrp4.farm.idt.net>
Source record: 75899

maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl> wrote:
: dnia 7 Feb 1997 05:13:28 GMT Bingham napisal(a) byl(a) w comp.sys.atari.8bit:
: > Yes actually there are a fistful of viruses for the Atari 8-bit. But they
: > mostly affect people with MIO and Black Boxes. There seems to be just
: > enough free ram to hide a virus in these devices. Properly placed in the
: > printer buffers for example. Anyhow, assuming the user doesn't turn the
: > Black Box or MIO off to restart the computer, the virus survives. Crafty.

: do you have sources/infected binaries with some of viruses you're writing of?

: 435
: --
: = wasza KrAp = krap@freud.psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
: = phone: 22-6594364 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

I have a hard drive full of infected files. (that is before they decided
to start swapping sector map sectors on the files in the drive).

But I'm certainly not going to dig it out to look at it. Although I'm sure
they will disassemble quite poorly. Ya gotta love multiple loader pattern
shifting viri.

I tend to doubt that your program will be able to stop a virus such as
these. By swaping some of the data in the sector maps around they can
prepend themselves to a file just as easily as apend. (I know prepend =
appel)

Anyhow. Good luck on your virus hunt. I hope you don't get bit too hard.

Bill

1470. Re: Escape from Epsilon

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-1002971753180001@mcmdc.library.carleton.edu>
Source record: 75900

In article <5djith$ajr@alexander.INS.CWRU.Edu>, cb541@cleveland.Freenet.Edu
(James R. Gilbert) wrote:

cb541@cleveland.Freenet.Edu (James R. Gilbert)

>the umich archive is very hard to access (or was). It

I don't know what Bill's been up to, but here's my friendly reminder that UMich
has always been very easy to access, via a whole bunch of methods:

from the FAQ:

There are numerous methods available for downloading files from the UMich
Archive. The Archivists request you use these mechanisms in this order of
preference:

1) The number one way to get into the UMich archives is via AFS. If you have
AFS, all our files are kept in the directory
"/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT!
Specifically, use:

file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software
Archives" choice. Specifically, use:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/
gopher://gopher.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.ed
u/atari/8bit

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/
Specifically, use:

http://www.umich.edu/~archive/atari/8bit/

A mirror web site:
http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory.
Specifically, use:

ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are
several mirror sites which are all updated from the home site regularly:

ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit/
ftp://barnone.citi.umich.edu/atari/8bit/ (<-- RECOMMENDED)
ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
ftp://ftp.toad.net/pub/umich/8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can
I retrieve files from FTP sites by e-mail?"

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

1471. Re: High Score List

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-1002971803560001@mcmdc.library.carleton.edu>
Source record: 75901

In article <32FF46C9.88@pop.erols.com>, Stephen Knox <gooch@pop.erols.com>
wrote:

>Lets get some scores up there folks. Its the only place supported the
>8bit computer line.

Just took a peek at the site, looks like fun.

I once took high scores rather seriously, and I still maintain my own personal
list.

I'll have to bring my list in to work one day soon, and start feeding you some
high high scores. :) :)

-Michael

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

1472. XE memory

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: Bill Bragg <bbragg@iag.net>
Message-ID: <33000380.799B@iag.net>
Source record: 75902

Someone here recently mentioned a custom Atari IC, one of those glorious "CO" parts, that was actually responsible for controlling the banking in the XE machines. Like an idiot, I didn't save the message and am now forced to query the group for more info.

It was mentioned that this chip did the decode and select for the banks and not the Freddie chip as most would suspect. My question is, what was that part number and was it the small 16 or 18 pin "CO" chip that sits very close to the memory in the 130XE.

I ask because I have an XEGM and I'd like to see if it's in there and if so, I'd of course line to pop some 44256's in place of the 4464's in there among other things.

Is this the chip that makes possible ANTIC banking modes as are available on the 130XE? Any specs or pinouts for said chip, or perhaps a pointer to a reference manual?

--Bill B.

1473. Re: XL-it is great, but locks up

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: Sergey Zakharov <szakharo@ix.netcom.com>
Message-ID: <32FFE906.37CD@ix.netcom.com>
Source record: 75903

mvh@worldnet.att.net wrote:
>
> I think XL-it is the best Atari 8-bit emu around! The sound is great!
> But I am using DOS mode in Windows 95, and when I exit, it locks,
> forcing you to reboot (reset). Anyone else have this problem? Note:
> I am not IN Windows 95, I do a "restart in MS-DOS mode".
>
> Also:
> Is there any way to slow it down, other than using the -lock60
> command? It runs too fast otherwise.....
>
> Mike

I get lockups upon exiting (shift-F8) while running in DOS6.22. The
keyboard locks up and I have to do a cold boot to be able to run XL-it
again.

--
Sergey Zakharov

1474. Re: XL-it! 0.17 now available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: matt raupp <moses@cybercomm.net>
Message-ID: <32FFF617.A2B@cybercomm.net>
Source record: 75904

Tony Smolar wrote:
> >I'm wondering though, it seems all of the Atari emulators have trouble
> >emulating a certain graphics mode. I think it is a 4-color mode so
> >most programs don't use it but it just so happens a few of my favorites
> >do (the Ultima series, Microleague Baseball). I've tried all of the
> >available emulators and none of them can reproduce this mode...
> >
> That would be the 320x192 2-color mode. (Graphics 8 in Atari BASIC)
> The emulators actually emulate it correctly, the reason it doesn't look
> right is that It used a technique called Artifacting to produce extra colors,
> making it appear to be a four color mode.
>
> Artifacting takes advantage of the limited resolution on TV sets and low-end
> composite monitors. If you hooked your real Atari up to a high-enough
> resolution monitor, these colors would disappear, and the display would look
> just like the emulators do.
>
> It would be intersting to see an emulator try to emulate the artifacting.
> I've seen Apple II emulators accomplish this, but none of the Atari emulators
> do it.

Thanks for the explanation... I've also used an Apple II emu (apple pc) with
the Ultima games and it "smudges" the screen to produce the colors... Maybe
I can hook my PC up to the TV...

matt raupp

1475. Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32ffc0bc@pianosa.demon.co.uk>
Source record: 75905

Whilst reading the usual rubbish I find here, Jon D. Melbo wrote something
interesting to All about Page 6:

Hello Jon,

JDM> common cliche saying... "A penny saved is a penny earned." Although I

We use that too. Here's a different one: Penny wise, pound foolish. I'd
better shut up now, this is terribly off topic.

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... The system might have got you, but it won't get me.
Big A Little A; Crass

1476. Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32ffc758@pianosa.demon.co.uk>
Source record: 75906

Whilst reading the usual rubbish I find here, William Moeller wrote something
interesting to All about Page 6:

Hello William,

WM> I know the U.K. has expensive postal rates....I am talking about the

Okay, I was unclear about that from your message.

WM> quid U.K. customers pay. Are you trying to tell me the weight of a disk
WM> increases the postage cost by 7 pounds by Surface and 9 pounds by

On the face of it, it does seem steep, I agree. Not having a complete postal
rates chart to hand, it's difficult to say. The info I *do* have tops out at
60g (below the weight of a disk/mag subscription). Something of that weight
shipped to the Americas by air costs UKP1.30, but that assumes it can be posted
at letter rates. Something I doubt.

WM> The extra cost levied on overseas subscribers for disk subscriptions is
WM> not justified in my humble opinion.

It does state in the mag that overseas subscriptions costs reflect postal
costs. But I take on board your dismay.

WM> The cost SHOULD be the Magazine only surface overseas rate (or Air Mail
WM> rate) plus 10 quid, the same as a U.K. subscriber ....the cost of the
WM> Magazine only rate plus 10 quid.

No, because the prices are calculated on differing scales. On internal post,
the extra tenner is primarily for the cost of the disk, label & copying (it's
all done by hand, no bulk copying for Les & Sandy). Checking the total wieght
shows that the addition of a disk to UK subscribers adds nothing in postage.
The same can't be said for shipping overseas, where the additional 15 or so
grammes of the disk, label, etc. takes the cost disproportionately high, since
air mail works on 10g banding (I think), and internal posts seems to be on
about 40g bands.

WM> subscription, and overseas customers have to pay 17 quid over and above
WM> the magazine subscription for surface, and 19 quid over and above the
WM> magazine subscription for Air Mail?
WM> Please explain how this is justified.

Hopefully, what I said above goes some way to explaining. Basically, it's
weight. On air mail, (even surface, overseas) weight has an extortionate
effect on cost.

>> mistakes.
>> Mine was to to reply to your message, probably. :-)

WM> No it was not a mistake at all. I was only steamed at P6 for gouging on

Ah, that's a relief. :-))

WM> the final straw. Since I was not going to re subscribe, I did not bother
WM> to correct them. I had considered getting just the Magazine

IMO, that was probably a poor choice. I'd have responded anyway, pointing out their error, so people didn't go around labouring under a misapprehension. Still, your decision is understandable, given the circumstances under which it was made.

WM> subscription, but thought to myself "if I don't have the disk to go with
WM> the Magazine, why bother?" 10 Pounds extra seemed fair for a disk

I used to find that I learned a lot more when I had to type the listings in, especially when none of the magazines used checksum routines. Just trying to get the darned thing to run could be an education. Of course, at the time I had no money for disk subs anyway. Now, I take the lazy way out, and get the disk. :-)

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... Eat your he%%
I don't need it, don't need your blah, blah. - Liar; Sex Pistols

1477. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970210174956.3202A-100000@fissure.scar>
Source record: 75907

Can you tell me what Italy and IceT are? I've seen it mentioned but had
no clue what you are talking about.\

Alan
U of T, COmputer Science

1478. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <330b69be.106716442@news.inc.net>
Source record: 75962

On Sun, 9 Feb 1997 20:32:49 +0000, "David J. Firth"

>Not that they *ever* paid the Author a penny for his efforts (cents for
>you US guys) - a classic example of how to kill future software
>development.

In the U.S. the term "penny" is widely used for 1 cent.
We even have a common cliche saying... "A penny saved is a penny
earned." Although I happen to like the saying... "A penny saved isn't
worth a dime."

Cheers,

Jon

1479. Atari 8 Bit Stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: moneyman@mindspring.com
Message-ID: <32fe7631.1928361@news.mindspring.com>
Source record: 75963

Please let me know if you know of someone who may want the following Atari computer equipment:

1. An ATR 8000 Interface Unit (this is an interface like the Atari 850 that allows Atari computers to run CP/M operating system and programs like Wordstar and Dbase (these programs are included). These units are rare and hard to find. The ATR 8000 also will allow you to use other types of disk drives besides Atari drives.

2. Two (2) Shugart DD/DS Disk Drives (these work with the ATR 8000).

3. Two Memory boards (16K.)

4. An Atari 820 40 column printer.

5. An Atari 410 Data recorder (with tapes).

6. An Atari 400 keyboard.

7. Various manuals and books on Atari computers.

All these items are available for immediate sale for best offer. We will sell the items separately. If interested, please email a response to: moneyman@mindspring.com

1480. Re: ANNOUNCE: EmuZine

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: Matthew Schinckel <9308394v@hopper.Underdale.UniSA.edu.au>
Message-ID: <Pine.PMDF.3.91.970210112921.17818A-100000@hopper.Underdale.UniSA.edu.au>
Source record: 75964
Cross-posted to: comp.sys.acorn.misc,comp.sys.amiga.emulations,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att,comp.sys.be,comp.sys.cbm,comp.sys.cdc,comp.sys.dec,comp.sys.ibm.pc.misc,comp.sys.m68k,comp.sys.mac.misc

[some newsgroups trimmed]
On Sun, 9 Feb 1997, Earl Truss wrote:

> "Will Fisher" <blackat@direct.ca> wrote:
>
> > My name is Will Fisher and I am setting up a new e-zine on the web for
> >people who love emulators. This e-zine, called EmuZine, will focus on
> >specific
> >emulators, the platforms they run on, and what emulator is the best in it's
> >class of emulation.
>
> Emulate this ...

Oh yeah, nothing like a constructive reply.

Grow up.

To Will,

I look forward to reading your emulations E-Zine.

Matthew Schinckel - matt@null.net Shapeshifter #2813
TopFermentation@beer.com (Yay Coopers Ale!)

1481. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: morbid@best.com
Message-ID: <32fe9c05.32550453@nntp.best.com>
Source record: 75965

On Sun, 09 Feb 1997 15:22:15 GMT, read@my.sig (Steve) wrote:

>
>Onya Yogi..... Give em hell!!
>
>Anyone who's sick of this thread, post a reply....
>(That should just about fill this newsgroup)
>

That would be me... Why only in THIS newsgroup?!?!?!?!?

>
>
>
> --
>/ If you want to email me, please remove the asterisks. \
> reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
>\ http://www.geocities.com/SiliconValley/Heights/9364/ /
> --
> ATARI Lives!! From one Decade to another- GO ATARI 8!!!
> --
>

1482. Re: Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: morbid@best.com
Message-ID: <32fe9c69.32651009@nntp.best.com>
Source record: 75966

On Thu, 06 Feb 1997 08:08:26 -0700, Trevin Beattie
<trevin@xmission.com> wrote:

>Jellystone Park is a great site for finding lost Atari 8-bit programs,
>but does anybody have a site where you can get documentation for some of
>the software? Some programs are difficult to use without knowing how;
>at best, you can't make use of the full capabilities.

Hence the reason I started the Atari 8bit manual archive:

http://www.best.com/~morbid/manuals

>The programs I
>have in mind at the moment are:
>
>Atari Assembler / Editor
>Atari Music Composer
>Behind Jaggi Lines
>Leaderboard Golf
>M.U.L.E.
>Planetfall
>Star Raiders
>

Help transcribe some manuals! (I have 3 of those, btw... if I get time
I'll try to type some up and upload it...

>-----------------------
>Trevin Beattie
>trevin@xmission.com
> {:->

1483. Re: XL-it! 0.17 now available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc170f$40f3d080$b8f7aecc@127.0.0.1>
Source record: 75967

> >XL-it! 0.17 is now available at:
> >
> >Have fun,
> >
> > Markus Gietzen
>
> Sounds awesome Markus! I'm downloading it right now!!
>
> Jon

Same here! It's much better than that 'other' emulator.
(no I don't mean Pokey.)

Will

1484. Re: ANNOUNCE: EmuZine

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-10 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc170f$b9008aa0$b8f7aecc@127.0.0.1>
Source record: 75968
Cross-posted to: comp.sys.acorn.misc,comp.sys.amiga.emulations,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.att,comp.sys.be,comp.sys.cbm,comp.sys.cdc,comp.sys.dec,comp.sys.ibm.pc.misc,comp.sys.m68k,comp.sys.mac.misc

```
> > "Will Fisher" <blackat@direct.ca> wrote:
> >
> > > My name is Will Fisher and I am setting up a new e-zine on the web
for
> > >people who love emulators. This e-zine, called EmuZine, will focus on
> > >specific
> > >emulators, the platforms they run on, and what emulator is the best in
it's
> > >class of emulation.
> >
> > Emulate this ...
>
> Oh yeah, nothing like a constructive reply.
>
> Grow up.
>
> To Will,
>
> I look forward to reading your emulations E-Zine.

Thanks for the support! If you would like to contribute I would be very
interested!

Will Fisher

(to the other person: if you are offended by my cross-posting I was only
posting
to the comp.sys ng's that have emulators since not everyone knows about or
gets
comp.emulators.misc!)
```

1485. Re: IDE drive in 1200xl or 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970211050401.AAA10917@ladder01.news.aol.com>
Source record: 75819

SLCC did an article about an IDE drive inside of a 1200Xl, it was done by Bob Woolley and true Atari 1200Xl lover, that man has done everything to an Atari 1200Xl except make it sit up and beg.

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

1486. Re: Serial cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970211050000.AAA10729@ladder01.news.aol.com>
Source record: 75820

Marco,

You don't need to build an SIO cable when you can buy them all over the place. Call B&C Computervisions 408-986-9960 and order them from Bruce, he stocks every type of Atari cable ever made.

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

1487. Re: Please Identify This Item

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970211051600.AAA11469@ladder01.news.aol.com>
Source record: 75821

Its called a Micronet and was sold by MPP, its a multiplexing unit, You can hook up to 8 Atari computers to it and they can share the same disk drives and printer. It was a nice little item, its still sold in a few places. It has a time out problem when more then 4 computers were using it at the same time. It was a nice idea for use on multi-line BBS's though.

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

1488. Re: LightPen

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970211051800.AAA11579@ladder01.news.aol.com>
Source record: 75822

Try B&C Computervisions for a copy of the ROM cart for the light pen, then check with Bob Puff at Computer Software Services (now its called New Age Electronics) in the 716 area code (I think Rochester, NY) and get his software to dump a ROM cart to disk.

B&C: 408-986-9960

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

1489. Re: Mike Hohman and FTe

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970211052100.AAA11713@ladder01.news.aol.com>
Source record: 75823

Sorry Kurt,

the rumors are true, Mike Holman is on the Lamb in Pheonix, AR hidding out from several hundred people whom he took orders and never filled. I just recently flew out to Santa Cruz, CA to look through a storage space full of Atari equipment (apparently the guy hadn't paided his bills in quite sometime) and I found 144 boxes fill with ICD boxes, books and other crap, but no hardware at all and it had Mike Holmans address all over the place, even found an old bank book and family photos too.

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

1490. Re: Mike Hohman and FTe

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970211052400.AAA11847@ladder01.news.aol.com>
Source record: 75824

Now its interesting, you write Mike Hohman, however the address tags
clearly showed Mike Holman with an "L" not an "H".

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

1491. Re: CES 1984 Atari & Sierra News ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970211053001.AAA12180@ladder01.news.aol.com>
Source record: 75825

Well Ball Blazer, Fractalus, Crystal Castles, BC's quest for Tires I currently have for the Atari 8bit, as for the other 3 titles I'm not sure.

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

1492. Re: Serial cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E5FACp.5Br@iglou.com>
Source record: 75826

In article <32FF474C.5264@mbox.vol.it>, Franco wrote:
>Can anyone please mail me the schematics to build a serial cable to
>connect my 800XL to a 1050 drive? Please reply by e-mail, if possible,
>I don't follow regularly this group.
>
Schematic?

1-------1
2-------2
3-------3
4-------4
5-------5
6-------6
7-------7
8-------8
9-------9
10------10
11------11
12------12
13------13

But I don't know of any place to get the connectors unless they are
already attached to a cable. To find cables, look in Dejanews for the
Atari 8-bit vendor list, or search the flea markets and thrift stores
where you sometimes find Atari computers.

--
Bill Marcum bmarcum at iglou dot com
"We never ever do nothin' nice and easy..."

1493. Re: Re Yogis FTP can run progs on Rainbow

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E5FDGx.IuF@nonexistent.com>
Source record: 75827

On 10 Feb 1997 18:33:58 GMT, "John Gaiger"
<john.gaiger@dial.pipex.com> wrote:

-Ive downloaded programs from Yogis ftp and can't run them on the
limited
-version of Rainbow
-even if I change the file ext to ATR can anyone help?
-

RAINBOW must use ATR's of 92176 in length
OR XFD's of 92160 in length
You MUST only d/l from the "ATR" section, and ONLY those that are that
length.
"EXE'S" will NOT work.

Emulator authors, please relax this standard! Remember, actual Ataris
will work with ANY size disk up to $FFFF sectors under mydos and
spartados.......

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1494. Re: XL-it is great, but locks up

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E5FDIv.J70@nonexistent.com>
Source record: 75828

On Mon, 10 Feb 1997 19:35:34 -0800, Sergey Zakharov
<szakharo@ix.netcom.com> wrote:

-
-I get lockups upon exiting (shift-F8) while running in DOS6.22. The
-keyboard locks up and I have to do a cold boot to be able to run
XL-it
-again.
-

I did too, have you tried calibrating your joystick and then exiting ?
It seemed to fix the keyboard lock up problem

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1495. Re: XL-it! 0.17 now available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E5FDD6.IL1@nonexistent.com>
Source record: 75829

Tony, you always beat me to answering the questions I know the answers to!

Markus, just a suggestion - please support ANY disk size image. Some of those bytes in the header of ATR's tell how big an image is - its just up to $FFFF sectors.
Makes it easier.
Also, I dont know if its isolated to me, but xlit17 wont run under win 95, gives "illegal instruction". I have the same problem with the CCs64 emulator. And I occasionally loose my keyboard when I exit xlit. (I think that was because I hadnt calibrated my joystick)

GREAT JOB! I love the sound!

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1496. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970211074401.CAA17169@ladder01.news.aol.com>
Source record: 75830

Hey.. get a grip on yourself.
Its all the same crap, Atari , IBM etc. Just because your a sellout
dosnt mean everyone is, Shit I spend over 2,000 trying to keep my clone
up to date, Stupid huh. While I can for sure say I got my moneys worth
on my Atari 8bit.
Just go away you low - Life Sellout.

1497. Re: XL-it is great, but locks up

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <33002562.4215@htw.uni-sb.de>
Source record: 75831

mvh@worldnet.att.net wrote:

> Is there any way to slow it down, other than using the -lock60
Yes, "-lock50" ;-)

Bye,
Markus

--
Markus Gietzen XL-it! Atari 8bit Emulator

E-Mail: iig05-1@htw.uni-sb.de
WWW : http://myst.slcc.edu/~markus

1498. Re: XL-it is great, but locks up

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <3300250F.6C93@htw.uni-sb.de>
Source record: 75832

Sergey Zakharov wrote:

> I get lockups upon exiting (shift-F8) while running in DOS6.22. The
> keyboard locks up and I have to do a cold boot to be able to run XL-it
> again.
Strange thing.

Could you please test if this also happens when you start
with "-nosound" ?

Thanks,
Markus

--
Markus Gietzen XL-it! Atari 8bit Emulator

E-Mail: iig05-1@htw.uni-sb.de
WWW : http://myst.slcc.edu/~markus

1499. Atari Sellout Low-life

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970211080201.DAA17603@ladder01.news.aol.com>
Source record: 75833

I can smell the dead "FISH" over here in FL, and others that soldout the
8bit, then the ST perhaps is Wife to!
Miami rules in crime dude be carfull.

Yes Wife with a cap [W]

While time do change indeed, I now have a IBM clone running at 133Mhz,
PCI-MPEG 2 meg card and 16 megs EDO ram as a GAME MACHINE.

Best Games:

DOOM
DOOM2
Hexen
Heretic
QUAKE

Crap Stuff:

Windows
Windows 95 is a virus
MS Office

I 'll probley have this clone as a server for my 8bit.. soon. and save
a few grand a year.

One thing I can say " I am no sellout " Lowlife.

1500. Re: opcodes 6502c

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <33002E00.2AB0@htw.uni-sb.de>
Source record: 75834

Hi !

A complete listing of the undocumented opcodes that work on
the Atari can be found in the Mega Magazine (a disk-mag from the
Netherlands): issue #1-#3

(I've no URL handy because I've it on CD but I'm sure that there
is a WWW-site with images)

Bye,
Markus

--
Markus Gietzen XL-it! Atari 8bit Emulator

E-Mail: iig05-1@htw.uni-sb.de
WWW : http://myst.slcc.edu/~markus

1501. Re: XL-it is great, but locks up

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: Christer Bergstr&#65533;m <cri@teracom.se>
Message-ID: <01bc17f3$814e10c0$dca9edc2@u92000249>
Source record: 75835

mvh@worldnet.att.net skrev i inl&#65533;gg
<32ffda79.8123335@netnews.worldnet.att.net>...
> I think XL-it is the best Atari 8-bit emu around! The sound is great!
> But I am using DOS mode in Windows 95, and when I exit, it locks,
> forcing you to reboot (reset). Anyone else have this problem? Note:
> I am not IN Windows 95, I do a "restart in MS-DOS mode".
>
> Also:
> Is there any way to slow it down, other than using the -lock60
> command? It runs too fast otherwise.....
>
>
> Mike
>
>

I also have problems running XL-it17 starting it from Win95. My PC is a
Laptop with ESS ES 1888 sound system. It seems to be some problem with
detecting the soundcard. I get some Win-message about some illegal command.
If I disable the sound in the userinterface there is no problem. However,
if I start it from DOS and put "SET BLASTER=A220 I5 D0" in Autoexec.bat,
evrything works GREAT!

(The version 0.16 starts wery gently includung sound from Win95, byt the
userinterface hangs the computer)

/Christer

1502. Re: DOSes for emulators (or real Atari too)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5dpogl$cq4@sjx-ixn3.ix.netcom.com>
Source record: 75836

In <5dat6r$fbk@login.freenet.columbus.oh.us>
dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
>-----About SpartaDOS 3.3a------------
>: Carden's hack, which was supposed to have been written for BBS
Express
>: Pro, and included full Multiplexer support.
>
>So is there any reason to get it if you're not running Express Pro?
>--
> The Doctor

Doc, It actually runs on most of the PC Emulators. I've even gotten
BASIC XL runtime to work properly with PCXF 3.60 and SD 3.3a. I like
it.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

1503. Re: The Return of Atari DOS file system

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5dpop1$nku@dfw-ixnews10.ix.netcom.com>
Source record: 75837

```
In <5datj2$hoj@login.freenet.columbus.oh.us> dklugh@freenet.columbus.oh.us
(Daniel Klugh) writes:
>
>Jon D. Melbo (ssilicon@lax.net) wrote:
>: On 31 Jan 1997 14:27:27 -0500, dklugh@freenet.columbus.oh.us (Daniel
>: Klugh) wrote:
>
>: >Jon D. Melbo (ssilicon@lax.net) wrote:
>
>: >: that it took them so long to come up with a better FMS. SpartaDOS has
>: >: been doing it on the Atari since the early 80's. But then, it took MS
>: >: until DOS version 5 to replace the junky EDLIN with a full screen text
>: >: editor (EDIT). Go figure.
>: >
>: >I hated EDIT.I tried to use it to change the file name in a programme and
>: >it hardly showed any of the file.It's nothing compared to our TextPro!
>: >(that is,most of the file showed up as spaces)
>: >
>: >Edlin was really just for editing AUTOEXEC.BAT and CONFIG.SYS.
>: >It wasn't supossed to be used for anything but configuration files.
>: >It's just there so you can get along until you download Qedit or
Elvis.
>: >--
>: > The Doctor
>
>: Actually EDLIN was for general purpose text editing. It just
happened
>: to be a line based one instead of full screen. And you HAD to "just
>: get along" until you downloaded a REAL text editor because EDLIN
>: stinks. As far as using EDIT for editing a binary.... bad boy.
It's
>: a text editor. Get a hex editor for binaries... no more worries
about
>: too many spaces. :)
>
>What happens if you want to edit a menu screen file for a BBS with
high
>ASCII and ANSI codes?
>Or for that matter,any text files with graphical characters.
>--
> The Doctor

Doc,
Yes DOS Edit will do this. You hold down the [ALT] key and (with
```

num lock on) enter the character number (decimal) on the numeric key pad (not the numbers on the alpha pad). It works just fine. I do this all the time. It doesn't work on binary only files though and many if not most of the values aren't shown.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

1504. Re: Zip drives and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5dppc8$ijr@sjx-ixn8.ix.netcom.com>
Source record: 75838

In <32f9113a.0@news-feed.ndirect.co.uk> alan.titchmarsh@bbc.co.uk
writes:
>
>Hey all
>
>Has anyone any experience of using an Iomega Zip drive with a
>SCSI-equipped Atari 8-bit? I read somewhere that Sparta supports this
>drive without patches or driver software. If that's true, it seems
>like an awful cheap way to tap into hundreds of megs of *very* cheap
>yet fast (when compared to some other Classic drives) storage!
>
>If you've tried this set up,c an you share your knowledge? What SCSI
>host adaptor are you using? DOS? Driver software?
>
>Al
>
Al,
Unfortunately for me I have the parallel version of the Zip, but as
soon as I have enought time, I want to try SIO2PC or APE and use the
ZIP as the hard drive. I want to knoe how to set up 16MB .ATR/.XFD
image files for this. I figure I can also use PC Xformer with these
images as well.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

1505. Re: Serial cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970211130101.IAA22960@ladder01.news.aol.com>
Source record: 75839

In article <32FF474C.5264@mbox.vol.it>, Franco <emmecci@mbox.vol.it>
writes:

>Can anyone please mail me the schematics to build a serial cable to
>connect my 800XL to a 1050 drive? Please reply by e-mail, if possible,
>I don't follow regularly this group.
>
>Thanks
>
>Marco Ridoni (Rome, Italy)
>MC3220@mclink.it
>
>

The problem is not the schematic. It's that the connectors needed are no
longer available. It's much easier to buy the cables themselves from
companies like American Techna-Vision, Best Electronics, B&C
Computervisions, or any European source (sorry, I don't know of any
there.)

1506. Re: Emulators...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970211130200.IAA22965@ladder01.news.aol.com>
Source record: 75840

In article <32FF7853.2435@uofrlaw.urich.edu>, Falcon
<wfalcon@uofrlaw.urich.edu> writes:

>I may be misinterpreting your question, but doesn't APE (Atari
>Peripheral Emulator) do all of this. I have the APE system set up with
>the SIO2PC cable and with my Thinkpad hooked up to my 130XE, I can send
>files to my Deskjet, access files on floppy/hard drive and access the
>modem on my PC using the APE software.
>
>I find the emulators, XL-IT in particular, are best for total
>portability (when I am away from my desk).
>
>Try APE, I think you'll be pleased with what it can do.
>
>Falcon

I think he's saying that the total-machine emulators, like XL-It, should
include facilities for using the PC's printer, modem, etc. Of all the
full-machine emulators around, only XFormer has attempted this and doesn't
quite cut it. The printer works fairly well, but not the modem. Sure,
A.P.E. and SIO2PC software can send stuff to the PC's printer and/or
modem, but they're not emulating a full Atari, only its peripherals.

The question comes down to what a full-machine emulator will be used for
-- if it's for playing games, the printer/modem acces becomes moot in most
cases. If you really want an emulated Atari with a printer and a modem
for apps, portable or not, you'd probably be in the minority like me.
Because we're in the minority, I doubt that the other emulator developers
will make printer/modem access a priority very soon.

1507. Re: CES 1984 Atari & Sierra News ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn5g0um8.49g.asmolar@nscs.fast.net>
Source record: 75841

>> Grog's Revenge was released by Sierra, although I am not sure if they
>> produced an Atari 8-bit version or not.
>
>A friend of mine had Grog's Revenge on his Commodore 64. I used to play
>it all the time. It was a ton of fun. Unfortunately, I don't think it
>was ever made for the Atari. Another fun one that I only saw on the
>Commodore was Little Computer People. I always wondered why they didn't
>put them out for both platforms?

That was about the time when the C-64 was all the rage. When putting
out new software, a C-64 version was almost manditory. When they ported
software, the order of systems was C-64, Apple II, IBM PC, Atari 8-bit.
Many companies no longer bothered with 8-bit ports, claiming it wasn't
profitable, or there was too much piracy. When the ST came out, it was
higher on the priority list than the 8-bit. Activision produced an ST
version of Little Computer People, for example.

1508. Atari XL/XE Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <5dq19i$gqi@xmission.xmission.com>
Source record: 75842

Looking for a clean, reliable Atari 800xl or 130xe to run as my MUX master. Must not have any power issues, as it will have two carts inserted.

Will pay cash or trade outright.

Email reply for details..
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

1509. Re: atari 8 bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: Marcin Lewandowski <jaskier@mat.uni.torun.pl>
Message-ID: <5dqd9t$nhn@Waldemar.mat.uni.torun.pl>
Source record: 75843

Yogi <noone@nowhere.com> wrote:
:-located on page 6 ($600). they are modifying HATABS, applying they
:own write
Better solution is $480. It is not used by DOS (without Sparta X) and Basic.
Also better is modify not HATABS but the real code inside DOS. It is
more difficult to find.
Jaskier
Marcin Lewandowski
(jaskier@mat.uni.torun.pl)

1510. RAM multiplexer of 130 XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <3300BF6A.41C3@kawo2.rwth-aachen.de>
Source record: 75844

Hallo !
MMU (2) of XE-Computers

Atari-filed servive manual says:
Itï¿½s Chip U34 (CO 25953) (Multiplexer according to SAMS computerfacts),
16 pins (but there is a socket for 20)
Can (!) be replaced by an PAL 16L8, but onother chip (U 35) is need.
Idonï¿½t know, what this chip will do, but mayby someone find it out.
Itï¿½s an 74 LS 958.

Here the Pinouts for both:
U34
1...A14
2...A15
3...PB2 (PIA)
4...PB3 (PIA)
5...PB4 (PIA)
6...not named, PIN 35 of FREDDIE, named CAS|
7...GND
8...GND
9...GND
10...GND
11...MHALT, PIN 13 of U 35
12...NC
13...HALT|
14...CASBANK
15...CASMAIN
16...FA14, PIN 23 of Freddie
17...FA15, PIN 24 of Freddie
18...PB5 (PIA)
19...PHI2 (O2)
20...+5V

U35
1...HALT|
2...GND
3...GND
4...GND
5...GND
6...GND
7...GND
8...GND
9...BPHI2 (BO2)
10...NC
11...NC

12...NC
13...MHALT,PIN 11 of U 34
14...+5V

Note, that there are different Pinouts of U35 by ATARI or SAMS
Computerfacts. But only matters the GND and NC PINs.

Hope, this helps a little bit, Matt

--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

1511. Re: XL-it! 0.17 now available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-1102971240490001@metricom42.ucsc.edu>
Source record: 75845

In article <slrn5furq1.lpd.asmolar@nscs.fast.net>, asmolar@ma.ultranet.com
wrote:

> That would be the 320x192 2-color mode. (Graphics 8 in Atari BASIC)
>The emulators actually emulate it correctly, the reason it doesn't look
>right is that It used a technique called Artifacting to produce extra colors,
>making it appear to be a four color mode.
>
> Artifacting takes advantage of the limited resolution on TV sets and low-end
>composite monitors. If you hooked your real Atari up to a high-enough
>resolution monitor, these colors would disappear, and the display would look
>just like the emulators do.
>
> It would be intersting to see an emulator try to emulate the artifacting.
>I've seen Apple II emulators accomplish this, but none of the Atari emulators
>do it.

I am pretty sure that Rainbow emulates Graphics 8 artifacting correctly.
There are two versions of Lode Runner in Yogi's archive; one uses Gr. 8
while the other uses a mode with more colors. Both versions look correct
on Rainbow.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

1512. Rescue on Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: rashm62629@aol.com
Message-ID: <19970211211100.QAA12544@ladder01.news.aol.com>
Source record: 75846

I am experiencing problems with the above game on PC emulators.
I cannot get any of the keys to respond for Landing, Taking Off, Systems,
etc.
I have tried using Xformer 3.6, XL-it 0.17 and Pokey, all without success.

Any assistance would be appreciated.

Russ. R Ashmore.
Derby.
England.

1513. Re: Mike Hohman and FTe

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1102971307220001@nntp.netgate.net>
Source record: 75847

In article <19970211052100.AAA11713@ladder01.news.aol.com>, cvendel@aol.com (Cvendel) wrote:

> Sorry Kurt,
>
> the rumors are true, Mike Holman is on the Lamb in Pheonix, AR hidding
> out from several hundred people whom he took orders and never filled. I
> just recently flew out to Santa Cruz, CA to look through a storage space
> full of Atari equipment (apparently the guy hadn't paided his bills in
> quite sometime) and I found 144 boxes fill with ICD boxes, books and other
> crap, but no hardware at all and it had Mike Holmans address all over the
> place, even found an old bank book and family photos too.

If all this is true, despite all the flame wars about duplicating old software, and despite the fact that I generally discourage lawbreaking, I have *zero* moral problems with anyone choosing to disregard copyrights owned by FTe.

Note the *if*--that's quite important. Too bad it's not easy to pirate hardware... :)

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/

Ratio of the amount that the (U.S.) federal government spent (in 1995) on Americans under 18 to those over 65: 1:5. (Harper's Index)

Want to guarantee I'll *never* buy your stuff? Send me e-mail spam.

1514. Re: Emulators...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-1102972248090001@cisjx91.demon.co.uk>
Source record: 75848

In article <marksim-0602972147220001@port132.bitstream.net>,
marksim@bitstream.net (Mark L. Simonson) wrote:

> While we're on the subject of emulator fantasies, here's mine. An Atari
> emulator that's an OpenDoc part which could be dropped into a CyberDog
> document. Link to Jellystone Park and run games right over the WWW! <sigh>
> Unfortunately, the way things are going, I'm may be running my *Mac*
> software on an emulator before that happens...

Whoa! I had the same fantasy the other day. I even considered Rainbow
as a control strip module. Spooky.

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: jx91@cityscape.co.uk
WWW: http://www.cityscape.co.uk/users/jx91/emulators.html

1515. Re: XL-it! 0.17 now available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970211221900.RAA15657@ladder01.news.aol.com>
Source record: 75849

In article <32FDD25A.4065@stud.uni-sb.de>, Markus Gietzen
<magi@stud.uni-sb.de> writes:

>L-it! 0.17 is now available at:
>
> http://myst.slcc.edu/~markus
>
>
>New features are:
> - new userinterface
> - Ron Fries' pokey-emulator
> - new sound-driver
> - ATARI-key (->Alt,AltGr)
> - improved SIO-emulation (SpartaDOS 3.2g works now)
> - 180k ATR support (184336 Bytes images!)
> - joystick-calibration
>
>Have fun,
>
> Markus Gietzen
>
>

Marcus, I haven't really put the emulator through its paces, but the sound is fantastic! Getting the emulator to check for the the blaster environment statement in the autoexec.bat file and then adjusting to it was a stroke of sheer genious!

I recall a conversation with Darek Mihocka in which I described the problems his emulator (3.3a at the time and not fixed since then) was giving me with my AWE-32 sound card. Darek had never heard of the AWE-32. XL-It 0.17 makes it sound great, without any of the problems that I had with other emulators.

On another note, do you feel it's important for an Atari emulator to be able to access the PC's modem and/or printer? Would you consider building that capability into a future version of XL-It? I'm asking because I believe that most emulator users are interested in games, while I'm in the minority (I'm interested in emulating apps!)

Once again, thanks for a great upgrade!

1516. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970211221900.RAA15663@ladder01.news.aol.com>
Source record: 75850

In article <5dop3a$39k@alexander.INS.CWRU.Edu>,
cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:

>(I swear I WANT to keep my mouth shut.)
>How many of you people who find a problem with IceT 2.71 are
>registered users. You can send me e-mail (other than M. Current,
>I KNOW he's registered.) and I'll post the results.
>Not up to Itay's standards? He probably got less than 20 registrations.
>Any wonder he's dropped the project and moved on? All you BETA testers
>should be paid by Itay for your efforts on 2.71. But did you register
>2.6?

Please don't take this as an attempt to start a war, but when was the last time you registered something that was incomplete?

In my case, I never saw 2.6 -- I only heard about it. Most of my telecom work is done on my clone. I can be a big-shot and surf the Web all day, if I care to. I also had just pushed the idea of getting my fellow user group members on the Internet using their Ataris. If a product came out that could help a fellow Atari user group member, I would pass the info on. I got interested in 2.71 because of what it claimed to do, and I decided to try it. The process was frustrating, to say the least. Contributing to it was the fact that Itay was away for a few weeks when my initial message about the screen dump got to him, and he didn't answer promptly. That wasn't his fault, to be sure, but it didn't help much. Itay did mention that he was going to end development if he didn't get the needed registrations. I guess he got caught in the old Catch-22 (a product has problems so people don't register, then the lack of registration is discouraging enough to end the process of fixing the problems.) I liked what features did work, and I could only assume that previous versions introduced those features. But then I asked some of the people on the Fidonet National Echo to comment. Some of them are sysops/programmers and very astute, and they saw what they said were serious problems beyond what I saw as a user. Ditto sysop/programmer friends of mine in other areas.

At that point, I had to drop any interest in Ice-T because solving other problems in my life had to take precedence.

There ARE at least two sides to everything. There's also the problem, not really discussed at length on this ng, of when in its development a product should be released.

Something may be said for holding back release of a product, commercial or hobby, until it fulfills the wildest dreams of 98% of its projected audience. If that were the model to be followed, however, we'd never have

made progress as a civilization. On the other hand, premature release, whether accompanied by advance publicity or not, has a chilling effect on development and makes the audience cringe at further mention of the product, even if it has been improved 1000%. Corporations, with tremendous resources, can't always find the exact proper time for release. Microsoft has pulled some gigantic boners, in spite of their position. Hobbyists have it even tougher, and I do feel for them.

The situation is complicated by the fact that my system is not your testbed, or my neighbor's system, or the-guy-half-way-around-the-world's-system. But everyone, developer or end-user, can lose tolerance at some cut-off point that may be determined by the nature of the product or by factors not even related to that product.

1517. joystick transfer

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: pwizard@tcp.co.uk
Message-ID: <5dquak$3lv@rbdc.rbdc.com>
Source record: 75851

Hello. I am building a joystick transfer cable in order to copy files from my c64 to my atari. It is 5 bits wide, and with 1 bit used for handshaking, is 1 nybble of data. My problem is, when I need to handshake, I need to send a bit FROM the atari, along the trigger line. I am unclear on how to set the trigger line for send and not just recieve. Can someone help me with this? I would prefer the reply to be in BASIC. Thanks you bunches. Please reply to pwizard@rbdc.rbdc.com.

8 BIT POWER!

--
-- This post has been deposited into the mailbox, newsgroup, or other messaging service courtesy of John Lamb, an avid c64, amiga and PC user. If you feel any need to contact this person, just mail him at pwizard@rbdc.rbdc.com. --

1518. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <5dr064$a81@dfw-ixnews10.ix.netcom.com>
Source record: 75852

In article <E5G3np.3qn.0.queen@torfree.net>, ag608@freenet.toronto.on.ca (James Alexander) wrote:
>Seriously, we don't need to pirate the hell out of old programs to
>"support" our machines. The pirates aren't doing it for the benefit of
>8bitters anywhere, they've been doing it for years ever since many of the
>8bit programs were new and that piracy was often the last straw that
>ushered many software companies both large and small out of the atari
>market altogether as many of them have said repeatedly. We can put up

Umm, most of the software houses that said that they stopped producing software for the Atari because of piracy were full of crap. Piracy was happening on all the machines... Good old Trip Hawkins, the man who said that no 8-bit owners have disk drives.

Also you seem to be a bit out of touch with reality. The Atari8 series is commercially dead. It 'officially' died many moons ago. I realize that there are still a handful of dealers and indies, which I think is great, but hardly makes the machine commercially viable. Without that archive many of the programs I *paid* for years ago would be lost to me now. Do you think that If I mailed my Atari8 EA software back to EA asking for replacements that I would get them?

-=-=-=

1519. Re: High Score List

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: Stephen Knox <gooch@pop.erols.com>
Message-ID: <33012916.2830@pop.erols.com>
Source record: 75853

Just remember,

I posted those scores by playing all those games in 1 1/2 hours. This
is also present day vs past so......

bring 'em on ;p

Actually,
I hope more people participate. There's got to be a few 8bitr's out
there who still play.

Later,
Steve

>
> I'll have to bring my list in to work one day soon, and start feeding you some
> _high_ high scores. :) :)
>
> -Michael
>
> Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
> User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

1520. Re: Were these games ever made for the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970211133102.5224A-100000@fissure.scar>
Source record: 75854

On Mon, 10 Feb 1997, Jim Treber wrote:

> Jon D. Melbo wrote:
> >
> > On 06 Feb 1997 16:01:00 +0200, peter@soemtron.sb.sub.de (Thomas
> > Havemeister) wrote:
> >
> > >In article <Re: Were these games ever made for the Atari 8-bit?>, ssilicon@lax.net
(Jon D. Melbo) wrote:
> > >
> > >Howdy Jon,
> > >
> > >> >There are many others I've never seen for the Atari, but these are the
> > >> >main ones that come to mind right now.
> > >> I know that Winter Games & Summer Games was made for Atari8. Perhaps
> > >> World Games. Perhaps also Gemstone Healer & Kung Fu Master.
> > >
> > >sorry, but I don't think that Winter Games was converted! I just
> > >discovered a simple picture.
> >
> > Hmm. I swear I have/had a copy of Winter Games. Human memory can be
> > faulty but I'm pretty sure I had a Winter Games. Maybe not.
> >
> > Cheers,
> >
> > Jon
>
> Your memory's OK, because I also had a copy of Winter Games.
>
> Jim Treber

And I had a version of Winter Games too.. ibeleive it was called Winter
Olympics and I don't think it was done by Epyx... Gemstone Healer? I
remember a Gemstone Warrior.. but a Healer. As for Kung Fu Master, I
know there was a C64 version, never saw an 8bit version. The only 8bit
fighting games I had were Karate Champ and karateka. Someone told me
there were Uk versions of Double Dragon and other fighting games...

(Oh yeah there was also Fight Night and Bop N Wrestle.. 2 very slow
fighting games (Bop N Wrestle were murder, unless you had 128k or better.)
Even on my 256k Xl Bop N Wrestle was too slow..)

Anybody know if there was ever a better wrestling game for the 8bit? I
think another boxing game came out too, but I forget the name) I haven;t
powered up an Atari 8bit since June 1994 when I took my faithful BBS off

line forever...

:) <grin>

1521. Re: Colorspace

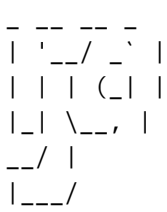
Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: Rich Grasso <rmg9@earthlink.net>
Message-ID: <33007207.4B26@earthlink.net>
Source record: 75855

Mr. Entropy wrote:

> Ironically, it's written by Jeff Minter, who wrote Colourspace.

thanks for the info.
with Jags going for as low as US$29 and the CD units for not much more,
I guess this is all the more reason to get a jag.

Rich Grasso



http://home.earthlink.net/~rmg9/

1522. Re: Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E5EBor.MoD@nonexistent.com>
Source record: 75908

On Sat, 8 Feb 1997 18:17:46 GMT, Alan Christie
<94chrisv@scar.utoronto.ca> wrote:

-Yogi,
-
- Why does your E-mail address say noone@nowhere.com? Hiding
your
-true where abouts :)
-
-Alan
-
-
Look at the signature panel, you can get the actual email address
there.
I changed it because I was receiving SPAM!!!!!!!!!
And It was annoying!

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1523. Re: Wanted: Clowns & Balloons

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E5EBt0.MsB@nonexistent.com>
Source record: 75909

On Mon, 10 Feb 1997 00:13:38 -0500, Van Cahall <RealW@paonline.com>
wrote:

-I'm looking for a disk dump (I use PC Xformer) of a great little game
-"Clowns and Balloons" that my family used to play when we bought our
-first computer, an 800XL. Does anyone have this game or know where I
-can get a copy of it? Thanks.

http://www.blast.net/scharles

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1524. Re: Rainbow

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: derek.cooper@foodprog.bbc.co.uk
Message-ID: <IaJqbg4F8GA.192@andromeda.ndirect.co.uk>
Source record: 75910

Jim Klein <jklein@isd.net> wrote:

>Chris wrote:
>>
>> Has anyone registered the full version of Rainbow?

>I've also tried the demo...

>I've run it on a P100 & P120 & both also seem slow, I'm definatly
>inserested in comments on the full version also.

I've used the PowerPC (Mac...) version on a 4400 series machine
equiped with a 166mHz CPU and Rainbow flies! As fast as any emulator
I've tried. However on my LC475 -- an 040 machine -- it's as slow as
something which is very slow indeed!

Del

1525. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: mark.pepper@rig.co.uk
Message-ID: <ZO9hAs4F8GA.154@andromeda.ndirect.co.uk>
Source record: 75911

Brad Rogers <brad@pianosa.demon.co.uk> wrote:

>The trouble is, Britain is still suffering from what I term "state control
>syndrome". When all our utilities were under state control, we had little
>alternative but to pay up. Despite selling off several of these utilities, and
>opening the market up to competition, there still exists an attitude of "ah
>well, we've got to pay it". And since postal deliveries are state controlled,
>we can do nothing about the charges. Maybe that will change soon, if postal
>workers go militant again. (During the last postal strikes, the govt.
>threatened disenfranchisement of the Post Office)

And you are suffering from what I term "a total asshole syndrome"

Bet you think fund-holding, pension opt-out, assisted places, six quid
prescriptions and ... all those other bullshit ideas are good too?

Rhetorical. Please don't bother to bore me to an early death by
replying.

(And with apologies for going 'off-topic' for a half dozen lines.)

Page 6/NAU is possibly the most shitty magazine ever published for the
8-bit community yet it was ceaseless in its assertion that it was the
best. Page after page (after page) of f***ing whining and whinging
written by an editor/publisher whose only interest (despite constant
affirmations to the contrary) was to make money (hence the doomed
newsstand launch, stupid renaming, ST spin-off pages etc).

And what about those god-awful contributors whose only other interests
in life were probably strangling animals, golf and masturbating?

If you want to know what a good 8-bit magazine is read back issues of
Antic or Analog or subscribe to Atari Classics. This latter may be
pompous but it's rarely inaccurate. Also the recently revamped LACE
magazine is a golden vein just waiting to be mined.

Cheers
Mark

1526. Re: XL-it! 0.17 now available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <5dod9d$a3e@dfw-ixnews12.ix.netcom.com>
Source record: 75912

In article <01bc170f$40f3d080$b8f7aecc@127.0.0.1>, "Will Fisher" <blackat@direct.ca>
wrote:
>> >XL-it! 0.17 is now available at:
>
>Same here! It's much better than that 'other' emulator.
>(no I don't mean Pokey.)
>
>Will

I agree completely. Then again a dead goat emulates the Atari 8 bits better
than Xformer does.

XL-it is looking very good, and sounding very good now too! Excellent work
Markus! My biggest grouch would be that weird sprite priority problem now.

-=
"The death of the warrior or the old man or the little
child, this I understand, and I take away the pain and
end the suffering. I do not understand this death of
mind" - Death (The Light Fantastic / Terry Pratchett)

Check out -> http://www.netcom.com/~chelm/main.html

NMA Rules
-=

1527. WTB: Atari Cables

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: jczerwin@atl.mindspring.com
Message-ID: <5dohcn$37r@camel4.mindspring.com>
Source record: 75913

```
Looking for the following cables:

1: 1040st to SF354
2: All 400/800 cables to 850 interface

Thanks,
jczerwin@atl.mindspring.com
```

1528. Looking for a file....????

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: DocBrown <kirk@flinet.com>
Message-ID: <01bc17b7$385ffcc0$1c180ed0@kirk.flinet.com>
Source record: 75914

I am looking for a demo program written for Analog,i think,
it is called "stars3d.bas" (yes,a simple basic program) I know
someone out there with a good archive should have this one..

It might of been in another magazine too..but it was a long time
ago...Maybe Analog..??

Anyway... its a side scrolling star field..One of the most realistic
i have seen...

Thanks for any help
kirk@flinet.com

1529. XL-it is great, but locks up

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: mvh@worldnet.att.net
Message-ID: <32ffda79.8123335@netnews.worldnet.att.net>
Source record: 75915

I think XL-it is the best Atari 8-bit emu around! The sound is great!
But I am using DOS mode in Windows 95, and when I exit, it locks,
forcing you to reboot (reset). Anyone else have this problem? Note:
I am not IN Windows 95, I do a "restart in MS-DOS mode".

Also:
Is there any way to slow it down, other than using the -lock60
command? It runs too fast otherwise.....

Mike

1530. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5dop3a$39k@alexander.INS.CWRU.Edu>
Source record: 75916

(I swear I WANT to keep my mouth shut.)
How many of you people who find a problem with IceT 2.71 are
registered users. You can send me e-mail (other than M. Current,
I KNOW he's registered.) and I'll post the results.
Not up to Itay's standards? He probably got less than 20 registrations.
Any wonder he's dropped the project and moved on? All you BETA testers
should be paid by Itay for your efforts on 2.71. But did you register
2.6?
I'm a registered user of IceT (Itay told me I was) and I don't even
have an unbusted copy of it.
Russ Gilbert

1531. Re: Serial cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32fff734.32171044@news.inc.net>
Source record: 75917

On Mon, 10 Feb 1997 18:05:32 +0200, Franco <emmecci@mbox.vol.it>
wrote:

>Can anyone please mail me the schematics to build a serial cable to
>connect my 800XL to a 1050 drive? Please reply by e-mail, if possible,
>I don't follow regularly this group.

You need an Atari SIO cable. Check the vendors FAQ.

Cheers,

Jon

1532. Re: IDE drive in 1200xl or 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-11 00:00:00 UTC
From: Robert Silver <emonk@death-star.com>
Message-ID: <01bc17d3$43440200$0f6466cf@emonk.cnc.bc.ca>
Source record: 75918

mazzeri <mazzeri@foxvalley.net> wrote in article
<mazzeri-1002970027520001@ttyc13.foxvalley.net>...
>
> Wasn't there an ar ticle in an Atari mag about how you could put an IDE
> drive inside either an 800xl or a 1200xl?
>
Inside?
Not a gutted 1040 case?

1533. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970212061500.BAA08961@ladder01.news.aol.com>
Source record: 75769

Your argument still doesn't hold logically. B&C may have a few early eighties games for sale in cartridge form, (has its own intrinsic collectors' value) but the archive is the only source for many others. Besides, would you trust the reliability of a 17 year old floppy disk? No, I think you'd want to make a back-up, get out the Happy or Archiver drive! As far as newer software, companies currently (as in right now) developing software for the eight bit such as Taquart and Tight in Poland have chosen to put up some of their own older software up for downloading. They are certainly entitled to do so. Their FTP site rivals thatof Yogi. There's no retailer that I know of that stocks 2000+ different titles for the eight bit.
I myself have literally spent hundreds of dollars this past year alone buying hardware, and yes software from the above mentioned retailers. I am willing to bet that the largest share of their sales comes from hardware. Can't pirate that. Or can we?!! Hope we don't start picking on emulator developers next!

1534. Re: Serial cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <5drnpe$g0o@dfw-ixnews12.ix.netcom.com>
Source record: 75770

In <19970211130101.IAA22960@ladder01.news.aol.com> asharkis@aol.com writes:
>
>In article <32FF474C.5264@mbox.vol.it>, Franco <emmecci@mbox.vol.it>
>writes:
>
>>Can anyone please mail me the schematics to build a serial cable to
>>connect my 800XL to a 1050 drive? Please reply by e-mail, if possible,
>>I don't follow regularly this group.
>>
>>Thanks
>>
>>Marco Ridoni (Rome, Italy)
>>MC3220@mclink.it
>>
>>
>
>The problem is not the schematic. It's that the connectors needed are no
>longer available. It's much easier to buy the cables themselves from
>companies like American Techna-Vision, Best Electronics, B&C
>Computervisions, or any European source (sorry, I don't know of any
>there.)

Serial I/O cables (13 Pin) as used between the 800XL and 1050 disk drive are available from my company, American Techna-Vision for $1.50 ea. or (10) for $10.00. Compare our price anywhere. Add $6.00 for shipping/handling. (Shipping somewhat higher to Italy!), MasterCard/Visa welcome. Our company was established in 1973. Contact us at: American Techna-Vision, 15338 Inverness St., San Leandro, Ca. 94579 Phone 510-352-3787

PS: Broken pins on your equipment. The unusual 13 pin pc mounted connector is available for $4.50 ea. - Ralph

1535. Re: Serial cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <5drnrl$enq@sjx-ixn4.ix.netcom.com>
Source record: 75771

In <E5FACp.5Br@iglou.com> bmarcum@iglou1.iglou.com (Bill Marcum)
writes:
>
>In article <32FF474C.5264@mbox.vol.it>, Franco wrote:
>>Can anyone please mail me the schematics to build a serial cable to
>>connect my 800XL to a 1050 drive? Please reply by e-mail, if
possible,
>>I don't follow regularly this group.
>>
>Schematic?
>
>1-------1
>2-------2
>3-------3
>4-------4
>5-------5
>6-------6
>7-------7
>8-------8
>9-------9
>10------10
>11------11
>12------12
>13------13
>
>But I don't know of any place to get the connectors unless they are
>already attached to a cable. To find cables, look in Dejanews for the
>Atari 8-bit vendor list, or search the flea markets and thrift stores
>where you sometimes find Atari computers.
>
>
>--
>Bill Marcum bmarcum at iglou dot com
>"We never ever do nothin' nice and easy..."

Serial I/O cables (13 Pin) as used between the 800XL and 1050 disk
drive are available from my company, American Techna-Vision for $1.50
ea. or (10) for $10.00. Compare our price anywhere. Add $6.00 for
shipping/hand
ling. (Shipping somewhat higher to Italy!), MasterCard/Visa welcome.
Our company was established in 1973. Contact us at: American
Techna-Vision, 15338 Inverness St., San Leandro, Ca. 94579 Phone
510-352-3787

PS: Broken pins on your equipment. The unusual 13 pin pc mounted connector is available for $4.50 ea. - Ralph

1536. Re: XL-it! 0.17 now available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-1202970139480001@metricom42.ucsc.edu>
Source record: 75772

In article <5dr3ed$8rf@news1.fast.net>, asmolar@ma.ultranet.com wrote:

>On Tue, 11 Feb 1997 12:40:48 -0800, Timothy A. Seufert
<bwanga@cats.uc*sc.edu> wrote:
>>>do it.
>>
>>I am pretty sure that Rainbow emulates Graphics 8 artifacting correctly.
>>There are two versions of Lode Runner in Yogi's archive; one uses Gr. 8
>>while the other uses a mode with more colors. Both versions look correct
>>on Rainbow.
>
>That's possible. I haven't used Rainbow all that much.

So far it's the best 8-bit emulator I've seen. I once reported a visual glitch in Archon 2 to Chris Lam, but when I ran that disk image on a physical 800XL it turned out that the real Atari had the glitch too!

There are of course a large number of things it doesn't run. Full compatability is really hard. But it tends to run most of the big-name games.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you wish to send me email. No unsolicited commercial junk mail!

1537. Re: joystick transfer

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-1202970145130001@metricom42.ucsc.edu>
Source record: 75773

In article <5dquak$3lv@rbdc.rbdc.com>, pwizard@tcp.co.uk (John Lamb) wrote:

>Hello. I am building a joystick transfer cable in order to copy files
>from my c64 to my atari. It is 5 bits wide, and with 1 bit used for
>handshaking, is 1 nybble of data. My problem is, when I need to
>handshake, I need to send a bit FROM the atari, along the trigger line.
>I am unclear on how to set the trigger line for send and not just
>recieve. Can someone help me with this? I would prefer the reply to be
>in BASIC. Thanks you bunches. Please reply to pwizard@rbdc.rbdc.com.

I don't think this is possible. The trigger lines are handled in a
different way from the four data lines. You will probably have to use a
second joystick port on the Atari.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

1538. Re: Rainbow 95 now has sound!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: Harald Weinreich <1weinrei@informatik.uni-hamburg.de>
Message-ID: <3301974F.E68@informatik.uni-hamburg.de>
Source record: 75774

Hi,

Frank wrote
> For all of you who are unbelieving. The 8-bit ATARIs support STEREO.
> the only thing you have to do is to insert a second pokey and to do some
> wiring then you have STEREO on your XL and a lot of programs support it
> (Even the older ones. You simple have to patch them for that purpose).
>

you don't need a second pokey, it's much easier to make an
ATARI have stereo sound:
As fas as I remember pokey has a sound output pin for every
sound channel. Usually these pins are connected to each other,
and the composed signal is given to the HF-modulator.

You have to connect your stereo amplifyer directly to the specific
pins of POKEY and have brilliant stereo sound.

I did this 12?? years ago with my ATARI 400.

Harald

P.S. Where do you want to insert the second pokey????

1539. Re: Rescue on Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: Harald Weinreich <1weinrei@informatik.uni-hamburg.de>
Message-ID: <33019B1F.7D47@informatik.uni-hamburg.de>
Source record: 75775

Hi

> I am experiencing problems with the above game on PC emulators.
> I cannot get any of the keys to respond for Landing, Taking Off, Systems,
> etc.
> I have tried using Xformer 3.6, XL-it 0.17 and Pokey, all without success.
>
I've got the same problem. Probably it's Lucasfilm's own keyboard
handler that doesn't work on any emulator.

Harald

1540. Re: XL-it! 0.17 now available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: Harald Weinreich <1weinrei@informatik.uni-hamburg.de>
Message-ID: <330199B3.3F60@informatik.uni-hamburg.de>
Source record: 75776

Yogi wrote:

> Markus, just a suggestion - please support ANY disk size image. Some
> of those bytes in the header of ATR's tell how big an image is - its
> just up to $FFFF sectors. Makes it easier.

Is that the reason why the megaimages don't work any more??

Furthermore it has problems with Rescue on Fractulus. You can't press
any keys on the keyboard, so you can't land etc.

Harald

P.S. Tremendous Emulator!!!

1541. Re: The Return of Atari DOS file system

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5dsacp$jce@login.freenet.columbus.oh.us>
Source record: 75777

```
Robert Smith Ely (rely@ix.netcom.com) wrote:
: In <5datj2$hoj@login.freenet.columbus.oh.us> dklugh@freenet.columbus.oh.us
: (Daniel Klugh) writes:
: >
: >Jon D. Melbo (ssilicon@lax.net) wrote:
: >: On 31 Jan 1997 14:27:27 -0500, dklugh@freenet.columbus.oh.us (Daniel
: >: Klugh) wrote:
: >
: >: >Jon D. Melbo (ssilicon@lax.net) wrote:
: >
: >: >: that it took them so long to come up with a better FMS. SpartaDOS has
: >: >: been doing it on the Atari since the early 80's. But then, it took MS
: >: >: until DOS version 5 to replace the junky EDLIN with a full screen text
: >: >: editor (EDIT). Go figure.
: >: >
: >: >I hated EDIT.I tried to use it to change the file name in a programme and
: >: >it hardly showed any of the file.It's nothing compared to our TextPro!
: >: >(that is,most of the file showed up as spaces)
: >: >
: >: >Edlin was really just for editing AUTOEXEC.BAT and CONFIG.SYS.
: >: >It wasn't supossed to be used for anything but configuration files.
: >: >It's just there so you can get along until you download Qedit or
: Elvis.
: >: >--
: >: > The Doctor
: >
: >: Actually EDLIN was for general purpose text editing. It just
: happened
: >: to be a line based one instead of full screen. And you HAD to "just
: >: get along" until you downloaded a REAL text editor because EDLIN
: >: stinks. As far as using EDIT for editing a binary.... bad boy.
: It's
: >: a text editor. Get a hex editor for binaries... no more worries
: about
: >: too many spaces. :)
: >
: >What happens if you want to edit a menu screen file for a BBS with
: high
: >ASCII and ANSI codes?
: >Or for that matter,any text files with graphical characters.
: >--
: > The Doctor
```

: Doc,
: Yes DOS Edit will do this. You hold down the [ALT] key and (with
: num lock on) enter the character number (decimal) on the numeric key
: pad (not the numbers on the alpha pad). It works just fine. I do this
: all the time. It doesn't work on binary only files though and many if
: not most of the values aren't shown.

I'm not sure what you mean.
All files are "binary" under MS-DOS.It's like the Atari in that respect.
Only devices can be in "text" mode,not files on a disk.

I can understand the return key not showing a musical note,but why would
any other character besides CR,LF,NUL and $FF have any problem?
Oh,even though MS-DOS ignores ^Zs in files,some programmes will stop
reading the file at that point.
(ala CP/M)
--
The Doctor

1542. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5dsb9a$lri@login.freenet.columbus.oh.us>
Source record: 75778

Kevin S. Moore (fu511@cleveland.Freenet.Edu) wrote:

: NO, it does not work..that is why there are questions..and of course
: ITAY can't say that it does if he does not have a standard printer
: for HIS 8-bit. In other words it was never tested. ICET 2.6 is the

Printers are complex.How do you know what will be taken as data and what
will be interpreted as control?
Commodore had the right idea,the printer apears as two devices.
One devices takes data,the other control codes.
So there's no problem of accidently sending control codes.

: better version. The only improvement over this in 2.7x is the Z-modem
: download. So, if you are a DOWNLOAD HOG..use 2.71..but if you want to
: do anything standard..use 2.6. By standard I mean, Upload Text, or
: Capture Text..there is NO BINARY upload in ICET at all. Really, this

Well the "binary download" in Ice-T is X-modem,so you might as well say
that there's no download either.
Remember that X-modem is made for CP/M,where all files are multiples of
128 bytes long.So if you download a 100 byte file,you get 100 bytes plus
28 bytes of ^Zs.Use BobTerm's Y-modem.
I've tested it and it seems to work.But if you upload,it only works with
SpartaDOS disks,since BobTerm has no way of knowing how big a Atari DOS
file is.(without reading through the whole thing)
Kermit65 is another (SLOW!) solution.

: is the best terminal software ever made for the 8-bit in that it
: has pull down menus and is almost easyer to use than a Mouse based
: software/TERM. Push a few buttons and Wala! The bigest feature

I find Ice-T's menus incredibly anoying.FlickerTerm is much simpler and
easier to control.

: of the terminal program is the 80colomns minus the hardware chips..
: 8-bit has a 40 colomn output..ITAY almost has
: a WINDOWS 95 desktop for the 8-bit..I mean it reflects it pretty close or,
: even better, closer to a MAC desktop. If he had published this during

I know it's a bit akward,but I wouldn't say that it's that BAD!
It is the best term programme for viewing VT100 movies.

: the 8-bit years...he would have made a ton of money..but, for us 8-bit
: left-over users..it is a GIFT..passed down by time.. an excellent programing
: skills..

Still,a BobTerm type interface would've been better.Ice-T's menus are
anoying,much like PC ones.With BobTerm,you don't have to constantly use
the arrow keys.He could've at least have assigned the options numbers if
he couldn't think up letters.
At least he could've made the left&right arrows work,like in PC's Telemate.

--
The Doctor

1543. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5dscbd$o8a@login.freenet.columbus.oh.us>
Source record: 75779

Kevin S. Moore (fu511@cleveland.Freenet.Edu) wrote:

: Now wait..wait..Icet2.6 has no problem with dumping what is on the
: screen to my EPSON printer. I have it excuting under Sparta DOS and

The problem with Ice-T and other graphical programmes is that you can't
just use something like the G: handler.
G: would have no way of knowing what character set you were using,and I
doubt that it would understand 4-bit characters.
There needs to be a G: device (like P9: on the Black Box) that looks at
the CURRENT character-set.And if the programme is something like Ice-T,
it can use a XIO to tell G: (or whatever it gets called) where the
character set is,and how many bits wide it is.
(since we wouldn't just want to limit ourselves ot 4 or 8,since there are
64-column drivers and such)

: with a PR: connector. Everthing works fine. Only 2.7..has the
: Printer Problem...I use it all the time to call the library and Freenet.

That was rather the point;not to upgrade.

: I have even surfed the WEB..sent E-Mail and recieved E-mail from
: all over the world. ...

More and more systems only let you log in with a special programme called
SLIP or CSLIP or PPP.And systems like America Online needs a really
special programme that only works with them.
(PPP and (C)SLIP are common on UNIX machines)
Sad really.It means that all the USENET programmes like uudecode and rn
and mail have to be on your computer to download files,read news and
mail,respectivly.The SLIP/PPP handler is just a high-level RS232 handler.

: AND I CAN DO IT WITH AN ATARI...8-bit. I have DL's some excellent games
: from YOGI'S Web sight..which is still active..but the way..but it is
: 2.7 gives you that..but I suspect 2.6 would do fine using X-Modem
: downloading.. just requires a bit more typing. I still get alot of use

uh,don't download COM files with X-modem.Many won't work since X-modem
puts garbage at the end of a file.ARC files should work,though you'll get
a error at the end of the file.(with SPartaDOS X's ARC,I dunno about Bob
Puff's version)

: out of the 8-bit even though I have a stupid WINDOWSmachine...which
: gets stupid'er by the Mega Byte.

I only ever used MS-DOS.
Ever wonder why it's called "DOS" when it's a OS?

Well that's because devices can't take filenames under CP/M,so DOS has to
be hacked into the OS.
When MS-DOS was born,it was really a rip-off of CP/M and inherited that
"feature".
Originally it was called QDOS,which stood for "Quick and Dirty OS".
This became 86-DOs and then MS-DOS and wound up finally as just "DOS" on
the IBMs.
(but you're probably using MS-DOS,not IBM's DOS)
--
The Doctor

1544. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5dscq8$p9n@login.freenet.columbus.oh.us>
Source record: 75780

kmosiejc@lcp.com wrote:
: > asharkis@aol.com writes:

: > Come to think of it. Bob Puff fixed it through
: > software, so it must have been an early Bobterm.
:
: But Bob also fixed the problem with MIOs not working at
: 19.2 reliably with a software "fix". And that wasn't BobTerm
: that was at fault. So just because he "fixed" it doesn't mean
: that he didn't just find a way to work around faulty hardware.

The handler itself does most of the work regarding actual input/output.
So the problem's probably in there,though I'm no ICD expert.

Also,I noticed in the programming manual for the P:R:C,that it doesn't
mention one of the bytes returned by the GetStatus CIO command.
This would be the high byte of the number of bytes in the input buffer.
Since the P:R:C handler doesn't allow you to set you own (bigger) buffer,
there will never be more than 255 bytes waiting.But it should at least say
that the byte is used on other interfaces as the buffer input high-byte.
I can only hope that this byte is always set to zero!

--
The Doctor

1545. Re: XL-it! 0.17 now available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: asal@mimuw.edu.pl
Message-ID: <5dsf3q$47e@h1.uw.edu.pl>
Source record: 75781

Markus Gietzen (magi@stud.uni-sb.de) wrote:
: XL-it! 0.17 is now available at:

: http://myst.slcc.edu/~markus

Thanks!

--
Adam Salamon (asal@melkor.mimuw.edu.pl)

1546. Re: xlit 1.7 and large .atr archives

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <3301C1A8.41C6@htw.uni-sb.de>
Source record: 75782

Jerry wrote:

> of the large archives from Yogi's site to work. They worked fine with
> 1.6 using menu.atr in d1: and games00x.atr in d2. All I get now is

I introduced a big bug in 0.17. Due to the support of DD
I assumed that every ATR image with more than 180k is DD.

I should really take care of the information that is in the
ATR image.

I'm very sorry for this...

Bye,
Markus

--
Markus Gietzen XL-it! Atari 8bit Emulator

E-Mail: iig05-1@htw.uni-sb.de
WWW : http://myst.slcc.edu/~markus

1547. Re: Rescue on Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33024BFD.4133@zeus.fh-pforzheim.de>
Source record: 75783

then try the original on a original xl/xe...

i have a xe-module and i love it...

bye HeAvEn/Taquart

ps. does anyone know how to code such flights over fractals???

1548. Re: opcodes 6502c

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33024B9E.3305@zeus.fh-pforzheim.de>
Source record: 75784

thanx markus...

ich hab die mags auch auf cd... i was thinking about a more
"readable" format than a disk-mag... ;-)

but i have found a doc in the funet-archive in the c64 folder...

bye HeAvEn/Taqaurt

ps. i will look into the mags again...

1549. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: rje@sna.co.umist.ac.uk
Message-ID: <5dsj0b$hvs@yama.mcc.ac.uk>
Source record: 75785

[snip]
> Page 6/NAU is possibly the most sh***y magazine ever published for the
> 8-bit community yet it was ceaseless in its assertion that it was the
> best. Page after page (after page) of f***ing whining and whinging
> written by an editor/publisher whose only interest (despite constant
> affirmations to the contrary) was to make money (hence the doomed
> newsstand launch, stupid renaming, ST spin-off pages etc).
grin You've just got it in for 'em ain't ya?
The technical content of the mag was (is) never as high as most other's, but neither was (is) it as flash or noisy. I enjoy reading it, you don't, on that I think we can agree =). The fact it is still out there and has been there for so long says something about it.
Page 6's authors/editors don't tend to be experts in any particular subject, and have been known to get things wrong (quite frequently). But they are dedicated, and die hard 8-bitters, not in it just for the money, on that point we disagree.

Stupid renaming?
When I first walked into a newsagent looking for an Atari 8-bit mag I found one: Atari User (UK). Unbeknown to me Page 6 was sitting right next to it, but amidst all the other computing mags it didn't stand out. So I bought Atari User. Only after seeing the advert in A.U. and going back to the newsagent did I find Page 6. Had it had the word Atari in its title I would have bought them both first time round.

> If you want to know what a good 8-bit magazine is read back issues of
> Antic or Analog or subscribe to Atari Classics. This latter may be
> pompous but it's rarely inaccurate. Also the recently revamped LACE
> magazine is a golden vein just waiting to be mined.
Yeah! LACE has always been a gold mine (I second that), but not error free either. No one is =)

1550. APE/SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: mratari01@aol.com
Message-ID: <19970212141700.JAA20580@ladder01.news.aol.com>
Source record: 75786

Does either of these allow you access to the PC's CD-Rom drive? How about a CD changer etc.

In an earrlier message and a few responses, what I was talking about was that rather than having "disk images" why not be able to load and run software just as you would from an Atari 8-Bit's Hard Drive.... All you should need is a simple patch table to patch normal SIO over to the IBM style equivalent, and then you wouldn't even need to worry about "disk images"

The Shadow

1551. Re: Mike Hohman OR Mike Holman?!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: mratari01@aol.com
Message-ID: <19970212141700.JAA20582@ladder01.news.aol.com>
Source record: 75787

I beleive that the last time I tried tracking down this flake, I discovered that Mike HOLMAN was his TRUE name, and that HOHMAN was either an accidental or purpose mis-spelling. However, also I might add, that when I attempted to track him down, someone in Brookings, OR. DID in fact give me his CORRECT phone number. The address listed though does not correspond with the person whom I contacted about 10 months ago. Their address as I recall was on STAR ROUTE.

So Curt, what was the disposition of the stuff in the storage locker? Did you get it or ??

The Shadow

1552. Re: XE memory

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <3301EF96.41C67EA6@fir.fbc.com>
Source record: 75788

If I recalled, the Pokey also did bank selection as well, in the XL series, they removed the extra Port 3 & 4 joystick connectors to use the additional address lines from the pokey to control memory selection. I believe this is correct.

Curt

1553. Re: atari 8 bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <3301F207.446B9B3D@fir.fbc.com>
Source record: 75789

There used to be some Trojan Horses being placed into BBS upload
directories, they were simple programs that did something like
XIO 256,1,0 I don't remember the proper syntx, its been over 8 years
since I programmed on an Atari. The command was a base extended I/O
command to tell the disk drive to FORMAT a disk, and if the programmer
was smart, he'd have it do all the disks connected to the 8bit. It was
malicous, but effective.

Curt

1554. Re: 800XL can it run 800 games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <3301F2DB.794BDF32@fir.fbc.com>
Source record: 75790

Sounds like your referring to an Newell Omnimon. There is a web site,
I don't have the address that has a new OS ROM called APE WARP OS+ for
$49.95, its supposed to have multi OS' and auto-high speed disk transfer
mode.

Curt

1555. Re: APE/SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E5I073.2z@nonexistent.com>
Source record: 75791

On 12 Feb 1997 14:17:14 GMT, mratari01@aol.com wrote:

-Does either of these allow you access to the PC's CD-Rom drive? How
about
-a CD changer etc.
-
-In an earrlier message and a few responses, what I was talking about
was
-that rather than having "disk images" why not be able to load and run
-software just as you would from an Atari 8-Bit's Hard Drive.... All
you
-should need is a simple patch table to patch normal SIO over to the
IBM
-style equivalent, and then you wouldn't even need to worry about
"disk
-images"
-
That is what Xformer does (About the ONLY thing xformer does right!)
APE does it also, through the PC mirror function. You still need Atari
dos loaded. In this case, it's the Atari that needs the Image. (To
boot, etc. Unless you want to re write the OS to include PC mirror in
it!)

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1556. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E5HzzC.Mq4@nonexistent.com>
Source record: 75792

On Wed, 12 Feb 1997 01:22:19 GMT, ag608@freenet.toronto.on.ca (James Alexander) wrote:

-As usual your line of "reasoning" is bogus. You claim to archive
-software for the sake of the remaining 8bit software, yet you do not
make
-any shareware/pd stuff available. Also many of the other sites you
-allude to, most are NOT pirate sites. As for you're claim that there
are
-no 8bit or ST sites, that is absolute bullshit of the lowest order.
Any
-simple web search engine will turn up dozens of sites for both that
do in
-fact contain software, which in all the cases, except yours, is not
pirated.
-
-don't expect sympathy when the ISP you're on kicks your sorry
backside
-out. But then you'll just find another sucker to take you on. The
-person you've been damaging the most with your blatant stupidity is
the
-atari 8bit community including yourself.
-
Good. You got my point!

Let me explain it ONE MORE TIME (stupid), SINCE YOU OBVIOUSLY DID NOT READ NOR UNDERSTAND WHAT THE OTHER MESSAGES SAID.

I DON'T CARE and DID NOT care in the 1980's when the ATARI WAS A VIABLE product if I pirated stuff or not. I DON'T CARE NOW that the ATARI is not a viable product. THE ONLY REASON that I re-collected all the software that I did was because I LIKE TO COLLECT SOFTWARE.
I NEVER denied that I wasn't a pirate. Since you seem to have a problem reading and understanding replies, I feel it is necessary to explain this in plain text to you.

If I am hurting the remaining 8 bit "scene", OH WELL! Am I preventing you from buying or selling Atari parts, if that's the business you are engaged in?

The opinions expressed in OTHER people's replies are not necessarily my own. The reason the archive is there is because the similar archive for other platforms exist, and there should be one for atari. The same reasoning also applies to those platforms - they are all pirated software.

Why don't you just come out and say "It's wrong to pirate software". I'm sure you've never done it, or have repented and realized that it would help destroy a platform you loved, so stopped. Is that what you are saying?

If you find it offensive that the archive is there, thats tough. But don't put words in my mouth that justify why it's there. It is there because it is there, and that's it.

People adding to this thread, please clearly mark which is MY reply, and your additions. I don't want this guy misquoting me.

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1557. Video Games Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A41.3.95.970212100727.99350E-100000@fn2.freenet.edmonton.ab.ca>
Source record: 75793
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

E-Mail me to get on the E-Mail list or check out my web page for current updates
http://www.freenet.edmonton.ab.ca/~pepper

Rules follow the Auction
Auction ends Feb 14/97
Then a Once, Twice, Sold format will occur Feb 15/97
Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

Atari 400/ Ect. (All Loose)
****
Atlantis Cart $7 blizzard
Basketball Cart $5 scottdec
Hero Cart $5 cmoore
Kaboom Cart $5 scottdec
Moon Patrol Cart $6 combee
Music Composer Cart $5 Min
One on One Cart $5 scottdec
Pilot Cart $5 Min
Super Breakout Cart $5 scottdec
Tennis Cart $5 Min
Zenji Cart $5 cmoore

Other Items Peppers Feb Auction

Turbo Graphics 15 Items Sega Master 25 Items
Turbo Grafx Handheld 1 Item Sega Master Systems 2 Items
Atari 2600 99 Items NES/Famicom 36 Items
Atari 2600 Systems 2 Items Commodore 64 32 Items
Atari 400/Ect. 11 Items Vic-20 30 Items
Atari 5200 14 Items Odyssey 2 20 Items
Intellivision 38 Items Odyssey 2 system 1 Item
Colecovision 22 Items Misc. 13 Items
Colecovision system 1 Item CD-I 88 Items

Rules:
Auction ends Feb 14/97
Then a Once, Twice, Sold format will occur Feb 15/97
One update per day or until bidding slows down...
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All Games & Game systems have been tested & work unless otherwise stated.

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

E-Mail bids to
E-Mail pepper@freenet.edmonton.ab.ca
=-=-=-

1558. Re: Anyone have a 1010?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <3301F11D.2781E494@fir.fbc.com>
Source record: 75794

Give B&C Computervisions a call 408-986-9960. He may have some still
in the boxes with all original books and such, give Bruce a call.

Curt

1559. Re: Rescue on Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc190e$892b8ae0$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 75795

nadkar <nadkar@zeus.fh-pforzheim.de> wrote in article
<33024BFD.4133@zeus.fh-pforzheim.de>...
> ps. does anyone know how to code such flights over fractals???

Many, many years ago I read an interview with some guy from Lucasfilm in a
German computer magazine and he said that the graphics in R.o.F. aren't
real fractals. They just look like it.

Factor 5 programmed a similar engine for the intro of the Amiga version of
BallBlazer (MasterBlazer). Looks like they abandoned development of the
Fractalus port, though. :(

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

1560. WTB: Teminal software

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <E5I8FF.ICy.0.bloor@torfree.net>
Source record: 75796

Hi,
I just got an SX212 modem and I want to get my 800xl online. Unfortunately,
I don't have a term. prog. for my Atari. So could somebody please sell me one?
I need one that supports Xmodem or Kermit file Xfers and VT100 emulation. Of
course, it also must work with the SX212.

Thanks,
Justin
--

| Justin R. Smith | Email: bx557@freenet.toronto.on.ca / bg302@scn.org |
| 5034 Sabra Avenue, Huber Heights, Ohio 45424 | Ph: (937) 233-2125 |

1561. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: MAM <tbmarc@webspan.net>
Message-ID: <01bc1928$73af8440$54ae98ce@webuser.lostnspace>
Source record: 75797

James Alexander <ag608@freenet.toronto.on.ca> wrote in article
<E5GuH7.G65.0.queen@torfree.net>...
>
> In a previous article, noone@nowhere.com (Yogi) says:
>
> >On 29 Jan 97 16:49:00 , James.Alexander@taf.to.org (James Alexander)
> >wrote:
> >
> >Who ever said I wasnt a pirate?
> >Not only am I a pirate, but I cracked the stuff too, so I should get
> >double duty flaming........
> >Seriously, the only reason I started the archive is because I lost all
> >the stuff I had PIRATED in 1985-1982, and noticed that there is no
> >site like the c-64 and apple ones in existence (even the vic 20 ones!)
> >
> >EVERY computer platform has an archive site. (MSX, CPC, Amstrad, Timex
> >sinclair, apple, trs80, coco, colour genie (whatever the hell that
> >is), c-64, amiga, et.c.etc.)
> >YET there were NO Atari 8 bit sites. (Or ST sites, for that matter).
> >
> >Why is that?
> >
> >At any rate, I will be happy to remove the archive if toad or B&C
> >computers objects to any of *THEIR* in-stock software is there.
> >
> >Like you said, we're pirates. Sorry.
> >
>
> As usual your line of "reasoning" is bogus. You claim to archive
> software for the sake of the remaining 8bit software, yet you do not make

> any shareware/pd stuff available. Also many of the other sites you
> allude to, most are NOT pirate sites. As for you're claim that there are

> no 8bit or ST sites, that is absolute bullshit of the lowest order. Any
> simple web search engine will turn up dozens of sites for both that do in

> fact contain software, which in all the cases, except yours, is not
pirated.
>
> don't expect sympathy when the ISP you're on kicks your sorry backside
> out. But then you'll just find another sucker to take you on. The
> person you've been damaging the most with your blatant stupidity is the
> atari 8bit community including yourself.
>

> p.s. Don't bother coming back with your attempts at justifying your
> position, face it, you don't have a position. I nor anyone else really
> cares about you perticular form of greed.
>
> --
James, by boy.... Don't include me as "anyone else" and if you know ant ST
warez sites you've been keeping to yourself, then let us know... heh!!

1562. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: postmaster@atarinet.portland.NO.SPAM.or.us
Message-ID: <5dtbvo$i7f@ornews.intel.com>
Source record: 75798

In article <E5HzzC.Mq4@nonexistent.com>, noone@nowhere.com (Yogi) wrote:
>Let me explain it ONE MORE TIME (stupid), SINCE YOU OBVIOUSLY DID NOT
>READ NOR UNDERSTAND WHAT THE OTHER MESSAGES SAID.
>
>I DON'T CARE and DID NOT care in the 1980's when the ATARI WAS A
>VIABLE product if I pirated stuff or not. I DON'T CARE NOW that the
>ATARI is not a viable product. THE ONLY REASON that I re-collected all
>the software that I did was because I LIKE TO COLLECT SOFTWARE.
>I NEVER denied that I wasn't a pirate. Since you seem to have a
>problem reading and understanding replies, I feel it is necessary to
>explain this in plain text to you.

Unfortunately, this has caused me to delete the link to "Yogi's Jellystone Park" from the Atari web site I maintain. I didn't realize it was a den of piracy - and never would have if this blatant "scr*w you" article hadn't been posted, since I don't personally check every link submitted.

Does anyone have any /legitimate/ 8-bit Web sites or ftp archives I can link to?

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

1563. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <5drbnh$bvu@news.umbc.edu>
Source record: 75799

I have been one of the main beta testers for Itay Chamiel's Ice-T for sometime and would like to take the time here and defend Ice-T and thank Itay.

First, how many of you here are actually using your Atari 8-bit to read this newsgroup?? Now fess up!

My main computer at home continues to be my Atari 8-bit and I give Itay Chamiel the credit for having kept my 8-bit current and alive on the Net because of Ice-T.

I have used the 0.0 original version, various 0.x versions, the 1.0 version, and various versions of 2.x. I currently use version 2.71 of Ice-T XE which is the latest release.

The only really major utility "feature" which does not work properly in version 2.7 and 2.71 is the print dump for the screen. It does works fine under 2.6.

Version 2.71 was a maintenance release for version 2.7. Later versions up through version 3.0 were planned but there just were not many paid registrations (even though a few here have recently sent in their registrations).

I literally use version 2.71 almost all of the time. I find it to be a truly superb piece of work by Itay. And Itay truly listened to us diehard 8-bitters. Many, many of the features and upgrades were the result of feedback by us real users.

Is it perfect? No, but very close. But what else really compares? The only thing even close is FlickerTerm 80 (currently at the 0.51 release) and I just have not gotten used to the flicker (though it is a bit faster than Ice-T, but not by much).

I have also been a paid registered user for version 1.0 and now for version 2.x.

There are some things to be careful off - It is important that one use the correct handler for the P:R:C connection (the screaming q problem). Some of the 850 handlers do not work properly with the P:R:C and Ice-T. There is also the issue of your modem and whether or not the modem is set for hardware or software flow control.

Sure it would be nice to have xmodem, ymodem, zmodem upload, too, and macros and enhanced dialing capability.

But this program is still great!

If you are an Atari 8-bitter, than the closest thing in the PC world is ProComm, and I like Ice-T better!

Dial-up shell is very powerful, indeed, and so I make extensive use of all the shell utilities and binaries available to me in the Unix arena.

Lynx for WWW browsing, uudecode for sending files through e-mail or as attachments in Pine, pico/emacs as an editor, Pine or elm as my mailtool, and on and on.

With VT100 emulation, and IBM ANSI emulation, I can do just about everything that everybody else does except for fancy graphics and pointing and clicking with the mouse.

Version 2.71 goes several better than version 2.6 (other than the screen dump to printer).

There is boldface text, blink, and fine scroll available. Boldface works great when browsing with Lynx as all the hotlinks stand out from the rest of the text. Presentation is superb. There is now Zmodem download plus xmodem and ymodem and ymodem batch. Ice-T 2.71 works great with SpartaDOS too and correctly reads directory listings. I could go on and on.

Ice-T 2.71 XE is extremely powerful, elegant, and a real work of engineering art on the Atari 8-bit.

Ice-T is a real display of what is possible from the Atari 8-bit. Itay also had additional features and functions planned for Ice-T in later releases.

Thank you Itay. And thank you for partnering with us testers and users in creating one of the finest Atari 8-bit telecommunication programs available.

Tom

asharkis@aol.com wrote:
: In article <5das8k$9hj@login.freenet.columbus.oh.us>,
: dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

: >Is something wrong with 2.71?
: >--

: The guy who began this thread gives just one indication of what's wrong.
: Itay claimed that you could do a screen dump. If you try, regardless of
: printer of interface, you get a little window on the screen claiming that
: Error #000 has occurred, whatever the heck that is. I contacted Itay when
: it happened to me. He told me that the module was a standard screen dump
: that should work, but he never tried it out because he doesn't have a
: printer for his Atari.

: Then we have the screaming "Q"s.

: The list goes on and on ...

--
-=-=-=

1564. Re: APE/SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5dth0v$jc5@freenet-news.carleton.ca>
Source record: 75800

(mratari01@aol.com) writes:
> Does either of these allow you access to the PC's CD-Rom drive? How about
> a CD changer etc.
>
> In an earrlier message and a few responses, what I was talking about was
> that rather than having "disk images" why not be able to load and run
> software just as you would from an Atari 8-Bit's Hard Drive.... All you
> should need is a simple patch table to patch normal SIO over to the IBM
> style equivalent, and then you wouldn't even need to worry about "disk
> images"

You can load EXE type files directly from the PC Mirror of APE, using your
DOS of choice (Spartados X included), regardless of where they are on your PC.
They can be on CD-Rom, floppy, etc.

Steve

1565. Rainbow for Mac!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: mlias@ix.netcom.com
Message-ID: <mlias-1202971659280001@lax-ca56-16.ix.netcom.com>
Source record: 75801

I got this Atari 8-bit emulator for my Mac and I need those ROM files!
Does anyone have them? I can't make them myself cause I don't have my old
XL handy... Any help is appreciated!

1566. can you read me?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6QheK5P4zHB@peter.soemtron.sb.sub.de>
Source record: 75802

Howdy !

please reply to me! I can't read any new message written in comp/sys/atari/
8bit!

HELP!

--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

1567. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-1202972212290001@mcmdc.library.carleton.edu>
Source record: 75803

In article <5dop3a$39k@alexander.INS.CWRU.Edu>, cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:

>How many of you people who find a problem with IceT 2.71 are
>registered users. You can send me e-mail (other than M. Current,
>I KNOW he's registered.) and I'll post the results.

:) Yes, I'm also one of the handful who paid the shareware fee. Ice-T happens to be my favorite app for the 8-bit, I run it more than anything else (under SDX 4.22).

However, I'm posting again because I must eat my words. I tried the print screen function and sure enough, while it worked in release 2.6, it doesn't work in 2.7 or 2.71.

Obviously I'm not too bothered by it.

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

1568. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-1202972227060001@mcmdc.library.carleton.edu>
Source record: 75804

In article <5dtbvo$i7f@ornews.intel.com>,
postmaster@atarinet.portland.NO.SPAM.or.us (Rich Tietjens) wrote:

>Does anyone have any /legitimate/ 8-bit Web sites or ftp archives I can link
>to?

I try to keep a complete set in the FAQ..

This thread clearly isn't going anywhere, but let me make one other little
point. B&C may be the most prominent, but there are quite a few other
commercial sources for 8-bit Atari software. Video-61, Evangelo's,
Micro-Discount, East Hartford Computer, Games+, More Than Games... these ring a
bell with anybody?

Whether a title is listed in B&C's last catalog is hardly the last word on
whether it's available commercially.

Plus, almost anything can be had legitimately on the used market, with a little
patience.

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

1569. Re: A8 advocacy and Sargon III

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: Andre Bullock <AVB6567@worldnet.att.net>
Message-ID: <33028E7E.8A3@worldnet.att.net>
Source record: 75805

James R. Gilbert wrote:
>
> My A8.
> I played Chess Master 3000 on my ibm. It beat me in 11
> moves. So, to comfort myself I got out Sargon III for my A8
> and played that. It beat me on level one in 23 moves. Just
> goes to show you, the computers get better and better, but
> I'm not such a hot chess player any more.
> I used to be a US Chess Federation 1400 player. I quit
> tournament chess when a 9 year old kid kept wiggling the
> table and beat me. I think he was a 1100, I really made his
> day.
> Where's the Russians? They can beat this crap.

I knew I was in trouble when I couldn't beat the 4th level of CHESS!, a program published in Compute! magazine Dec.84. To see how Kasperov beat both Deep Thought and Deep Blue is simple amazing.

AB.

1570. Re: Anyone have a 1010?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: Andre Bullock <AVB6567@worldnet.att.net>
Message-ID: <33028DD3.2445@worldnet.att.net>
Source record: 75806

Curt Vendel wrote:
>
> Give B&C Computervisions a call 408-986-9960. He may have some still
> in the boxes with all original books and such, give Bruce a call.
>
> Curt

I called the above number looking for a copy of Inside Atari Dos by
Atkinson and the ACTION! cartridge. No answer at the phone, is the
number worng or are they gone??

AB.

1571. WTB: Atari Lynx (in new or good condition)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: produnl2@teleport.com
Message-ID: <5dutf2$qh8$2@nadine.teleport.com>
Source record: 75807

Hi,

Wanted: Atari Lynx & games in new or good condition.
I would like boxes and manuals.
Will consider any offer!

E-mail offer to: produnl2@teleport.com

Thanks!

Michael W. Loewen
Salem, OR U.S.A.
produnl2@teleport.com

1572. Re: atari 8 bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: chuck@windsor.co.uk
Message-ID: <f7l1UGFG8GA.161@andromeda.ndirect.co.uk>
Source record: 75856

noone@nowhere.com (Yogi) wrote:

>On 8 Feb 1997 11:40:17 +0100, maciej grzeszczuk
><krap@zwieracz.psych.uw.edu.pl> wrote:

>-
>-i don't know, why anyone would like to do it, but such viruses really
>exist.
>
>-if you are interested, i can publish here source code of one of them,
>so you
>-can all see, that it works.

Yes please. This is an interesting topic and one not widely explored
on the Atari 8-bit platform. I would be very interested to see your
virus.

(For those who don't know, MegaMagazine also published an 8-bit virus
-- tho' using a hybrid assembly language format. Check out their web
site for (I think) issue six or issue seven. They're free for
download.)

Chuck

1573. Re: XL-it! 0.17 now available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: asmolar@localhost.fast.net
Message-ID: <5dr3b9$8rf@news1.fast.net>
Source record: 75857

On Tue, 11 Feb 97 00:07:56 GMT, Chris <chelm@ix.netcom.com> wrote:
>In article <01bc170f$40f3d080$b8f7aecc@127.0.0.1>, "Will Fisher" <blackat@direct.ca>
wrote:
>>> >XL-it! 0.17 is now available at:
>>
>>Same here! It's much better than that 'other' emulator.
>>(no I don't mean Pokey.)
>>
>>Will
>
>
>I agree completely. Then again a dead goat emulates the Atari 8 bits better
>than Xformer does.

True. I can't get M.U.L.E. to run with my dead goat though.

>XL-it is looking very good, and sounding very good now too! Excellent work
>Markus! My biggest grouch would be that weird sprite priority problem now.

That and for some reason in Mountain King you fall right through the
floor. (Collision Detect problem?)

XL-it is great for 95% of the software, and Pokey seems to run the rest
that XL-it doesn't (Now if Mike would just add Fries' Pokey emulation)

I played XL-it for several hours the other night just to enjoy the sound
and music.

>-=
> "The death of the warrior or the old man or the little
> child, this I understand, and I take away the pain and
> end the suffering. I do not understand this death of
> mind" - Death (The Light Fantastic / Terry Pratchett)
>
> Check out -> http://www.netcom.com/~chelm/main.html
>
> NMA Rules
>-=
>

--

Tony Smolar

---

asmolar@ma.ultranet.com home email
http://www.users.fast.net/~smol homepage

1574. Re: XL-it! 0.17 now available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: asmolar@localhost.fast.net
Message-ID: <5dr3ed$8rf@news1.fast.net>
Source record: 75858

On Tue, 11 Feb 1997 12:40:48 -0800, Timothy A. Seufert <bwanga@cats.uc*sc.edu> wrote:
>>do it.
>
>I am pretty sure that Rainbow emulates Graphics 8 artifacting correctly.
>There are two versions of Lode Runner in Yogi's archive; one uses Gr. 8
>while the other uses a mode with more colors. Both versions look correct
>on Rainbow.

That's possible. I haven't used Rainbow all that much.

1575. xlit 1.7 and large .atr archives

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: *Space42@ix.netcom.com
Message-ID: <3301180c.6048386@nntp.ix.netcom.com>
Source record: 75859

Hi,

I just got the new xlit 1.7 and I think it is great! The sound is just about perfect. One thing that I cannot figure out. I cannot get any of the large archives from Yogi's site to work. They worked fine with 1.6 using menu.atr in d1: and games00x.atr in d2. All I get now is garbage on the screen where the games normaly are!
Any info would be great.

Anyone get those lucasfilm games to work yet? (koronis rift/edolin) or how about Karateka? Karateka seems to work ok with Rainbow. But I like xlit MUCH better.

Thanks

Jerry

1576. ATR8000 woes!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: ag608@freenet.toronto.on.ca
Message-ID: <E5Gu0D.E2G.0.queen@torfree.net>
Source record: 75860

Hi there.

I'm still having trouble with my ATR8000 and Atari 800. The ATR is a 64k model with a Tandon dsdd drive as the first drive and a tandon ss/dd drive as the second drive, and yes the drives are configured properly! The atari is an 800 with 48k of ram. I've gone over the configuration, hardware and software several times and nothing seems wrong. However the computer will not boot from any drive connected through the ATR's drive port.

I'm reposting an inquiry in hopes that any other ATR's may have suggestions. Of the few replies I've recieved, all contained errors or misinformation. Does anyone out there know the ins and outs of the ATR beyond the obvious?

--

1577. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: ag608@freenet.toronto.on.ca
Message-ID: <E5GuH7.G65.0.queen@torfree.net>
Source record: 75861

In a previous article, noone@nowhere.com (Yogi) says:

>On 29 Jan 97 16:49:00 , James.Alexander@taf.to.org (James Alexander)
>wrote:
>
>Who ever said I wasnt a pirate?
>Not only am I a pirate, but I cracked the stuff too, so I should get
>double duty flaming........
>Seriously, the only reason I started the archive is because I lost all
>the stuff I had PIRATED in 1985-1982, and noticed that there is no
>site like the c-64 and apple ones in existence (even the vic 20 ones!)
>
>EVERY computer platform has an archive site. (MSX, CPC, Amstrad, Timex
>sinclair, apple, trs80, coco, colour genie (whatever the hell that
>is), c-64, amiga, et.c.etc.)
>YET there were NO Atari 8 bit sites. (Or ST sites, for that matter).
>
>Why is that?
>
>At any rate, I will be happy to remove the archive if toad or B&C
>computers objects to any of *THEIR* in-stock software is there.
>
>Like you said, we're pirates. Sorry.
>

As usual your line of "reasoning" is bogus. You claim to archive
software for the sake of the remaining 8bit software, yet you do not make
any shareware/pd stuff available. Also many of the other sites you
allude to, most are NOT pirate sites. As for you're claim that there are
no 8bit or ST sites, that is absolute bullshit of the lowest order. Any
simple web search engine will turn up dozens of sites for both that do in
fact contain software, which in all the cases, except yours, is not pirated.

don't expect sympathy when the ISP you're on kicks your sorry backside
out. But then you'll just find another sucker to take you on. The
person you've been damaging the most with your blatant stupidity is the
atari 8bit community including yourself.

p.s. Don't bother coming back with your attempts at justifying your
position, face it, you don't have a position. I nor anyone else really
cares about you perticular form of greed.

--

1578. Atari Computer - prices lowered

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5dr9bq$e8e@news1.voicenet.com>
Source record: 75862
Cross-posted to: comp.sys.atari.8bit,alt.forsale,ca.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,misc.forsale.computers.other.systems,nj.forsale,ny.forsale,pa.forsale,pa.hbg.forsale,pa.ne.forsale,pgh.forsale,us.forsale.computers

Atari Items for Sale plus shipping

Atari 850 Interface no power supply..... $39
Atari XMM801 printer..... $24
Atari 1020 Printer..... $15
Atari XM301 Modem..... $15
Atari 410 Program Recorder (tape deck) (2)..... $14
Atari 400 Program Recorder (tape deck)..... $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ..... $ 8 each
Paddles (2 sets)..... $12 each
Atari Controllers (2)..... $ 8 each
DVE Printer Power Supply Model DV-2412A..... $10
.....
Wishbringer from Infocom on Disktte w/box & docs.... $18
.....

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills

Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)

Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor Donkey Kong
Jungle Hunt Missile Command
Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)

Book of Hints for Adventures 1 through 12
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing

Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....
Atari Books $6.95 each (4 for $25)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari Graphics
Computes Second Book of Atari Graphics
Computes First Book of Atari
Computes Second Book of Atari
Computes Third Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Machine Language for Beginners by Richard Mansfield
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

1579. Re: Confused about disk sides

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: Mike Hopkins <mhop@snip.net>
Message-ID: <01bc13eb$c4862820$LocalHost@computer-name>
Source record: 75863

M. Diepenhorst <madie@worldonline.nl> wrote in article
<01bc12c8$d04b82a0$169c099a@amulder>...
> Hi Folks!
>
> Ehhh.... perhaps one asked that already, but I like to know if there is a
> programm that is able to write the b-side of a disk in a XF551... with an
> inserted disk with side A UP! I guess that would be a solution too for
our
> problems. The disk is "normal" inserted, but you simply write the
> backside....

Um, the XF551 is already a double sided drive. If you format a disk double
sided, it will read both sides as one large disk.

1580. Re: XL-it! 0.17 now available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E5H096.G4s@nonexistent.com>
Source record: 75864

On Tue, 11 Feb 1997 12:40:48 -0800, bwanga@cats.uc*sc.edu (Timothy A. Seufert) wrote:

correctly.
-There are two versions of Lode Runner in Yogi's archive; one uses Gr.

There are?
Would you like to write an info/index file for the archive? I would,
but I have no time!
I should really look closer at whats there!

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1581. Re: xlit 1.7 and large .atr archives

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E5H0ED.GBp@nonexistent.com>
Source record: 75865

On Wed, 12 Feb 1997 01:12:48 GMT, *Space42@ix.netcom.com (Jerry)
wrote:

just
-about perfect. One thing that I cannot figure out. I cannot get any
-of the large archives from Yogi's site to work. They worked fine
with

Unfortunately, both rainbow 95 and xlit have removed the compatibility
from their OS's when they went to new revisions.
The atari OS will support any # of sectors up to $FFFF; since APE will
pass the sec # to the OS properly, the emulators should too.
Seems like it should be a simple fix.
(But I'm not an emulator author, so I dont know!)
Until then, maybe Ivan Mak will write us a progam to insert all the
binaries automatically into ATR's with boot sector loaders?

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1582. Software wanted for Voice Box by Alien group

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: wardc@cris.com
Message-ID: <3302506e.25520769@news.concentric.net>
Source record: 75866

HELP! Does anyone have or know where I can find the software for the
Voice Box or Voice Box II Speech synthesizer by Alien group?

My disks have gone bad, I need to hear my Atari 800 speak again!

Thanks in advance!

wardc@cris.com

1583. Re: CD-R's at Good Prices

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970212054600.AAA07720@ladder01.news.aol.com>
Source record: 75867

Sounds like spam to me!!!!!

1584. Re: S I/O Serial Cables Available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-12 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <5drnvu$jj9@dfw-ixnews9.ix.netcom.com>
Source record: 75868

Serial I/O cables (13 Pin) as used between the 800XL and 1050 disk drive are available from my company, American Techna-Vision for $1.50 ea. or (10) for $10.00. Compare our price anywhere. Add $6.00 for shipping/handling. (Shipping somewhat higher to Italy!), MasterCard/Visa welcome. Our company was established in 1973. Contact us at: American Techna-Vision, 15338 Inverness St., San Leandro, Ca. 94579 Phone 510-352-3787

PS: Broken pins on your equipment? The unusual 13 pin pc mounted connector is available for $4.50 ea. - Ralph

1585. Re: Zip drives and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5dv0vj$n23@sjx-ixn6.ix.netcom.com>
Source record: 75719

In <3300d0b8.1067126@news.abest.com> Sapphire@innonyc.com (Janice in
NYC) writes:
>
>On 11 Feb 1997 12:40:40 GMT, rely@ix.netcom.com(Robert Smith Ely)
>wrote:
>
>> Unfortunately for me I have the parallel version of the Zip, but
as
>>soon as I have enought time, I want to try SIO2PC or APE and use the
>>ZIP as the hard drive. I want to knoe how to set up 16MB .ATR/.XFD
>>image files for this. I figure I can also use PC Xformer with these
>>images as well.
>
>I dont' know if that would be such a good idea, because the Zip drive
>might not have access time fast enough to keep up with APE in the
>higher speeds. I've tried running games off a PC 1.44mb disk through
>APE, and the floppy access is very noticeable (but in the end it's
>probably still a bit faster than a regular atarri disk drive if you
>use APE 3x SIO) because the sector loading stops while the floppy is
>accessed. Maybe the Zip is fast enough to keep up.........
>

Sapphire,
Actually, the ZIP drive is rather fast for a paralled device. The
IDE or SCSI versions are as fas as most really good hard drives. SIO2PC
shouldn't have any problem with the ZIP, even the parallel version.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

1586. Re: WTB: Teminal software

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5dv1ps$q9i@dfw-ixnews11.ix.netcom.com>
Source record: 75720

In <E5I8FF.ICy.0.bloor@torfree.net> bx557@torfree.net (Justin R. Smith)
writes:
>
>
>Hi,
>I just got an SX212 modem and I want to get my 800xl online.
Unfortunately,
>I don't have a term. prog. for my Atari. So could somebody please sell
me one?
>I need one that supports Xmodem or Kermit file Xfers and VT100
emulation. Of
>course, it also must work with the SX212.
>
> Thanks,
> Justin
>--
>---
-
>| Justin R. Smith | Email: bx557@freenet.toronto.on.ca / bg302@scn.org
|
>| 5034 Sabra Avenue, Huber Heights, Ohio 45424 | Ph: (937) 233-2125
|
>---
-
Justin,
Log onto gopher://gopher.archive.umich.edu:7055/11/atari/8bit and
locart Bobterm. Get that and you won't be sorry!

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

1587. Tin Pan Alley Cats

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: "Richard T. Thigpen" <lvalkar@sowega.net>
Message-ID: <33030781.3548@sowega.net>
Source record: 75721

If some one has Tin Pan Alley Cats for the Atari in basic or *.exe
please e-mail it to me or post it ASAP.

Richard

1588. Re: Anyone have a 1010?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <33031888.2E33@isd.net>
Source record: 75722

Andre Bullock wrote:
>
> Curt Vendel wrote:
> >
> > Give B&C Computervisions a call 408-986-9960. He may have some still
> > in the boxes with all original books and such, give Bruce a call.
> >
> > Curt
>
> I called the above number looking for a copy of Inside Atari Dos by
> Atkinson and the ACTION! cartridge. No answer at the phone, is the
> number worng or are they gone??
>
> AB.

The number is good (I placed an order yesterday)
Tue-Fri 10AM-6PM California Time...

1589. Turbo BasicXL

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <33031CD2.1A6F@isd.net>
Source record: 75723

I was at a web page that supported Turbo Basic XL... But I can't
locate it anymore... Anyone know what the URL is for it?
-thanx-

1590. Re: XF 3.60 (was Re: XL-it!?!? <----No more updates according to author

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: wwhitny@aol.com
Message-ID: <19970213151901.KAA19973@ladder01.news.aol.com>
Source record: 75724

>>However, I have been waiting since October for the 4.0/Win95
version to come. Darek has never been known for speed, but what I paid
for does what he said it should do. I just wish I could get SpartaDOS
and BASIC XL runtime to work on it.<<<

I have also been waiting for my update since October. Dareks site has been
saying for wellover a month that he is currently giving out the program as
an update, but you couldn't prove it by me! I can't even get him to return
my mail asking when and if we can expect our updates!

1591. Re: Rainbow 95 now has sound!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: Marcin Lewandowski <jaskier@mat.uni.torun.pl>
Message-ID: <5dvdtk$og0@Waldemar.mat.uni.torun.pl>
Source record: 75725

Harald Weinreich <1weinrei@informatik.uni-hamburg.de> wrote:
:P.S. Where do you want to insert the second pokey????
On the first of course.
P.S. I don'n understand yours method to make stereo. When you add 2nd chip
you have 4 channels on left and 4 (different!) on right. Many programs are
able to handle this extension. It is hmmmm... standart??? I think, yes. And i
would like to have emulator who have this. It is difficult? I don't know.

Jaskier
Marcin Lewandowski
(jaskier@mat.uni.torun.pl)

1592. XL-it! .17 sound "problem"

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: matt raupp <moses@cybercomm.net>
Message-ID: <330350F0.7D0F@cybercomm.net>
Source record: 75726

Sound works great, but whenever I "exit" the emulator (either
F7 or F8) when I go back to the emulator there's no sound.
This particularly sucks 'cause I was trying to play an Ultima
and you have to "switch" disks... ideas, hints, solutions?

matt raupp

1593. Re: Mike Hohman OR Mike Holman?!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3303517c.54109496@news.inc.net>
Source record: 75727

On 12 Feb 1997 14:17:15 GMT, mratari01@aol.com wrote:

>I beleive that the last time I tried tracking down this flake, I
>discovered that Mike HOLMAN was his TRUE name, and that HOHMAN was either
>an accidental or purpose mis-spelling. However, also I might add, that
>when I attempted to track him down, someone in Brookings, OR. DID in fact
>give me his CORRECT phone number. The address listed though does not
>correspond with the person whom I contacted about 10 months ago. Their
>address as I recall was on STAR ROUTE.

=========
So, could this be him?

Holman, Mike L 4012 W Verde Ln, Phoenix, AZ 85019-4339
Phone: (602)278-6273

Was his middle initial L?
By the way what WAS that phone number? Maybe I can do a search on it.

Cheers,

Jon

1594. 130XE + SC1224?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: Thomas Main <main@conrad.appstate.edu>
Message-ID: <Pine.PMDF.3.95.970213141035.677460172A-100000@conrad.appstate.edu>
Source record: 75728

Has anyone ever connected a 130XE to the SC1224 ST monitor? Is it possible? Thanks for responding.

-Thomas

1595. Re: Atari Pilot or Logo Available?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: gbloose@glo.be
Message-ID: <33038bdc.723142@news.glo.be>
Source record: 75729

>On 12 Sep 1996 22:35:52 GMT, em129@cleveland.Freenet.Edu (Thomas Main)
>wrote:
>-Does anyone know where I can obtain a copy of Atari Pilot or
>-Logo online? Do any of the software arech□□ archives have
>-either? What is the difference between the trwo languages?
>-Thanks for the info.
>-Thomas Main
>-em129@cleveland.freenet.edu
If you're still interested, email me. I have both.
I also have the manuals of LOGO.
I bought the program years ago ... in that time I was very interested
in LOGO. But it's slow. Even on the ATARI ST it's slow.
I even did type in the example from the manual.
But for kids, I think it's great because it teaches how to program
properly, what certainly cannot be said of BASIC.

1596. Re: Anyone have a 1010?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-1302971715170001@mcmdc.library.carleton.edu>
Source record: 75730

In article <33028DD3.2445@worldnet.att.net>, Andre Bullock
<AVB6567@worldnet.att.net> wrote:

>I called the above number looking for a copy of Inside Atari Dos by
>Atkinson and the ACTION! cartridge. No answer at the phone, is the
>number worng or are they gone??

Just a hunch, maybe you called during their non-phone-hours? Their publicized
hours of operation are a bit unusual:

B&C ComputerVisions
1725 De La Cruz Blvd Ste 7
Santa Clara CA 95050-3011
USA
tel: (408) 986-9960 Phone Orders: Tue - Fri 10am-6pm
FAX: (408) 986-9968 Store Hours: Thur & Fri 10am-6pm / Saturday 10am-5pm

(Action! should also be available from Computer Software Services.)

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

1597. Re: Colorspace

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: wlas@ix.netcom.com
Message-ID: <5e0853$bcs@sjx-ixn6.ix.netcom.com>
Source record: 75731

In article <32FDEFD7.34DB@earthlink.net>, rmg9@earthlink.net wrote:
>Anyone remember this program?

>I would love to know if this is out for the Mac,PC or ST in some form or
>another.

If you get a Jaguar and Jaguar CD you can get some sort of similar.
It's got the Virtual Light Machine built in, which strobes different patterns
and colours. Ironically, it's written by Jeff Minter, who wrote Colourspace.

=-=-=-

1598. Re: Carts for trade (not for sale)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970212195052.16693C-100000@fissure.scar>
Source record: 75732

You can't run an 8bit without a Blackbox and hard drive. That is what owning an 8bit is all about. :)

1599. Re: can you read me?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: pacman@soemtron.sb.sub.de
Message-ID: <6QnumwVXARB@pacman.soemtron.sb.sub.de>
Source record: 75733

Warum? Warum antworte ich eigentlich auf die Mehl von User _PETER_
(Thomas Havemeister) vom 12.02.97?
Wahrscheinlich weil es sich um 'can you read me?' handelte...

> Howdy !
>
> please reply to me! I can't read any new message written in comp/sys/atari/
> 8bit!

Its incredible. I can just read your message, Thomas. Although I 'read'
this NG ~3 days, its the first mail for me.

> HELP!

keene Panik /:-)

> 6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
> *(MEGA) 8-bï¿½t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

Bye ... Pacman C<
_ - - _
- @ / Berï¿½hmte letzte Worte: Was hab' ich da getrunken? - Sokrates
- /
- \
- _ _ _\ ::: PACMAN@SOEMTRON.sb.sub.de :::

1600. Atari Lynx Stuff For Sale!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: Josh Morrell <0jmorrel@msmlab.byu.edu>
Message-ID: <3303D887.62F4@msmlab.byu.edu>
Source record: 75734
Cross-posted to: alt.games.lynx,alt.games.video.classic,rec.games.video.atari,rec.games.video.marketplace,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,alt.atari.2600vcs,misc.wanted,comp.sys.atari.programmer,

I am selling my Atari Lynx and the following games and accessories:

APB
BLOCKOUT
BATMAN RETURNS
BLUE LIGHTNING
CALIFORNIA GAMES
CHECKERED FLAG
CHIPS CHALLENGE
ELECTROCOP
GATES OF ZENDOCON
GAUNTLET
HARD DRIVIN
HYDRA
KLAX
MS PACMAN
PAPERBOY
PINBALL JAM
PIT FIGHTER
ROADBLASTERS
ROBOSQUASH
RYGAR
S.T.U.N. RUNNER
SHADOW OF THE BEAST
SHANGHAI
TODD IN SLIME WORLD
STEEL TALONS
VIKING CHILD
WARBIRDS
XENOPHOBE
ZARLOR MERCENARY

AC Adapter
Car Adapter
Deluxe Carrying Case

Bid High to make sure of recieving games! I will knock down price for people who buy more!!

To check on current bids, check out my page:
http://msm.byu.edu/complab/joshuam/lynx.htm

Bids and questions to: 0jmorrel@msmlab.byu.edu

The Lynx II comes with the Original box. All games come with Boxes and Manuals. I am conducting an auction, so the highest bidder wins. Bidder will send me a money order for shipping and merchandise before items are shipped.

[Image]
Welcome to my Atari Lynx Auction page!!
I am currently conducting an auction of the following Atari Lynx items. I will post all bids daily, so keep checking my page often!!
All games come with boxes and manuals. Here are the games:

APB $5.00
BLOCKOUT$5.00
BATMAN RETURNS$5.00
BLUE LIGHTNING$5.00
CALIFORNIA GAMES$5.00
CHECKERED FLAG$5.00
CHIPS CHALLENGE$5.00
ELECTROCOP$5.00
GATES OF ZENDOCON$5.00
GAUNTLET$5.00
HARD DRIVIN$5.00
HYDRA$5.00
KLAX$5.00
MS PACMAN
PAPERBOY$5.00
PINBALL JAM$5.00
PIT FIGHTER$5.00
ROADBLASTERS$5.00
ROBOSQUASH$5.00
RYGAR$5.00
S.T.U.N. RUNNER$5.00
SHADOW OF THE BEAST$5.00
SHANGHAI$5.00
TODD IN SLIME WORLD$5.00
STEEL TALONS$5.00
VIKING CHILD$5.00
WARBIRDS$5.00
XENOPHOBE$5.00
ZARLOR MERCENARY$5.00

Check out Kurt Olson's Lynx page for reviews on each game!!
[Image]Click here!!!

I also have the following accessories for auction:

Lynx II$5.00
Deluxe carrying case$5.00
AC Adapter$5.00
Car Adapter$5.00

Bid high!! If you buy more, I will knock off some from the price!!

Please send all bids or questions to:
0jmorrel@msmlab.byu.edu

I reserve the right to make the final decision on selling price. I will calculate shipping, and buyer will send me a money order for shipping and equipment before they are shipped.

1601. WANT TO BUY 8-BIT EQUIPMENT

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: Eric Lambeth <Eric_Lambeth@baylor.edu>
Message-ID: <Eric_Lambeth-1302972134530001@hsb-dialin-29.baylor.edu>
Source record: 75735

Wanted:

XEGS keyboard, or entire XEGS

or

XL/XE computer.

1050 or XF551 hard drive.

SX212 or other direct connect modem.

Leave email with your price. Must be in excellent condition.

1602. GIF, JPEG scanning service. FREE OFFER! A pictures worth a thousand words! (zrMHpT)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: scanning@XXX1324noreply.com
Message-ID: <uliZ6BgG8GA.179@uptgmsnb01>
Source record: 75736

Why don't you print or save this info in case you need it in the future?

Hello Friends,
It's time to take full advantage of the online medium by having your photographs scanned today! Once your pictures are scanned into one of three formats (GIF, JPEG, or BMP) you can do many exciting things with them.

-You'll easily be able to attach them to emails and send them to people your chatting with online. No more having to try and explain what you look like!

-You can also use your photos in all kinds of fun projects: build web pages; design your own greeting cards; make personalized stationary,desktops, and screen savers- the list is endless!

- Scan pictures of yourself, your pet, your vacation, or whatever you choose!

Cyber Services will scan ANY photograph, drawing, magazine clipping, or other artwork to an image file, and email or US mail it (on disk) back to you within 24 hours of its receipt. (You must be able to receive file attachments to get your file(s) via email. Check with your ISP if your not sure.) PRIVACY & CONFIDENTIALITY ARE ASSURED. You'll also receive helpful technical tips on everything from renaming your file to saving time when sending it to people via email.

We scan all our images in 16.7 million colors for best quality. For just $1 extra we can enlarge or crop your photo, blur out a body part, or ad text (such as your name or email address).

Best of all, as a FREE GIFT to you (limited time only), IF YOU CHOOSE TO, we'll reserve you a FREE PAGE (or pages) in our "Internet Date-Site" (Now under construction!!!). This web site contains pages classified by local area and sexual preference. There's also a erotic image gallery (must be legal age to enter), and a "special interests" section. That's right, you can have your own page on the internet for just $4! (Note: You're responsible for answering your dog's email!) Your free page(s) will include any or all of the following: Your scanned photo(s) (You pick which ones- You can have some, none or all of your photos posted on your page), your email address with an icon visitors can click to send you mail, and a brief profile about you. We'll remove or modify your page, at your request, at anytime! When the "Date-Site" opens for business, you'll receive an email notifying you of the address of your personal web page. You can give the address to people and they can view it from any internet
connection! There are millions and millions of people on the internet.It's

time you start meeting them! (This service won't be free for long so act now!)

If you have any questions regarding our services, please call us at (541)744-5718.

Ordering Information:

Price: $4 for first scan, $3 for each additional scan
Extras: $1 each to add personalized information. (name/email)
$1 each to have image modified (enlarged, body part blurred, etc..)
$2 to have image files mailed to you on a floppy disk (IBM or MAC).
$1 credit card processing fee (Visa/Mastercard users only)

If you would like your photographs returned to you please include a self addressed stamped envelope. Otherwise they will be destroyed.

Order Form (PRINT OUT or COPY CLEARLY):

Name (optional):

Email Address or Screen name (PRINT CLEARLY! You must be able to receive file attachments. Otherwise include $2 for shipment on floppy disk.):

Address (optional unless having shipped on disk):

Phone number (optional):

File type (GIF, JPEG, or BMP. GIF recommended):

Extras (Exact personalized info you want printed on scan):

Disk Format (if having mailed on a floppy): IBM or MAC

Payment method (Cash, Check, Money Order, or Visa/Mastercard):
Please make checks payable to Cyber Services.

Credit Card # (credit card orders only):

Expiration date:
Don't forget to include the $1 processing fee if your paying with your credit card.

Do you want the FREE GIFT? Yes or No (circle one)
-Web Page(s) in our "Internet Date-Site" (under construction). You can have a page for yourself, a page for your car, and a page for your cat! Be sure to indicate where you want your page (F4M, M4F, F4F, F4M, or Couples) and which of the following info you want on your page (print clearly): State and Town, email address, year or birth, physical description, quote/message (under 30 words please). Please indicate which photos you want on your page (if any) if you don't want them all to be displayed. If your want your nude/erotic photos displayed in our erotic image gallery YOU MUST include a signed statement that your are over 18 years of age or older and give us

consent to display your nude/erotic photo, and be sure to tell us if your want it displayed with your info or anonymously.

Mail the above information and photos with payment to:

Cyber Services
2852 Willamette St. #131
Department 1
Eugene, OR 97405

Orders sent overnight will be given first priority.

Erotic/Nude photo's will be accepted providing everyone in them is of legal age.

Questions? Call (541)744-5718

Please help our small business grow by sharing this info with someone you think could use it.

Thank You!

(zrMHpT)

1603. READ ME!!!!!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: A Pissed Off American <j_bond_007@hotmail.com>
Message-ID: <3303F22C.4731@hotmail.com>
Source record: 75737
Cross-posted to: alt.games.lynx,alt.games.video.classic,rec.games.video.atari,rec.games.video.marketplace,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,alt.atari.2600vcs,misc.wanted,comp.sys.atari.programmer,

Sorry about the wrong URL!!

Here is the right one:

http://msm.byu.edu/complab/emp/joshuam/lynx.htm

Thanks!!

1604. Re: XE memory

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: davepat@total.net
Message-ID: <3302a6c0.0@news.total.net>
Source record: 75738

In an article dated Wed, 12 Feb 1997 11:28:06 -0500, someone named Curt Vendel says...
>
>If I recalled, the Pokey also did bank selection as well, in the XL
>series, they removed the extra Port 3 & 4 joystick connectors to use the
>additional address lines from the pokey to control memory selection. I
>believe this is correct.
>
>Curt

Bank selecting was in the PIA (parallel interface adaptor) which ran the joysticks. POkey did sound, serial, keyboard and paddles (plus the random number generator).

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
--
"A stroke of the brush does not guarantee art from the bristles."

1605. SLIP/PPP and TCP/IP on the Atari8?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: davepat@total.net
Message-ID: <3302a889.0@news.total.net>
Source record: 75739

In an article dated 12 Feb 1997 07:16:45 -0500, someone named Daniel Klugh says...
>: I have even surfed the WEB..sent E-Mail and recieved E-mail from
>: all over the world. ...
>
>More and more systems only let you log in with a special programme called
>SLIP or CSLIP or PPP.And systems like America Online needs a really
>special programme that only works with them.
>(PPP and (C)SLIP are common on UNIX machines)
>Sad really.It means that all the USENET programmes like uudecode and rn
>and mail have to be on your computer to download files,read news and
>mail,respectivly.The SLIP/PPP handler is just a high-level RS232 handler.
>
> The Doctor
While SLIP is merely an extension to serial exchange, PPP is a more complex form of data encapsulation. I spent a fair bit of time investigating a TCP/IP implementation for the 8-bit, and did go as far as to do a SLIP implementation; it fit on page 6 with over 200 bytes spare. Implementing TCP/IP properly on the 8-bit is likely feasible, but applications would be small. Or, better still, this sort of memory map could be used:
$C000-FFFF - OS ROM
$8000-BFFF - TCP/IP drivers and buffers
$4000-7FFF - user program
$0000-3FFF - low memory, DOS, drivers, screen RAM.

In that way, user programs could take advantage of the XL/XE banks.
But to be realistic, I don't see the A8 community doing such a project.
Though, the A8 internals (CIO esp) would make writing software somewhat easier. The A8 OS was wildly ahead of its time, with concepts like device independant i/o, graphics co-processors...

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
--
"A stroke of the brush does not guarantee art from the bristles."

1606. PabQwk update?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: pab@cnx.com
Message-ID: <4f2_9702131339@cnx.com>
Source record: 75740

I've been out of the loop. Has anyone heard from Mike Todd on how he's coming along with the update to PabQwk?

Pab Sungenis, Vineland, New Jersey My opinions, not WOND's.

+--+
|Mail and news from known spamming addresses and/or sites to ANY cnx.com |
| addresses will be either bounced, forwarded, or ignored automatically, |
| unread. Same for commercial E-mail. Don't waste your time. |
+--+

1607. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <330334d7.870412@news.demon.co.uk>
Source record: 75741

On 12 Feb 1997 06:15:17 GMT, euskara@aol.com (Euskara) wrote:

>As far as newer software, companies currently (as in right now) developing
>software for the eight bit such as Taquart and Tight in Poland have chosen
>to put up some of their own older software up for downloading. They are
>certainly entitled to do so.

They better watchout as some people around here will manage to turn it
around that they are damaging the 8bit community....Sad isn`t it...

>Their FTP site rivals thatof Yogi. There's no retailer that I know of
>that stocks 2000+ different titles for the eight bit.

could you be so kind as to pass on the site address...Cheers...

> Hope we don't start picking on emulator developers next!
>
But they are the root of all evil :-)

Its so damn strange that I bet the poor old emulator guys who are
trying to supply the public with capable means to relive their old
memories will get a caining for their work. I think we best ask Markus
and the others to design an interface for their software so it runs
direct from the ORIGINAL floppy disk..I know lets call it a.....
Atari 800XL & 1050..yes..that will sort out the problem as their
emulators need to use NON original forms of that media....

This whole debate is getting too strung out. What Yogi is doing NOW is
superb, what he has done in the PAST is gone and done..Like it or not.
He himself has made it very known of his stance re the archive and has
said he will remove titles that people don`t want on there...

He collects...simple as that.....

What I or Yogi or any other "Hacker" has done is nothing to do with
the idea of a data bank of memories like almost every other machine.
So what do we do folks, ban the archives and let the 8bit just die a
very quick death or keep them and let the poor old public choose from
where they get their software from...What little software that still
is about that is.

Paul `Mclane` Irvine

PC, PSX, Atari8bit & C64
Tomb raider & Comms Link
advice

1608. Re: Were these games ever made for the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E5I8LI.D5A@nonexistent.com>
Source record: 75808

On 10 Feb 1997 18:57:58 GMT, asmolar@nscs.fast.net (Tony Smolar)
wrote:

-
-For the 8-bit? I've seen versions for the 2600, 7800, and St, but
not the
-8-bit line. Was it ever actually released?
-
It's "Winter Olympics" everyone is thinking of. Not Winter Games.
Pretty Similar game.
I like "Skiing Construction Set" I always thought it was really good.
(Fun)

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1609. A8 advocacy and Sargon III

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5dtq50$5kk@alexander.INS.CWRU.Edu>
Source record: 75809

My A8.
I played Chess Master 3000 on my ibm. It beat me in 11 moves. So, to comfort myself I got out Sargon III for my A8 and played that. It beat me on level one in 23 moves. Just goes to show you, the computers get better and better, but I'm not such a hot chess player any more.
I used to be a US Chess Federation 1400 player. I quit tournament chess when a 9 year old kid kept wiggling the table and beat me. I think he was a 1100, I really made his day.
Where's the Russians? They can beat this crap.

1610. joystick transfer

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: pwizard@tcp.co.uk
Message-ID: <5dtptb$214@rbdc.rbdc.com>
Source record: 75810

Here I am again. I need to know how to handle boolean operations in atari BASIC. This is imperative to being able to transfer files to my atari off of the internet. Thanks.

--
-- This post has been deposited into the mailbox, newsgroup, or other messaging service courtesy of John Lamb, an avid c64, amiga and PC user. If you feel any need to contact this person, just mail him at pwizard@rbdc.rbdc.com. --

1611. Re: XL-it! 0.17 now available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: morbid@best.com
Message-ID: <3302871a.2921131@nntp.best.com>
Source record: 75811

On Sun, 09 Feb 1997 14:34:18 +0100, Markus Gietzen
<magi@stud.uni-sb.de> wrote:

>XL-it! 0.17 is now available at:
>
> http://myst.slcc.edu/~markus
>
>
>New features are:
> - new userinterface
> - Ron Fries' pokey-emulator
> - new sound-driver
> - ATARI-key (->Alt,AltGr)
> - improved SIO-emulation (SpartaDOS 3.2g works now)
> - 180k ATR support (184336 Bytes images!)
> - joystick-calibration
>
>Have fun,
>
> Markus Gietzen

With the new features, many games work excellently with XL-it, making
it the best Atari 8bit emulator.

Now if only he can fix the missile sprites... (Sooooo many games don't
work because missles don't work... but those that don't use missile
sprites are excellent on this emulator.)

BTW: Do you know why collisions are off in River Raid? Because of
this the game is unplayable... :-((Then again it happens in all the
other emuls too.

1612. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5du6oa$nd9@alexander.INS.CWRU.Edu>
Source record: 75812

Mr. Drake talked about how he really likes 'IceT'.
I've got feelings about IceT. Itay put up with my efforts to assist him in doing xmodem/zmodem crc for, I guess, the final version. It was more fun than when the hogs ate my baby brother. International collaboration on a software project. At one point, I sent Itay a 'archie' search for the name of a file that had xmodem crc source code in it. That archie search for that file (don't ask me the name) had locations in Japan, Australia, Germany, US, all over the place. Itay told me he couldn't ftp (I didn't want to tell him I did it thru e-mail.), so I got to help him with the project. Lots of fun.
But, no, I didn't send him any money. I asked him if he thought my 'contribution' was worth a registration and he sent me a busted (unarc reports crc errors) copy. I'm sure it got busted along the way. I've never seen it work or used it, but still consider myself a registered user. And I still don't have a working copy, although I've been told by Mr. Drake where to get one.
Ok, all you non-registered users, I think the time limit is up for your evaluation. Tme to register or erase it.

1613. Re: atari 8 bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5dtrv3$73b$1@zwieracz.psych.uw.edu.pl>
Source record: 75813

dnia Wed, 12 Feb 1997 03:24:05 GMT chuck@windsor.co.uk napisal(a) byl(a) w comp.sys.atari.8bit:
> Yes please. This is an interesting topic and one not widely explored
> on the Atari 8-bit platform. I would be very interested to see your
> virus.

like i said, it's not 'my' virus. i've only, let's say, 'collector' of these. but i've published sources of two, enjoy. :)

and if you could bring me some more information in that matter, i would be very happy.

497
--
= wasza KrAp = krap@freud.psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone: 22-6594364 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

1614. 8bit games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: mpinck <mpinck@vnet.net>
Message-ID: <3302BE16.3A07@vnet.net>
Source record: 75814

```
atari 8bit games for sale for $5.00 plus $2.00 shipping
galaxian
qix
digdug
email at mpinck@vnet.net
```

1615. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3308cad3.19631520@news.inc.net>
Source record: 75815

On 12 Feb 1997 07:16:45 -0500, dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>and mail have to be on your computer to download files,read news and >mail,respectivly.The SLIP/PPP handler is just a high-level RS232 handler.

They are a networking 'layer'. Heck, even IPX can be done over PPP.

Cheers,

Jon

1616. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E5JE6n.FBx@iglou.com>
Source record: 75816

In article <Pine.GSO.3.95.970210174956.3202A-100000@fissure.scar>, Alan Christie wrote:
>Can you tell me what Italy and IceT are? I've seen it mentioned but had
>no clue what you are talking about.\
>

IceT is a high speed 80 column terminal program written by Itay Chamiel.

>Alan
>U of T, COmputer Science
>
>

--
Bill Marcum bmarcum at iglou dot com
"We never ever do nothin' nice and easy..."

1617. Re: Emulators...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5duvl3$as5@dfw-ixnews5.ix.netcom.com>
Source record: 75817

In <19970211130200.IAA22965@ladder01.news.aol.com> asharkis@aol.com writes:
>
>In article <32FF7853.2435@uofrlaw.urich.edu>, Falcon
><wfalcon@uofrlaw.urich.edu> writes:
>
>>I may be misinterpreting your question, but doesn't APE (Atari
>>Peripheral Emulator) do all of this. I have the APE system set up with
>>the SIO2PC cable and with my Thinkpad hooked up to my 130XE, I can send
>>files to my Deskjet, access files on floppy/hard drive and access the
>>modem on my PC using the APE software.
>>
>>I find the emulators, XL-IT in particular, are best for total
>>portability (when I am away from my desk).
>>
>>Try APE, I think you'll be pleased with what it can do.
>>
>>Falcon
>
>I think he's saying that the total-machine emulators, like XL-It, should
>include facilities for using the PC's printer, modem, etc. Of all the
>full-machine emulators around, only XFormer has attempted this and doesn't
>quite cut it. The printer works fairly well, but not the modem. Sure,
>A.P.E. and SIO2PC software can send stuff to the PC's printer and/or
>modem, but they're not emulating a full Atari, only its peripherals.
>
>The question comes down to what a full-machine emulator will be used
for
>-- if it's for playing games, the printer/modem acces becomes moot in
most
>cases. If you really want an emulated Atari with a printer and a
modem
>for apps, portable or not, you'd probably be in the minority like me.
>Because we're in the minority, I doubt that the other emulator
developers
>will make printer/modem access a priority very soon.

I guess I'm in the minority too. I want to have one that's as close
to a real 130XE as I can get. The host dos access would be great. It
would make life so much easier. Really, the dos is two parts. One being
the access to the drives with file access (put byte, get byte) and the
second are the utilities (DUP.SYS for lack of a better explanation). It
would seem to me that as long as the emulator could communicate with
the hard drive (which it does already), why not build a utility shell
that uses the MS-DOS (or other host DOS) programs to copy, move,

delete, undelete, rename, dir, and whatever else? All that would be needed then is a null-modem cable and term programs to move files to/from the real Atari drives.
Now, there's only one other thing I'd REALLY like to have ia a cart port so I can use SDX and BASIC XE. ISA/PCI card with a cart port (not even a full ECI/PBI) out the back. Could this be done? I guess there would have to be some sort of interface program to access the card and to place the data into the cart RAM space.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

1618. Re: Question on GIF's and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-13 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5dv04v$l15@sjx-ixn8.ix.netcom.com>
Source record: 75818

In <33009BB7.1091@mail.sas.upenn.edu> AJB <ajbufort@mail.sas.upenn.edu>
writes:
>
>HI...
>
> That sounds very much like what I'm looking for... conversion to
>.pics. Only problem is, I'm working off a 48K 800 and can't run Turbo
>Basic XL. How would I construct a conversion program using what I
have
>(e.g. BASIC, BASIC XL, or ASM EDITOR)?
>
> Any help in this vein would be much appreciated.
>
>
> -Tony

Tony,
If you're good with ASM, use it. It's fast and small. Otherwise,
use BASIC XL. There are some nice ML key words for loading, saving
binary data as well as data manipulation in BXL. Obviously this would
be a slower/larger way to go, but is can be done. You'll need the info
on the file types to do the conversions. I'll e-mail you a copy of a
program I wrote that does some conversions. Actually the manipulation
is from ColorView .R,.G,.B image files to a color printer, but you can
get some idea from that how to read/write that data.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

1619. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: 51: 205/311.1!Rich.Tietjens@atarinet.portland.or.NO.SPAM.us;
Message-ID: <5e3271$4tl@ornews.intel.com>
Source record: 75619

In article <E5IxD4.9Mz@nonexistent.com>, noone@nowhere.com (Yogi) wrote:

>Guess you better let the emulator authors know that too, since they
>all link to it........

Not my job. If they happen on the info, fine. If not, and they don't
check, either, that's fine, too. However, /I/ know now, and in order to
maintain my legal status, I can't afford to have that link on my Web page.

>How would you feel if all these people (well, TWO so far, guess you're
>#3) all they did was say "You justify archive blah blah blah"
>I DON'T justify the archive. It just is. If you don't agree with what
>it's there for, that's FINE. Just don't use it, don't link to it,

I didn't ask for (nor did I expect) justification.

And, BTW, as a sometime software developer (I just re-obtained a couple of
8-bit machines recently, after losing my entire library and the hardware in
a breakup some years ago), I look at this as a learning experience. I
learned that, at least here, some of the cries of "I'm leaving becasue of
piracy" may have been prophetic rather than factual - but there's definitely
no chance that I can expect any future products to sell more than one copy.
Thus, there's no reason to release them at all. And if you doubt my ability
to support the machine, I refer you to Compute! for April 1984.

----------------------http://www.teleport.com/~atari----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

1620. FS/T Atari 8bit/ST Items

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: Jim Lazarenko <jimbo@connect.ab.ca>
Message-ID: <01bc1afc$d9b79860$684f22cf@pentium-100>
Source record: 75620

I have the following Computer components and cartridges for sale or trade.
If you are interested in something, please make me an offer in U.S. Funds
(buyer pays shipping). If you are looking to trade for something, the
listing of categories that I am interested in is at the end of this
message. All the equipment is in working condition, but without boxes
unless noted.

Hardware
-Atari 800XL With Power Supply, RF Cable
-Atari 600XL With Power Supply, RF Cable
-Atari 130XE With Power Supply
-Atari 1050 Disk Drive With Power Supply and connection cable
-Atari 1050 Disk Drive Without Power Supply
-Atari XF551 Disk Drive With Power Supply and connection cable
-Indus GT Disk Drive Without Power Supply and connection cable
-Atari XMM801 Printer With manual, Power Supply and Atari Writer Plus
-Atari 520 ST Missing all accesories
-Custom made Atari RGB to SONY XBR/XBR II Monitor Cable
-Custom made Atari Composite Video/Audio cable (standard RCA jacks)
-Atari XL/XE Paddles
-2x Suncom Tac Joysticks
-2x Wico Command Control Joysticks

Cartridges
Atari Writer
Basic
Centipede
Defender
Donkey Kong
Donkey Kong Junior
Eastern Front (1941)
Final Legacy
Frogger
Miner 2049er
Missle Command
Ms. Pacman
Pac-Man
Pole Position
Qbert
Realsports Football
Robotron: 2084
Star Raiders
Tennis

Books and Manuals
-Atari 800XL Manual and conection guide
-Atari 1050 Manual
-Consumer's Guide "The Users Guide to the Atari"
-Compute's "Third book of Atari"
-Compute's "The Atari Basic Source Book"

Trades
As far as trades go, I am interested in the following categories...

Intellivision Rare Hardware and cartridges as well as Shrinkwrapped cartridges
Sears Tele-Games Shrinkwrapped Tele-Games (Intellivision) cartridges
Vectrex Hardware, Controllers and cartridges
Atari Lynx Hardware and cartridges
Mattel Electronics Handhelds (especially Backgammon and Spead Freak), Aquarius computer items, etc.
Coleco Handhelds and tabletops, Total Control 4 carts as well as some ColecoVision items
Microvision Hardware and cartridges

1621. Re: SLIP/PPP and TCP/IP on the Atari8?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <5e3idh$8nt@crl3.crl.com>
Source record: 75621

```
: In an article dated 12 Feb 1997 07:16:45 -0500, someone named Daniel Klugh
: says...
: >: I have even surfed the WEB..sent E-Mail and recieved E-mail from
: >: all over the world. ...
: >
: >More and more systems only let you log in with a special programme called
: >SLIP or CSLIP or PPP.And systems like America Online needs a really
: >special programme that only works with them.
: >(PPP and (C)SLIP are common on UNIX machines)
: >Sad really.It means that all the USENET programmes like uudecode and rn
: >and mail have to be on your computer to download files,read news and

So find an ISP that provides shell accounts <from which I am typing>

John
jvogel@crl.com
```

1622. Emulator Screen Captures?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: postmaster@inficad.com
Message-ID: <5e3fjl$9u3@lana.zippo.com>
Source record: 75622

I'm fiddling around with a couple of emulators and trying to get a screen capture, without much success. How can one do a screen capture with an emulator? I am using PC-Xformer and XL-it! and have tried Screen Thief, Screen Capture and a half-dozen variations of the capture programs I have mentioned. Seems the TSR's (?) are disabled when using the emulators and one of them seems to have a memory conflict. Oh, BTW, I am using either DOS (MS, that is) and Windows 3.11

While we're on the subject, would any kind soul out there have a later version of GIFNCODE, by Jeff Potter? The only one I can find on the net is the original one.

-=-
The above address is a fake. Please send
any e-mail to: bosco@inficad<dot>com
Visit my web page! www.inficad.com/~bosco
-=-

1623. For trade: Atari XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-ya02408000R1402972331160001@news.northcoast.com>
Source record: 75623
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace

For trade: Atari XEGS, with light gun, matching joystick, Bug Hunt cart.
All in great condition. Doesn't include the optional keyboard.

Stuff that I want to trade for---
Intellivision carts:
R ond ER stuff that I don't have
Atari Systems:
Jaguar hardware/software
400
65XE, 130XE
ST
Fairchild carts
Commodore plus/4 power supply
Intellivision II power supply
Magazines: Antic, ANALOG, Creative Computing, old Compute!s

--Kevin Savetz

1624. Re: opcodes 6502c

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <5e277h$17v@star.cs.vu.nl>
Source record: 75624

Markus Gietzen <iig05-1@htw.uni-sb.de> writes:

>Hi !

>A complete listing of the undocumented opcodes that work on
>the Atari can be found in the Mega Magazine (a disk-mag from the
>Netherlands): issue #1-#3

>(I've no URL handy because I've it on CD but I'm sure that there
>is a WWW-site with images)

It's :

http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/

l8r,
Ivo

--
Ivo van Poorten
ipoorten@cs.vu.nl ivo@let.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage

1625. Re: Atari History info

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: Rich Grasso <rmg9@earthlink.net>
Message-ID: <33045C90.2A16@earthlink.net>
Source record: 75625

Tony Smolar wrote:
> They basically took over
> Atari for their money, they have no interest in videogames.
>

Atari is sitting on some really cool technology, so there is the chance
that JTS might license out some of it for other companies to market.

Rich Grasso



http://home.earthlink.net/~rmg9/

1626. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E5IxD4.9Mz@nonexistent.com>
Source record: 75742

On Wed, 12 Feb 97 18:15:21 GMT,
postmaster@atarinet.portland.NO.SPAM.or.us (Rich Tietjens) wrote:

-Unfortunately, this has caused me to delete the link to "Yogi's
Jellystone
-Park" from the Atari web site I maintain. I didn't realize it was a
den of
-piracy - and never would have if this blatant "scr*w you" article
hadn't
-been posted, since I don't personally check every link submitted.
-
Guess you better let the emulator authors know that too, since they
all link to it........
How would you feel if all these people (well, TWO so far, guess you're
#3) all they did was say "You justify archive blah blah blah"
I DON'T justify the archive. It just is. If you don't agree with what
it's there for, that's FINE. Just don't use it, don't link to it,
don't tell people who ask it's there, etc. BUT, when people put words
in my mouth, and say that I said this and that I was doing this, etc.
THEN I have a problem with that.
At least you can't say that I'm not HONEST with myself.
The response to James Alexander became a "screw you" response only
because he persisted in quoting me when in fact he was quoting
responses, and came after 3 postings of much the same thing he was
complaining about. Unlike him, I understand what I read and THINK
before I reply. Most people get annoyed when they are misunderstood
and misquoted, so I wrote it as if he was a little boy being
disciplined, so he would understand it.
see ya,
That "den of piracy" Yogi

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1627. 1test

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: mpinck <mpinck@vnet.net>
Message-ID: <330410B3.16F5@vnet.net>
Source record: 75743

aaaaaaaaaaaaa

1628. Re: Rescue on Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: stating.the.obvious@fake.com
Message-ID: <9c0At#dG8GA.162@andromeda.ndirect.co.uk>
Source record: 75744

nadkar <nadkar@zeus.fh-pforzheim.de> wrote:

>then try the original on a original xl/xe...

>i have a xe-module and i love it...

>bye HeAvEn/Taquart

>ps. does anyone know how to code such flights over fractals???

Yep. Devise a fractal algorithm and include it in a sequence of
subroutines which provide the illusion of flight over a scrolling
landscape, thus...

```
If (coasting.over.landscape) then
determine.fractal.value
draw.screen
scroll
end
```

Easy, right?

Get outta here!

1629. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5e0gfa$e40@alexander.INS.CWRU.Edu>
Source record: 75745

(Ok, you sucked me in, James.)
Current copyright law is intended to protect the creators or owners of the copyright. It is part of law that is intended to encourage and protect creativity. Current law also protects the consumers of copyrighted material by permitting archival of copyrighted material they own. As with so much tort and criminal law, the enforcement of the law depends a great deal on cases actually going to court and a judgement being rendered. It is my understanding that at least one case for copyright infringement was brought against a university student for putting up copyrighted software for download at the university internet site. It is also my understanding that this case LOST, because there is no way of knowing if the archive was used by people not owning the software. I've been trying to figure out 'copyright purists'. Analysis is rude, but I think the purists are more rude.
1. These purists take the moral high ground. It is a good feeling to put the finger of foo on somebody else. It is called a 'holier than thou' attitude.
2. Somehow, I've detected that these purists think they have a proprietary interest in the software. Twisted thinking makes them think the software is theirs.
I know some have gone to the extent to try to aid the 'forces of good' by notifying the SPA, notifying system administrators and reporting to any authority that will listen that a law is being broken. The fact is, no law is being broken.
So, not only is the premise that archival sites are a violation of copyright law false, the intent of copyright, to protect creative works and their owners, is being served by archiving the work.
I haven't seen one complaint by an owner of a copyright in what is now several years of copyright discussion. Bill Wilkinson, whom I'm sure would not want to be associated with my position, has mentioned that archival is a legitimate activity.
I haven't seen one vendor complain about copyright violations, either, even though they do not own the copyrights. Toad and American Technivision and Ben Smith, not B & C, have all posted messages here. So, who is complaining? The 'copyright purists', the holier than thou, the finger of foo, the people who think they own the copyrights themselves. Who has a right to archive

copyrighted material? Only institutions like the Boston Computer Society, libraries and individuals owning originals? I think anyone who takes the trouble is intitled to make an archive, by law, by custom, by intent of the copyright law, by common sense.

Russ Gilbert

1630. Re: Colorspace

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <5e0mru$acp@dfw-ixnews7.ix.netcom.com>
Source record: 75746

In article <32FDEFD7.34DB@earthlink.net>, rmg9@earthlink.net wrote:
>Anyone remember this program?
>it was kind of a psychedelic light show program, all joystick and
>keyboard controlled. on the disk it was referred to as a "light
>synthesizer".

Try out Cthuga for the PC, it is pretty cool!

http://www.afn.org/~cthugha

-=-=-=

1631. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5e0nop$as3@alexander.INS.CWRU.Edu>
Source record: 75747

My thesis (that archival is within the copyright law) doesn't
hold water outside the context of the specific group csa8.
An archive of currently sold software for other platforms
would be detrimental to the interests of the copoyright
holder. But, I'm an old windbag and tired of the finger
pointing at A8 archive site. This thread should be split
up into comp.sys.copyright.purist, comp.sys.copyright.pirate
and a group just for me, comp.sys.copyright.windbag.

1632. Re: XL-it! .17 sound "problem"

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: dogberry@ix.netcom.com
Message-ID: <3303f0ef.893985@nntp.ix.netcom.com>
Source record: 75748

matt raupp <moses@cybercomm.net> wrote:

>Sound works great, but whenever I "exit" the emulator (either
>F7 or F8) when I go back to the emulator there's no sound.

Matt:

I'm having a slightly different problem with the sound. If I run the emulator from Win95 (I'm not using an AUTOEXEC.BAT) it wil only run if I disable the sound. Otherwise, it will error back to Windows. The only way I can get sound is if I run it in MS-DOS mode. I do have my BLASTER variable set correctly. I wonder if Ron's POKEY routines aren't totally compatible with 95.

Regards,
Dogberry

1633. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5e1bdb$lu@login.freenet.columbus.oh.us>
Source record: 75749

drake thomas (phd posi) (tdrake1@umbc.edu) wrote:
: I have been one of the main beta testers for Itay Chamiel's Ice-T for
: sometime and would like to take the time here and defend Ice-T and thank
: Itay.

: First, how many of you here are actually using your Atari 8-bit to read
: this newsgroup?? Now fess up!

Well,me for one.I'm using FlickerTerm 80.
Ice-T couldn't keep up with Tin on a 2400bps modem with compression with a
RS232 speed of 9600.Maybe with the 850 and it's user-definable buffer,perhaps?

: My main computer at home continues to be my Atari 8-bit and I give Itay
: Chamiel the credit for having kept my 8-bit current and alive on the Net
: because of Ice-T.

I always felt that the Atari was viable.Kermit65 has flow control and can keep
up with any speed,provided the modem understands XOn/XOOF.
(if you're calling a BBS with a un-buffered modem,you merely need the BBS
to suport XON/XOFF.With a buffered modem,you need one as well)

: I have used the 0.0 original version, various 0.x versions, the 1.0
: version, and various versions of 2.x. I currently use version 2.71 of
: Ice-T XE which is the latest release.

: The only really major utility "feature" which does not work properly in
: version 2.7 and 2.71 is the print dump for the screen. It does works fine
: under 2.6.

: Version 2.71 was a maintenance release for version 2.7. Later versions up
: through version 3.0 were planned but there just were not many paid
: registrations (even though a few here have recently sent in their
: registrations).

I find programming for the use of making money quite strange.
I always made utility programmes to help me read strange text files,or to
copy files from a short-IRG tape,or whatever other need I had.
Getting a modem has obviously made that obsolete.There's shareware for all of
that.

: I literally use version 2.71 almost all of the time. I find it to be a
: truly superb piece of work by Itay. And Itay truly listened to us diehard
: 8-bitters. Many, many of the features and upgrades were the result of
: feedback by us real users.

: Is it perfect? No, but very close. But what else really compares? The only
: thing even close is FlickerTerm 80 (currently at the 0.51 release) and I

: just have not gotten used to the flicker (though it is a bit faster than
: Ice-T, but not by much).

I wonder what would happen if FT-80 implemented the indirectioal scrolling.
Not very useful for me since Tin never scrolls.
(this seems the norm for Curses oriented programmes)

: I have also been a paid registered user for version 1.0 and now for
: version 2.x.

: There are some things to be careful off - It is important that one use the
: correct handler for the P:R:C connection (the screaming q problem). Some
: of the 850 handlers do not work properly with the P:R:C and Ice-T. There

uh,you can use 850 handlers with the P:R:C?
Which handler do we use???

: is also the issue of your modem and whether or not the modem is set for
: hardware or software flow control.

Why don't programmes set the RTS line.I always have to run Kermit-65 each
time I turn on my computer.

: Sure it would be nice to have xmodem, ymodem, zmodem upload, too, and
: macros and enhanced dialing capability.

As I've said before,X-modem is useless for Atari files.

: But this program is still great!

If you need to view VT-100 movies or something.I know of one programme
that works better with Ice-T XL over FlickerTerm-80 v0.37.

: If you are an Atari 8-bitter, than the closest thing in the PC world is
: ProComm, and I like Ice-T better!

: Dial-up shell is very powerful, indeed, and so I make extensive use of all
: the shell utilities and binaries available to me in the Unix arena.

: Lynx for WWW browsing, uudecode for sending files through e-mail or as
: attachments in Pine, pico/emacs as an editor, Pine or elm as my mailtool,
: and on and on.

: With VT100 emulation, and IBM ANSI emulation, I can do just about
: everything that everybody else does except for fancy graphics and pointing
: and clicking with the mouse.

I'd like to find a ISP around here that provides a shell account!

: Version 2.71 goes several better than version 2.6 (other than the screen
: dump to printer).

: There is boldface text, blink, and fine scroll available. Boldface works
: great when browsing with Lynx as all the hotlinks stand out from the rest
: of the text. Presentation is superb. There is now Zmodem download plus
: xmodem and ymodem and ymodem batch. Ice-T 2.71 works great with SpartaDOS

: too and correctly reads directory listings. I could go on and on.

I can't Z-modem download (with Atarzee-modem) anymore since I'm at 2400
and the delay between the sender sending ZINIT and it responding to ZRPOS
causes a timeout.I wonder if Ice-T has the same problem.
(it's the huge buffers in the modem that cause this problem)

: Ice-T 2.71 XE is extremely powerful, elegant, and a real work of
: engineering art on the Atari 8-bit.

It is a creative programme.It takes advantage of the Atari's special features.
Most other programmes act like they are made for the Apple/IBM.
(is there a difference?)
--
The Doctor

1634. FlickerTerm-80:version newer than 0.37 available where?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5e1bmb$q2@login.freenet.columbus.oh.us>
Source record: 75750

```
I have FlickerTerm-80 v0.37.
I heard of a later version.(something like 0.50)
Where can I FTP,Gopher,HTTP or otherwise get it over the Internet?
--
The Doctor
```

1635. Re: Question on GIF's and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5e1n24$qlp@dfw-ixnews4.ix.netcom.com>
Source record: 75751

In <32f17fdf.34125746@news.inc.net> ssilicon@lax.net (Jon D. Melbo) writes:

>
>Hi. There is software for the Atari that lets it view GIF's as best
>as the Atari can. It uses mode 11 or 9 and then makes thre screens of
>the image in different three different tint colors. It then rapidly
>page flips between these screens. This is the best the Atari8 can do
>I think with GIFs. The program is called Color View I think by Jeff
>Potter? Haven't used it since maybe 91 so hard to remember. The one
>thing that would help though is to maybe reduce the pic to 256colors,
>and to a resolution that is max of gr 9 or 11 or whatever it is.
>Reducing file size would help processing time on the 8-bit greatly.
>
> Cheers,
>
> Jon
>
Jon,
ColorView was a different program. You're thinking of APACVIEW.
Both were written by Jeff Potter.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

1636. Schreiersgr&#65533;n Germany/English

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: schallt@worms.fh-rpl.de
Message-ID: <5e1q6d$21o@widukind.fh-worms.de>
Source record: 75752

Hi to all,

This is the third time i send this text an i hope ervery German Atari 8 Bit User try`s to come to the fair.

In a few weeks is the second Schreiersgruen (Germany) fair for Atari 8 Bit computer on 15Th of March.

A year ago visited us about 70-80 freaks and all have been very happy. There have been KE-Soft , AMC , Kaisersoft, nearly all of the Ram (a ABBUC group)

- you could be a member of ABBUC, it`s costs 5DM per month inludes several magazines and disk`s. The only drawback is that it`s written in german.

many more that i could not name.

You will see some of Portronics devices :
Uni pad (a joypad with many funktions: Paddles ...)
the Power Pad (more funktions)
Stereo Blaster/Phaser (one couls be programmed , enhanced Sound support ...)
Herbert and his friends.

This show will Andreas Magenheimer (RaM 3) give you tips and hints for the Soft- and Hardware and bring you the AMC/PTC things.

Ke Soft will show his great range of games for the Atari 8 Bit. He brought us last year Superman 3 (Card), Bezerk (Card) and Tower Toppler (Card) three famous not official released card`s (Tower Toppler is a perfekt Nebulos Clone).

Kaisersoft (RaM 1) will sell their latest Polensoft:
from Rockman to Sexy Six, many from Mirage and other good game designers from Polen. You can also talk with him about the Top Mag and other Software and test the games. IF you buy some of them he wouldn`t be angry.

Highlander Soft will show you some new Hard- and Software and give you a little guide if you have problems. (RaM 2)
He can also help you if you have probs with the XFormer (ST).
He shows the new Atari 8 Bit AT-Bus Interface.

Helmut Weidner will make the whole fair and Markus Roemer will manage the places on the fair for people, who want to show or sell something.

We hope that you make a mark in your notebook for the Atari 8 Bit Fair.
If you want to visit us call the followign numbers:

Look at Marek Tomzyk`s Homepage Atari 8 Bit Resort, their is a link to the ABBUC Homepage.
http://rzstud1.rz.uni-karlsruhe.de/~un55/8bit.html

For informations about the fair call:

Helmut Weidner
Hauptstrasse 45
08485 Lengenfeld

Tel: 037606 2688

Markus Roemer
Schiefersteinstr. 10
55606 Kellenbach

Tel: 06765 96 00 46
FaX: 06765 96 00 47

bzw 0049 37606 ...
0049 -6765 ...

So jetzt noch eine Kurze Beschreibung des Weges ab Bayreuth:

Von Bayreuth die A9 in Richtung Hof
auf AB DR Bay. Vogtland in Richtung Zwickau (A 72)
A 72 bis Abfahrt Trenen

Dort auf der Hauptstrasse bleiben und einmal links, rechts abbiegend durch den Ort fahren. Nach dem Ortsausgang sind es ca. 1 Km bis Schreiergruen. Dort sucht man die Gaststaette Schreiersgruen. Ist man bei Trenen abgefahren, sollte es keine Probleme mehr geben, da der Ort (Schreiersgruen) sehr klein ist.

Ich sehe hoffentlich viele auf der Messe wieder, bitte erzaehlt es Freunden und Bekannten, die noch am XL/XE interessiert sind.

Grusz

King kong

:-)
HAR, RElaG, ABBUC, E. Puetz, J. Kpp, Grassel & Co., Steffan Dorndorf, Christp
Kirzanowski, AMC, AM, Sniegel, die Schreur`s, R. de Bry, Pavel Hammerschmidt,
KE, Mr. BEWE und alle aktiven/passiven Atari User ...

1637. Re: Emulators...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970214143800.JAA14450@ladder01.news.aol.com>
Source record: 75753

In article <5duvl3$as5@dfw-ixnews5.ix.netcom.com>, rely@ix.netcom.com(Robert Smith Ely) writes:

>It
>would seem to me that as long as the emulator could communicate with
>the hard drive (which it does already), why not build a utility shell
>that uses the MS-DOS (or other host DOS) programs to copy, move,
>delete, undelete, rename, dir, and whatever else? All that would be
>needed then is a null-modem cable and term programs to move files
>to/from the real Atari drives.

Both A.P.E. and SIO2PC software can shell to DOS.

The cart port idea is another story. .ATR files exist for many carts already, but I figure the SDX woudl be a special kind of challenge.

Guys?

1638. Re: 800XL can it run 800 games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5e21ap$e02@login.freenet.columbus.oh.us>
Source record: 75754

KeroKitty (kerokitty@aol.com) wrote:
: I used to have an 800XL and there was this compnay what sold a pc board
: with 2 slots: 1 XL BIOS the other 800 BIOS and it plugged into the XL

uh,the Atari doesn't have a BIOS.You're thinking of the ST.
The Atari's OS is built-in,so there's no point to a BIOS.

: omtherboard BIOS slot with a SPST switch to switch the two BIOS. I gave up

once again,only the 800 had slots,not the 800XL.
--
The Doctor

1639. Re: Cart to Disk question, ie how do you get them to run?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5e2000$567@login.freenet.columbus.oh.us>
Source record: 75755

Roger Sween (emonk@death-star.com) wrote:

: Yogi <noone@nowhere.com> wrote in article <E5CF3r.J2A@nonexistent.com>...
: > On 8 Feb 1997 04:30:56 GMT, "Roger Sween" <emonk@death-star.com>
: > wrote:
: > -
: > -I downloaded a couple of these, and they were in EXE format. When I
: > tried
: > -to run one I typed Xformer.exe BoulderDash3.exe and it wouldnt run.
: > -I also tried xfd2atr but it said that it wasnt a disk image.
: > -Any ideas?
: >
: > You have to have a dos image as the first one. emulators cant handle
: > EXE's to BOOT their virtual machine from.
: > use:
: >
: > xformer mydos45.atr boulder3.exe
: >
: > then use "L"oad binary file, D2:boulder3.exe
: > you have to have the file in 8.3 format or Atari wont see it right
: >

Aren't you running Xformer under MS-DOS?
Ms-DOS filenames are the same as Atari filenames.
--
The Doctor

1640. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <5e20qm$ic0@james.freenet.hamilton.on.ca>
Source record: 75756

In <5dq8b1$4i9@alexander.INS.CWRU.Edu>, cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:

: (Pardon the paraphrase. W. Moeller wonders about the price
: difference to uk and 'other' Page 6 customers.)
: I'll start by saying I have noticed some funny numbers with
: uk products, as to exchange rates. For this reason, I agree
: with Mr. Moeller that it might be best not to order things
: by credit card, to avoid confusion over exchange rates.
: However, I don't think Mr. Moeller included any extra for
: the cost of shipping the disks. I'm sure there's additional
: cost of shipping the disks, so an extra 10 pounds doesn't
: seem right for adding the disks.

Well, no, we were talking U.K. Pounds....regardless of the exchange rate. This might make sense if the disks were shipped separate, but, they are not. They are slipped into the A4 Magazine, and come in the envelope. The cost of shipping the disks is already paid for by the virtue that the magazine shipping has already been paid for. The negligable weight of a disk should NOT cost so much in postage. Put this way. The Uk subscriber gets a disk sub for 10 Pounds over a Magazine sub......the Overseas subscriber gets a disk sub for 17 Pounds over a Magazine sub for surface and 19 Pounds over for Air Mail.

There is NO WAY that is for Postage! A disk weighs almost nothing.

Willy
--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

1641. Re: Zip drives and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5e222v$i7s@login.freenet.columbus.oh.us>
Source record: 75757

Robert Smith Ely (rely@ix.netcom.com) wrote:
: In <3300d0b8.1067126@news.abest.com> Sapphire@innonyc.com (Janice in
: NYC) writes:
: >
: >On 11 Feb 1997 12:40:40 GMT, rely@ix.netcom.com(Robert Smith Ely)
: >wrote:
: >
: >> Unfortunately for me I have the parallel version of the Zip, but
: as
: >>soon as I have enought time, I want to try SIO2PC or APE and use the
: >>ZIP as the hard drive. I want to knoe how to set up 16MB .ATR/.XFD
: >>image files for this. I figure I can also use PC Xformer with these
: >>images as well.
: >
: >I dont' know if that would be such a good idea, because the Zip drive
: >might not have access time fast enough to keep up with APE in the
: >higher speeds. I've tried running games off a PC 1.44mb disk through
: >APE, and the floppy access is very noticeable (but in the end it's
: >probably still a bit faster than a regular atarri disk drive if you
: >use APE 3x SIO) because the sector loading stops while the floppy is
: >accessed. Maybe the Zip is fast enough to keep up.........
: >

: Sapphire,
: Actually, the ZIP drive is rather fast for a paralled device. The
: IDE or SCSI versions are as fas as most really good hard drives. SIO2PC
: shouldn't have any problem with the ZIP, even the parallel version.

They mean using a ZIP drive with a Atari,not a PC.
Accessing a ZIP drive through a PC would be too slow.Imagine running
VTOCFIX on a MYDOS disk!
From the APE docs,APE is only slightly faster than UltraSpeed.
(on a US Doubled 1050)
--
The Doctor

1642. Re: Zip drives and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5e22fi$ke6@login.freenet.columbus.oh.us>
Source record: 75758

Robert Smith Ely (rely@ix.netcom.com) wrote:
: In <32f9113a.0@news-feed.ndirect.co.uk> alan.titchmarsh@bbc.co.uk
: writes:
: >
: >Hey all
: >
: >Has anyone any experience of using an Iomega Zip drive with a
: >SCSI-equipped Atari 8-bit? I read somewhere that Sparta supports this
: >drive without patches or driver software. If that's true, it seems
: >like an awful cheap way to tap into hundreds of megs of *very* cheap
: >yet fast (when compared to some other Classic drives) storage!
: >
: >If you've tried this set up,c an you share your knowledge? What SCSI
: >host adaptor are you using? DOS? Driver software?
: >
: >Al
: >
: Al,
: Unfortunately for me I have the parallel version of the Zip, but as
: soon as I have enought time, I want to try SIO2PC or APE and use the
: ZIP as the hard drive. I want to knoe how to set up 16MB .ATR/.XFD
: image files for this. I figure I can also use PC Xformer with these
: images as well.

APE will create disk images for you.But creating 256-byte sector disk
images will create a disk image two sectors shorter than what you specified.
(at least in APE 1.09)
You'll need PCXformer to use with VTOCFIX or DISKFIX.
(for MyDOS and AtariDOS,respectivly)
They read every sector of every file,and would take for ever over the APE
interface,since it runs the same speed as UltraSpeed on a USDoubled 1050.
(it runs 8% faster than UltraSpeed,actually)
--
The Doctor

1643. Black Box case?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: malay@tds-gn.lmco.com
Message-ID: <5e24ui$ko16@news.tds-gn.lmco.com>
Source record: 75759

Got a spare Black Box case or a dead Black Box with
case then email me. Any alternatives or suggestions?

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@tds-gn.lmco.com /
/ 703.367.2403 /
/ /
//

1644. Re: Schreiersgr&#65533;n Germany/English

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <5e29v4$esh@james.freenet.hamilton.on.ca>
Source record: 75760

In <5e1q6d$21o@widukind.fh-worms.de>, schallt@worms.fh-rpl.de () wrote:
: Hi to all,

: This is the third time i send this text an i hope ervery German Atari 8 Bit User
: try`s to come to the fair.

: In a few weeks is the second Schreiersgruen (Germany) fair for Atari 8 Bit
: computer on 15Th of March.

: A year ago visited us about 70-80 freaks and all have been very happy. There
: have been KE-Soft , AMC , Kaisersoft, nearly all of the Ram (a ABBUC group)

I would love to go to this show. However, I will have to limit my trips to
Europe to ONE this year! :-) I hope to attend the ABBUC JHV 97 in Herten this
Autumn.

It is interesting to note, that many German and Dutch Atari 8 bit enthusiasts
who have learned English use the term "Freak".....ie "I am an Atari freak".
Not that we don't understand what that means....but native English speakers
do not use that term. (I can only speak for Canadians)

"Freak" is used in a derogatory manner to denote abnormal
appearance. One is also said to "Freak out" ie become extremely agitated.
However, no one here is an "Atari Freak". We are "Atari Fans",
"Atari enthusiasts", but not "Atari Freaks".

Despite having a German name, I struggle with the German language. I am sure
I construct German phrases which sound odd. This is just an observation! :-)
It is not meant to criticize.

Willy
--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

1645. Re: Schreiersgr&#65533;n Germany/English

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <5e29vs$eun@james.freenet.hamilton.on.ca>
Source record: 75761

In <5e1q6d$21o@widukind.fh-worms.de>, schallt@worms.fh-rpl.de () wrote:
: Hi to all,

: This is the third time i send this text an i hope ervery German Atari 8 Bit User
: try`s to come to the fair.

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It is not meant to criticize.

Willy
--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

1646. FS:Atari 8-bit items/carts

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: Brian Wiklem <brian_wiklem@interactive.sony.com>
Message-ID: <3304B519.7F2A@interactive.sony.com>
Source record: 75762

Atari 8-bit

Frogger (NIB) $4
Astro Chase (NIB) $5
Return of Jedi (NIB) $5
Desert Falcon (MIB) $5
Moon Patrol (MIB) $6

Cart Holder (grey gate fold ï¿½book styleï¿½
holds six carts plus docs, grey with red Atari lettering) $8

XM301 Modem, complete in box $4
XC12 Program Recorder (MIB) $15

Conversational Italian (NIB) $5 (cassette)
Speed Reading (NIB) $5 (cassette)

Atari Lynx

RoadBlasters and Bill & Teds Excellent Adventure (both complete)$17 both
Lynx Power adapter in box $6

Electronic Fun Magazines
#ï¿½s 1-11,1-12,2-1,2-2,2-3,2-5 $9 each

Electronic Games Magazines $8 each
April ï¿½83, Aug. ï¿½83, Sept ï¿½84

WANT LIST

Track & Field 2600
Gyruss Atari 8-bit
Defender of the Crown CD-I
Dark Castle CD-I
5200 Multicart
Old Video game magazines
Food Fight 7800 complete

RULES:

ï¿½ Minimum $3 shipping charge (all orders shipped Priority Mail)
ï¿½ Any order under $20, a $1 packaging/handling fee will be assesed
(Office Depot raised prices on me)
ï¿½ Each $20 (excluding shipping) take any item valued at $5 or less (or
at
my discretion)
ï¿½ Please INCLUDE LIST of games (or copy of e-mail) you are buying when
sending payment-this speeds up the process.

ï¿½ Checks or money orders accepted, no CODs.
ï¿½ DO NOT ORDER unless you plan to buy and send payment within 5 days
from
confirmation of order. About 1/3 of all my orders fall through and
this is not fair to me, or to persons who want to buy (but are turned
away
because an item has been tentatively ï¿½soldï¿½) All persons logging a
purchase bid who do not follow through, I will post a list of persons
"not to be counted on" for all other ï¿½net users to view. If you donï¿½t
want to buy, or are unsure, DONï¿½T e-mail me asking me to set aside a
product you claim you want to buy.
ï¿½ I reserve the right to change any rule at any time
ï¿½ If you read this far, all persons who purchased from me
previously(last for sale post), take a 5% discount on your next order.

Thanks for reading..

Brian

*opinions here are solely mine, and do not represent that of my
employer*

1647. Re: Zip drives and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <3304e3d4.2308743@news.abest.com>
Source record: 75763

On 14 Feb 1997 10:58:23 -0500, dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>They mean using a ZIP drive with a Atari,not a PC.
>Accessing a ZIP drive through a PC would be too slow.

Only if you could hook up the ZIP drive to the ECI or some other parallel port of the Atari.....(and probably even then, the Atari couldn't keep up, unless it can handle sustained throughput of 600K/sec?).
The original poster was thinking about using the ZIP drive hooked up to the PC and using it with APE....which menas that hte limiting factor is the speed between the PC-Atari interface (serial), as opposed to the ZIP-PC interface, which is quite a bit faster than SIO.

I've tried using a PC floppy drive with APE Ultraspeed, it slows down when the floppy is accessed, but only becasue the BIOS has a preprogrammed .5-second or so delay to wait for the floppy motor to spin up, and when the head seeks to the next track, ther'es a delay for head settling time, etc. (i.e. the slowness isn't caused by the PC-to-floppy interface, which is a lot faster than the Atari-to-floppy interface) So it seems very jerky.....like there would be a burst of sectors transferred to the Atari, and then a half second delay as the PC's floppy drive spins up and finds the next track, and then another burst of sectors, and another delay, etc. But in the end, it still loads faster from the PC floppy (with Ultraspeed) through APE than my ATari does thorugh my Indus GT (without Synchomesh), but it seems slower especially if you're comparing it with a hard drive, but that's normal since a hard drive has no spinup time (since it's always spining), and access time is extremely quick so all you get is a quick burst of sectors through APE with almost no hesitation whatsoever.
I'm not sure of the ZIP drive technical specs, but it certainly won't be nearly as quick as a hard drive in terms of access times and throughput, as it is basically just a very high capacity, higher speed floppy drive.

>From the APE docs,APE is only slightly faster than UltraSpeed.
>(on a US Doubled 1050)

Er....Ape has a 3X SIO mode which is 50% faster than Ultraspeed.

1648. Re: 800XL can it run 800 games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3305d3f2.9399424@news.inc.net>
Source record: 75764

On 14 Feb 1997 10:45:29 -0500, dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>KeroKitty (kerokitty@aol.com) wrote:
>: I used to have an 800XL and there was this compnay what sold a pc board
>: with 2 slots: 1 XL BIOS the other 800 BIOS and it plugged into the XL
>
>uh,the Atari doesn't have a BIOS.You're thinking of the ST.
>The Atari's OS is built-in,so there's no point to a BIOS.
>
>: omtherboard BIOS slot with a SPST switch to switch the two BIOS. I gave up
>
>once again,only the 800 had slots,not the 800XL.
>--
> The Doctor

Ahh, but the 800XL does have the PBI, which is the same animal in a different skin. Doesn't help with a card made for an 800 though like you say.

Cheers,

Jon

1649. Re: XE memory

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: Bill Bragg <bill@spray-tech.com>
Message-ID: <01bc1ac0$8b66e2b0$f2421ecf@solset001>
Source record: 75765

Ok, I'm good with all of that, what I was after was that place in which the decode took place. For example, my RAMBO has the necessary logic to decode the PIA lines and normal address lines and select the proper bank. On the 130XE there is apparently a PAL with a "CO" part number on it to do the same. I was wondering if there was such an item in the XEGM.

--Bill B.

David A. Paterson <davepat@total.net> wrote in article
<3302a6c0.0@news.total.net>...
> In an article dated Wed, 12 Feb 1997 11:28:06 -0500, someone named Curt
> Vendel says...
> >
> >If I recalled, the Pokey also did bank selection as well, in the XL
> >series, they removed the extra Port 3 & 4 joystick connectors to use the
> >additional address lines from the pokey to control memory selection. I
> >believe this is correct.
> >
> >Curt
>
> Bank selecting was in the PIA (parallel interface adaptor) which ran the
> joysticks. POkey did sound, serial, keyboard and paddles (plus the
random
> number generator).
>
> --
> David A. Paterson
> davepat@total.net
> http://www.geocities.com/SunsetStrip/Alley/1878
> --
> "A stroke of the brush does not guarantee art from the bristles."
>
>

1650. Re: Black Box case?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3306d833.10488033@news.inc.net>
Source record: 75766

On 14 Feb 1997 16:47:14 GMT, malay@tds-gn.lmco.com (Bob Malay - Loral - X7750) wrote:

>Got a spare Black Box case or a dead Black Box with
>case then email me. Any alternatives or suggestions?

I suggest you make a case. When I bought my Black Box, I ordered it with a case. I paid an extra $30 for it as I recall. That's a lot for a case, but I thought to myself, it's just best if the PCB isn't laying out in the open. Well, was $30 ever too much as I came to find out. The 'case' was one of the cheapest peices of crap I've ever seen. The worst part wasn't even it's flimsyness, but rather the fact that the halves of the shell didn't even fit well together and around the BB's switches and shape. Make it out of wood if you have to. Just don't expend any great efforts trying to get a crappy case.

Cheers,

Jon

1651. Re: PabQwk update?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <5e31ka$r1n@xmission.xmission.com>
Source record: 75767

Pab Sungenis <pab@cnx.com> wrote:
: I've been out of the loop. Has anyone heard from Mike Todd on how he's
: coming along with the update to PabQwk?

Nice to see you again.. Last I heard from Mike, he hadnt received the
sourcecode, although that was a month or more ago..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

1652. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-14 00:00:00 UTC
From: postmaster@atarinet.portland.or.NO.SPAM.us
Message-ID: <5e31sr$4tl@ornews.intel.com>
Source record: 75768

In article <01bc1928$73af8440$54ae98ce@webuser.lostnspace>,
"MAM" <tbmarc@webspan.net> wrote:
>
>James Alexander <ag608@freenet.toronto.on.ca> wrote in article
><E5GuH7.G65.0.queen@torfree.net>...
>> ... many of the other sites you
>> allude to, most are NOT pirate sites. As for you're claim that there are
>> no 8bit or ST sites, that is absolute bullshit of the lowest order. Any
>> simple web search engine will turn up dozens of sites for both that do in
>> fact contain software, which in all the cases, except yours, is not
>pirated.
>>
>James, by boy.... Don't include me as "anyone else" and if you know ant ST
>warez sites you've been keeping to yourself, then let us know... heh!!

Yes, do let us know.

In point of fact, there are at least hundreds (I haven't counted how many
hundreds) of 8-bit files at the umich ftp site for the 800-series. NONE of
them are pirated files.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

1653. Re: Cart to Disk question, ie how do you get them to run?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E5Lr6B.9uF@nonexistent.com>
Source record: 75626

On 14 Feb 1997 10:22:40 -0500, dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
-Aren't you running Xformer under MS-DOS?
-Ms-DOS filenames are the same as Atari filenames.

- The Doctor

Yes, but I use LFN under w95 for the binaries, and I'm not sure how the atari will treat the ~
It will probably show up as an illegal filespec.

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1654. Atari 400 Collectors: cart protos FS

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: rcooper185@aol.com
Message-ID: <19970215023600.VAA17523@ladder01.news.aol.com>
Source record: 75627

I have two Atari 400/800 prototype carts (labelled as such) for sale.
They are Up N' Down and River Rescue. As I have had a lot of interest in
these, I am conducting a sealed bid auction, and will except sealed bids
until midnight, Feb. 21. To receive more info on the sealed bid auction,
descriptions of the protos, or to place a bid, please e-mail me at
RCOOPER185@AOL.COM

1655. FS: Commodore 64C & 1571

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: "DAVID P. LOEWEN" <produnl2@teleport.com>
Message-ID: <5e3854grl1@nadine.teleport.com>
Source record: 75628

For Sale:

Commodore 64C & Commodore 1571 Disk Drive
Both mint/like new condition.
incl. original boxes, with power supply,
cables, manuals and GEOS disks.
both units are in light beige color.

$90 for both - shipping negotiable.

e-mail if interested.

David P. Loewen
Salem, OR U.S.A.
produnl2@teleport.com

1656. Re: Special offer

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970215041700.XAA22324@ladder01.news.aol.com>
Source record: 75629

This is the most discusting thing I have ever read. Who do we report this to? WHAT A SCUMBAG!

1657. Anyone got Bruce-Lee to work on XL-IT 0.17?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: darrins@cyllene.uwa.edu.au
Message-ID: <5e3ckt$2kk$1@enyo.uwa.edu.au>
Source record: 75630

Has anyone got bruce-lee (datasoft) to work on xl-it 0.17???
It runs but you can't move bruce, he's just stuck in the bottom left
corner.
Is it a bug or just my copy corrupt?

Fantastic work markus! Gyruss kicks butt! the music is excellent!
For those that are interested I got superdos to work a couple of times
but now it doesn't, and mydos corrupts single density ATR images????
but atari dos 2.5 read and writes them just fine!
Oh and my bootsector load menu incorrectly identifies single density
ATR's as double density and when I try to change density is complains
it can't configure the drive?

Thanks!

--
Darrin Smith Phone:(work) 09 224 0263 (+61 9 224 0263)
Ph.D Student, University Dept of Medicine (fax) 09 224 0246 (+61 9 224 0246)
Medical Research Foundation Building (home) 09 305 9425 (+61 9 305 9425)
Level 4, 50 Murray St. PERTH WA 6000 (mob) 0414 600 285 (+61 414 600 285)

E-Mail: darrins@cyllene.uwa.edu.au WWW: http://www.uwa.edu.au/cyllene/darrins
---

1658. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: Fred Thompson <fhthomps@concentric.net>
Message-ID: <01bc1af7$d653ed40$1e4badce@crc3.concentric.net>
Source record: 75631

> out. But then you'll just find another sucker to take you on. The
> person you've been damaging the most with your blatant stupidity is the
> atari 8bit community including yourself.

This is silly. It's 1997. You know, 400 mhz overclocked klamath
processors, 32-bit color depth, internet, fire wire, force feedback.

Isn't it time to let the 80s be the 80s and move into the next century?
There is no viable 8-bit retail market. Face it, 8bit Atari's are a hobby,
just like tube radios. Nobody's concerned about photocopying 15 year-old
magazines, why worry about software that hasn't been produced since then?

1659. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <5e3g8c$hr3@lastactionhero.rs.itd.umich.edu>
Source record: 75632
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- kendric 653 Feb 12 17:33 ./8bit/00.CHANGES
-rw-r--r-- kendric 237 Feb 12 17:02 ./8bit/Telecomm/Terminals/icetx272.blurb
-rw-r--r-- kendric 65046 Feb 12 17:01 ./8bit/Telecomm/Terminals/icetx272.arc
-rw-r--r-- kendric 1662 Feb 12 17:03 ./8bit/Telecomm/Terminals/icet800.blurb
-rw-r--r-- kendric 415 Feb 12 17:32 ./8bit/Emulators/Peripherals/ape112d.blurb
-rw-r--r-- kendric 1252 Feb 12 17:05 ./8bit/00.CHANGES.96.12.01
-rw-r--r-- kendric 3954 Feb 12 17:30 ./8bit/00.EXTENSIONS
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

1660. FS: Atari Computer Goods! Even More Atari Stock! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <5e3vvuegs1@linda.teleport.com>
Source record: 75633
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Updated Atari Catalogs and find More Atari stuff! I've got Monitors for your Atari 8 Bit like Commodore CM-141 "Like the Commodore 1802" And Disk Drives for the Atari 8 Bit like Stock 1050 and a 1050 Duplicator Drive for Backing Up Software. Plus I've bought out the Game Cartridge Gorf for the 400 & 800 & the Educational Math Game Cartridge Space Journey for any Classic 8 Bit Atari Plus I've cornered the Market on New Copies of Print Shop and some Print Shop related Items! That's Gorf, Space Journey & Print Shop All New Copies, All for the Atari 8 Bit! Plus a Good number of SSI and Avalon Hill/MicroComputer Games, and Many of them are Complete. Plus some Flight Simulator II from SubLOGIC including Scenery Disks all for the Classic Atari 8 Bit. For the Atari ST & newer Computers I've added to my HardWare Catalog Spectre GCR Mac Emulators, Indus (Future) GTS-100X Disk Drives, Panasonic MultiSync Monitor that does Double Duty for both ST Color and MonoChrome Monitors and the Cable/Hardware to your ST Computer. I've also added Software to my ST Catalogs & revised my prices. Titles such as Shrink Wrapped Brand New copies of Ultima V for those of you Ultima Collectors & for you who like Flight Simulators, theirs F-15 Strike Eagle, F-16 Combat Pilot, Falcon, Falcon extra Missions Disk, Fighter Bomber and Flight Simulator II. In Productivity Software, theirs Data Manager ST, Degas Elite, Easy Draw, MultiDesk, NeoDesk, Revolver & PageSTream. All for the ST.

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. At BSC's Web Page you can View, Capture and even DownLoad Atari Catalogs or Contact BSC by Web Page! Or Request Catalogs by E-Mail. Do You Have problems connecting with BSC's web page? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Please let me know if I can't attach files to your E-Mail. I'll get back to you after the weekend. Catalogs are sent only by E-Mail. Not Snail (Postal) Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports.

You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Page an area for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Home Page! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Page with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Page. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

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Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

1661. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_856002477@rtfm.mit.edu>
Source record: 75634
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: December 5, 1996

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael D. Current
URL:mailto:mcurrent@carleton.edu

Where to get the latest copy of this list:

The home of many FTP archives, automatically updated bimonthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev

The World Wide Web version, automatically generated bimonthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.vendev.html

Usenet newsgroups where this list is automatically posted bimonthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also send for this list by mail.
URL:mailto:mail-server@rtfm.mit.edu message says:
send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
```

developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection.

Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*. If there is no copyright notice, software must be considered Freeware rather than in the Public Domain.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of my more prominent sources:
- Atari Classics, published by Jim Hood and Bob Woolley
- New Atari User, published by Page 6 Publishing (Les and Sandy Ellingham)
- Historically Brewed, published by David A. Greelish

"Hi!" to Marek Tomczyk, who has supplied SO much information from Germany.

Remember, the success of this list is dependent on YOU, the reader, to
send me updates that correct errors that you find. If you use this
list, please do your part in keeping it useful for everyone!

Subject: A

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

AMC-Verlag
Bluecherstr. 17
W-65195 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension),
STEREO Blaster (several versions), STEREO Blaster PRO, Herbert I, Herbert II,
other games, infrared mouse

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Artacyis Software (James Catalano)
639 W Grace St Apt 336
Chicago IL 60613-4005
USA
tel: (312) 248-6065
Developer: over 60 original game titles

AS
See: Mirage

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
Mailbox: +49 5439 3265 Online: Mon.-Fri.: 19.00h - 06.45h (MEZ)
Sat.+Sun.: 15.00h - 06:45h (MEZ)
URL:mailto:wburger@cww.de
URL:http://home.t-online.de/home/WBurger/
Developer: various hardware and software
Publisher: ABBUC Magazin (disk magazine)
Repair Shop.

Atari Classics
5507 Langford Ct
Concord CA 94521-1614
USA
URL:mailto:75126.3446@compuserve.com --or--
URL:mailto:rwoolley@ix.netcom.com (Bob Woolley, Editorial Director)
URL:mailto:j.hood9@genie.com (Jim Hood, Editor-In-Chief)
Publisher: Atari Classics (print magazine) 6 mags & 3 disks per year
1 Year 2 Years 3 Years
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78

Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

Atari Video Club
c/o Dan Iacovelli
1411 N 36th Ave
Melrose Park IL 60160-2726
USA
tel: (708) 345-4127
Vendor: games

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
URL:mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

Avalon
See: L.K. Avalon

Avatar (Ulf Petersen)
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/418260 (ISDN)

tel: +49/4381/418261 (ISDN)
tel: +49/4381/418262 (ISDN)
FAX: +49/4381/418243
URL:mailto:ulf%antic@cle.de
FIDO: Ulf Petersen@2:240/4060.22
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II
Publisher: User-Mag (disk magazine)
bi-monthly

Subject: B

B&C ComputerVisions
1725 De La Cruz Blvd Ste 7
Santa Clara CA 95050-3011
USA
tel: (408) 986-9960 Phone Orders: Tue - Fri 10am-6pm
FAX: (408) 986-9968 Store Hours: Thur & Fri 10am-6pm / Saturday 10am-5pm
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Marlin Bates, IV (Fuji-dom)
mailto:mbates@s3.sonnet.com
http://www.stocko.com:80/Fujidom/
Vendor: used hardware, used software

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
URL:mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
URL:mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
URL:mailto:bensmith@teleport.com
URL:http://www.teleport.com/~bensmith/bscomputers.shtml
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,
Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card,
ISA<->Atari interface card, Connector for above

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Pl N
Minneapolis MN 55427-2259
USA
Developer: various software

Classic Atari OnLine (online magazine)
See: David Schmudde

Closer To Home (Tom Hunt)
BBS: (419) 368-4413, 3-14.4, USR
URL:mailto:tomhunt@brutus.bright.net
URL:http://www.bright.net/~tomhunt/
Developer: Sound Utility, Term80 Version 1.6, Hyper-Desktop (Under Construction), Long-Integer Library, Armorizer, Shell For Sparta 3.2d, Shell For Sparta 3.2g/gx, SelF eXtraction Utility, Read It, Snapshot 3.3m, Disk Fragmentation Displayer, Filenote Utility, HELP Maker (MAC/65), Zip-Compatable CRC32 File Checker

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117

Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair shop.

Computer Dungeon
tel: (708) 547-7085
Vendor: used hardware

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
URL:mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services (CSS)
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
URL:mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Subject: D

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

D'Antiques (Dan Dotson)
URL:mailto:dand1@azstarnet.com
URL:http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Nir Dary
19185 Castlebay Ln
Northridge CA 91326-1046
USA
tel: (818) 831-2353 evenings only
URL:mailto:nirdary@pacificnet.net
URL:http://www.pacificnet.net/~nirdary/palntsc/palntsc.htm
Developer: PAL/NTSC Upgrade

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DATABYTE
c/o Matthias Faust
Fanny-Leewald-Ring 102
D-21035 Hamburg
Germany
tel.: +49 (0)40 7352184
Vendor/Developer(?): Wordprocessors TEXT800, TEXT130 (probably closeout sale)

DataQue
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
URL:mailto:dataque.1@genie.com
URL:mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM
Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM,
Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list
options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit,
Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

David M. Deaven
URL:mailto:deaven@ishmael.ameslab.gov
URL:http://www.public.iastate.edu/~deaven/Software/top.html
Developer: Atari IRG (InfraRed Gateway) 0.1 (hardware/software project)

Digi-Key
701 Brooks Ave S
Thief River Falls MN 56701-2723
USA
tel: 1-800-344-4539 Orders
tel: (218) 681-6674
FAX: (218) 681-3380 Orders
FAX: (218) 681-3380
URL:http://www.digikey.com/
Vendor: general electronic parts

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

DGS (Dean Garraghty)
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel/FAX: +44-1302-855-026 (9AM to 6PM BST/GMT only please!!)
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast
Publisher: News-Paper (print magazine)
UK: #6.00 / 4 issues
Europe: #8.00 / 4 issues
USA: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues

Discount Video Too
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (407) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772

Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
URL:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Electronics and Computers Surplus City (ECSC)
1490 W Artesia Blvd
Gardena CA 90248-3215
USA
tel: 1-800-543-0540
tel: (310) 217-8021
FAX: (310) 217-0950
BBS: (310) 217-1922
URL:mailto:ecsc@caprica.com
URL:http://www.eio.com/
Vendor: general electronic parts

Emulators Inc.
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
URL:mailto:emulators@msn.com
URL:http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer 3.5, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566

United States
Vendor: commercial software

Evangelo's Software (Angelo Vahatouras)
27 Stiles St.
Elizabeth, NJ 07208
United States
tel: (908) 558-9518
Vendor: commercial software

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (907) 456-3700
Vendor: hardware, software

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
URL:mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

Fine Tooned Engineering (FTe) (Mike Hohman)
PO Box 31270
Mesa AZ 85275-1270
USA
URL:mailto:ftooned@crl.com
Developer: Action! Language Cart, Action! Runtime Libraries Disk, Action! Language Toolkit Disk, BASIC XE Language Cart, BASIC XL Language Cart, BASIC XL Runtime Libraries Dsk, BASIC XL Language Toolkit Disk, X-Press! Terminal Super/Cart, Flashback! HD Backup Software, MAC/65 Language Cart, MAC/65 Language Toolkit Disk, MIO 130XE Extender Card, Atari 850 Style Modem Cable, The MARS 8 Enhancement Board, Newell 256KXLE Memory Board, Newell 65XE 1MB Memory Board, Newell 130XE Memory Board, Newell 800/1200 XL Memory Brd, Omnimon! OS Upgrade for 800, Omnimon! OS Upgrade for XL/XE, Omniview 256K OS Upgrade, Omniview XL/XE OS Upgrade, P:R: Connection, Atari 850 Style Printer Cable, RamRod OS RAM/ROM Card for 800, Ramrod Triple OS for XL/XE's, R-Time 8 Clock Cart, Sweet 16 Upgrade Board ('816), SpartaDOS 3.2, SpartaDOS X Super-Cart, SDX Upgrade ROM, US Doubler

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin

Germany
Vendor: various 8-bit hardware and software

David Firth
URL:mailto:david@signus.demon.co.uk
URL:http://www.signus.demon.co.uk/david/atari/atari.html
Developer: Atari800 (Emulator for Unix, Amiga and MS-DOS) v.0.6.0,
Alien Encounter, Superman, Test Computer Language, UltraSpeed Copier 2.3 for
the US Doubler Chip, 1050 Menu

John Foskett
26 Auckland Rd.
Kingston-Upon-Thames
Surrey
England KT1 3BG
United Kingdom
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures), Jurrasic

Friedland Computer Systems, Inc. (Nolan Friedland)
tel: (612) 689-0880
URL:mailto:quinn@sliders.com
Vendor: hardware and software

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Games+
610 North Alma School Rd.
Chandler, AZ 85224
United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
URL:mailto:iig05-1@htw.uni-sb.de
Developer: XL-it! 0.16
URL:http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html

Richard Gore
79 Sprotbrough Road
Sprotbrough

Doncaster
DN5 8BW
England
tel: (01302) 784642
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies

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Subject: H

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
URL:mailto:jharris@cybergate.com
Developer: MAE assembler 1.0

Highlander Soft
See Also: Micro Computer Service
Konz, Germany
Developer: Turbo-BASIC-XL

Mike Hill
URL:mailto:mhill@one.net
URL:http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

Historical Computer Society (HCS) (David A. Greelish)
3649 Herschel St
Jacksonville FL 32205-9060
USA
URL:mailto:historical@aol.com
URL:http://www.cyberstreet.com/hcs/hcs.htm
Publisher: Historically Brewed (quarterly print magazine, ISSN:1074-2557)
US$14/year or $3 for a sample issue, USA
US$16/year Canada
US$20/year International

Historically Brewed (print magazine)
See: Historical Computer Society

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair shop.

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

IceSoft
c/o Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
URL:mailto:brucka@eruvin.jct.ac.il
Developer: Ice-T 2.71 XE (128K) or 1.1 (48K)

Subject: J

Jameco Electronics
1355 Shoreway Rd
Belmont CA 94002-4100
USA
tel: 1-800-831-4242
tel: (415) 592-8097
FAX: 1-800-237-6948
FAX: (415) 592-2503
BBS: (415) 637-9025
URL:mailto:info@jameco.com
URL:http://www.jameco.com/
Vendor: general electronic components, computer products
Developer: Atari 400/800/800XL/130XE power supplies

JDR Microdevices
1850 S 10th St
San Jose CA 95112-4108
USA
tel: 1-800-538-5000 24 Hour Toll Free Ordering
FAX: 1-800-538-5005 Fax Orders
tel: 1-800-538-5002 Technical Support
tel: (408) 494-1400 local phone number
USA
URL:http://www.jdr.com/
Vendor: general electronic parts

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
URL:mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

KAISERSOFT
See: TOP-Magazin

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
FAX: -659-34-14
Vendor: commercial software

Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas)
4267 Midway Dr
Salt Lake City UT 84120-6035
USA
tel/FAX: (801) 967-7400
BBS: (801) 967-8738 The Repair Shop BBS up 24hr 3-19.2 "Hayes Ultra"
URL:mailto:bobkla19@mail.tcd.net
Vendor: used hardware and software
Developer: BBS Express! Professional v5.0b, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks,
KPI Hard Disk Drive Interface
Repair Shop.

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
URL:mailto:nkennedy@cswnet.com
Developer: SIO2PC 4.13

KE-Soft
c/o Kemal Ezcan
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Zador, Drag, Sogon, Zebu-Land, Dredis, Techno Ninja, Cultivation,
Chromatics, Oblitroid, Tobot, Bros, Donald, Saper, Tactic, Zador II,
Atomit II, Tecno Ninja, Fisher-Technik interface, The Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Konrad M. Kokoszkiewicz (Draco) and Jacek Zuk
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
URL:mailto:conradus@plearn.edu.pl
URL:http://www.orient.uw.edu.pl/~conradus/atari.html
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol
description, A proposed standard for Atari executable relocatable file,

DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s,
CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE,
XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Chris Lam
URL:mailto:jx91@cityscape.co.uk
URL:http://www.cityscape.co.uk/users/jx91/rainbow.html
Developer: Rainbow 1.3 (for MacOS/Windows 95/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
URL:mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus,
Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika,
Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change,
Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck,
Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb,
Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),

Szperacz Dyskowy (disk monitor)

London Atari Computer Enthusiasts (LACE)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
URL:mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
URL:mailto:halliwee@ts436.dyess.af.mil
URL:mailto:e.halliwell@genie.com
Developer: FlickerTerm 80, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

Ivan Mackintosh
URL:mailto:ivan@rcp.co.uk
URL:http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Freddy Offenga, a.k.a. Frankenstein)
P.O. Box 164
8800 AD Franeker
The Netherlands
URL:http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
URL:ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
URL:mailto:offen300@hio.tem.nhl.nl
Publisher: Mega Magazine (disk magazine) -- freeware

Micro Computer Service
See Also: Highlander Soft

Mainz, Germany
Developer: Turbo-BASIC-XL

Micro Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 4pm-8pm Mon-Fri
FAX: 0121-352-1669
URL:mailto:101755.2443@compuserve.com
Vendor: new/used hardware, commercial software
Developer: Arcade Fruit Machine, Blinky's Scary School,
Jockey Wilson's Darts, Mirax Force, Ninja Comando, Sidewinder, Cavernia,
Las Vegas Casino, Mission Shark, Stack up, Speed Ace, Last Guardian, Tagalon,
["All of our Polish Software is reproduced under a licencing agreement with
the originators in Poland."]
Print Lab, Print Works (1029 text processor), Victorgraph (1020 printer utility
pack), Superscript (word processor), Atari Disk Drive Interface (for 3.5 drive
units), Atari 1050 Write Protect Switch System, tape Turbo Tharger, Rambit High
Speed Tapes.
MAJOR ATARI PARTS SOURCE

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman, Around the Planet, Rockman, Starball, Crypts of Egypt
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

Moonsoft
See: Black Moon Systems

More Than Games (Rick Detlefsen)
8207 Briarwood Lane
Austin, TX 78757-7642

United States
URL:mailto:74766.1561@compuserve.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
URL:mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software
c/o Bill Kendrick
1530 Armstrong Ave #47
Novato CA 94945-2513
USA
URL:mailto:kendrick@zippy.sonoma.edu
URL:http://zippy.sonoma.edu/~kendrick/nbs/
Developer: demos: Bob Test, Color Bars, Cells, DAN15, DAN9A, Didi 7, DollMan, Fire, Happy Mondays, James Brown, Knives and Forks, Stars, Stimpy, T-1000. games: Bombi, Balloonier, Boom!, Chicken, Cooltris, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: File Selector 0.4, MuxChat, Colorizer 1.1, DigiPlay Menu, Equation

News-Paper (print magazine)
See: DGS

Nelson Nieves
Atari 8-bit--SpartaDOS Project
1621 Green St Unit 2B
Philadelphia PA 19130-3909
USA
URL:mailto:Nelson@cybernetworking.com
Developer: Project Disk 1: Cls, ChkDisk, Code, Cold, Compare, DelTree, EOLCmp, ExPrint, FAtr, FTD, Reset, Tree, TSplit, UnDel, WipeDisk, WipeFile, xErase, xPeek, xPoke, xType

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
P.O. Box 10001
Peterhead
Scotland AB42 6ZN
United Kingdom
Publisher: Futura (disk magazine)
$3 cash or #2 IMO for sample issue

NorthWest Phoenix Atari Connection (NWPAC)
PO Box 67511
Phoenix AZ 85082-7511
USA
URL:mailto:coolzip@host.yab.com (John Collins)
URL:http://www.yab.com/~coolzip/club.html
Publisher: Nybbles & Bytes (print magazine)
bimonthly, $10 / yr (6 issues)

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Nybbles & Bytes (print magazine)
See: Northwest Phoenix Atari Connection (NWPAC)

Subject: P

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54

Stafford
ST16 1DR
England
tel: 01785 241153
Vendor: commercial/PD/freeware/shareware
Developer: 800XL Field Service Manual, 130XE Field Service Manual, 10 Print,
Enigmatix!, 10th Anniversary Demo, Mini Office II, Transdisk IV, The Big Demo
Publisher: New Atari User (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

David A Paterson
4900 Doherty Ave
Montreal QC H4V 2B2
Canada
URL:mailto:davepat@total.net
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

PD-Magazin
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB)
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware

Repair Shop.

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Pokey Magazine (print magazine)
See: Stichting Pokey

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St
Winter Springs FL 32708-4341
USA
URL:mailto:potter@escmail.orl.mmc.com
URL:mailto:74030.2020@compuserve.com
URL:mailto:jdpotter@genie.com
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
URL:mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support
Disk 2, S.A.M. (Screen Aided Management) 80 column Desktop System, S.A.M.
Budget (spreadsheet), S.A.M. Utilities 1, S.A.M. Designer (DTP), Quick Ed (chr
set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
URL:mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Bob Puff
See also: Computer Software Services
See also: Wordmark Systems
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
URL:mailto:76702.1076@compuserve.com
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

R.A.M.
c/o Andreas Magenheimer
Diehlgartenstr. 12
D-67591 Wachenheim/Zellertal
Germany
Vendor: PD/freeware/shareware

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848

tel: (504) 388-5248
FAX: (504) 388-5263
URL:mailto:tom@ready.rsip.lsu.edu
URL:http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Larry Richardson
6043 Dairy Rd
Baker FL 32531-8729
USA
URL:mailto:richard5@eglin.af.mil
Developer: VTEX

Ronnie Riche
See also: Dale Wooster
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

San Jose Computer
moving?
tel: (408) 995-5080

David Schmudde
URL:mailto:dschmud@heartland.bradley.edu
Publisher: Classic Atari OnLine (online magazine)
URL:http://ourworld.compuserve.com/homepages/dschmud/dsatari.htm

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
URL:mailto:ernest@pi.net
Vendor: PD/freeware/shareware, via the POOLDISK CD-ROM

Shadow Software
16016 SE Division St Box 19
Portland OR 97236-1999
USA
URL:bensmith@teleport.com (Bravo Sierra Computers)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
BBS: (503) 761-9074 (ACE of America)
Developer: Carina (BBS software)

Sikorsoft
Developer: Cyborg, Fire Stone

Richard Smith
P.O.Box 71017
16655 Yonge Street
Newmarket
Ontario
Canada L3X 1Y8
URL:mailto:richs@interlog.com
URL:http://www.interlog.com/~richs/atari.html
Vendor: commercial software (plus a bit of new hardware)

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

STAK Atari (print magazine)
See: Revista STAK Atari

Lawrence Staveley
URL:mailto:monkfish@kwll.demon.co.uk
URL:http://www.kwll.demon.co.uk/xfsio.html
Developer: XFSIO v1.06
(manage Atari 8-Bit disk image files that are stored on your PC)

SteveR's Classic Cartridges (Steve Reed)
URL:mailto:SteveR@ior.com
URL:http://www.ior.com/~stever/
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
URL:mailto:steves@woodland.net
URL:http://woodland.net/wdm/STeves/
Vendor: new/used hardware, new/used commercial software

Stichting Pokey = Pokey Foundation (Fred Meijer)
Postbus 798
NL-3100 AT Schiedam
The Netherlands
Vendor: new hardware, commercial software, books
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip),
t-shirts with Atari 8-bit game motives on them
Publisher: Pokey Magazine (print magazine)
50 guilders / year (6 issues, bimonthly)

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
URL:mailto:lausberg@studbox.uni-stuttgart.de
URL:http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: (074) 969 169
URL:mailto:sup8pdct@closer.brisnet.org.au
URL:ftp://203.4.149.98/8bit
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Developer?: education related

Toad Computers
570 Ritchie Hwy
Severna Park MD 21146-2925
USA
tel: (800) 448-8623
tel: (410) 544-6943 info
FAX: (410) 544-1329 FAX
BBS: (410) 544-6999 BBS
FAX: (410) 544-0098 FAXBack
URL:mailto:info@toad.net
URL:ftp://ftp.toad.net/
URL:http://www.toad.net/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin/KAISERSOFT
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software (Polensoft games)
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
URL:mailto:taf@io.org
URL:http://www.io.org/~schrist/taf.html
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2

Vendor: PD/freeware/shareware

Tronic-Verlag
Bremerstr. 10a
D-37269 Eschwege
Germany
tel.: +49 (0) 5651 97960
Publisher: Back-isues of: COMPUTRONIC, ASM, HOMECOMPUTER
Also: copies of older type-in listings

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
URL:mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
URL:mailto:classics@nacs.net
URL:http://www.nacs.net/~classics/
Developer: Atari Peripheral Emulator (APE) 1.09, APE ProSystem 1.50,
Imagic 1.04

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
NE28 6DQ
United Kingdom
tel: (0191)-2710086
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK

1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

User-Mag (disk magazine)
See: Avatar

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (612) 462-2500 24 Hour Voice Mail
tel: (612) 475-2959
FAX: (612) 449-0488
URL:mailto:ice@skypoint.com
Vendor: new/used hardware, new/used software

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (216) 843-8815 24hrs
URL:mailto:vga2000@ix.netcom.com (preferred)
URL:mailto:vga2000@io.com

URL:mailto:dw901@cleveland.freenet.edu
URL:http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Subject: W

Wacko Software
URL:mailto:ellman@xs4all.nl
URL:http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
See also: Ronnie Riche
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
URL:mailto:irata@asu.aztec.edu
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, Bobterm 1.2 and several others

Wordmark Systems (Charles Marslett and Bob Puff)
See also: Bob Puff
URL:mailto:chasm@bix.com (Charles Marslett)
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Developer: MYDOS 4.53

Subject: Z

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware

Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

1662. Re: Zip drives and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5e3umn$q27@freenet-news.carleton.ca>
Source record: 75635

Daniel Klugh (dklugh@freenet.columbus.oh.us) writes:
> Robert Smith Ely (rely@ix.netcom.com) wrote:
> : In <32f9113a.0@news-feed.ndirect.co.uk> alan.titchmarsh@bbc.co.uk
> : writes:
> : >
> : >Hey all
> : >
> : >Has anyone any experience of using an Iomega Zip drive with a
> : >SCSI-equipped Atari 8-bit? I read somewhere that Sparta supports this
> : >drive without patches or driver software. If that's true, it seems
> : >like an awful cheap way to tap into hundreds of megs of *very* cheap
> : >yet fast (when compared to some other Classic drives) storage!
> : >
> : >If you've tried this set up,c an you share your knowledge? What SCSI
> : >host adaptor are you using? DOS? Driver software?
> : >
> : >Al
> : >
> : Al,
> : Unfortunately for me I have the parallel version of the Zip, but as
> : soon as I have enought time, I want to try SIO2PC or APE and use the
> : ZIP as the hard drive. I want to knoe how to set up 16MB .ATR/.XFD
> : image files for this. I figure I can also use PC Xformer with these
> : images as well.
>
> APE will create disk images for you.But creating 256-byte sector disk
> images will create a disk image two sectors shorter than what you specified.
> (at least in APE 1.09)

This is incorrect. APE creates 100% correct ATR images. If your
missing 2 sectors its your emulators fault.

Steve

1663. Charles Kelley

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: busfanatic@hotmail.com
Message-ID: <855945103.5526@dejanews.com>
Source record: 75636

If anyone knows the whereabouts of a Charles Edward Kelley, Atari 8-bit computer enthusiast; please contact or have him contact his wife, Lisa at +1 423 396 3652. Lisa has the papers Chuck's been looking for for years. Chuck is a 40-year old white male with brown hair and is 5'11" tall. He may be using a false identity. He may talk about a Nevada Savings and Loan or PriMerit Bank, about being a card counter or a casino dealer, and about how Lisa and/or Patty Garcia messed up his life. He considers himself an anarcho-capitalist but last I knew he expressed some strains of right-wing thinking. He suddenly left his home in Duluth, MN in the fall of 1995 and mailed a postcard to Lisa from Tuscaloosa, AL in December of that year. There was a possible sighting in California 12/12/1996. One of his friends was a Craig Glossner of San Francisco. This is an urgent matter and it is believed Chuck will welcome this contact because he wants these papers really bad. They are about his suit against Primerit Bank. This is not intended as a hostile search. Thanks!

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1664. Charles Edward Kelley

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: John Charles Wilson <busfanatic@hotmail.com>
Message-ID: <855778096.30246@dejanews.com>
Source record: 75637

If anyone out there knows the whereabouts of a Charles Edward Kelley.
there is an urgent message for him: Your wife, Lisa Varnell Kelley, has
the papers you've been looking for all these years. Please call her at
+1 423 396 3652 ASAP!

Charles is an Atari 8-bit user and fanatic. He formerly belonged to
the SPACE club in Saint Paul, MN. He travels a lot and is a computer
hacker. Left his last known address of Duluth, MN in the fall of 1995.
He is a white male, 5'11" tall with brown hair. He usually hitchhikes
or goes Amtrak or public transit. May talk about a lawsuit against
PriMerit Bank of Nevada and an A.F. Babbaro. May seem crazy but he's not.
Claims one Patty Garcia is after him. Claims to have Chronic Fatigue
Syndrome and a connective tissue disorder.

Please call Lisa at +1 423 396 3652 if you have any info about him!

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1665. WTB: Joysticks & Various CARTS

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5e4qkb$5c6@news1.fast.net>
Source record: 75638

Hello. I'm looking for a good used pair of joysticks for the 800xl. Any offers? Also, I'm looking for these carts: Frogger, Flight Simulator][, and Qix at a decent price. Please email all offers to rhkramer@fast.net; thanks! Oh, I almost forgot. I'm also looking for Ballblazer. Thanks again!

1666. Re: Re Yogis FTP can run progs on Rainbow

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5e4qpk$5c6@news1.fast.net>
Source record: 75639

"John Gaiger" <john.gaiger@dial.pipex.com> wrote:

>Ive downloaded programs from Yogis ftp and can't run them on the limited
>version of Rainbow
>even if I change the file ext to ATR can anyone help?

Just changing the file extention to .ATR won't help; you'd need to
convert the file: The file is, most likely, in .XFD format so you'd
need to convert it to the .ATR format. If this doesn't help, sorry.

1667. Re: 800XL can it run 800 games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E5nn2u.EEJ@iglou.com>
Source record: 75640

In article <5e21ap$e02@login.freenet.columbus.oh.us>, Daniel Klugh wrote:
>KeroKitty (kerokitty@aol.com) wrote:
>: I used to have an 800XL and there was this compnay what sold a pc board
>: with 2 slots: 1 XL BIOS the other 800 BIOS and it plugged into the XL
>
>uh,the Atari doesn't have a BIOS.You're thinking of the ST.
>The Atari's OS is built-in,so there's no point to a BIOS.
>

The 8-bit's OS ROM is quite different from the BIOS of an ST or an IBM PC,
but the PC and the 8-bit, and early ST models, all have to load their DOS
from a disk. Until recent years, a real IBM PC could also run Basic if no
disk drive were present.
An original 400 or 800 with no cartridge, disk, or cassette is hardly any
more useful than a PC in similar condition, so I see little point in
saying the 8-bit has an OS, not a BIOS. (Of course, the PC doesn't have
cartridges unless it's a PCjr.)
(ps: anybody got an original IBM PC cassette cable, or pinouts for it?).

--
Bill Marcum bmarcum at iglou dot com
"We never ever do nothin' nice and easy..."

1668. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: kmosiejc@lcp.com
Message-ID: <5e4u44$prh@tlpnews.tlp.com>
Source record: 75641

> postmaster@atarinet.portland.or.NO.SPAM.us (Rich Tietjens) writes:

> In point of fact, there are at least hundreds (I haven't counted how many
> hundreds) of 8-bit files at the umich ftp site for the 800-series. NONE of
> them are pirated files.
>

Uhh... Rich. This is in no way to support having pirate sites for the 8bit, but have you checked out the 8bit section at umich recently? The count of "hundreds" would be zero to maybe, MAYBE one. I have done a great deal of searching there recently, now that I have dug my 800xl and MIO out... and while there is some good stuff there, there definitely is not a lot.

--Kurt

1669. Re: Carts for trade (not for sale)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970215184500.NAA24546@ladder01.news.aol.com>
Source record: 75642

I agree the Black Box and a hard drive are now almost requirements to keep your eight bit up to date. I also have in addition to that the Floppy Board an add-on to the Black Box which lets you use 1.44m floppy drives on your eight bit.
Computer Software Services has an incredible line of products. I encourage everyone to support them.

1670. Re: Anyone got Bruce-Lee to work on XL-IT 0.17?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: read@my.sig
Message-ID: <3306e88f.9349498@news.networx.net.au>
Source record: 75643

darrins@cyllene.uwa.edu.au (Darrin Smith) wrote:

>Has anyone got bruce-lee (datasoft) to work on xl-it 0.17???
>It runs but you can't move bruce, he's just stuck in the bottom left
>corner.
>Is it a bug or just my copy corrupt?
>

Dunno, I'll have to try it out and see if I can get it working.

>Fantastic work markus! Gyruss kicks butt! the music is excellent!
>For those that are interested I got superdos to work a couple of times
>but now it doesn't, and mydos corrupts single density ATR images????
>but atari dos 2.5 read and writes them just fine!
>Oh and my bootsector load menu incorrectly identifies single density
>ATR's as double density and when I try to change density is complains
>it can't configure the drive?
>
>Thanks!
>
Wierd that SuperDOS actually worked and then didn't? I've never got it
to run. As for MyDOS corrupting ATR's, I have the same problem with it
on my 130XE and the SIO2PC cable. Any time I format an image (S/E/D?)
and save it on the hard drive, after re-loading it the image is
apparently 65535 sectors??? This only seems to happen using the
original SIO2PC software, so I have to use APE to re-copy whatever I
was working on.

Just a bit of trivia...

Steve.

>--
>Darrin Smith Phone:(work) 09 224 0263 (+61 9 224 0263)
>Ph.D Student, University Dept of Medicine (fax) 09 224 0246 (+61 9 224 0246)
>Medical Research Foundation Building (home) 09 305 9425 (+61 9 305 9425)
>Level 4, 50 Murray St. PERTH WA 6000 (mob) 0414 600 285 (+61 414 600 285)
>---
>E-Mail: darrins@cyllene.uwa.edu.au WWW: http://www.uwa.edu.au/cyllene/darrins
>---

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1671. Re: Zip drives and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: read@my.sig
Message-ID: <3305df67.7005573@news.networx.net.au>
Source record: 75644

Sapphire@innonyc.com (Janice in NYC) wrote:

>On 14 Feb 1997 10:58:23 -0500, dklugh@freenet.columbus.oh.us (Daniel
>Klugh) wrote:
>
>>They mean using a ZIP drive with a Atari,not a PC.
>>Accessing a ZIP drive through a PC would be too slow.
>
>_Only_ if you could hook up the ZIP drive to the ECI or some other
>parallel port of the Atari.....(and probably even then, the Atari
>couldn't keep up, unless it can handle sustained throughput of
>600K/sec?).
>The original poster was thinking about using the ZIP drive hooked up
>to the PC and using it with APE....which menas that hte limiting
>factor is the speed between the PC-Atari interface (serial), as
>opposed to the ZIP-PC interface, which is quite a bit faster than SIO.
>
>I've tried using a PC floppy drive with APE Ultraspeed, it slows down
>when the floppy is accessed, but only becasue the BIOS has a
>preprogrammed .5-second or so delay to wait for the floppy motor to
>spin up, and when the head seeks to the next track, ther'es a delay
>for head settling time, etc. (i.e. the slowness isn't caused by the
>PC-to-floppy interface, which is a lot faster than the Atari-to-floppy
>interface) So it seems very jerky.....like there would be a burst of
>sectors transferred to the Atari, and then a half second delay as the
>PC's floppy drive spins up and finds the next track, and then another
>burst of sectors, and another delay, etc. But in the end, it still
>loads faster from the PC floppy (with Ultraspeed) through APE than my
>ATari does thorugh my Indus GT (without Synchomesh), but it seems
>slower especially if you're comparing it with a hard drive, but that's
>normal since a hard drive has no spinup time (since it's always
>spining), and access time is extremely quick so all you get is a quick
>burst of sectors through APE with almost no hesitation whatsoever.
>I'm not sure of the ZIP drive technical specs, but it certainly won't
>be nearly as quick as a hard drive in terms of access times and
>throughput, as it is basically just a very high capacity, higher speed
>floppy drive.
>
>>From the APE docs,APE is only slightly faster than UltraSpeed.
>>(on a US Doubled 1050)
>
>Er....Ape has a 3X SIO mode which is 50% faster than Ultraspeed.
>

I dunno about 50%. It is a little faster. I timed the transfer of a single density disk-
US speed- 30 seconds
APE+ - 22 seconds

Of course this is on my 286 PC, so results will vary from PC-PC.
APE+ speed is great when it works, but SpartaDOS tends to hang around and wait for a few seconds after reading 10-20 sectors. SuperDOS 2.9 won't load the SDUP.SYS except after resetting a few times, and SuperDOS 5.1 seems to lose the drive status after loading.
Don't get me wrong, APE is a great program! But, I'm sticking with the original SIO2PC software, cause I've never had any problems with it like I've had with APE. And I like having a "RAM-disk" to work with, which APE doesn't support. It writes directly to the image instead of an image in RAM- so if I bugger something up it stays that way! Not so with the original program, which can use all available RAM to make an image up to about 500k! (or more). Now, that's a RAM-DISK!
Sorry, I was a bit off the thread there. Just my 2c worth :)

Steve

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1672. How to connect US-XL to PAL-TV

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: roepke@berlin.snafu.de
Message-ID: <5e50iabrj1@unlisys.unlisys.net>
Source record: 75645

Hi,

ist it possible to connect an American Atari to an PAL-TV? I know that
it is not possible using the RF-signal. But how about the composite
monitor-signal? Would this work or can it be modified to work with a
German monitor?

thanks in advance,

Daniel

1673. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <E5nv5D.BnF@cix.compulink.co.uk>
Source record: 75646

In article <5e20qm$ic0@james.freenet.hamilton.on.ca>,
af332@james.freenet.hamilton.on.ca (William Moeller) wrote:

> In <5dq8b1$4i9@alexander.INS.CWRU.Edu>, cb541@cleveland.Freenet.Edu
> (James R.
> Gilbert) wrote:
>
> : (Pardon the paraphrase. W. Moeller wonders about the price
> : difference to uk and 'other' Page 6 customers.)
> : I'll start by saying I have noticed some funny numbers with
> : uk products, as to exchange rates. For this reason, I agree
> : with Mr. Moeller that it might be best not to order things
> : by credit card, to avoid confusion over exchange rates.
> : However, I don't think Mr. Moeller included any extra for
> : the cost of shipping the disks. I'm sure there's additional
> : cost of shipping the disks, so an extra 10 pounds doesn't
> : seem right for adding the disks.
>
> Well, no, we were talking U.K. Pounds....regardless of the exchange
> rate. This might make sense if the disks were shipped separate, but,
> they are not. They are slipped into the A4 Magazine, and come in the
> envelope. The cost of shipping the disks is already paid for by the
> virtue that the magazine shipping has already been paid for. The
> negligable weight of a disk should NOT cost so much in postage.
> Put this way. The Uk subscriber gets a disk sub for 10 Pounds over a
> Magazine sub......the Overseas subscriber gets a disk sub for 17 Pounds
> over a Magazine sub for surface and 19 Pounds over for Air Mail.
>
> There is NO WAY that is for Postage! A disk weighs almost nothing.
>
> Willy
If it's any concelation, the UK gets stung the same way with stuff from
the US.

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+---+

1674. Re: Anyone got Bruce-Lee to work on XL-IT 0.17?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <856046125.5738.0@kwll.demon.co.uk>
Source record: 75647

In article <5e3ckt$2kk$1@enyo.uwa.edu.au>, darrins@cyllene.uwa.edu.au (Darrin Smith) wrote:
>Has anyone got bruce-lee (datasoft) to work on xl-it 0.17???
>It runs but you can't move bruce, he's just stuck in the bottom left
>corner.
>Is it a bug or just my copy corrupt?

It's a bug.. mine does it as well.....

1675. NAS 97!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_0600d001_Bertil.Jagard@straight.ct.se>
Source record: 75648

```
The Swedish Atari Club (SAK) 970104
and NoCrew proudly present...

-------------------------------------------
T H E N O R D I C A T A R I S H O W '97
-------------------------------------------
```

Dear Atari friends,

It's once again time for the Nordic Atari Show, the annual get together which has rapidly become a fixture for all Atari users.

Third time lucky, so they say, and as we are arrange the show for the third straight year we hope to fulfill everyone's expectations and that this will result in the best possible atmosphere. We've gotten a certain amount of criticism, both positive and negative, from those who have attended the shows in '95 and '96. We've taken heed of the suggestions made and we're once again off and running!

- WHEN AND WHERE?

This year the show will begin on Friday, June 13 and end on Sunday, June 15. This is the weekend following the beginning of the summer school holidays as well as the weekend prior to the Swedish Midsummer celebrations. We'll open at 1 p.m. on the Friday and close at 6 p.m. on the Sunday.

The show will take place in Gothenburg, just has it has in previous years. The exact venue has not yet been established. We're still looking for the cheapest location. The likeliest possibility is Kortedala gymnasium, where it was held last year or some other venue, nearby.

- WHAT ACTIVITIES WILL BE HELD?

* There will be an Exhibition Hall will dealers, distributors, ShareWare programmers and a host of other interesting personalities. The usual meeting place for all those not wanting to "hack". This is also where the Swedish Atari Club will be found supplying information, sale of PD-disks, the club magazine's TT, the BBS, etc. We'll also have an area reserved for a swap meet where you can buy, swap or sell single copies of Atari related material and a "soldering corner" for those of you wishing simple repairs done.

* A "Hacker Hall" where demo and other programmers can gather for competitions and swap demos and all kinds of code. NoCrew is the Swedish demo group who will see to it that everybody takes part and enjoys themselves. Those of you hungry after rewards in the form of

prizes will be well taken care of. Exactly WHAT prizes these will be hasn't been established, as yet.

* Seminars with a number of well-informed lecturers. Last years seminars were very much appreciated, something of which we naturally have taken notice. The seminars will cover a variety of subjects (i.e. MIDI ercording/editing, DTP, hardware, programming) where the above mentioned "well-informed lecturers" will demonstrate his subject directly on a computer in order to provide the audience with practical examples. We'll also hold the seminars on different days and at varying times so that you won't have to miss the chance if you don't attend on a particular day.

* Minor competitions such as "A-Z on the Keyboard" (a much appreciated contest last year), hard disk throwing (this year we WILL succeed!), network games, juggling, etc. Everything depends on our finding volunteers to act as game leaders and judges. There will be prizes for the winners.

* A refreshment stand will sell non-alcoholic drinks, sweets, chips, etc. We may be able to arrange quantity discounts at the local pizzeria as well as other bonuses.

- WHAT WILL IT COST?

If you intend to attend all three days, you cheapest solution is the Three Day Pass otherwise a Single Entry ticket will do:

* Three Day Pass ... SEK 100:- (about UKP 8.50)
* Single Entry ..... SEK 50:-

These prices include full access to all the activities being held during NAS97.

- WHY SHOULD I ATTEND NAS?

The answer is simple: because you care about the TOS platform. We Atari owners are becoming fewer and fewer and a get-together like NAS is a simple way of seeing what's happening in the Atari world (no, it's not dead!) and meeting like-minded Atarians and hearing what kind of tips, ideas and visions they have.

- HOW CAN I FIND OUT MORE?

Information will be distributed regularly in the same way as this text file. In addition, we have a number of other sources of information where you can find out more about the show depending on your own resources.

* Our mailing list (E-mail). This will provide the very latest information to those on the list. To have yourself put on the list you MUST have an E-mail address. Send us a message on "nas-users-request@tripnet.se" with "subscribe nas-users" in the body of the text. Don't forget to include your E-mail address.

* Our home page on the World Wide Web. This has been in existence since last year and we'll try to update it as often as the information for the mailing list. The home page will contain more detailed information concerning times, schedule of events, directions on how to get there, competitions and housing.

The address is "www.tripnet..se/sak/nas".

* STraight BBS. This is the Swedish Atari Club's home BBS. Information concerning NAS will be included in the SAK menu. You can also use this BBS to ask any questions you may have. The telephone number is: +46 31-336 39 73.

* Our club magazine, "AtariMagasinet", will contain adverts with more detailed information concerning NAS97 in issues 1/97 and 2/97. This is the largest mailshot we will send to our (SAK's) members.

* Our show co-ordinator is Rolf Johansson. He's supposed to know everyting there is to know about NAS97. If you have questions to which you've been unable to get answers anywhere else you can send him a message at "rojo@tripnet.se" and you'll get your answers. If you wish to get into direct contact with him, he can be reached on his mobile 'phone on +46 70-669 52 35.

WE'RE LOOKING FORWARD TO SEEING YOU AT THE NORDIC ATARI SHOW 1997!

==
= E-Mail: bertil.jagard@straight.ct.se STraight BBS, Sweden =
= Phone: +46-(0)31-3363973. FidoNet 2:203/221, NeST 90:1101/104 =
==

1676. Re: Rainbow 95 now has sound!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199702151034.a13870@do2.maus.de>
Source record: 75649

HW>> the only thing you have to do is to insert a second pokey and to do
HW>> some wiring then you have STEREO on your XL and a lot of programs

HW>As fas as I remember pokey has a sound output pin for every
HW>sound channel. Usually these pins are connected to each other,

HW>You have to connect your stereo amplifyer directly to the specific
HW>pins of POKEY and have brilliant stereo sound.

Yes, thats true, but that you only have to channels on the right and two
channels on the left. With the modification I suggested you have four
channels on the left and four channels on the right side.

HW>P.S. Where do you want to insert the second pokey????

You have to install it piggybacking on your original pokey, but beware,
not every pin has to be connected. If someone is interested I can post
instructions how to change your ATARI to STEREO.

Tschuess
Frank

1677. Atari800-0.6.1 Now Available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-15 00:00:00 UTC
From: "David J. Firth" <david@signus.demon.co.uk>
Message-ID: <3JeKmFAg6dBzEwq9@signus.demon.co.uk>
Source record: 75650
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

```
Changes in 0.6.1
----------------

o FPS and SIO Monitor are no longer compile time configuration options.
Enabled by "-fps" or "-sio" command line option or via an XVIEW
pulldown menu.
o Motif fileselector retains state from one invocation to the next.
o Configuration program detects if longwords need to be aligned.
o Modification to X11 Paddle Emulation.
o Removed hardcoded paths in MOTIF code.
o Various fixes for curses mode.
o Correction to Colours in Antic Modes 4&5 causing Incorrect colours
in Rally Speedway, Galactic Chase and Mr. DO)
o Disabled DiskChange KEY (F8) in X11 version.
o Added "-nobasic" command line parameter.
o Added "-osa_rom", "-osb_rom", "-xlxe_rom", "-5200_rom" and
"-basic_rom".

These command line options are used to specify the location of
various system ROMs on mis-configured systems or binary distributions.

The latest version can be downloaded from my web page:-

http://www.signus.demon.co.uk/david/atari/atari.html

--
David Firth <david@signus.demon.co.uk>
```

1678. FS:800xl sys.

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: doc@megalink.net
Message-ID: <5e5msh$5pu@news.megalink.net>
Source record: 75651

Thanks for reading this.

FS: 800XL, (2) 1050 drives, atari Touch Tablet with atariartist, NEC color monitor, all power supplies, cables, manuals, carts, and many disks. All in excellent working cond. All offers considered.

Thanks,

Dave
N1RPM
--
Dr.David F. Lemire
Livermore Falls, Maine
N1RPM
http://www.megalink.net/~doc

1679. Re: Zip drives and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5e5pc4$n7h@freenet-news.carleton.ca>
Source record: 75652

Daniel Klugh (dklugh@freenet.columbus.oh.us) writes:

> From the APE docs,APE is only slightly faster than UltraSpeed.
> (on a US Doubled 1050)

The documentation on the Ape Home Page says nothing like what you
just quoted. Please do not presume to speak for me.

I've answered your comment about the baud rates in a followup
to another message.

Steve

1680. Re: Zip drives and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5e5p17$n5a@freenet-news.carleton.ca>
Source record: 75653

Steve (read@my.sig) writes:
> Sapphire@innonyc.com (Janice in NYC) wrote:
>
>>On 14 Feb 1997 10:58:23 -0500, dklugh@freenet.columbus.oh.us (Daniel
>>Klugh) wrote:
>>floppy drive.
>>
>>>From the APE docs,APE is only slightly faster than UltraSpeed.
>>>(on a US Doubled 1050)
>>
>>Er....Ape has a 3X SIO mode which is 50% faster than Ultraspeed.
>>
> I dunno about 50%. It is a little faster. I timed the transfer of a
> single density disk-
> US speed- 30 seconds
> APE+ - 22 seconds

Before there is a small war over this, US double drivers use a
baud rate divisor of 0A which falls on the curve at about
52.1kbps. Over a very long sequential read, using a specially
formatted disk (skewed) you will get a result as above. However,
outside that very specific situation, the latency time of the real
floppy disk seek/spin/verify times usually push it to well over 50% faster.

Transfer rates don't boil down to pure baud rate comparisons.

> Of course this is on my 286 PC, so results will vary from PC-PC.
> APE+ speed is great when it works, but SpartaDOS tends to hang around
> and wait for a few seconds after reading 10-20 sectors.

If you use Spartados 3.2g this wont happen normally. If it does you
should turn off the command monitor and any other speed eaters to
allow it to run faster on your 286.

> SuperDOS 2.9
> won't load the SDUP.SYS except after resetting a few times, and
> SuperDOS 5.1 seems to lose the drive status after loading.

Thanks for reporting that.

> Don't get me wrong, APE is a great program!

Thanks ;)

Steve

1681. Re: Zip drives and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <3306fc2e.517703@news.abest.com>
Source record: 75654

On Sat, 15 Feb 1997 18:45:11 GMT, read@my.sig (Steve) wrote:

>Of course this is on my 286 PC, so results will vary from PC-PC.
>APE+ speed is great when it works, but SpartaDOS tends to hang around
>and wait for a few seconds after reading 10-20 sectors. SuperDOS 2.9

Hmmm...that's weird....what version of SpartaDOS are you using? Steve
says that versions prior to 3.2g might not work too reliably in APE+
mode.

>won't load the SDUP.SYS except after resetting a few times, and
>SuperDOS 5.1 seems to lose the drive status after loading.

It could be soemting in the Ape configuration or possibly the Ape+
DOS patch that you're using (there's one by Yogi and a more recent one
by Steve Tucker), I've had different results with each. Also, I've
found that on my particular system, even though I have the 1 chip
SIO2PC cable, APE works much more reliably when you configure it to
use the 2-chip version......go figure.....

>Don't get me wrong, APE is a great program! But, I'm sticking with the
>original SIO2PC software, cause I've never had any problems with it
>like I've had with APE. And I like having a "RAM-disk" to work with,
>which APE doesn't support. It writes directly to the image instead of
>an image in RAM- so if I bugger something up it stays that way! Not so

You mean you can't create a PC Ramdisk and create an .ATR file on that
disk for Ape to input/output to?

1682. Re: Re Yogis FTP can run progs on Rainbow

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-1602971121570001@cisjx91.demon.co.uk>
Source record: 75655

In article <5e4qpk$5c6@news1.fast.net>, rhkramer@fast.net (Randy Kramer) wrote:

> "John Gaiger" <john.gaiger@dial.pipex.com> wrote:
>
> >Ive downloaded programs from Yogis ftp and can't run them on the limited
> >version of Rainbow
> >even if I change the file ext to ATR can anyone help?
>
> Just changing the file extention to .ATR won't help; you'd need to
> convert the file: The file is, most likely, in .XFD format so you'd
> need to convert it to the .ATR format. If this doesn't help, sorry.

The Rainbow demo (Mac or Win95) will run single density ATRs (92176 bytes)
but not larger ones.

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: jx91@cityscape.co.uk
WWW: http://www.cityscape.co.uk/users/jx91/emulators.html

1683. NEW PROGRAMME ADDED!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: ulf@antic.cls.de
Message-ID: <6QyWd0uHS7B@antic.cls.de>
Source record: 75656

Hi there!

I added one of my commercial programmes - BLACK MAGIC COMPOSER (an excellent music editor) - to my ATARI 8Bit web page this morning. Since XL-IT! 0.17 now supports real ATARI 8Bit sounds, it's about time you check it out :))) ...

http://members.aol.com/upetersen/atari.htm

CU!

Ulf

PS: Sorry, but the manual for BMC is only available in German. If you would really like a translated version of it, please don't hesitate to e-mail me!

1684. Re: Mike Hohman OR Mike Holman?!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: mratari01@aol.com
Message-ID: <19970216152000.KAA15434@ladder01.news.aol.com>
Source record: 75657

In article <3303517c.54109496@news.inc.net>, ssilicon@lax.net (Jon D. Melbo) writes:

>=========
>So, could this be him?
>
>Holman, Mike L 4012 W Verde Ln, Phoenix, AZ 85019-4339
> Phone: (602)278-6273
>
>Was his middle initial L?
>By the way what WAS that phone number? Maybe I can do a search on it.
>
> Cheers,
>
> Jon
>
>

I doubt seriously if that's him, he seems to like phone numbers which are listed under someone elses name, possibly his girlfriends or wifes or whatever.

I don't beleive I have the number where I last reached him any longer, I discarded it after about 1 week when it became dis-connected....

The Shadow

1685. Re: Zip drives and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: read@my.sig
Message-ID: <33072a25.2025963@news.networx.net.au>
Source record: 75658

Sapphire@innonyc.com (Janice in NYC) wrote:

>On Sat, 15 Feb 1997 18:45:11 GMT, read@my.sig (Steve) wrote:
>
>>Of course this is on my 286 PC, so results will vary from PC-PC.
>>APE+ speed is great when it works, but SpartaDOS tends to hang around
>>and wait for a few seconds after reading 10-20 sectors. SuperDOS 2.9
>
>Hmmm...that's weird....what version of SpartaDOS are you using? Steve
>says that versions prior to 3.2g might not work too reliably in APE+
>mode.

Thanks.. I just realized I am using 3.2D (silly me, I did actually
read the DOC's too :)

>
>>won't load the SDUP.SYS except after resetting a few times, and
>>SuperDOS 5.1 seems to lose the drive status after loading.
>
>It could be soemting in the Ape configuration or possibly the Ape+
>DOS patch that you're using (there's one by Yogi and a more recent one
>by Steve Tucker), I've had different results with each. Also, I've
>found that on my particular system, even though I have the 1 chip
>SIO2PC cable, APE works much more reliably when you configure it to
>use the 2-chip version......go figure.....

I'll have to try this out. Originally I used the 2-chip version, but
sold that one, and built the single chip version. Hmmm.
>
>>Don't get me wrong, APE is a great program! But, I'm sticking with the
>>original SIO2PC software, cause I've never had any problems with it
>>like I've had with APE. And I like having a "RAM-disk" to work with,
>>which APE doesn't support. It writes directly to the image instead of
>>an image in RAM- so if I bugger something up it stays that way! Not so
>
>You mean you can't create a PC Ramdisk and create an .ATR file on that
>disk for Ape to input/output to?
>

Now that's an idea I hadn't thought about. I finally got around to
putting 16mb of RAM in my PC, so I'd better make some use of it :)

Thanks.

Steve.

```
------------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
------------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
------------------------------------------------------------
```

1686. Re: Zip drives and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5e7fgt$hce@freenet-news.carleton.ca>
Source record: 75659

Janice in NYC (Sapphire@innonyc.com) writes:
> On Sat, 15 Feb 1997 18:45:11 GMT, read@my.sig (Steve) wrote:
>
>>Of course this is on my 286 PC, so results will vary from PC-PC.
>>APE+ speed is great when it works, but SpartaDOS tends to hang around
>>and wait for a few seconds after reading 10-20 sectors. SuperDOS 2.9
>
> Hmmm...that's weird....what version of SpartaDOS are you using? Steve
> says that versions prior to 3.2g might not work too reliably in APE+
> mode.
>
>>won't load the SDUP.SYS except after resetting a few times, and
>>SuperDOS 5.1 seems to lose the drive status after loading.
>
> It could be soemting in the Ape configuration or possibly the Ape+
> DOS patch that you're using (there's one by Yogi and a more recent one
> by Steve Tucker), I've had different results with each. Also, I've
> found that on my particular system, even though I have the 1 chip
> SIO2PC cable, APE works much more reliably when you configure it to
> use the 2-chip version......go figure.....

Try increasing the safty margin if you have 1.12. If you configure
it for 2 chip, it adds 2ms of extra latency to allow the manual
tristate to function properly. Adding it via the safty
margin setting would be more reliable now :)

Steve

1687. 6502 Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5e7gph$i3v@freenet-news.carleton.ca>
Source record: 75660
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

I'm writing my own 6502 emulator as a rad object for Delphi/C++ Builder,
but I have some problems w/ interrupts and flags. Hopefully
some of you know what these do? I tried buying a 6502/65816 book
from borders but it is out of print.

There seems to be some confusion about how the BRK instruction
actually functions. I discovered PHP always sets the
B flag, ok, but I have 3 posts about how BRK twiddles the flags,
all different.

When the status register is pushed, should B be set in the
PUSHED copy? Should I be set? One paper I have says I is never
set for BRK, just for an external hardware interrupt, an nmi?

Besides BRK what other kinds of interrupts does the 6502
service? Obviously it seems to have an external interrupt line? There
also seems to be seperate talk about nmi's, what causes these? Is there
a line for maskable and non maskable interrupts? Sorry Ive never
written any major programs in 6502.

If the 6507 has no interrupt lines, then only a BRK instruction
can cause an interrupt on it?

Thanks :)

Steve

1688. Theatre Europe

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: Flatliner <Flatliner@swol.de>
Message-ID: <33075C5D.69FB@swol.de>
Source record: 75661

Who has got a copy of the manuel for "Theatre Europe"
I need it to activate the Nucular Bomb

1689. Laser Tennis from GTE Software

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: Flatliner <Flatliner@swol.de>
Message-ID: <33075E5C.250A@swol.de>
Source record: 75662

Hi,
Iam searching "Laser Tennis" from GTE Software
it was a german product. Coded just for fun, by two friends of
mine.

1690. Re: Colorspace

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970216144603.9154A-100000@moose.erie.net>
Source record: 75663

On Tue, 11 Feb 1997, Rich Grasso wrote:

> Mr. Entropy wrote:
>
> > Ironically, it's written by Jeff Minter, who wrote Colourspace.
>
> thanks for the info.
> with Jags going for as low as US$29 and the CD units for not much more,
> I guess this is all the more reason to get a jag.

$29 for a new Jag? Where? How much is the CD-ROM?

1691. Re: Software wanted for Voice Box by Alien group

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <pJK4gM4.rldetlefsen@delphi.com>
Source record: 75664

I can regenerate you Alien Voice box disk. Send the to:Rick Detlefsen
8207 Briarwood Lane, Austin, TX 78757. Add $1.00 to cover return postage(in
U.S.)
Rick D.

1692. Re: 6502 Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: "Stefan G. Farnell" <stefan@rvwinkle.demon.co.uk>
Message-ID: <kXb0OIAks2BzEwZM@rvwinkle.demon.co.uk>
Source record: 75665
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

In article <5e7gph$i3v@freenet-news.carleton.ca>, "Steven J. Tucker"
<ai123@FreeNet.Carleton.CA> writes
>
>I'm writing my own 6502 emulator as a rad object for Delphi/C++ Builder,
> but I have some problems w/ interrupts and flags. Hopefully
> some of you know what these do? I tried buying a 6502/65816 book
> from borders but it is out of print.
>
>There seems to be some confusion about how the BRK instruction
> actually functions. I discovered PHP always sets the
> B flag, ok, but I have 3 posts about how BRK twiddles the flags,
> all different.
>
>When the status register is pushed, should B be set in the
> PUSHED copy? Should I be set? One paper I have says I is never
> set for BRK, just for an external hardware interrupt, an nmi?
>
>Besides BRK what other kinds of interrupts does the 6502
> service? Obviously it seems to have an external interrupt line? There
> also seems to be seperate talk about nmi's, what causes these? Is there
> a line for maskable and non maskable interrupts? Sorry Ive never
> written any major programs in 6502.
>
>If the 6507 has no interrupt lines, then only a BRK instruction
> can cause an interrupt on it?
>
>Thanks :)
>
>Steve
All I can see in the way of 6502 programming books is one of the Penfold
series that Maplin have in their catalogue. Called An Introduction To
6502 Machine Code by R.A. & J.W. Penfold. Pub:1984 112 pages.
--
Stefan G. Farnell

1693. Re: ATR8000 woes!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <hrJb4Wy.rldetlefsen@delphi.com>
Source record: 75666

About your ATR8000 not booting... While I'm not an expert on the ins and outs,
I've been using mine since 1981.
My thoughts: Do the drive lights come on for a moment, and the drives spin up
when the ATR is turned on?
Are the drive lights always on?
Are there any SIO drives?
Has the ATR ever worked right?
Is the ATR configured for CP/M terminal instead if Atari controller?

We can work from here.
Rick D.

1694. Re: Colorspace

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <ppK5Ys0.rldetlefsen@delphi.com>
Source record: 75667

I just looked at my copy of Colourspace. It looks neat. The best way to find out if the ST version materialized is to scan ANTIC and START mags-The Catalog.
Rick D.

1695. Re: Question on GIF's and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <E5ppKu.I6r@iglou.com>
Source record: 75668

In article <5e1n24$qlp@dfw-ixnews4.ix.netcom.com>, Robert Smith Ely wrote:
>In <32f17fdf.34125746@news.inc.net> ssilicon@lax.net (Jon D. Melbo)
>writes:
>
>>
>>Hi. There is software for the Atari that lets it view GIF's as best
>>as the Atari can. It uses mode 11 or 9 and then makes thre screens of
>>the image in different three different tint colors. It then rapidly
>>page flips between these screens. This is the best the Atari8 can do
>>I think with GIFs. The program is called Color View I think by Jeff
>>Potter? Haven't used it since maybe 91 so hard to remember. The one
>>thing that would help though is to maybe reduce the pic to 256colors,
>>and to a resolution that is max of gr 9 or 11 or whatever it is.
>>Reducing file size would help processing time on the 8-bit greatly.
>>
>> Cheers,
>>
>> Jon
>>
>Jon,
> ColorView was a different program. You're thinking of APACVIEW.
>Both were written by Jeff Potter.
>
There was a third program called JVIEW. APACVIEW decodes a GIF into
.R, .G., and .B files, which you would then view with COLRVIEW; JVIEW
does the decoding and viewing in a single program. It uses the RAM under
the OS, so you can't run it on an 800 or on Spartados versions 2 or 3.

--
Bill Marcum bmarcum at iglou dot com
Complaints about chain letters will be suspended pending resolution of
this case: http://www.bandersnatch.com/bander5.htm

1696. Re: atari 8 bit viruses

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970216204100.PAA02365@ladder01.news.aol.com>
Source record: 75669

In article <3301F207.446B9B3D@fir.fbc.com>, Curt Vendel <cvendel@fir.fbc.com> writes:

>
>There used to be some Trojan Horses being placed into BBS upload
>directories, they were simple programs that did something like
>XIO 256,1,0 I don't remember the proper syntx, its been over 8 years
>since I programmed on an Atari. The command was a base extended I/O
>command to tell the disk drive to FORMAT a disk, and if the programmer
>was smart, he'd have it do all the disks connected to the 8bit. It was
>malicous, but effective.

Sounds like something a certain unnamed "junk peddler" used to do years ago. He would take a program, change a few cosmetics, and make it run off a copy-protected disk. But he would also add a little code that would format all your drives if it didn't see the protection. He called it his "extra protection", we just called another one of his scams.

1697. Re: 6502 Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: Andre Bullock <AVB6567@worldnet.att.net>
Message-ID: <3307714B.33B0@worldnet.att.net>
Source record: 75670
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

Steven J. Tucker wrote:

I'm writing my own 6502 emulator as a rad object for Delphi/C++ Builder,
but I have some problems w/ interrupts and flags.

..Interrupts on the 6502

The 6502 had 3 methods of dealing with the interrupt feature. Two were
hardware driven, RESET, NMI, IRQ, and one driven by software, the BRK
instruction.

Basically all interrupt services were to support hardware devices or
programming. The RES, which was a pin on the device itself was used as a
RESET start function, like when a computer is first turned on. When this
pin is driven LOW the CPU does a direct jump to address contained in
FFFC-FFFD. For this reason most designers of 6502 systems placed their
ROM's in the last 8K of memory.

NMI, non-maskable interrupt is based on a hardware activity that must be
answered, used by devices to demand access to the buss or have
instructions porcessed. When this pin went LOW the PC and Status
Register are copied into 3 seccessive locations set by the stack pointer
(somewhere on page 1), then the PC is loaded from the address found at
FFFA-FFFB where the routine must exist to handle the interrupt.
An example of NMI grade interrupts is tape i/o which isn't DMA like but
has to be servied or the data will be lost.

IRQ, interrupt request is like NMI but maskable. If the I bit of the
status register (bit 2) is 'SET' the request is ignored. Note that NMI
cannot be ignored, thus called NON-MASKABLE. The vector to service this
interrupt is at FFFE-FFFF. Also while the interrupt is being serviced
the I bit is set by the CPU so the interrupt isn't interrupted. An IRQ
style interrupt is like a keypress, if it isn't answered for a few
hundred clock cycles it's not likly to be a disaster.

These hardware services are checked on a cycle by cycle basis, so
emulating these can be difficult.

The BRK insturction, forced break works like the above - except you
assert it with a command from assembly. Usally you use this in program
debugging. I suppose there are other uses as well. It's vector is
FFFE-FFFF.

Ah you say that's the same vector as IRQ, you're right...For this reason
your code must make one more test when the interrupt comes in. The BREAK
COMMAND bit of the status register is set when it's this instruction

that forces the interrupt. You test for the condition this way:

```
PLA ; get the status register into accumulator.
PHA ; but also save it on the stack.
AND #$10 ; bit mask to see bit '4' only, the BRK bit.
BNE BRKP ; on the BRK branch to the BRKP service routine.
```

Well I hope that helps.

AB.

1698. PC Xformer question

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: Richard Forester <forester@blarg.net>
Message-ID: <01bc1c4a$b0543ec0$3a9072ce@snowball_2>
Source record: 75671

Since you can supposedly use the keyboard in place of a joystick, what key
is the fire/jump button? I think I have tried everything but to no avail.

Thanks,
Richard

1699. Re: Theatre Europe

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5e7vc1$loh@dfw-ixnews5.ix.netcom.com>
Source record: 75672

In article <33075C5D.69FB@swol.de>, Flatliner@swol.de wrote:
>Who has got a copy of the manuel for "Theatre Europe"
>I need it to activate the Nucular Bomb

There was a phone number you had to call to get the launch codes. They played a really depressing skit over the phone with children crying, planes flying etc..etc...

I'm trying to remember the code. I might have it written down someplace.

Karl

Karl Heller - Making the world safe once again.

| heller@cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |

1700. Re: 6502 Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: marat@Glue.umd.edu
Message-ID: <5e7rt0$9di@hecate.umd.edu>
Source record: 75673
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:
: I'm writing my own 6502 emulator as a rad object for Delphi/C++ Builder,
: but I have some problems w/ interrupts and flags. Hopefully
: some of you know what these do? I tried buying a 6502/65816 book
: from borders but it is out of print.
[more skipped]

The text you absolutely want to take a look at is the "C64 Programmer's Revenge Manual" which comes with the VICE project distribution. From AltaVista, type "+c64 +vice" and you will find the document.

Marat

1701. Xformer vs SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: Richard Forester <forester@blarg.net>
Message-ID: <01bc1c60$c46012c0$369072ce@snowball_2>
Source record: 75674

I was wondering if anyone could share their opinion with me on which is the more logical solution: building an Xformer cable or SIO2PC cable to transfer stuff from my 800 to my PC.

I have two things that I mainly want to do:

1. Export Atari files from my Atari to my PC. I have Atari format text files that I would like to copy to a DOS file.

2. Copy atr and xfd images from my PC to my Atari. So I can download images off the internet and create Atari disks with them for use on my 800.

Does either cable/process lend itself better to what I am trying to do?

Thanks,
Richard

1702. Xlit sound detection problem?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <33079D12.3212@nh.ultranet.com>
Source record: 75675

Did anyone figure out the problem? I have a batch file that sets up the environment before starting Xlit. I'm running it from Win95. Any help appreciated!

1703. Re: Xformer vs SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: Douglas Feldman <dafeldman@worldnet.att.net>
Message-ID: <3307CF94.5F39@worldnet.att.net>
Source record: 75676

You should consider building the APE cable (derived from, but improved from the SIO2PC cable).

Then you could download ATR files to your PC. And store the ATR files on your PC, giving you a huge Atari HD. Then use APE software on your PC to make the Atari see your PC HD as a source of all those ATR images. Each image file becomes one floppy disk when served up by the APE software to your Atari. You need the APE cable to do this.

Check out the APE homepage: http://www.nacs.net/~classics/

have fun !!!

1704. 4 Sale Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-16 00:00:00 UTC
From: phantomm@harold.eastky.com
Message-ID: <5e86pr$7f9@netnews.mis.net>
Source record: 75677
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Will sell the following Atari items to the best offer.
Buyer pays shipping.
All items are Original, no pirated stuff.

For the Atari ST, I have these used INFOCOM Titles. All are in
the original boxes and have all manuals, maps, and etc.
Best offer for all 7 titles.

ZORK
ZORK II
ZORK TRILOGY
BEYOND ZORK
A MIND FOREVER VOYAGING
WISHBRINGER
SPELLBREAKER

For the Atari 8-bit.

2 OSS BASIC XL CARTRIDGES and 2 MANUALS
One cart is Black with Yellow Label. Version 1.03
One cart is Orange with Yellow Label. Version 1.02
One manual is the paperback Reference Manual. 135 pages.
One manual is loose pages in a hardback 3clip yellow notebook which
has the 135 page Reference Manual. Plus the 176 page "30 Days to
Understanding Basic XL"
Also included is an Original OSS Basic XE extension disk.
Best offer.

PQ The Party Quiz Game by Suncom.
4 push button controllers, Interface Module, Original Manual and
Software. Disk software includes...
Program Disk and Question Disk on Flippies. Has both Atari 8-bit and
Commodore 64 versions. And these extra Question disks...
Education Edition 1
Entertainment Edition
General Edition 2
General Edition 3
This should work on any Atari 8-bit. Was tested on a 130XE and
everything works fine and is in very good condition.
Best offer.

ATARI SPEED READING
"Develop Advanced Speed and Comprehension Skills and Discover Your
Reading Potential"

Contains all 5 original cassettes and 209 page workbook in a large
black, clip notebook type case.
Workbook has a few pages that were answered in a light pencil. 95% of
the workbook has not been written in. This item is in excellent condition
for its age. The copyright is 1981. Model CX4126
Best offer on this complete package.

THORN EMI VIDEO Software
KICKBACK Cartridge. Comes in original black case with instructions.
RIVER RESCUE Cartridge. Comes in original black case with instructions.
SUBMARINE COMMANDER Cartridge. No case or instructions.
THORN EMI COMPUTE 4 & REVERSI Cassette. Original Case and Instructions.
OWARI & BULL And COW Cassette. Original Case and Instructions.
Best offer on these 3 carts and 2 cassettes.

ATARI CASSETTES
No paper boxes with these programs.
All are original Atari Cassettes in plastic cases.
AN INVITATION TO PROGRAMMING
WRITING PROGRAMS ONE
WRITING PROGRAMS TWO
INTRODUCTION TO SOUND
INTRODUCTION TO GRAPHICS
Two original Atari Manuals that cover the Writing Programs 1&2
and Introduction to Sound and Graphics, cassettes.
MAILING LIST and Original Atari Manual.
ENERGY CZAR no manual.
Best offer on these 7 cassettes.

E-mail any offers and or questions to...

phantomm@harold.eastky.com

Net-Tamer V 1.08XB - Test Drive

1705. ICE-T STILL AVAILABLE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970217011001.UAA16855@ladder01.news.aol.com>
Source record: 75678

I have version 2.71 of Ice-T. Are the registered versions (such as 2.76 mentioned here) still available from the author? If so, can someone provide the address to reply to?

Thanks

1706. Re: PC Xformer question

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: morbid@best.com
Message-ID: <3307bbec.780540@nntp.best.com>
Source record: 75679

On 16 Feb 1997 20:43:28 GMT, "Richard Forester" <forester@blarg.net>
wrote:

>Since you can supposedly use the keyboard in place of a joystick, what key
>is the fire/jump button? I think I have tried everything but to no avail.
>
>Thanks,
>Richard
>

The 0 key on the numeric keypad is the fire button. (I'm not sure why
you'd want to use the keyboard tho, considering Darek doesn't
apparently know the meaning of keyboard interrupts...)

1707. need manuals- starbowl football/Infiltrator

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: kham2112@aol.com
Message-ID: <19970217022000.VAA20277@ladder01.news.aol.com>
Source record: 75680

I'm looking for game manuals for starbowl football and Infiltrator. I
have software available to copy and trade.
Rich K.(Miami,FL)

1708. Re: PC Xformer question

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: knave@usa.net
Message-ID: <2f7cd$161a1d.277@NEWS>
Source record: 75681

"Richard Forester" <forester@blarg.net> wrote:

>Since you can supposedly use the keyboard in place of a joystick, what key
>is the fire/jump button? I think I have tried everything but to no avail.

4 tips concerning Xformer:

1) Use the shift F10 key to set the emulation to straight 800 mode
that runs nearly everything.

2) The keypad's 0 is the fire key, ain't it?

3) RTFM

4) Get Markus Gietzen's XL-it, which is better.

---knave

1709. Re: Anyone got Bruce-Lee to work on XL-IT 0.17?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <5e8lj0$i6s@dfw-ixnews12.ix.netcom.com>
Source record: 75682

In article <5e3ckt$2kk$1@enyo.uwa.edu.au>, darrins@cyllene.uwa.edu.au (Darrin Smith) wrote:
>Has anyone got bruce-lee (datasoft) to work on xl-it 0.17???
>It runs but you can't move bruce, he's just stuck in the bottom left
>corner.
>Is it a bug or just my copy corrupt?

It seems that Bruce Lee doesn't work with any emulator. Not sure why, it must do something weird when it initializes.

-=
"The death of the warrior or the old man or the little
child, this I understand, and I take away the pain and
end the suffering. I do not understand this death of
mind" - Death (The Light Fantastic / Terry Pratchett)

Check out -> http://www.netcom.com/~chelm/main.html

NMA Rules
-=

1710. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: ag608@freenet.toronto.on.ca
Message-ID: <E5q8Au.52r.0.sheppard@torfree.net>
Source record: 75683

In a previous article, noone@nowhere.com (Yogi) says:

>On Wed, 12 Feb 1997 01:22:19 GMT, ag608@freenet.toronto.on.ca (James
>The opinions expressed in OTHER people's replies are not necessarily
>my own. The reason the archive is there is because the similar archive
>for other platforms exist, and there should be one for atari. The same
>reasoning also applies to those platforms - they are all pirated
>software.
>
>Why don't you just come out and say "It's wrong to pirate software".
>I'm sure you've never done it, or have repented and realized that it
>would help destroy a platform you loved, so stopped. Is that what you
>are saying?
>
>If you find it offensive that the archive is there, thats tough. But
>don't put words in my mouth that justify why it's there. It is there
>because it is there, and that's it.
>
>People adding to this thread, please clearly mark which is MY reply,
>and your additions. I don't want this guy misquoting me.

Listen up KID!

I NEVER misquoted you deliberately or otherwise! As for your cheap
shots, I DON'T CARE!
As for you justification, it was a highlight of the Atari 8bits, that
before you hit town, there weren't "Warez d00d" sites such as yours.

Btw, I've been saying all along that piracy is wrong! question is if you
still don't realize that then you've reached an all new low. The final
truth of the matter is that you've buried yourself in bull. Now crawl
back under the rock you came from as it's clear that you're not needed in
the 8bit community and despit the claims of your 3 supporters, you're not
wanted either.

--

1711. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <5e8nme$khq@dfw-ixnews12.ix.netcom.com>
Source record: 75684

In article <5e3271$4tl@ornews.intel.com>,
51:205/311.1!Rich.Tietjens@atarinet.portland.or.NO.SPAM.us (Rich Tietjens) wrote:
>And, BTW, as a sometime software developer (I just re-obtained a couple of
>8-bit machines recently, after losing my entire library and the hardware in
>a breakup some years ago), I look at this as a learning experience. I
>learned that, at least here, some of the cries of "I'm leaving becasue of
>piracy" may have been prophetic rather than factual - but there's definitely
>no chance that I can expect any future products to sell more than one copy.
>Thus, there's no reason to release them at all. And if you doubt my ability
>to support the machine, I refer you to Compute! for April 1984.

Umm, I guess you better not release anything then. This 'Atari Piracy' is the
most assanine debate I've ever heard. The Atari8 series is *dead* - period.
If you support it, it should be because of it being an act of love for a
hobby. You can't make a living off of the Atari8, simple as that. If you
do make some money, then great, all the better - but it shouldn't be
expected. No one should be expecting financial payback for supporting a
machine that has long passed into the halls of history. It's time has come
and gone. Yogi's archive simply preserves a bit of the past that some of us
cling to, that would otherwise be lost...

-=
"The death of the warrior or the old man or the little
child, this I understand, and I take away the pain and
end the suffering. I do not understand this death of
mind" - Death (The Light Fantastic / Terry Pratchett)

Check out -> http://www.netcom.com/~chelm/main.html

NMA Rules
-=

1712. Re: PC Xformer question

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <5e8okr$khq@dfw-ixnews12.ix.netcom.com>
Source record: 75685

In article <2f7cd$161a1d.277@NEWS>, knave@usa.net (Dave Navajo) wrote:
>4 tips concerning Xformer:
>
>1) Use the shift F10 key to set the emulation to straight 800 mode
>that runs nearly everything.

Uh, yeah I suppose. It just doesn't run anything properly.

>4) Get Markus Gietzen's XL-it, which is better.

Absolutely. Xformer is a heinous piece of garbage that borders on fraud.

-=
"The death of the warrior or the old man or the little
child, this I understand, and I take away the pain and
end the suffering. I do not understand this death of
mind" - Death (The Light Fantastic / Terry Pratchett)

Check out -> http://www.netcom.com/~chelm/main.html

NMA Rules
-=

1713. Found what i was looking for

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: Eric Lambeth <Eric_Lambeth@baylor.edu>
Message-ID: <Eric_Lambeth-1702970022320001@hsb-dialin-03.baylor.edu>
Source record: 75686

I have made arrangements to purchase the 8-bit system I needed. Thanks to
all those sellers who expressed interest.

I am still looking for a Mega ST if anyone has one.

Eric

1714. Re: 6502 Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5e950f$r5e@narses.hrz.tu-chemnitz.de>
Source record: 75687
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

```
Marat Fayzullin (marat@Glue.umd.edu) wrote:
: The text you absolutely want to take a look at is the "C64 Programmer's
: Revenge Manual" which comes with the VICE project distribution. From
: AltaVista, type "+c64 +vice" and you will find the document.

You can also have it from the VICE homepage at
http://www.tu-chemnitz.de/~fachat/vice/vice.html

or directly here:
http://www.tu-chemnitz.de/~fachat/vice/vice/Emulation.html

hope it helps
Andre

--
```

Andr&#65533; Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit&#65533;t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

1715. FS/T: Atari 8-bit computer items [02/17/97]

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <5e9b28$ac2@dfw-ixnews3.ix.netcom.com>
Source record: 75688

If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it). Also, please be sure to read the entire message carefully before you ask me any questions. This will save us both some time. Thanks! -- MJN

*****

All VGA FS/T lists are updated weekly and are available on the WWW at http://www.io.com/~vga2000/

This list was last updated on 02/14/97

NOTE: There are currently 1375 ORIGINAL game screen shots available on my web site, including 52 for the Atari 8-bit computers!

I have the following Atari 8-bit software, hardware, and accessories for sale or trade.

There are a few items that are listed as untested. When I bought these items I was told that they all worked, but due to a lack of time, I have been unable to test them myself.

SALE CONDITIONS:

1) Sales are first come, first served. Please include your full postal mailing address in your reply, along with a list of the item(s) that you are interested in. This information is for internal VGA use ONLY, and will NOT be sold! Also, you will only be added to the VGA mailing list at your request!

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless specified.

NOTE: Since all cartridges are used, some labels will have small defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 5.00 Atariwriter
$ 5.00 Basic -- for use with the Atari 400 and 800
$10.00 Delta Drawing (Spinnaker)
$ 4.00 Missile Command
$ 4.00 Space Invaders
$ 5.00 Star Raiders

Cartridges with case and manual:
$15.00 Alphabet Zoo (Spinnaker)

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers -- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers (14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3 (100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog (32 pages).

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

This is a complete system, except for RF switchbox and RCA cable.

$39.00

*****

LOT #2

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex connector cable.

$32.00

*****

LOT #3

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex connector cable.

This item has not been tested.

$ 5.00

*****

LOT #4

ATARI 820 PRINTER, with one (1) roll of paper and built-in power cord.

This item has not been tested.

$14.00

*****

LOT #5

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

$19.00

*****

To reserve any item(s) listed here, please contact me (please read
the SALES CONDITIONS section first). Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

1716. Re: Mike Hohman OR Mike Holman?!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: John Collins <bosco@user1.inficad.com>
Message-ID: <5e87ks$31d$1@news.inficad.com>
Source record: 75689

mratari01@aol.com wrote:
: In article <3303517c.54109496@news.inc.net>, ssilicon@lax.net (Jon D.
Melbo) writes:

: >=========
: >So, could this be him?
: >
: >Holman, Mike L 4012 W Verde Ln, Phoenix, AZ 85019-4339
: > Phone: (602)278-6273
: >
: >Was his middle initial L?
: >By the way what WAS that phone number? Maybe I can do a search on it.
: >
: > Cheers,
: >
: > Jon
: >
: >

: I doubt seriously if that's him, he seems to like phone numbers which are listed under
someone elses name, possibly his girlfriends or wifes or whatever.

: I don't beleive I have the number where I last reached him any longer, I discarded it
after about 1 week when it became dis-connected....

: The Shadow

Mike is no longer in Arizona. He was living with his mother while he was
here and had set himself up an "office". Don't be surprised is he is on
the net using an alias and is lurking around on this newsgroup. He is a
very nice, soft-spoken man, but there's no excuse for his actions.

JC

1717. new intro and screen-shots....

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <3308D1EB.5FB0@zeus.fh-pforzheim.de>
Source record: 75690

hi all xl-fans...

on friday and saturday (21.02.-22.02.97) there will be
a demo-party in poland by the xl-crew "shadows" (sweet illusions,
asskicker) and the amiga-crew "freezers"...

i will present there my new intro called "r34lly unr34l" and it will
be avaible on mareks homepage after that party... so take a look
next week...

on the page there will be screen-shots of my other productions as well...

bye HeAvEn/TQA

email: nadkar@fh-pforzheim.de

http://www.uni-karlsruhe.de/~Marek.Tomczyk
and click to demo-corner

1718. Re: Emulator Screen Captures?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <3308CFAE.19CD@zeus.fh-pforzheim.de>
Source record: 75691

hi... i have made some screen-shots with my amiga 1200 from my
demos... ;-)

i have used the xl-emulator atari800 v0.6.0 and luckily
the amiga-os is a multitasking os so i can load any screen-grabber
and make screen-shots by pressing some key-combinations... :)

but there must be other emulators/screen-grabbers for ms-dos, or?

the atari st version of xformer can grab by itself xl-screen-shots
and save them to harddisk...

bye HeAvEn/Member of Taquart

http://www.uni-karlsruhe.de/~Marek.Tomczyk
and click to demo-corner...

or

http://calia.daewoo.lublin.pl/~Nic0/klub/heaven.html

1719. Re: 800XL can it run 800 games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5e9svc$3vg@login.freenet.columbus.oh.us>
Source record: 75692

Bill Marcum (bmarcum@iglou1.iglou.com) wrote:
: In article <5e21ap$e02@login.freenet.columbus.oh.us>, Daniel Klugh wrote:
: >KeroKitty (kerokitty@aol.com) wrote:
: >: I used to have an 800XL and there was this compnay what sold a pc board
: >: with 2 slots: 1 XL BIOS the other 800 BIOS and it plugged into the XL
: >
: >uh,the Atari doesn't have a BIOS.You're thinking of the ST.
: >The Atari's OS is built-in,so there's no point to a BIOS.
: >

: The 8-bit's OS ROM is quite different from the BIOS of an ST or an IBM PC,
: but the PC and the 8-bit, and early ST models, all have to load their DOS
: from a disk. Until recent years, a real IBM PC could also run Basic if no
: disk drive were present.

DOS can also be contained in a cartridge or loaded from the drive
itself.But I digress...

: An original 400 or 800 with no cartridge, disk, or cassette is hardly any
: more useful than a PC in similar condition, so I see little point in
: saying the 8-bit has an OS, not a BIOS. (Of course, the PC doesn't have
: cartridges unless it's a PCjr.)

uh,I don't see your point.The OS is built in,or else tape and cartridge
games wouldn't work.

The BIOS just exists so that MS-DOS doesn't have to be customized for
every type of PC.The handlers that come with the OS (be it MS-DOS or CP/M
or UNIX) just translate the OS's call to one for the BIOS.
The BIOS routines are each accessed in a totaly different manner,the OS's
handlers in a generic manner.
The BIOS is just barely useful.The RS232 routine is close to useless.
(you actually need to be reading from the serial port to get a byte,where
as Atari's R: device is always receiving data even when the programme
is doing something else)
The BIOS only suports ploting a single pixel on the screen.
(where as the S: device on the Atari suports line draws and fills)
When programmes bypassed the BIOS,it meant that they wouldn't work with
newer graphics cards like the CGA and EGA (which are incompatible with
each other).

Since the Atari OS is built-in,there's no need for such a translation
machanism since the OS will have with it the proper handlers for that
computer.

: (ps: anybody got an original IBM PC cassette cable, or pinouts for it?).

This can only be access through the BIOS.So you can't convert your BASIC tape games into disk files with:

```
LOAD "TAPE:"
SAVE "GAME.BAS"
```

--
The Doctor

1720. Re: PC Xformer question

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <3308708E.56E8@isd.net>
Source record: 75693

>Chris wrote:
>
>
> Absolutely. Xformer is a heinous piece of garbage that borders on fraud.
>
>

What is this? Blasting freeware? No wonder these emulator guys consider
stopping their continual upgrading of these systems...

Mabe you havent tried 3.60? Xformer has some great featues esp. using
exe's straight without having to put them into a disk image.

Either way, support them, don't blast them.

1721. Yogi's hackerz site

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5e9tb8$616@login.freenet.columbus.oh.us>
Source record: 75694

I'm having a bit of trouble accessing Yogi's new Hackerz.com FTP site.
Of course I can't use the boot disk games since they are in ATR format.So I
went to the binary file games but the directories seemed to be empty.
After accessing other directories I realized that I can't access any
directory with spaces in the filename.

uh,so what do I do?
And does anyone know where I can HTTP/FTP/Gopher a programme to convert
ATR files to a disk?
--
The Doctor

1722. PC Xformer question

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: rashm62629@aol.com
Message-ID: <19970217160301.LAA18563@ladder01.news.aol.com>
Source record: 75695

At least Xformer reads the megaimages off yogi's.

1723. Re: Xlit sound detection problem?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: read@my.sig
Message-ID: <330a8221.3801633@news.networx.net.au>
Source record: 75696

Brian Sturk <bsturk@nh.ultranet.com> wrote:

>Did anyone figure out the problem? I have a batch file that sets up the
>environment before starting Xlit. I'm running it from Win95. Any help
>appreciated!

The Problem?? Win 95!! :)

(sorry, I had to say it tho)

Steve.

```
-----------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-----------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
-----------------------------------------------------------
```

1724. Re: Colorspace

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: trek@ihgp114r.ih.lucent.com
Message-ID: <5ea805$3nr@ssbunews.ih.lucent.com>
Source record: 75697

In article <Pine.LNX.3.95.970216144603.9154A-100000@moose.erie.net>,
Dennis McGuire <mcguired@moose.erie.net> wrote:
>On Tue, 11 Feb 1997, Rich Grasso wrote:
>
>> Mr. Entropy wrote:
>>
>> > Ironically, it's written by Jeff Minter, who wrote Colourspace.
>>
>> thanks for the info.
>> with Jags going for as low as US$29 and the CD units for not much more,
>> I guess this is all the more reason to get a jag.
>
>
> $29 for a new Jag? Where? How much is the CD-ROM?

From: vidgame@ix.netcom.com (Jeff Golden)
Subject: Lynx, Jaguar, JagCD Liquidation

Jaguar CD system $69new(included Myst demo, no game)
Jaguar CD system $59 store demo(included Myst demo, no game)

Jaguar System $39new(no game). Limited quantity. Please, reserve now.

Jaguar System $29 store demo(no game)

Lots of deals on games etc. Just post him and ask for listing. Wayne

1725. Uploads to UMich

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <3308B15C.46BE@kawo2.rwth-aachen.de>
Source record: 75698

Hallo !

I want to upload some files to UMich archive now.
But I cant get a connection, even when I tried multi.
Then I tried to upload to the mirror sever in Stuttgart - but access
denied.
Are there any other possibilities ?

Thanx, Matt
--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

1726. Re: PC Xformer question

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <5eadc2$n3k@dfw-ixnews12.ix.netcom.com>
Source record: 75699

In article <3308708E.56E8@isd.net>, jklein@isd.net wrote:
>> Absolutely. Xformer is a heinous piece of garbage that borders on fraud.
>>
>>
>
>What is this? Blasting freeware? No wonder these emulator guys consider
>stopping their continual upgrading of these systems...

I am not blasting freeware, I *paid* for the piece of crap that is known as
Xformer. I expect products to function as advertised, silly me.

-=
"The death of the warrior or the old man or the little
child, this I understand, and I take away the pain and
end the suffering. I do not understand this death of
mind" - Death (The Light Fantastic / Terry Pratchett)

Check out -> http://www.netcom.com/~chelm/main.html

NMA Rules
-=

1727. Re: 6502 Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: brat@interlog.com
Message-ID: <5eajci$mev@news.interlog.com>
Source record: 75700
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

In article <3307714B.33B0@worldnet.att.net>, Andre Bullock <AVB6567@worldnet.att.net>
wrote:
>Steven J. Tucker wrote:
>
>I'm writing my own 6502 emulator as a rad object for Delphi/C++ Builder,
>but I have some problems w/ interrupts and flags.

[snip]

>The BREAK
>COMMAND bit of the status register is set when it's this instruction
>that forces the interrupt. You test for the condition this way:
>
>PLA ; get the status register into accumulator.
>PHA ; but also save it on the stack.
>AND #$10 ; bit mask to see bit '4' only, the BRK bit.
>BNE BRKP ; on the BRK branch to the BRKP service routine.

This is the same code published in Rodnay Zaks's book "Programming the 6502",
which struck me as incorrect.
Since this code will be in an interrupt service routine, don't you
have to save at least the A register on the stack to preserve the value the
interrupted program had in it, thus making the P register value on the stack
inaccessible to PLx instructions?
Zaks says in the description of the BRK instruction that "the value of
P stored on the stack has the B flag set to 1, to differentiate a BRQ from an
IRQ." However, it seems much more logical for the processor to set the break
bit in the P register *after* having pushed the original P register onto the
stack. That way the bit can be tested with a PHP/PLA/... sequence sometime
after the previous value of A has been safely tucked away on the stack. Also,
on RTI, the break bit will be automagically set back to 0 when the P register
is restored.

Bernie

--
Bernie Rataj brat@interlog.com qth://toronto.on.ca
Member: Ontario DX Association, Tsuruoka Canadian Budokai
--

1728. Re: 6502 Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: "T.W. Seddon" <T.W.Seddon@ncl.ac.uk>
Message-ID: <5eagu1$jlo@whitbeck.ncl.ac.uk>
Source record: 75701
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:

> I'm writing my own 6502 emulator as a rad object for Delphi/C++ Builder,
> but I have some problems w/ interrupts and flags. Hopefully
> some of you know what these do? I tried buying a 6502/65816 book
> from borders but it is out of print.

> There seems to be some confusion about how the BRK instruction
> actually functions. I discovered PHP always sets the
> B flag, ok, but I have 3 posts about how BRK twiddles the flags,
> all different.

> When the status register is pushed, should B be set in the
> PUSHED copy? Should I be set? One paper I have says I is never
> set for BRK, just for an external hardware interrupt, an nmi?

When a BRK occurs:

1. I is SET.
2. The program counter has 2 added to it, and this address is pushed to the
stack.
3. The P register is pushed onto the stack with the B bit SET.
4. The new PC is taken from $FFFE, and $FFFF.

When an IRQ occurs:

1. I set SET.
2. The program counter is pushed onto the stack.
3. The P register is pushed onto the stack with the B bit CLEAR.
4. The new PC is taken from $FFFE, and $FFFF.

As for NMIs, not sure. Just keep the B bit set *at*all*times*. It is only
clear on the *image* of the P register pushed onto the stack after a non-BRK
IRQ.

Note also that BRK can occur with I set -- it is an internal thing.

> Besides BRK what other kinds of interrupts does the 6502
> service? Obviously it seems to have an external interrupt line? There
> also seems to be seperate talk about nmi's, what causes these? Is there
> a line for maskable and non maskable interrupts? Sorry Ive never
> written any major programs in 6502.

There is an IRQ line. When a device wants an IRQ it asserts this line. The 6502
ignores it if the I flag is set. Don't let the hardware check the I flag! It is
the 6502's job to ignore or not ignore interrupt requests. (I made this
mistake once! It seemed so sensible the other way :-)

NMIs can never be masked. I am not sure what happens when an NMI occurs before the previous one has been serviced. Presumably you just have to service them very quickly :-)

> If the 6507 has no interrupt lines, then only a BRK instruction
> can cause an interrupt on it?

Don't know about this :-)

--Tom

1729. Re: Xlit sound detection problem?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <33089BB9.60BB@nh.ultranet.com>
Source record: 75702

Steve wrote:
>
> Brian Sturk <bsturk@nh.ultranet.com> wrote:
>
> >Did anyone figure out the problem? I have a batch file that sets up the
> >environment before starting Xlit. I'm running it from Win95. Any help
> >appreciated!
>
> The Problem?? Win 95!! :)
>
> (sorry, I had to say it tho)
>
> Steve.
>
Yeah Win 95 is a pain... :] I knew I'd catch some flak! Anyway I have
also tried this booting to plain old DOS 6.22. It's gotta be the sound
card detection routines.

1730. assembly language for Atari 400/800 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: Tom Lohman <tlohman@ub.d.umn.edu>
Message-ID: <3308F789.22BB@ub.d.umn.edu>
Source record: 75703

I am looking for the instuction set details for the Atari 800XL or the
Atari 400. If you have any info please email back.

Thanks
Tom Lohman
tlohman@d.umn.edu

1731. WTB: XEGS keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: Eric Lambeth <Eric_Lambeth@baylor.edu>
Message-ID: <Eric_Lambeth-1702971641150001@hsb-dialin-05.baylor.edu>
Source record: 75704

still looking for one.... email me if you have one.

1732. Atari History info

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: John Gaiger <john.gaiger@dial.pipex.com>
Message-ID: <01bc1d21$2d1c31c0$42f882c1@lidster>
Source record: 75705

Has anyone got any information of Atari history?
Like dates that models were introduced and any info on general Atari
history

regards john.gaiger@dial.pipex.com in UK.

1733. Re: Anyone got Bruce-Lee to work on XL-IT 0.17?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <330915DF.ED4@isd.net>
Source record: 75706

Chris wrote:
>
> >Has anyone got bruce-lee (datasoft) to work on xl-it 0.17???
> >It runs but you can't move bruce, he's just stuck in the bottom left
> >corner.
> >Is it a bug or just my copy corrupt?
>
> It seems that Bruce Lee doesn't work with any emulator. Not sure why, it must
> do something weird when it initializes.

Bruce Lee works great on xformer 3.60

1734. Re: 6502 Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: Andre Bullock <AVB6567@worldnet.att.net>
Message-ID: <33091B8F.1451@worldnet.att.net>
Source record: 75707
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

```
> Yup. But you could change the code to:
>
> PHA
> TXA
> PHA
> TSX
> LDA $0103,X
> AND #$10
> BNE BRKP
>
> This is how the C64 roms do it ($FF4B)
>
> --
> ___ . + . . . Per Olofsson
> ._|___|_, . . . . . + . . o
> o-o + . + MagerValp@Goth.Org . . + + + .
> - . . . o + . . .
> " + + . http://www.cling.gu.se/~cl3polof/
```

...FromAB..

Wow you're right, I had forgotten about saving the 'A' register however I didn't use the Rodney Zaks book but the Lawerence Leventhal guide on the 6502, looks like plagerisum was rampent in that time. After reading your post I checked out Mapping the 64, and Anatomy of the C64 which disassembles the ROMS. Their IRQ/BRK code reads:

```
PHA
TXA
PHA
TXY
PHA
TSX
LDA $0104,X
AND #$10
BEQ $FF58 - break routine.
```

AB.

1735. Re: assembly language for Atari 400/800 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-17 00:00:00 UTC
From: Andre Bullock <AVB6567@worldnet.att.net>
Message-ID: <33091E4C.20D6@worldnet.att.net>
Source record: 75708

Tom Lohman wrote:
>
> I am looking for the instuction set details for the Atari 800XL or the
> Atari 400. If you have any info please email back.
>
> Thanks
> Tom Lohman
> tlohman@d.umn.edu

..FromAB

Not sure if this answers your question but I believe you need two things, the Atari was not simply a 6502 based microcomputer it had various features that you'll need documentation to exploit fully. First a good book on 6502 Assembly Language, titles you may consider include:

Programming the 6502 - Rodney Zaks
6502 Assembly Language Programming - Lance Leventhal

You'll also need some information about the Atari 8 bit hardware/software resources and memory map. Titles I suggest include:

De Re Atari - Chris Crawford
Mapping the Atari - Ian Chadwick
Inside Atari DOS - Bill Atkinson
Atari Technical Reference Notes - Atari Corporation

A good summary book detailing both aforementioned areas was:

Assembly Language Programming of Atari Computers - Mark Chasin, Byte Books.

A good library may have some or all of these titles. Other posters may have their own additions/deletions.

AB.

1736. Re: Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970217205254.21092A-100000@fissure.scar>
Source record: 75569

Thank you for that comprehensive list of Atari hardware/software
developers. I for one didn't think that many even existed!

Alan

1737. Re: Zip drives and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5ec9cf$7n@sjx-ixn8.ix.netcom.com>
Source record: 75570

In <5e222v$i7s@login.freenet.columbus.oh.us>
dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

>: Sapphire,
>: Actually, the ZIP drive is rather fast for a paralled device.
The
>: IDE or SCSI versions are as fas as most really good hard drives.
SIO2PC
>: shouldn't have any problem with the ZIP, even the parallel version.
>
>They mean using a ZIP drive with a Atari,not a PC.
>Accessing a ZIP drive through a PC would be too slow.Imagine running
>VTOCFIX on a MYDOS disk!
>From the APE docs,APE is only slightly faster than UltraSpeed.
>(on a US Doubled 1050)
>--
> The Doctor

Doc,
Yes, I know what Sapphire meant. I maintain that the IDE or SCSI
version would work like any ither hard drive via SOP2PC or APE. The
Parallel version might be a different story, nut hoone here seems to
have tried it yet. I will once I get my 8-bit system working again. I
have to repair my XF551 and replace a couple of SIO cables.
I really hope this version does work. It seems pretty quick for
regular MS-DOS and Win 3.1 access. I have to work more with it under
Win95.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

1738. Re: PC Xformer question

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5ecaf8$671@dfw-ixnews12.ix.netcom.com>
Source record: 75571

In <5e8okr$khq@dfw-ixnews12.ix.netcom.com> chelm@ix.netcom.com (Chris)
writes:
>
>In article <2f7cd$161a1d.277@NEWS>, knave@usa.net (Dave Navajo) wrote:
>>4 tips concerning Xformer:
>>
>>1) Use the shift F10 key to set the emulation to straight 800 mode
>>that runs nearly everything.
>
>Uh, yeah I suppose. It just doesn't run anything properly.
>
>>4) Get Markus Gietzen's XL-it, which is better.
>
>Absolutely. Xformer is a heinous piece of garbage that borders on
fraud.
>
>
>
>
>-=
> "The death of the warrior or the old man or the little
> child, this I understand, and I take away the pain and
> end the suffering. I do not understand this death of
> mind" - Death (The Light Fantastic / Terry Pratchett)
>
> Check out -> http://www.netcom.com/~chelm/main.html
>
> NMA Rules
>-=
>
Chris,
I don't know about that. Just about everything I've tried to run
seems to work. I've run games, BASIC XL programs, SpartaDOS and other
stuff with and w/o sound, joystick. I haven't tried the modem yet. What
version are you using? Try 3.60. It's FREE for the download from
www.emulators.com. Be sure to locate SpartaDOS 3.3. This DOs seems ro
run most stuff so far. It's the only DOS that I've been able to get the
BASIC XL runtime program to run under. All in all, it seems pretty good
to me. However, I'm still waiting for the XFormer 96!

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

1739. Re: Anyone got Bruce-Lee to work on XL-IT 0.17?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: Falcon <wfalcon@uofrlaw.urich.edu>
Message-ID: <3309C7CD.528F@uofrlaw.urich.edu>
Source record: 75572

Darrin Smith wrote:
>
> Has anyone got bruce-lee (datasoft) to work on xl-it 0.17???
> It runs but you can't move bruce, he's just stuck in the bottom left
> corner.
> Is it a bug or just my copy corrupt?

Good question. I haven't been able to get Bruce Lee to work with XL-IT or APE. I've tried APE with the translator disk, which gets me a little further, but eventually the screen graphics get screwy. Come to think of it, the copy I had of Bruce Lee back in the mid 80's would get kind of screwy every now and then too. Maybe the version from Yogi's has a bug.

Falcon

1740. Re: Atari History info

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn5gjift.r3e.asmolar@nscs.fast.net>
Source record: 75573

In the days of 18 Feb 1997 07:07:49 GMT, People like Richard Forester <forester@blarg.net> often wrote:
>Say.. who or what is JTS?

They are a California hard drive manufacturer. They basically took over Atari for their money, they have no interest in videogames.

We recently received two JTS drives here at work. I feel like a traitor using them..

1741. Re: Q: Atari XEM w improved sound chip?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <3309D543.41C67EA6@fir.fbc.com>
Source record: 75574

Anders,

The computer was called the Atari 65XEM (M standing for music) I
believe the spec's called for an 8 octave stereo output music system
based on a new chip called the AMY chip, it was never released for sale,
a few proto's are floating around here and there.

Curt

1742. Re: Anyone have a 1010?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <3309D84B.167EB0E7@fir.fbc.com>
Source record: 75575

Hi Andre,

I should have mentioned the hours, they are in CA. so pacific time applies, they're open 10am-6pm, Tuesday through Friday, Saturday 10am-5pm, Closed Sunday & Monday.

Curt

1743. Re: 6502 Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: Markus Gietzen <magi@stud.uni-sb.de>
Message-ID: <3309EE12.4FC9@stud.uni-sb.de>
Source record: 75576
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

Jon D. Melbo wrote:

> Wait a minute, PLA takes a byte off the stack and places it into the
> accumulator. It doesn't put the status register in the acumulator now
> does it?
At the described point it does because the status-register was
pushed on the stack (interrupt; that's what they are talking about...)

Bye,
Markus

1744. FS:130XE Collector's Computer $500.00/OBO

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <856290827.10295@dejanews.com>
Source record: 75577

1 Atari 130 XE, 1 Happy Enhanced 1050 Floppy Drive, 1 U.S. Doubler 1050 Floppy Drive, 1 Commodore monitor, 1 SIO2PC interface (for storing Atari Disk Images on IBM with A.P.E)) 1 P:R: connection interface (for IBM Compatible Printers and external modems), 50+ floppies, 15+ cartridges, books, SAMS schematics. You pay shipping. Great system. Price is for whole system. Serious offers only.

(note: Also included -a broken 130XE and a broken 1050 Floppy drive for parts and for free)

Ron Powalisz
ronwizbot@juno.com

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1745. Whatever happened to..

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: JDC <2091744@mcimail.com>
Message-ID: <01bc1dc4$84edbe20$d56425a6@jcolbert.cr.mci.com>
Source record: 75578

From newest Computer Shopper...
quote....
by John C. Dvorak

Originally published in the March 1997 issue

Atari's story began in 1972 when Nolan Bushnell shipped Pong, the very first commercial video game. Bushnell originally was going to name the company that would ship Pong "Syzygy"-- a metaphysical term for an unknown magical energy--but he quickly opted instead for "Atari," a word taken from the terminology for the Japanese strategy game GO.

Atari soon became the video-game kingpin and grew large enough to be sold in 1976 to Warner Communications for $26 million. Sales soared as Atari spearheaded the home-game market in 1977 with the Atari Video Computer System, later dubbed the 2600. A year later, Atari rolled out two excellent computers--the 6502-based 400 and the 800--that competed head-on with the Apple II.

The Roarin' '80s

Things looked good in the early 1980s. The computer business seemed secure, with Atari among the key players. The XL machines (the 600XL and 1200XL) were positioned for success. As the less expensive VIC-20 and Commodore 64 machines put price pressure on the Atari line, however, the IBM PC changed the direction of the market. Atari hoped to counter the low-ballers at Commodore with the 65XE and 130XE, but the test marketing failed.

Then came the bad numbers. Atari managed to lose nearly $500 million in 1983, triggering the following year's game-market collapse. The company scrapped aggressive plans for the 1400XL and 1450XLD, and left something called the "Atari phone" unfinished on the drawing boards. The rumored IBM-compatible portable, which could have placed the company in the same league as Compaq, also died on the vine. A 1200XL portable was scheduled to be rolled out in January 1984, but it too was put on hold.

Talk came of a deal between Atari and Bushnell's new company, Androbot. Nothing came of the deal; Atari continued to bleed money. On July 10, 1984 came the announcement that Atari would be sold to Jack Tramiel for no cash down and a promissory note.

A New Era

Over the next year the company was reorganized, and the rumors of Tramiel's real plans surfaced: He was going to build a new computer architecture that would be similar to the Macintosh. Industry observers referred to it as the Jackintosh. Eventually, it was called the Atari ST (where the ST stands for

16/32, which refers to the data bus and address bus of the chip). It was powered by the Motorola 68000 and ran the GEM operating system from DRI. The STs shipped in 1985, about six months after they were officially announced.

The rarest system was the Atari 260, which simply did not have enough memory to do anything. The 560 became the first serious machine, followed by the 1040 ST. 1986 was arguably the "Year of the Atari ST." There were flourishing Atari magazines, Atari user groups everywhere, and Atari-fests of all sorts. The company was earning millions. By the end of 1986 Atari was touting the upcoming Mega machine (which shipped in '87) and talking about its TT line of workstations, including the 2080 and 4160STF. But for ST users, the plans for the "Mega" machine marked the end of an era--at least symbolically.

By 1987, things were still going well, but the company was losing focus. Talk was that Atari was going into the PC business. In an odd move, the company bought the Federated Electronic Stores and promptly sued the sellers. Atari would find itself often in court trying to make money using the legal system rather than using its own R&D. It eventually closed the stores.

Blue Period

From this period until 1989, when the palmtop Portfolio was introduced, it was apparent that the company had begun to coast. It was attracted to the game market again--in response to Nintendo's emergence--and introduced the Lynx, an outstanding little handheld game machine.

Along the way it sued Nintendo over some perceived violation. In 1990 the company took a weak shot at the PC-compatible market with a machine introduced in the UK, called the ABC-386SX/40. It also released the 68030-based TT030 Workstation. Interest in these machines was lagging, and the company continued to milk the ST. In September of 1992 Atari took its last shot by showing a multimedia machine called the Falcon. Two weeks later the company shut down R&D and reported again that it was losing money.

At the end of 1993, Atari introduced the 64-bit Jaguar into a game market tinged with confusion. Worse, the company did little to promote the game machine to the very kids who would have to get their parents to buy it. The company generally did not have much faith in advertising, but you could also argue that Atari had very little money to spend on advertising. High hopes counted on Wal-mart's agreement to carry Jaguar in its stores during the 1995 Christmas season. But scant sales resulted in truckloads of returned merchandise, which virtually sealed Atari's fate. Through a slew of infomercials, the company made a last-ditch effort to unload its inventory.

The Merger

On July 30, 1996, Atari Corp. merged with JTS Corp.--a new disk drive company. JTS found some tax credits in its "merge" with Atari, plus an easy

way to become a public company. Most of the employees were dismissed, and there is no evidence of JTS' commitment to continue using the Atari brand name.

Ex-employee Don Thomas posted a long, mournful note on the Internet. It reads:

"All that really remains of the Atari namesake is a Santa Clara warehouse full of unsold Jaguar and Lynx products...Now that JTS has 'absorbed' Atari, it really doesn't know what to do with the bulk of machines Atari hoped to sell. It's difficult to liquidate them. Even at liquidation prices, consumers expect a minimal level of support, which JTS has no means to offer. The hundreds of calls the company receives from consumers who succeed in tracking it down each week are answered to the best ability of one person."

Nolan Bushnell, among others, is making some effort to buy back the Atari name. And if you search the Web, you'll find a large, active contingent of Atari computer hobbyists and collectors still swapping patches and fixes for the machines.

I spoke with Don Thomas about this situation, and what baffles him most is the lack of coverage of this story. No one, particularly the press, seems concerned by the outcome of all this. It's amazing how a company that was a pioneer and a major industry player--even a force to be reckoned with in 1986--could fall so easily into the abyss within a decade. And even now, with Atari truly gone, nobody really seems to care. I suppose the song of the consumer is Janet Jackson's "What Have You Done for me Lately?"
--

Jeff Colbert
Reply to 2091744@mcimail.com

1746. Re: Schreiersgr&#65533;n Germany/English

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: Markus Gietzen <magi@stud.uni-sb.de>
Message-ID: <3309EF4F.531A@stud.uni-sb.de>
Source record: 75579

William Moeller wrote:

> It is interesting to note, that many German and Dutch Atari 8 bit enthusiasts
> who have learned English use the term "Freak".....ie "I am an Atari freak".

That's because there is also a German (so to say;-) word "freak"
that you can compare to "fan" or "enthusiast".
It has nothing to do with the English word "freak". Altough most
Germans don't know the difference.

As Dutch and German are very similar it's probably the same for
them.

Bye,
Markus

1747. Re: Atari History info

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <E5tH2D.D6A@cix.compulink.co.uk>
Source record: 75580

In article <01bc1d6b$1acd4e60$439072ce@snowball_2>, forester@blarg.net
(Richard Forester) wrote:

> Say.. who or what is JTS?
They make fairly unreliable hard disks for laptops etc.

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+--+

1748. Re: Schreiersgr&#65533;n Germany/English

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: buesch@srv.net
Message-ID: <m2pvxxd7ib.fsf@caligula.srv.net>
Source record: 75581

Markus Gietzen <magi@stud.uni-sb.de> writes:

>
> William Moeller wrote:
>
> > It is interesting to note, that many German and Dutch Atari 8 bit enthusiasts
> > who have learned English use the term "Freak".....ie "I am an Atari freak".
>
> That's because there is also a German (so to say;-) word "freak"
> that you can compare to "fan" or "enthusiast".
> It has nothing to do with the English word "freak". Altough most
> Germans don't know the difference.

The closest translation for "freak" in the context of computers is
probably "nerd" as non-techie Germans tend use the term disparagingly,
and "freaks" tend to see it otherwise...

Brent

1749. Re: How to connect US-XL to PAL-TV

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <330a0206.7098158@news-east.sony.com>
Source record: 75582

Short answer.....

Will not work Daniel.

jj

On Sat, 15 Feb 1997 19:51:46 GMT, roepke@berlin.snafu.de (Daniel
Roepke) wrote:

>Hi,
>
>ist it possible to connect an American Atari to an PAL-TV? I know that
>it is not possible using the RF-signal. But how about the composite
>monitor-signal? Would this work or can it be modified to work with a
>German monitor?
>
>thanks in advance,
>
>Daniel
>

1750. Atari 400 Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A41.3.95.970218171220.56030G-100000@freenet.edmonton.ab.ca>
Source record: 75583

E-Mail me to get on the E-Mail list or check out my web page for current updates.

NO CARTS IN THIS AUCTION

Rules follow the Auction
Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

Atari St
****
Leisure Suit Larry in Land of Lounge Lizards Shrinkwrapped $5 Min

Atari 400
****
Aliencounter & Face Flash Shrinkwrapped Cassette $1 ccoffin
B/Graph Complete Disk $1 Min
Compu-Math Decimals Complete Cassette $1 Min
DSembler Complete Disk $1 ccoffin
Frenzy & Flip Folop Shrinkwrapped Disk $1 ccoffin
Frogger Cassette Only Cassette $1 ccoffin
Intruder Complete Cassette $1 ccoffin
Juggles Rainbow Complete Cassette $1 Min
JumpMan Disk Only Disk $1 md.paulin
Kid Grid Complete Cassette $1 Min
Mailing List Complete Cassette $1 Min
Rainbow Walker Complete Cassette $1 Min
Salmon Run Complete Cassette $1 ccoffin
Serpentine Disk,Box Disk $2 ccoffin
Sneakers Complete Disk $1 md.paulin
Space Eggs Shrinkwrapped Disk $1 md.paulin
Starbowl Football Cassette Only Cassette $1 Min
Suspended Disk Only Disk $1 md.paulin
Zaxxon Complete Cassette $1 Min

Dusk Cover for 400 shrinkwrapped #1 $1 Min
Dusk Cover for 400 shrinkwrapped #2 $1 Min

Misc
****
9 Pin Y adapter $1 Min
Disk Coupler Makes any single 5 1/4 disk a double $2 Min
Talking Whiz Kid Works! No Cards Computer $5 Min

Other Items in Peppers Auction

IBM & Compatibles 25 Items Commodore 64 5 Items
Amiga Programs 39 Items Atari ST 1 Item
Amiga Games 15 Items Atari 400/Ect 21 Items
Amiga Books 6 Items Vic-20 16 Items
Apple IIe/IIc ect. 21 Items Misc 3 Items

Rules:
Auction ends Feb 21/97
Then a Once, Twice, Sold format will occur Feb 22/97
One update per day or until bidding slows down...
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All Games & Programs have NOT been tested & are sold as is.

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

E-Mail bids to
E-Mail pepper@freenet.edmonton.ab.ca
=-
Pepper's Videogame Homepage
http://www.freenet.edmonton.ab.ca/~pepper
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

1751. Re: Theatre Europe

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: beresr@beernut.enmu.edu
Message-ID: <5ecrk3$m99@sahara.enmu.edu>
Source record: 75584

In article <33075C5D.69FB@swol.de> Flatliner <Flatliner@swol.de> writes:
> Who has got a copy of the manuel for "Theatre Europe"
> I need it to activate the Nucular Bomb

The code wasn't in the manual. You had to call some kind of number to get it. I didn't bother with the number, I just went looking through the file with Disk Wizard II. The code is MIDNIGHT SUN

--
Richard J. Beres E-Mail: beresr@math.enmu.edu
Eastern New Mexico University "Long Haired Computer Geek"
http://wwwstd.enmu.edu/beresr Unsolicited e-mail is not welcome.

1752. Re: How to connect US-XL to PAL-TV

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: buesch@srv.net
Message-ID: <m2ohdhd787.fsf@caligula.srv.net>
Source record: 75585

jjessop1@home.com (Jerry Jessop) writes:

> Short answer.....
>
> Will not work Daniel.

> On Sat, 15 Feb 1997 19:51:46 GMT, roepke@berlin.snafu.de (Daniel
> Roepke) wrote:

> >Hi,
> >
> >ist it possible to connect an American Atari to an PAL-TV? I know that
> >it is not possible using the RF-signal. But how about the composite
> >monitor-signal? Would this work or can it be modified to work with a
> >German monitor?

Longer answer: will not work with a color PAL TV or monitor. With most monochrome monitors you should be OK. With most B&W TVs with more or less continuously adjustable dials you should be able to get an image. The frequencies for channels and for their associated sound are different, so with a TV you won't get sound, and you may have to do some fiddling to get an image. Some monitors and TVs may not like being driven at 60hz instead of 50hz. When I lived in Germany, I had no trouble running NTSC stuff with a monochrome monitor.

Brent

1753. Re: How to connect US-XL to PAL-TV

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: Andrius <m993306@nadn.navy.mil>
Message-ID: <330A4C73.4AE2@nadn.navy.mil>
Source record: 75586

But isn't there any kind of NTSC to PAL converter or something?
Andrius

1754. Atari 800 items

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5eb0fs$kta@news1.voicenet.com>
Source record: 75709
Cross-posted to: comp.sys.atari.8bit,alt.forsale,ca.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,misc.forsale.computers.other.systems,nj.forsale,ny.forsale,pa.forsale,pa.hbg.forsale,pa.ne.forsale,pgh.forsale,us.forsale.computers

```
Atari Items for Sale plus shipping

Atari 850 Interface no power supply.................. $39
Atari XMM801 printer................................. $24
Atari 1020 Printer................................... $15
Atari XM301 Modem.................................... $15
Atari 410 Program Recorder (tape deck) (2).......... $14
Atari 400 Program Recorder (tape deck)............... $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ................ $ 8 each
Paddles (2 sets)..................................... $12 each
Atari Controllers (2)................................ $ 8 each
DVE Printer Power Supply Model DV-2412A.............. $10
.....................................................................
Wishbringer from Infocom on Disktte w/box & docs.... $18
.....................................................................

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
```

Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)

Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor Donkey Kong
Jungle Hunt Missile Command
Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)

Book of Hints for Adventures 1 through 12
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing

Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....
Atari Books $6.95 each (4 for $25)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari Graphics
Computes Second Book of Atari Graphics
Computes First Book of Atari
Computes Second Book of Atari
Computes Third Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Machine Language for Beginners by Richard Mansfield
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

1755. Re: Atari History info

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: asmolar@localhost.fast.net
Message-ID: <5eb2ep$831@news1.fast.net>
Source record: 75710

On 17 Feb 1997 22:24:06 GMT, John Gaiger <john.gaiger@dial.pipex.com> wrote:
>Has anyone got any information of Atari history?
>Like dates that models were introduced and any info on general Atari
>history

Here's a short timeline. Some of the dates may be slightly off.

1972 -- Nolan Bushnell founds Atari, produces Pong arcade machine.
1976 -- Bushnell sells Atari to Warner.
1977 -- Atari produces the "Video Computer System" (or VCS, also known as
the 2600)
1979 -- 400 and 800 computers are produced.
1982 -- Atari produces the 1200XL, a machine plagued with problems.
The 5200 game system is also released.
1983 -- 600XL and 800XL produced, these fixed problems with the 1200XL.
1400XL and 1450XLD also produced, but never really released.
1984 -- Videogame market crashes, Atari suffers record losses, Warner
sells Videogame and computer division to Jack Tramiel, but keeps
the arcade division. 5200 is discontinued. Atari shows the 7800
game system, but shelves it in light of the crash.
1985 -- Atari releases the 65XE and 130XE, and the 520ST (and 260ST in Europe)
also showed a 130ST, but never released it.
1986 -- 1040ST released.
1987 -- STfm released, XE game system, a repackaged XE with
light gun, and pastel buttons, also repackages the 2600 as the 2600
Jr. and finally releases the 7800.
1989 -- The Lynx, aquired from Epyx, is released. 8-bit discontinued?
1990 -- The STe is released.
1991 -- TT is released
1992 -- The Falcon is released.
1993 -- The Jaguar is released in certain markets.
1994 -- Jaguar is shipped nationwide, computer line is dumped.
1996 -- Tramiels sell Atari to JTS, Time-Warner sells arcade division to
Williams. Pretty much the end of Atari.

--

Tony Smolar

---

asmolar@ma.ultranet.com home email
http://www.users.fast.net/~smol homepage

1756. Re: 6502 Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: MagerValp <cl3polof@cling.gu.se>
Message-ID: <p14k9o7nebm.fsf@hal.cling.gu.se>
Source record: 75711
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

```
>>>>> "Bernie" == Bernie Rataj <brat@interlog.com> writes:

Andre> The BREAK COMMAND bit of the status register is set when it's
Andre> this instruction that forces the interrupt. You test for the
Andre> condition this way:

PLA ; get the status register into accumulator.
PHA ; but also save it on the stack.
AND #$10 ; bit mask to see bit '4' only, the BRK bit.
BNE BRKP ; on the BRK branch to the BRKP service routine.

Bernie> This is the same code published in Rodnay Zaks's book
Bernie> "Programming the 6502", which struck me as incorrect. Since
Bernie> this code will be in an interrupt service routine, don't you
Bernie> have to save at least the A register on the stack to preserve
Bernie> the value the interrupted program had in it, thus making the P
Bernie> register value on the stack inaccessible to PLx instructions?

Yup. But you could change the code to:

PHA
TXA
PHA
TSX
LDA $0103,X
AND #$10
BNE BRKP

This is how the C64 roms do it ($FF4B)

--
___ . + . . . Per Olofsson
._|___|_, . . . . . + . . o
o-o + . + MagerValp@Goth.Org . . + + + .
- . . . o + . . .
" + + . http://www.cling.gu.se/~cl3polof/
```

1757. Re: XL-It random generator 'bug'

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: dlw@bridge.net
Message-ID: <5eba9j$cuf@skyway.bridge.net>
Source record: 75712

Sidney Cadot <sidney@ch.twi.tudelft.nl> wrote:

>Hello all,

>While enjoying a game of good old Star Raiders on XL-It 0.17 I noticed
>that the 'starfield' was not at all random; indeed the stars seemed to
>be mostly in a straight line, diagonally from the bottom-left to the
>top-right of the screen.

Yea, the interesting thing is that if you move the ship, the stars
would spread out like they should, but after a few seconds would start
to converge on the diagonal line like you mentioned (along with the
asteroids, which pulvarize me at that point).

>I suspected this to be caused by a non-perfect random generator (address
>53770: RANDOM), and this appears to be true, as the following assembly
>code fragment reveals:

```
>START CLV
>L1 LDA 53770
> LDY 53770
> STA (88),y
> BVC L1
```

>(see uu-encoded '53770.gif' at the bottom of this text, for a BASIC
>version of this.)

>It seems that the random generator of XL-It is somewhat 'slow', i.e. the
>same value is read into the A- and Y-register -- this does not happen on
>a real Atari! (PC-XFormer 3.60 has the same problem).

>By the way, running the tiny BASIC version on my 800 XL revealed that
>the 'real' random generator is not entirely random, too -- try it
>yourself and watch particularly for the occurence of normal/ inverse
>video characters...

>Does anybody know how the random generator on the Atari works? I read
>about a 9- or 17-bit polynomial in the POKEY, which reminded me of the
>way CRC's work -- they could well be used here!

I found this in Mapping the Atari:

"53770 (R) When this location is read, it acts as a random number
generator. It reads the high order eight bits ot the 17 bit
polynomial counter (nine bit if BIT 7 of AUDCTL is set) for the value
of the number."

Also found this on polynomial counters under AUDCTL (53768) which is
the option bye for the four sound channels (AUDC1-AUDC4):

"Polynomial counters are used as a source of random pulses for noise
generation. There are three polys: four, five and 17 bits long. The
shorter polys creat repeatable sound patterns, while the longer poly
has no apparent repetition. Therefore, setting BIT 7 of AUDCTL,
making the 17-bit into a nine-bit poly will make the pattern in the
distortion more evident. You can choose which poly(s) to use by
setting the high three bits in the AUDC registers. The 17-bit poly is
also used in the generation of random numbers."

And, as to your comment above about the random generator not being
entirely 'random', De Re Atari has this statement:

"These poly-counters are not truly random because they repeat their
bit sequence after a certain span of time. As you might suspect,
their repetition rate depends upon the number of bits in the
poly-counter...."

>Markus, if you read this: you did a GREAT job with XL-It! But _please_
>fix the random-generator so that I am not constantly hit by asteroids in
>Star Raiders (they also seem to suffer from this problem, and bump into
>me all the time).

> Bye!

> Sidney Cadot
> sidney@ch.twi.tudelft.nl

Yes, and if he can get the photons to 'sparkle' like the original, and
fix the photon firing sound effect (a little weak), then I would be
in heaven, cause if sure looks great on my 19" monitor.

--
David Webster
dlw@bridge.net

1758. Re: Yogi's hackerz site

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <330b3c85.18850100@news.inc.net>
Source record: 75713

On 17 Feb 1997 10:26:32 -0500, dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>
>I'm having a bit of trouble accessing Yogi's new Hackerz.com FTP site.
>Of course I can't use the boot disk games since they are in ATR format.So I
>went to the binary file games but the directories seemed to be empty.
>After accessing other directories I realized that I can't access any
>directory with spaces in the filename.
>
>uh,so what do I do?
>And does anyone know where I can HTTP/FTP/Gopher a programme to convert
>ATR files to a disk?

Use an FTP client that can handle the job. Even the DOS based one that comes with Win95 can handle it if you use quotes.

I like CuteFTP 32-bit.

1759. Re: 6502 Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <330933b6.16594049@news.inc.net>
Source record: 75714
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

On Mon, 17 Feb 97 20:45:41 GMT, brat@interlog.com (Bernie Rataj)
wrote:

>In article <3307714B.33B0@worldnet.att.net>, Andre Bullock <AVB6567@worldnet.att.net>
wrote:
>>Steven J. Tucker wrote:
>>
>>I'm writing my own 6502 emulator as a rad object for Delphi/C++ Builder,
>>but I have some problems w/ interrupts and flags.
>
>[snip]
>
>>The BREAK
>>COMMAND bit of the status register is set when it's this instruction
>>that forces the interrupt. You test for the condition this way:
>>
>>PLA ; get the status register into accumulator.
>>PHA ; but also save it on the stack.
>>AND #$10 ; bit mask to see bit '4' only, the BRK bit.
>>BNE BRKP ; on the BRK branch to the BRKP service routine.
>
>This is the same code published in Rodnay Zaks's book "Programming the 6502",
>which struck me as incorrect.
> Since this code will be in an interrupt service routine, don't you
>have to save at least the A register on the stack to preserve the value the
>interrupted program had in it, thus making the P register value on the stack
>inaccessible to PLx instructions?
> Zaks says in the description of the BRK instruction that "the value of
>P stored on the stack has the B flag set to 1, to differentiate a BRQ from an
>IRQ." However, it seems much more logical for the processor to set the break
>bit in the P register *after* having pushed the original P register onto the
>stack. That way the bit can be tested with a PHP/PLA/... sequence sometime
>after the previous value of A has been safely tucked away on the stack. Also,
>on RTI, the break bit will be automagically set back to 0 when the P register
>is restored.
>
>Bernie
>
>
>--
>Bernie Rataj brat@interlog.com qth://toronto.on.ca
>Member: Ontario DX Association, Tsuruoka Canadian Budokai
>--

Wait a minute, PLA takes a byte off the stack and places it into the
accumulator. It doesn't put the status register in the acumulator now
does it?

1760. Re: 6502 Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E5s7Lt.IrH@iglou.com>
Source record: 75715
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

In article <5eagu1$jlo@whitbeck.ncl.ac.uk>, T.W. Seddon wrote:
>Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:
>
>As for NMIs, not sure. Just keep the B bit set *at*all*times*. It is only
>clear on the *image* of the P register pushed onto the stack after a non-BRK
>IRQ.
>
On an NMI, the 6502 jumps to the address stored in $FFFA. $FFFC is the
power-on reset vector.

--
Bill Marcum bmarcum at iglou dot com
Complaints about chain letters will be suspended pending resolution of
this case: http://www.bandersnatch.com/bander5.htm

1761. Re: Atari History info

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: Richard Forester <forester@blarg.net>
Message-ID: <01bc1d6b$1acd4e60$439072ce@snowball_2>
Source record: 75716

Say.. who or what is JTS?

Thanks,
Richard

Tony Smolar <asmolar@localhost.fast.net> wrote in article
<5eb2ep$831@news1.fast.net>...
> On 17 Feb 1997 22:24:06 GMT, John Gaiger <john.gaiger@dial.pipex.com>
wrote:
> >Has anyone got any information of Atari history?
> >Like dates that models were introduced and any info on general Atari
> >history
>
> Here's a short timeline. Some of the dates may be slightly off.
>
> 1972 -- Nolan Bushnell founds Atari, produces Pong arcade machine.
> 1976 -- Bushnell sells Atari to Warner.
> 1977 -- Atari produces the "Video Computer System" (or VCS, also known
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> the 2600)
> 1979 -- 400 and 800 computers are produced.
> 1982 -- Atari produces the 1200XL, a machine plagued with problems.
> The 5200 game system is also released.
> 1983 -- 600XL and 800XL produced, these fixed problems with the 1200XL.
> 1400XL and 1450XLD also produced, but never really released.
> 1984 -- Videogame market crashes, Atari suffers record losses, Warner
> sells Videogame and computer division to Jack Tramiel, but keeps
> the arcade division. 5200 is discontinued. Atari shows the 7800
> game system, but shelves it in light of the crash.
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Europe)
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> 1986 -- 1040ST released.
> 1987 -- STfm released, XE game system, a repackaged XE with
> light gun, and pastel buttons, also repackages the 2600 as the
2600
> Jr. and finally releases the 7800.
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> 1990 -- The STe is released.
> 1991 -- TT is released
> 1992 -- The Falcon is released.
> 1993 -- The Jaguar is released in certain markets.
> 1994 -- Jaguar is shipped nationwide, computer line is dumped.
> 1996 -- Tramiels sell Atari to JTS, Time-Warner sells arcade division to
> Williams. Pretty much the end of Atari.

>
>
> --
>
> Tony Smolar
>
>

--
> asmolar@ma.ultranet.com home email
> http://www.users.fast.net/~smol homepage
>

1762. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <330a3864.17792567@news.inc.net>
Source record: 75717

On Mon, 17 Feb 1997 02:59:16 GMT, ag608@freenet.toronto.on.ca (James Alexander) wrote:

>still don't realize that then you've reached an all new low. The final
>truth of the matter is that you've buried yourself in bull. Now crawl
>back under the rock you came from as it's clear that you're not needed in
>the 8bit community and despit the claims of your 3 supporters, you're not
>wanted either.

Guess I'm number 4. Actually I dare say you probably miscounted...
there are probably 4 TIMES more Yogi supporters than anti Yogi people.
Leave the guy alone. This is not the bash Yogi newsgroup. I'm sick
of you people whining in here about him. If you don't like him or his
site then do't use it. If you want to cry about it, please form a
separate newsgroup like
alt.cry.babies.dead_platforms.copyright.advocacy

Now shut the heck up, PLEASE.

1763. Re: 6502 Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-18 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5ec0th$da8@narses.hrz.tu-chemnitz.de>
Source record: 75718
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

```
Bernie Rataj (brat@interlog.com) wrote:
: >The BREAK
: >COMMAND bit of the status register is set when it's this instruction
: >that forces the interrupt. You test for the condition this way:
: >
: >PLA ; get the status register into accumulator.
: >PHA ; but also save it on the stack.
: >AND #$10 ; bit mask to see bit '4' only, the BRK bit.
: >BNE BRKP ; on the BRK branch to the BRKP service routine.

: This is the same code published in Rodnay Zaks's book "Programming the 6502",
: which struck me as incorrect.
: Since this code will be in an interrupt service routine, don't you
: have to save at least the A register on the stack to preserve the value the
: interrupted program had in it, thus making the P register value on the stack
: inaccessible to PLx instructions?
: Zaks says in the description of the BRK instruction that "the value of
: P stored on the stack has the B flag set to 1, to differentiate a BRQ from an
: IRQ." However, it seems much more logical for the processor to set the break
: bit in the P register *after* having pushed the original P register onto the
: stack. That way the bit can be tested with a PHP/PLA/... sequence sometime
: after the previous value of A has been safely tucked away on the stack. Also,
: on RTI, the break bit will be automagically set back to 0 when the P register
: is restored.

Well, the code is incorrect indeed. But in fact, the Break flag is
always set - except on the stack after an _interrupt_ (not BRK) is sericed).

The Commodore machines use somehting like the following code fragment to
check for IRQ or BRK:

IRQ routine -> PHA
TYA
PHA
TXA
PHA
TSX ; load X register with stack pointer
LDA $0104,X ; load SR from stack into AC
AND #$10
BNE BREAK
```

hope it helps
Andr&#65533;

--
Andr&#65533; Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit&#65533;t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

1764. Re: Yogi's hackerz site

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-19 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E5s1IA.HyE@nonexistent.com>
Source record: 75587

On 17 Feb 1997 10:26:32 -0500, dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

-
-I'm having a bit of trouble accessing Yogi's new Hackerz.com FTP site.
-Of course I can't use the boot disk games since they are in ATR format.So I
-went to the binary file games but the directories seemed to be empty.
-After accessing other directories I realized that I can't access any
-directory with spaces in the filename.
-
They're not spaces, they're underscores

like this: BINARIES_ATOE

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1765. Simplicity

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-19 00:00:00 UTC
From: Pieter Meuldijk <short_circuit@clear.net.nz>
Message-ID: <01bc1e08$f7745820$7b3261cb@johnny5>
Source record: 75588

Does anyone know whether Simplicity BBS is still on this newsgroup ?

1766. Re: Xlit sound detection problem?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-19 00:00:00 UTC
From: dogberry@ix.netcom.com
Message-ID: <330a81ec.1159087@nntp.ix.netcom.com>
Source record: 75589

Brian Sturk <bsturk@nh.ultranet.com> wrote:

>> >Did anyone figure out the problem? I have a batch file that sets up the
>> >environment before starting Xlit. I'm running it from Win95. Any help
>> >appreciated!
>>
>Yeah Win 95 is a pain... :] I knew I'd catch some flak! Anyway I have
>also tried this booting to plain old DOS 6.22. It's gotta be the sound
>card detection routines.

I'm having exactly the same problem, except I am able to get it
running under DOS by setting the BLASTER= variable manually and then
running XL-it. I suspect that Win95 and the new POKEY routines aren't
seeing eye-to-eye.

BTW- I happen to like 95 (gasp!), oddities and all.

Regards,
Dogberry

1767. Infocom Games Needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-19 00:00:00 UTC
From: tech244@lightspeed.net
Message-ID: <2127cd$142526.2e@LSNT1>
Source record: 75590

Hi,
I need 4 games to complete my Infocom collection. I need complete versions please. If you have some extra to part with please send me email!

Stationfall
Nord & Bert Couldn't Make Head or Tail of It
Border Zone
Sherlock Holmes

Thanks

1768. User Groups

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-19 00:00:00 UTC
From: moxley@enterprise.net
Message-ID: <5eec2o$gp1@news.enterprise.net>
Source record: 75591

Could anyone please tell me if there is a national UK Atari User
Group.

Thanks in advance
Mark

/-------------------------------------
Mark Oxley
O-Tech Software Solutions, UK
moxley@enterprise.net

1769. Converting ATR

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-19 00:00:00 UTC
From: moxley@enterprise.net
Message-ID: <5eebfs$gkl@news.enterprise.net>
Source record: 75592

Could Someone please help.

I Would like to convert ATR and XFD disk images into real disks for use
in a 1050 disk drive with my 800XL. It would be preferred if I could
manage this within my PC, with the need for extra cables.

Thanks in advance

/-------------------------------------
Mark Oxley
O-Tech Software Solutions, UK
moxley@enterprise.net

1770. Re: XL-It random generator 'bug'

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-19 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <330A3A6F.4442@ch.twi.tudelft.nl>
Source record: 75593

Dave Webster wrote:

> "Polynomial counters are used as a source of random pulses for noise
> generation. There are three polys: four, five and 17 bits long. The
> shorter polys creat repeatable sound patterns, while the longer poly
> has no apparent repetition. Therefore, setting BIT 7 of AUDCTL,
> making the 17-bit into a nine-bit poly will make the pattern in the
> distortion more evident. You can choose which poly(s) to use by
> setting the high three bits in the AUDC registers. The 17-bit poly is
> also used in the generation of random numbers."

Yea, I read that too. I wonder -what- polynomials are actually used... I
now
a thing or two about CRC's and I think I would be able to reconstruct
determinalistically the inner workings of the POKEY if I had some more
info.
Would that be a cool emulator feature or what:

"Even generates the same random numbers"

Wow! :-)

> And, as to your comment above about the random generator not being
> entirely 'random', De Re Atari has this statement:

> "These poly-counters are not truly random because they repeat their
> bit sequence after a certain span of time. As you might suspect,
> their repetition rate depends upon the number of bits in the
> poly-counter...."

Yea, I've been doing some experiments on the 800 XL to determine how
RANDOM works... interrupts & DMA off, and trying to recognise patterns,
and indeed they do occur. But it will be a mighty (and utterly useless)
task to do it (so I probably will finish it one day).

Regards,
Sidney Cadot
sidney@ch.twi.tudelft.nl

1771. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-19 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_856350695@rtfm.mit.edu>
Source record: 75594
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: Feberuary 18, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.landfield.com/faqs/atari-8-bit/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.landfield.com/faqs/atari-8-bit/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net

1772. XF551 Power..

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-19 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <5eer2s$skq@xmission.xmission.com>
Source record: 75595

I'm assuming that the XF551 drives use the same power supply as a 1050
drive?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

1773. Huh??? What happened?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-19 00:00:00 UTC
From: ckinsa@aol.com
Message-ID: <19970219160700.LAA19693@ladder01.news.aol.com>
Source record: 75596

I don't know if the rest of you have this problem... but today as I log on to the Atari 8-bit newsgroup I see ZERO messages... NONE AT ALL!!! There were tons of messages here the last time I visited, so many i didn't have time to read them all.

Is it just my setup? Or do the rest of you also ONLY see this 1 message Today WED Feb 19, 1997????

I FINALLY have my Atari 8-bit BBS back up and operating but it is merely a "shadow" of it's former self. The BBS is the Official BBS of the AAAUA (Alamo Area Atari users Association) of San Antonio, Texas (210) 737-3759.

I need to get a hard drive to setup to the MIO so that I can get files and games back online again!!! Well, just wanted to say HELLO to all Atari users out there!!!
CK in SA

1774. Re: XF551 Power..

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-19 00:00:00 UTC
From: read@my.sig
Message-ID: <330b212b.3444621@news.networx.net.au>
Source record: 75597

jeking@xmission.xmission.com (James King) wrote:

>I'm assuming that the XF551 drives use the same power supply as a 1050
>drive?
>

They sure do!
9 volts AC. The power supply I use provides for 2 disk drives at 3
amps each. This is a custom built supply, so I'm not sure of the
current that a normal 1050 power pack gives out.
Anyways, there you go..

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1775. Re: XL-it! 0.17 now available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-19 00:00:00 UTC
From: Darryl Carr <Carrd@mltec5.agw.bt.co.uk>
Message-ID: <330BA2EF.26F9@mltec5.agw.bt.co.uk>
Source record: 75598

Markus,

Could you please, please, please tell me how to load a (*.atr) and (*.xfd) images.

Would you please explain step by step, from the time the emulator starts until the game starts.

Thanks in advance

Darryl Carr

1776. Taking Offers: Atari Video Pinballs (3) C-380

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-19 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970219214100.QAA15992@ladder02.news.aol.com>
Source record: 75599

Taking the 3 highest offers for:

3 Atari Video Pinball Units
Model Number: C-380

Units are cream colored versions, all are in working order. Limit one per
inidividual please.

To view one of the 3 Video Pinballs, please go to:
member.aol.com/cvendel/vaporware.html

Please make all offers before 3/1/97. $5.00 shipping will be added onto
each unit for shipping.

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

1777. Re: XL-It random generator 'bug'

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-19 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <856395396.20603.0@kwll.demon.co.uk>
Source record: 75600

In article <3308BFBB.73FD@ch.twi.tudelft.nl>, sidney@ch.twi.tudelft.nl wrote:
>I suspected this to be caused by a non-perfect random generator (address
>53770: RANDOM), and this appears to be true, as the following assembly
>code fragment reveals:

I mailed Markus about a similar problem (in Great American Road Race) where the screen took *ages* to fill with smoke and he admitted freely that RANDOM is bugged.

Gotta say tho' that v017 is the bees knees!

1778. Re: Mike Hohman OR Mike Holman?!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-19 00:00:00 UTC
From: mratari01@aol.com
Message-ID: <19970219131800.IAA02497@ladder01.news.aol.com>
Source record: 75601

<<< No Message Collected >>>

1779. Re: assembly language for Atari 400/800 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-19 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1902971235260001@port150.bitstream.net>
Source record: 75602

In article <33091E4C.20D6@worldnet.att.net>, Andre Bullock
<AVB6567@worldnet.att.net> wrote:

> Tom Lohman wrote:
(snipped)
> You'll also need some information about the Atari 8 bit
> hardware/software resources and memory map. Titles I suggest include:
>
> De Re Atari - Chris Crawford
> Mapping the Atari - Ian Chadwick
> Inside Atari DOS - Bill Atkinson

That should be Bill Wilkinson. Bill Atkinson is the guy who wrote the
QuickDraw routines used in the Lisa and the original Mac, MacPaint, and
HyperCard.

Mark

1780. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-19 00:00:00 UTC
From: mratari01@aol.com
Message-ID: <19970219131800.IAA02597@ladder01.news.aol.com>
Source record: 75603

This message seems a little strange coming from my lips, and you may have to read between the lines a bit to get the gist of my true meaning.....

I have been an Atari 8-Bit software developer from day one, not only working for Atari, but also for my own company. To this day, over 50% of my total income is derived from support and sales of Atari 8-bit software.

I have long been arch-enemies with pirates of all sorts. From those who just cracked stuff, to more importantly (To me at least...) those who would wantonly remove the true author's name from a piece of work and insert their own. I have been the victim of this time and time again, yet I have still survived....

Now, as per Yogi's site... Yogi's site, as near as I can tell consists of only files for use with the emulators. People wanting to run programs on "THE REAL THING" are not going there looking for stuff in the first place. As such, I have noticed an upswing in the Atari Community, and more people actively seeking out REAL Atari computers, because they experienced again, or possibly for the first time, the joys of Atari on their IBM emulators. Once they got a REAL ATARI, they come to me and others like me to buy their software.

Bottom line here folks is this.... Live & let live.... Each one of us can support our favorite platform in our own way. If each person with an Atari will just BUY their software, and it wouldn't even hurt those running emulators to send a little contribution to those who are still supporting the 8-Bit, we can all enjoy our platform to the fullest and do so without being at each others throats.

The Shadow

1781. Re: Emulator Screen Captures?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-19 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc1e98$972cf720$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 75604

Do not respond to this address! <postmaster@inficad.com> wrote in article
<5e3fjl$9u3@lana.zippo.com>...
> I'm fiddling around with a couple of emulators and trying to get a screen

> capture, without much success. How can one do a screen capture with an
> emulator?

Try it under Windows 95. When you want to do the screenshot, just press
Alt+Enter to switch from full-screen to windowed mode. Windows 95 will say
that the program will not run in a window and it freezes the session. Now
you can use any Windows grabber to capture the window.

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

1782. Re: How to connect US-XL to PAL-TV

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-19 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc1e99$1e5137c0$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 75605

Brent Buescher, Jr. <buesch@srv.net> wrote in article
<m2ohdhd787.fsf@caligula.srv.net>...
> Longer answer: will not work with a color PAL TV or monitor.

How about a more expensive TV with real NTSC capability? Mine has it (I'm watching NTSC Laserdiscs on it), so that should work...

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

1783. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-19 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <5eghuh$9m4@xmission.xmission.com>
Source record: 75606

James Alexander <ag608@freenet.toronto.on.ca> wrote:

: As usual your line of "reasoning" is bogus. You claim to archive
: software for the sake of the remaining 8bit software, yet you do not make
: any shareware/pd stuff available. Also many of the other sites you

Maybe I'm missing something here, but Yogi has repetivily stated that he's a pirate and could careless about your "opinion". How then, is he "justifying" anything?

Are you PERONALLY losing anything due to his actions? If not, then please stop this thread. If you are, then please feel free to file a civil suit against him.

: p.s. Don't bother coming back with your attempts at justifying your
: position, face it, you don't have a position. I nor anyone else really
: cares about you perticular form of greed.

I, for one, as an individual, with all rights to my own opinion, am glad for his site. His site does provide for files that would be otherwise lost.

Lets take for example, the Infocom games. I know for a fact that the 8bit version of Zork, etc.. are no longer commercially available. I have personally purchased the last remaining inventories.

Sites like Yogi's, although technically illegal, do provide for files no longer available commericially.

The 8bit is a dead platform commerically. If anybody doubts that, then you're a bigger fool than I.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

1784. Krieg's Klassic Karts Auction #2

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-19 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <5eghe1adn1@earth.execpc.com>
Source record: 75607
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs

```
Krieg's Klassic Karts Auction #2

**************************************************************************
* This auction will take bids until Feb. 28th. Then it will transition *
* to a Going, Going, Gone phase. Updates will be sent to participants *
* daily by e-mail. *
* *
* Thanks for your participation! *
**************************************************************************

Overview of the contents of this auction:
Atari 2600 66
Atari 5200 8
Atari 7800 4
Atari 8-bit 4
C64 6
Colecovision 1
Intellivision 20
Sega Master 1
Paper goods 19
Hardware 5

Minimum bid increments
.25 - 5.00 .50
5.00 & up 1.00

Shipping is extra.

Trades are also welcome. I collect many classic systems. Trades may cause
some items to be removed from the auction.

Mail all bids and offers to krieg@execpc.com.

2600 - Atari
------------
R Blackjack (missing end label) .50 Minimum
U Brain Games (text label) 1.00 Minimum
U Canyon Bomber (text label) .50 Minimum
C Circus Atari (text label, w/ docs) .50 Minimum
C Combat (text label, w/ box and docs) 1.00 Minimum
U Dig Dug .50 Minimum
U Dodge 'Em (text label) .50 Minimum
C Hunt & Score (text label) 1.00 Minimum
U Indy 500 .50 Minimum
```

R Midnight Magic 1.00 Minimum
R Midnight Magic 1.00 Minimum
R Othello 1.00 Minimum
C Pac-Man .25 Minimum
C Phoenix .50 Minimum
U RealSports Baseball .50 Minimum
ER Road Runner (PAL, mint in box, complete) 15.00 Minimum
R Star Ship 1.00 Minimum
U Super Breakout .50 Minimum
C Surround ("41" text label) .50 Minimum
C Swordquest: Earthworld 1.00 Minimum
R Video Checkers (text label) 1.00 Minimum
U Video Pinball (upper case letters label) .50 Minimum

2600 - Activision

U Bridge .50 Minimum
U Chopper Command .50 Minimum
U Chopper Command .50 Minimum
R Dolphin 2.00 Minimum
U Dragster 1.00 Minimum
U Enduro .50 Minimum
U Fishing Derby .50 Minimum
U Freeway .50 Minimum
U Kaboom! .50 Minimum
R Kung-Fu Master 3.00 Minimum
C Laser Blast .50 Minimum
U Megamania (heavy actiplaque) .50 Minimum
R Oink! 2.00 Minimum
C Pitfall .50 Minimum
R Pitfall II: Lost Caverns 2.00 Minimum
R Plaque Attack 2.00 Minimum
R Robot Tank 1.00 Minimum
U Skiing .50 Minimum
U Skiing .50 Minimum
R Sky Jinks 1.00 Minimum
U Stampede .50 Minimum
U Starmaster 1.00 Minimum
C Tennis (missing end label) .50 Minimum

2600 - CBS

R Wizard of Wor 1.00 Minimum

2600 - Coleco

U Mouse Trap .50 Minimum

2600 - Data Age

C Journey Escape (missing end label) .50 Minimum

2600 - Epyx

R California Games 2.00 Minimum
R Winter Games (heavy wear on end label 2.00 Minimum

2600 - Imagic

R Fire Fighter 1.00 Minimum
R Fire Fighter 1.00 Minimum

2600 - Parker Bros.

C Frogger .50 Minimum
U G.I Joe: Cobra Strike 1.00 Minimum
U Reactor 1.00 Minimum
R Spider-Man 1.00 Minimum
C Star Wars: The Empire Strikes Back (bubbling label) .50 Minimum

2600 - Sears

U Outer Space (picture label) 1.00 Minimum
U Speedway II (writing on label) .50 Minimum
C Target Fun .50 Minimum

2600 - Spectravideo

R Planet Patrol 2.00 Minimum

2600 - 20th Century Fox

U M*A*S*H .50 Minimum
R Porky's 3.00 Minimum

2600 - Vidtec/US Games

R Commando Raid 2.00 Minimum
C Space Jockey .50 Minimum
R Sneak'n Peek 2.00 Minimum

5200 - Atari

C Dig Dug 1.00 Minimum
C Galaxian 1.00 Minimum
R Pengo (worn label) 3.00 Minimum
C RealSports Soccer 1.00 Minimum

5200 - Parker Bros.

C Frogger (frayed label) .50 Minimum
C Frogger (missing end label) .50 Minimum
C Q*bert 1.00 Minimum
C Q*bert (missing end label) .50 Minimum

7800 - Atari

R Food Fight 3.00 Minimum
R Mario Bros. 2.00 Minimum
C Pole Position II .50 Minimum
U Xevious 1.00 Minimum

Atari 8-bit

U Jungle Hunt 2.00 Minimum
U Kindercomp 1.00 Minimum
ER Powerstar (mint in box, complete) 20.00 Minimum
R Springer (mint in box, complete) 15.00 Minimum

C64 (untested)

Delta Drawing (Spinnaker) 2.00 Minimum
Frogger (Parker Bros.) 1.00 Minimum
Linking Logic (Fisher-Price) 2.00 Minimum
Logic Levels (Fisher-Price) 2.00 Minimum
Memory Manor (Fisher-Price) 2.00 Minimum
Mr. Cool (Sierra On-Line) 2.00 Minimum

Colecovision

C Smurf Rescue in Gargamel's Castle .50 Minimum

INTV

U Advanced Dungeons & Dragons .50 Minimum
C Armor Battle (white label) .50 Minimum
U Atlantis 1.00 Minimum
R Checkers (w/ box, docs & overlays) 3.00 Minimum
U Demon Attack .50 Minimum
R Electric Company Word Fun 1.00 Minimum
C Las Vegas Poker & Blackjack .50 Minimum
U Microsurgeon .50 Minimum
U NASL Soccer .50 Minimum
C Night Stalker .50 Minimum
R Sharp Shot (w/ instructions) 2.00 Minimum
C Skiing (white label) .50 Minimum
U Space Hawk .50 Minimum
U Space Spartans (uses Intellivoice) 1.00 Minimum
R Star Strike (Sears, w/ box, docs & overlays) 1.50 Minimum
C Tennis .50 Minimum
C Tron: Deadly Discs (white label) .50 Minimum
R Tron: Maze-A-Tron 2.00 Minimum
R Tron: Maze-A-Tron [case opens but cart works fine] .50 Minimum
R Vectron 2.00 Minimum

Sega Master System

After Burner (w/ box and docs) 3.00 Minimum

Paper Goods

Atari Catalog C012737-02 (7/78) .25 Minimum
Atari Catalog CO16725-Rev D (1981) .25 Minimum
Atari Catalog CO16725-Rev D (1981) .25 Minimum
2600 Air-Sea Battle instructions .25 Minimum
2600 Basketball instructions (Sears) .25 Minimum
2600 Basketball instructions (Sears, small tears) .25 Minimum
2600 Bowling instructions (Sears) .25 Minimum
2600 Breakout instructions .25 Minimum
2600 Casino instructions .25 Minimum
2600 Combat instructions .25 Minimum
2600 Combat instructions .25 Minimum
2600 Defender instructions .25 Minimum
2600 Demons to Diamonds instructions .25 Minimum
2600 Pitfall instructions .25 Minimum
2600 Slot Racers instructions .25 Minimum
2600 Space Invaders instructions .25 Minimum
2600 Super Breakout instructions .25 Minimum
2600 Yars Revenge instructions .25 Minimum
INTV Triple Action instructions .25 Minimum

Hardware

Atari SM124 Monochrome Monitor 20.00 Minimum
Monitor Master (monitor switchox for ST computers) 5.00 Minimum
Atari XM301 Modem 1.00 Minimum
Avatex 1200 Baud Modem 2.00 Minimum
Suncom Slik Stik Joystick (fire button sticks) .50 Minimum
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

1785. Re: Atari History info

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-19 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970219162335.18949A-100000@fissure.scar>
Source record: 75608

On 18 Feb 1997, Tony Smolar wrote:

> In the days of 18 Feb 1997 07:07:49 GMT, People like Richard Forester
<forester@blarg.net> often wrote:
> >Say.. who or what is JTS?
>
> They are a California hard drive manufacturer. They basically took over
> Atari for their money, they have no interest in videogames.
>
> We recently received two JTS drives here at work. I feel like a traitor
> using them..
>
>
>
Does JTS make a decent hard drive at least?

(Geez apart from Seagate and Western Digital I don't trust any other HD
manufacturer! (well Quantums aren't bad either!)

1786. Re: Zip drives and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-20 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ehqh6$mbk@login.freenet.columbus.oh.us>
Source record: 75519

Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:

: Daniel Klugh (dklugh@freenet.columbus.oh.us) writes:

: > From the APE docs,APE is only slightly faster than UltraSpeed.
: > (on a US Doubled 1050)

: The documentation on the Ape Home Page says nothing like what you
: just quoted. Please do not presume to speak for me.

The docs say that the APE cable goes at 57600.That's slightly faster
than 53200.

Of course the little pause between sectors is (I assume) gone,so it
is probably faster still.
(Like a track buffering drive like the Happy or Duplicator drives)
--
The Doctor

1787. Re: Zip drives and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-20 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ehpfp$i8h@login.freenet.columbus.oh.us>
Source record: 75520

Janice in NYC (Sapphire@innonyc.com) wrote:
: On 14 Feb 1997 10:58:23 -0500, dklugh@freenet.columbus.oh.us (Daniel
: Klugh) wrote:

: >They mean using a ZIP drive with a Atari,not a PC.
: >Accessing a ZIP drive through a PC would be too slow.

: _Only_ if you could hook up the ZIP drive to the ECI or some other
: parallel port of the Atari.....(and probably even then, the Atari
: couldn't keep up, unless it can handle sustained throughput of
: 600K/sec?).
: The original poster was thinking about using the ZIP drive hooked up
: to the PC and using it with APE....which menas that hte limiting
: factor is the speed between the PC-Atari interface (serial), as
: opposed to the ZIP-PC interface, which is quite a bit faster than SIO.

Exactly,hooking up a ZIP drive to the Atari without a PC would be much faster.
The APE cable gives you 5760 bytes a second.Interfaces like IDE interface give
the Atari 58k a second.

: I've tried using a PC floppy drive with APE Ultraspeed, it slows down
: when the floppy is accessed, but only becasue the BIOS has a
: preprogrammed .5-second or so delay to wait for the floppy motor to
: spin up, and when the head seeks to the next track, ther'es a delay
: for head settling time, etc. (i.e. the slowness isn't caused by the
: PC-to-floppy interface, which is a lot faster than the Atari-to-floppy
: interface) So it seems very jerky.....like there would be a burst of
: sectors transferred to the Atari, and then a half second delay as the
: PC's floppy drive spins up and finds the next track, and then another
: burst of sectors, and another delay, etc. But in the end, it still
: loads faster from the PC floppy (with Ultraspeed) through APE than my
: ATari does thorugh my Indus GT (without Synchomesh), but it seems

Synchromesh must be slower than UltraSpeed.

: slower especially if you're comparing it with a hard drive, but that's
: normal since a hard drive has no spinup time (since it's always
: spining), and access time is extremely quick so all you get is a quick
: burst of sectors through APE with almost no hesitation whatsoever.

Since the BIOS is used to acces the floppy drive (even if you go through DOS)
instead of a device driver,there's no concept of opening the device.
With a device driver,whenever a file is opened on the floppy disk,a "open"
packet is sent to the device driver.This could be used to turn the drive
motor on,and closing all files on the floppy disk (which would send a
"close" packet) would turn it off.

Of course you could always just increase the motor-on time.

: I'm not sure of the ZIP drive technical specs, but it certainly won't
: be nearly as quick as a hard drive in terms of access times and
: throughput, as it is basically just a very high capacity, higher speed
: floppy drive.

You said that APE ran at 600k!
That's faster than my hard drive.
Since fastest interface I know if is 58k a second (and it's not DMA),
I don't think that the Atari would notice the difference.

: >From the APE docs,APE is only slightly faster than UltraSpeed.
: >(on a US Doubled 1050)

: Er....Ape has a 3X SIO mode which is 50% faster than Ultraspeed.

50% faster than APE UltraSpeed,8% faster than a ICD US Doubled 1050.
(USD 1050=53200,APE UltraSpeed=38400)

UltraSpeed is a protocol,not a actual speed.It's up to the disk drive to
tell the computer (DOS or OS RAM SIO handler) what speed to go.
--
The Doctor

1788. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-20 00:00:00 UTC
From: Falcon <wfalcon@uofrlaw.urich.edu>
Message-ID: <330C7291.6971@uofrlaw.urich.edu>
Source record: 75521

> Listen up KID!
>
> I NEVER misquoted you deliberately or otherwise! As for your cheap
> shots, I DON'T CARE!
> As for you justification, it was a highlight of the Atari 8bits, that
> before you hit town, there weren't "Warez d00d" sites such as yours.
>
> Btw, I've been saying all along that piracy is wrong! question is if you
> still don't realize that then you've reached an all new low. The final
> truth of the matter is that you've buried yourself in bull. Now crawl
> back under the rock you came from as it's clear that you're not needed in
> the 8bit community and despit the claims of your 3 supporters, you're not
> wanted either.
>

Excuse me while I rant for a little while:

Have you always been this ignorant, or did you need to take classes?

Since everyone apparently has a right to their own opinion, I will express mine. Have you ever checked the number of posts this newsgroup gets in a day compared to the other system's newsgroups? If you had, you would notice the Atari newsgroup isn't exactly the nation's biggest. In fact, the people in this group are many of the hardcore Atari supporters who are left over from the 80s. People like Yogi are the reason there is any Atari presence on the internet. Let me reiterate, just in case you didn't understand it the first time. I don't care if Yogi pirated everything Atari ever wrote since the advent of the home computer--That was a decade ago! Get over it already. Think about who uses the programs on his archive: diehard Atari 8 bit users (those who didn't throw all their stuff away ten years ago) and who have taken the time to build an APE/Null Modem interface, some emulator users, and that's pretty much it.

And I don't want to hear any bleeding heart crap about how pirates sunk the Atari Corporation...mismanagement killed it as much as anything else.

Please feel free to comment, but think before you open your mouth. Contrary to what you say, Yogi IS appreciated and welcome in this small (and shrinking) community. And furthermore, this is not a "Warez environment", since 99.9% of the people in the world (unlike yourself) don't give a crap that some 30 year old kid that never grew up would like to play a pirated copy of E.T. Phone Home just one more time.

Thank you for your comments on the newsgroup...I welcome your feedback. But please try not to alienate the contributors. And I certainly don't want to hear garbage about how someone's kids go hungry because they can't sell a commercial copy of Chop Suey for $45, or how you deserve some respect because every Atari computer ever made has your jock size printed on the microchip.

Please pardon the frivolity, I'm one of the younger generation Atarians.

Falcon

1789. ID game: battlezone-esque

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-20 00:00:00 UTC
From: kisrael@diamond.tufts.edu
Message-ID: <5eht3o$av3@d2.tufts.edu>
Source record: 75522

Anyone remember this game, it was like you were a very fast moving tank
duelling with an alien probe in this 'forest' of pillars?
Graphically it looked a little like 2600 battlezone. i think there
was also a warpzone bonus where you had to dodge stuf inwarp tunnel.

I know this is a little vague, but can anyone tell me if its name,
and if you can get it for an emulator?

thanks
kirk

--

_____
-O\O Kirk Is The Arts of Romance at The Blender of Love:
(=) kisrael@tufts.edu http://www.alienbill.com/romance
"The desires of the heart are as crooked as corkscrews." --Auden

1790. Re: ID game: battlezone-esque

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-20 00:00:00 UTC
From: JDC <2091744@mcimail.com>
Message-ID: <01bc1f4d$e191c1a0$d56425a6@jcolbert.cr.mci.com>
Source record: 75523

It was encounter, and I can't get it to run on XL-it 0.17.

Jeff

Kirk Israel <kisrael@diamond.tufts.edu> wrote in article
<5eht3o$av3@d2.tufts.edu>...
> Anyone remember this game, it was like you were a very fast moving tank
> duelling with an alien probe in this 'forest' of pillars?
> Graphically it looked a little like 2600 battlezone. i think there
> was also a warpzone bonus where you had to dodge stuf inwarp tunnel.

1791. Re: ID game: battlezone-esque

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-20 00:00:00 UTC
From: Graham Thornton <gt$z1d1@cat.e-mail.com>
Message-ID: <330C98A5.52B@cat.e-mail.com>
Source record: 75524

Kirk Israel wrote:
>
> Anyone remember this game, it was like you were a very fast moving tank
> duelling with an alien probe in this 'forest' of pillars?
> Graphically it looked a little like 2600 battlezone. i think there
> was also a warpzone bonus where you had to dodge stuf inwarp tunnel.
>
> I know this is a little vague, but can anyone tell me if its name,
> and if you can get it for an emulator?
>

The game your thinking of is Encounter from Novagen, written I think
by Paul Woakes who went on to write the excellent Mercenary.

I've never tried Encounter on an emulator, but it seems to work fine
on an 800 and XL/XE machines. Mercenary however doesn't seem to work
on a 1200XL.

Hope this helps

Graham

1792. Re: ID game: battlezone-esque

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-20 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <330cc01d.1086633@news.abest.com>
Source record: 75525

On 20 Feb 1997 16:11:36 GMT, kisrael@diamond.tufts.edu (Kirk Israel)
wrote:

>Anyone remember this game, it was like you were a very fast moving tank
>duelling with an alien probe in this 'forest' of pillars?
>Graphically it looked a little like 2600 battlezone. i think there
>was also a warpzone bonus where you had to dodge stuf inwarp tunnel.
>
>I know this is a little vague, but can anyone tell me if its name,
>and if you can get it for an emulator?

That's Encounter......tremendously fun game......

1793. Re: Atari History info

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-20 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <E5x8nz.Gur@cix.compulink.co.uk>
Source record: 75526

In article <Pine.GSO.3.95.970219162335.18949A-100000@fissure.scar>,
94chrisv@scar.utoronto.ca (Alan Christie) wrote:

> On 18 Feb 1997, Tony Smolar wrote:
>
> > In the days of 18 Feb 1997 07:07:49 GMT, People like Richard Forester
> > <forester@blarg.netoften wrote:
> > >Say.. who or what is JTS?
> >
> > They are a California hard drive manufacturer. They basically took
> > over
> > Atari for their money, they have no interest in videogames.
> >
> > We recently received two JTS drives here at work. I feel like a
> > traitor
> > using them..
> >
> >
> >
> Does JTS make a decent hard drive at least?
Nope. Everyone I know who has tried them has said never again.

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+--+

1794. atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-20 00:00:00 UTC
From: Darcel Brimmage <DBrimmag@wyoming.com>
Message-ID: <330D18F9.427A@wyoming.com>
Source record: 75527

need a power adapter and games ... how much?

1795. Re: Zip drives and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-20 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <330cbd2c.333465@news.abest.com>
Source record: 75528

On 20 Feb 1997 10:09:45 -0500, dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>Exactly,hooking up a ZIP drive to the Atari without a PC would be much faster.
>The APE cable gives you 5760 bytes a second.Interfaces like IDE interface give
>the Atari 58k a second.

Well, that's exactly it.....even a PC's floppy interface can handle about 500k a second trasnfer rate (of course, actual rates are much less because of a lot of other factors).

>Synchromesh must be slower than UltraSpeed.

I think they're about the same (roughly twice as fast as regular SIO), but using an actual drive with Synchromesh or Ultraspeed requires formatting it in a special format (and subsequent accesses without Syncro or Ultraspeed will be even slower than a regular disc), whereas with APE, it can use the same ATRs in any of its speed modes (regular SIO, 2x Ultra, and 3x APE+) with no reformatting or anything.

>: I'm not sure of the ZIP drive technical specs, but it certainly won't
>: be nearly as quick as a hard drive in terms of access times and
>: throughput, as it is basically just a very high capacity, higher speed
>: floppy drive.
>
>You said that APE ran at 600k!

No, I said that the Zip drive can probably handle transfer rates of 600K/sec or even faster (Iomega claims close to 1Mb/sec, but that's probably with the Scsi version). Whether it can acutally achieve 600K sustained tranfer rates in acutal use is a different matter, but it IS a couple of times faster than a PC's floppy.

>That's faster than my hard drive.

Your Atari hard drive? Even a regular IDE hard drive for the PC can achieve about 1M/sec, and EIDE drives (the standard these days) can achieve 3M/sec or more......
The limiting factor with hooking up a hard drive to the Atari is the interface....even the parallel interface is too slow.....

>Since fastest interface I know if is 58k a second (and it's not DMA),

Atari-to-hard drive interface?

>I don't think that the Atari would notice the difference.

It wouldn't, for the reason you state about, but also because of the types of files you'd have with an Atari. It's highly doubtful that you'd have a large multimegabyte sequential data file (do you?) which would really take advantage of the sustained throughput (at least on a PC.....58K/sec isn't much to brag about), instead, ATari files tend to be a lot smaller so what's more important in a hard drive on an Atari then would be things like access time, latency, etc, since it's rarely going to be reading sequentially from a large file.

1796. Re: Converting ATR

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-20 00:00:00 UTC
From: dafeldman@worldnet.att.net
Message-ID: <5eghnc$7qv@lastactionhero.rs.itd.umich.edu>
Source record: 75609

moxley@enterprise.net wrote:

>Could Someone please help.

>I Would like to convert ATR and XFD disk images into real disks for use
>in a 1050 disk drive with my 800XL. It would be preferred if I could
>manage this within my PC, with the need for extra cables.

You don't want to build or buy a SIO2PC cable, or an APE cable, or an
XFormer cable?

You could use an emulator to create DISKCOM files from .ATR images.
But then you need a way to send the DISKCOM files over to your Atari.

Do you have a way to connect your PC to your Atari via a NULL MODEM
CABLE?

There is really no reliable way to have your PC write onto Atari
floppies.

reply ????

1797. Re: Huh??? What happened?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-20 00:00:00 UTC
From: dafeldman@worldnet.att.net
Message-ID: <5eghs9$7qv@lastactionhero.rs.itd.umich.edu>
Source record: 75610

ckinsa@aol.com (CK in SA) wrote:

>I don't know if the rest of you have this problem... but today as I log on
>to the Atari 8-bit newsgroup I see ZERO messages... NONE AT ALL!!! There
>were tons of messages here the last time I visited, so many i didn't have
>time to read them all.
>
>Is it just my setup? Or do the rest of you also ONLY see this 1 message
>Today WED Feb 19, 1997????

What software are you using to read the newsgroups?
Have you tried FREE AGENT by Forte'.
That will keep track of everything for you.

BTW, there are usually about 25 new messages here each day ???

Don't let your software purge your messages without asking you.....

bye

1798. Huh??? What happened?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-20 00:00:00 UTC
From: ckinsa@aol.com
Message-ID: <19970219151600.KAA12710@ladder01.news.aol.com>
Source record: 75611

I don't know if the rest of you have this problem... but today as I log on to the Atari 8-bit newsgroup I see ZERO messages... NONE AT ALL!!! There were tons of messages here the last time I visited, so many i didn't have time to read them all.

Is it just my setup? Or do the rest of you also ONLY see this 1 message Today WED Feb 19, 1997????

I FINALLY have my Atari 8-bit BBS back up and operating but it is merely a "shadow" of it's former self. The BBS is the Official BBS of the AAAUA (Alamo Area Atari users Association) of San Antonio, Texas (210) 737-3759.

I need to get a hard drive to setup to the MIO so that I can get files and games back online again!!! Well, just wanted to say HELLO to all Atari users out there!!!
CK in SA

1799. 8bit games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-20 00:00:00 UTC
From: mpinck <mpinck@vnet.net>
Message-ID: <330BE645.4511@vnet.net>
Source record: 75612

```
atari 8bit games for sale

dig dug
qix
galaxian
each for 5.00 plus 2.00 shipping
email at mpinck@vnet.net
```

1800. Re: XL-it! 0.17 now available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-20 00:00:00 UTC
From: ivan@rcp.co.uk
Message-ID: <330c2c41.1203566797@news.rmplc.co.uk>
Source record: 75613

>Could you please, please, please tell me how to load a (*.atr) and (
>*.xfd) images.

>Would you please explain step by step, from the time the emulator starts
>until the game starts.

Check out http://dales.rmplc.co.uk/ivan/atari/bin2atr.htm

This page tells you how to convert a *.bin to a *.atr and then use the
*.atr on XL-it!

The information you require is probably explained here.

Ivan

1801. Re: 8bit games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-20 00:00:00 UTC
From: Stefan Bauch <bauchs@hiserv.de>
Message-ID: <330CC3BA.7684@hiserv.de>
Source record: 75614

```
mpinck wrote:
>
> atari 8bit games for sale
>
> dig dug
> qix
> galaxian
> each for 5.00 plus 2.00 shipping
> email at mpinck@vnet.net

5.00 plus 2.00 of what? Italian lira? Deutschmarks? vnet-dollars?

Worldwide communication is such a difficult concept for some
people...

Stefan.
--

--== Win16,Win32s,Win32c,Win32 - Which API do you want to go today? ==--
```

1802. Re: XF551 Power..

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-20 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <330C505F.7862@tcd.net>
Source record: 75615

You are right the XF551 will take the same power supply as the 1050.

bob

1803. Re: Huh??? What happened?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-20 00:00:00 UTC
From: JDC <2091744@mcimail.com>
Message-ID: <01bc1f40$40565920$d56425a6@jcolbert.cr.mci.com>
Source record: 75616

Don't know if I was on that board or not, but I purchased my first modem in SA and started BBSing around 1986. I was in the Air Force and stationed at Brooks.

Jeff

CK in SA <ckinsa@aol.com> wrote in article >
> I FINALLY have my Atari 8-bit BBS back up and operating but it is merely a
> "shadow" of it's former self. The BBS is the Official BBS of the AAAUA
> (Alamo Area Atari users Association) of San Antonio, Texas (210) 737-3759.
>
> I need to get a hard drive to setup to the MIO so that I can get files and
> games back online again!!! Well, just wanted to say HELLO to all Atari
> users out there!!!
> CK in SA
>

1804. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-20 00:00:00 UTC
From: JDC <2091744@mcimail.com>
Message-ID: <01bc1f40$dd9c3060$d56425a6@jcolbert.cr.mci.com>
Source record: 75617

Is this Mat Rat?

BTW atr's can be used on real machines. You just need the cable and
software to use the PC as an atari peripheral.

Jeff

mratari01@aol.com wrote in article
> I have been an Atari 8-Bit software developer from day one, not only
working for Atari, but also for my own company. To this day, over 50% of
my total income is derived from support and sales of Atari 8-bit software.
> The Shadow

1805. Re: Zip drives and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-20 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ehq6a$ku6@login.freenet.columbus.oh.us>
Source record: 75618

Steve (read@my.sig) wrote:
: Sapphire@innonyc.com (Janice in NYC) wrote:

: >On 14 Feb 1997 10:58:23 -0500, dklugh@freenet.columbus.oh.us (Daniel
: >Klugh) wrote:
: >
: >>They mean using a ZIP drive with a Atari,not a PC.
: >>Accessing a ZIP drive through a PC would be too slow.
: >
: >_Only_ if you could hook up the ZIP drive to the ECI or some other
: >parallel port of the Atari.....(and probably even then, the Atari
: >couldn't keep up, unless it can handle sustained throughput of
: >600K/sec?).
: >The original poster was thinking about using the ZIP drive hooked up
: >to the PC and using it with APE....which menas that hte limiting
: >factor is the speed between the PC-Atari interface (serial), as
: >opposed to the ZIP-PC interface, which is quite a bit faster than SIO.
: >
: >I've tried using a PC floppy drive with APE Ultraspeed, it slows down
: >when the floppy is accessed, but only becasue the BIOS has a
: >preprogrammed .5-second or so delay to wait for the floppy motor to
: >spin up, and when the head seeks to the next track, ther'es a delay
: >for head settling time, etc. (i.e. the slowness isn't caused by the
: >PC-to-floppy interface, which is a lot faster than the Atari-to-floppy
: >interface) So it seems very jerky.....like there would be a burst of
: >sectors transferred to the Atari, and then a half second delay as the
: >PC's floppy drive spins up and finds the next track, and then another
: >burst of sectors, and another delay, etc. But in the end, it still
: >loads faster from the PC floppy (with Ultraspeed) through APE than my
: >ATari does thorugh my Indus GT (without Synchomesh), but it seems
: >slower especially if you're comparing it with a hard drive, but that's
: >normal since a hard drive has no spinup time (since it's always
: >spining), and access time is extremely quick so all you get is a quick
: >burst of sectors through APE with almost no hesitation whatsoever.
: >I'm not sure of the ZIP drive technical specs, but it certainly won't
: >be nearly as quick as a hard drive in terms of access times and
: >throughput, as it is basically just a very high capacity, higher speed
: >floppy drive.
: >
: >>From the APE docs,APE is only slightly faster than UltraSpeed.
: >>(on a US Doubled 1050)
: >
: >Er....Ape has a 3X SIO mode which is 50% faster than Ultraspeed.
: >

: I dunno about 50%. It is a little faster. I timed the transfer of a
: single density disk-
: US speed- 30 seconds
: APE+ - 22 seconds

The aditional speed-up is from the much smaller track-to-track time
of a hard drive.(and that extra 8% of SIO speed)

: Of course this is on my 286 PC, so results will vary from PC-PC.

I should think not.Besides different access times on different hard drives,
there's shouldn't be a speed difference between PCs with the same hard drive.
I should hope that even a 4.77mcps PC could keep up with a 1.79 Atari!

: APE+ speed is great when it works, but SpartaDOS tends to hang around
: and wait for a few seconds after reading 10-20 sectors. SuperDOS 2.9
: won't load the SDUP.SYS except after resetting a few times, and
: SuperDOS 5.1 seems to lose the drive status after loading.
: Don't get me wrong, APE is a great program! But, I'm sticking with the
: original SIO2PC software, cause I've never had any problems with it
: like I've had with APE. And I like having a "RAM-disk" to work with,
: which APE doesn't support. It writes directly to the image instead of
: an image in RAM- so if I bugger something up it stays that way! Not so
: with the original program, which can use all available RAM to make an
: image up to about 500k! (or more). Now, that's a RAM-DISK!
: Sorry, I was a bit off the thread there. Just my 2c worth :)

Why not use a actual virtual disk on your PC?
Look for a programme called SRDISK.(I think)
It allows you to make a RAM-disk anytime you want and to also delete it.

Of course,if Microsoft were smart,they would have made EMS/XMS memory look
like a Amiga RAM: type disk.You would allocate memory by simply creating
files (by seeking).Then a mmap(2) (Berekly UNIX) type system call could be
used to map files into memory.Then,if a programme quit un-expectantly,the
memory would automaticly be freed except if it had a file name (hard link).
Oh yeah,you'd be able to create nameless/linkless files.They'd be deleted
after the last programme close it.

But I dgress.
--
The Doctor

1806. WTB: Atari 130XE System Complete w/FD DOS etc.

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: John McCormick <a-johnmc@microsoft.com>
Message-ID: <01bc2034$7739b4b0$240a1883@a-johnmc2>
Source record: 75469

If you have such a system and you are asking a reasonable price please send me details.

Thanks.

1807. Re: XL-it! 0.17 now available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: ARuighaver@aol.com
Message-ID: <856564444.30209@dejanews.com>
Source record: 75470

In article <330D9C67.2F35@htw.uni-sb.de>,
Markus Gietzen <iig05-1@htw.uni-sb.de> wrote:
>
> > This page tells you how to convert a *.bin to a *.atr and then use the
> > *.atr on XL-it!
>
> I've added support for H1: through H8: in my current development
> version. That version should be available next week.
>
> Each virtual harddrive can be mapped to a MS-DOS directory.
> This means that you can load, save etc. directly from/to your
> PC's-harddrive.
>

Markus, you're the BEST! Keep up the good work, it is MUCH appreciated!!!

-Anton

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1808. Re: Atari 8-bit ROM Documentation Project

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <856581976.7227@dejanews.com>
Source record: 75471

Hi Matthias!

> Sorry to say this - but there is a very nice German re-assembler, which
> allows to generate reassemles of the memory included and every binary
> load file (even without loading, just from disk).

Ah! Where do I get this? Sounds like darn interesting reading!

> With the package, there are Symbol tabels for the ATARI -OS of the 800
> XL, the 800, the ATARI Dos 2.5 included, what allows you easily to
> generate assembale Source code for the German ATMAS II Macro Assembler.
> Additional ther are some books out with a full reasmbled OS included
> (f.e. "Mapping the Atari by TWAUG). So this work was not nessecary ...

Well, I don't have these books... And the work may not be necessary,
but it's fun nonetheless!

> .As far as I know, there are five different versions of the Atari-OS out:

I'd like to get confirmation on this... I hope a lot of people will
run the ROMCRC-32 program, so I can get all the versions you mention
together!

> - the Atari 400/800 OS
> - the Atari 1200 XL OS (early XL OS)
> - one early XL - OS, dated someone in march 1983, included in most of
> the 600 XL sold in Germany (and US ?)
> - the real XL-OS, included in most Atari-computer, dated with 10 of may
> (?) 1983
> - a late OS, include in some XE and XEGS, someone of 1987 . This is
> something I only heared about, I never seen this thing ...

Do you know of a source where it is possible to confirm this info?

> There only some liitle differences between the March and May XL OS. For
> the Reassembler f.e you only have to shift two adress areas to get
> reasonable code .
> Shift area from C0F0 til CB73 to C0E2 and
> shift area from FF02 til FFD2 to FF07
> I don't know, if there are any serios differences ...

I'd like to establish that, once and for all...

> First revison was A, the cartrige for the 400/800 series.
> Second (B) was thje internal revision of the 600/800 XL series, which
> should fix some bugs of the A (don't know, what) but included some
> others. So sometimes files will grow bigger and biiger when saved to the

> disk ...
> Last Rev. C was the included Version of the XE-series ...

The weird thing is this: I recently borrowed a 130 XE from a friend of mine, which has exactly the same ROMs as my 800 XL! Now I thought it would have at least a different basic (indeed, version C), but it doesn't! So exactly for this reason I'd like as many people to try the ROMCRC-32 program, so it is possible to get a good overview!

Kind regards!

Sidney Cadot

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1809. Re: Atari 8-bit ROM Documentation Project

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <856582623.7410@dejanews.com>
Source record: 75472

Hi there, Doctor!

> : This will produce a 92160-byte long file called ROMCRC.XFD, which is
> : a disk image for the bootable ROMCRC-32 program.

> Did you tell PKZIP to just implode the file?

Well no, I did not... I thought ZIPPING the file would be the savest bet
-- I sort of assumed that if one has the tools to uudecode a file, it is
very probable one would also have the means of unzipping it...

> If it's deflated,then we can't use them.

On the Atari, you mean.... Would it be a better idea if I ARCed it? I'll
see if that works... I have a version 1.01 now anyway, so I could post it
again (ARCed, it seems to be only 797 bytes long!)

> As to this insitence to use HUGE XFD/ATR files instead of DCM,you could
> probably just write a BASIC programme to convert them since they're just
> raw images.

I could even write a version in just BASIC... No problem. If that helps,
I will!

> All moot,since you probably delfated the file.

The problem is being worked on!

Kind regards,

Sidney Cadot

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1810. Re: Bushnell (off topics)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <5elopk$bj1@crl9.crl.com>
Source record: 75473

```
Bill Marcum (bmarcum@iglou1.iglou.com) wrote:
: Space War could be considered the first "video game", but it wasn't a home
: or arcade game, as it was played on a PDP-1 computer at MIT. Years later,
: there was an arcade version.

Actually, I think it was called "Computer Space" (first video game).

John
jvogel@crl.com
```

1811. HELP: Got Eastern Front?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: Dave Marti <dgmarti@ix.netcom.com>
Message-ID: <330E6845.6CC0@ix.netcom.com>
Source record: 75474

I'd really like to get my hands on a war sim game
for Atari 800 called Eastern Front. It was written
by Chris Crawford for Atari, I believe.

It would really bring back the "good ole days" if I could
find it out there somewhere.

I wish I wouldn't have sold my Atari!

Dave Marti
dgmarti@ix.netcom.com

1812. Another 8bit BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970221142247.24845D-100000@fissure.scar>
Source record: 75475

if any 8bitter out there is really wealthy why not try the Jail?

The Jail BBS (416)762-9316, up to 19,200 Bd, 24hrs/day,
member of the BBS PRO! Trans National network.

The Jail is in Toronto, Ontario, Canada... and has been the longest
running 8bit board that I know of (online in '82)

1813. Re: Huh??? What happened?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970221142643.24845E-100000@fissure.scar>
Source record: 75476

On Thu, 20 Feb 1997, Douglas Feldman wrote:

> ckinsa@aol.com (CK in SA) wrote:
>
> >I don't know if the rest of you have this problem... but today as I log on
> >to the Atari 8-bit newsgroup I see ZERO messages... NONE AT ALL!!! There
> >were tons of messages here the last time I visited, so many i didn't have
> >time to read them all.
> >
> >Is it just my setup? Or do the rest of you also ONLY see this 1 message
> >Today WED Feb 19, 1997????
>
> What software are you using to read the newsgroups?
> Have you tried FREE AGENT by Forte'.
> That will keep track of everything for you.
>
> BTW, there are usually about 25 new messages here each day ???
>
> Don't let your software purge your messages without asking you.....
>
> bye
>

I sent a similar msg about turnaround time and the number of msgs in a
base. I was told the administrators put a limit on the number of msgs ina
base and hence old msgs get wiped out pretty quick. I have to check this
base at LEAST once every 2 days or else I miss msgs.

1814. Re: Atari 8-bit ROM Documentation Project

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970221143749.24845G-100000@fissure.scar>
Source record: 75477

On Thu, 20 Feb 1997, Sidney Cadot wrote:

> Hello all!
>
> During the few last weeks I have devoted some of my spare
> time to documenting the ROM listing of my Atari 800 XL. I am
> now at the stage where I have a source code which I can
> re-assemble, which will give me the original ROMs.
>
> But I was wondering about different ROM versions; for example,
> my copy of 'Mapping the Atari' talks of an A, B and C release
> of Atari BASIC, as well as of different versions of the Atari
> OS.
>
> Therefore, I'd like your help to be able to get a complete
> overview of all the ROMs in all the different 8-bit machines
> Atari ever produced. In order to be able to reach this goal,
> I have written a very little program which calculates a 32 bit
> CRC (a sophisticated kind of checksum) for 8 important memory
> areas of the Atari 8 bit family:
>
> FIRST ROM
> C000-CBFF: XL/XE Systems: OS Interrupt Handlers & Stuff.
> CC00-CFFF: XL/XE Systems: International character set.
> 5000-57FF: XL/XE Systems: Selftest ROM
> D800-DFFF: All Systems : Floating Point Package
>
> SECOND ROM
> E000-E3FF: All Systems : Standard Character Set
> E400-FFFF: All Systems : Operating System
>
> CARTRIDGE A
> A000-BFFF: XL/XE Systems: BASIC
>
> CARTRIDGE B
> 8000-9FFF: Second Cartridge
>
> At the bottom of this message, I have included a uu-encoded
> message of only 939 bytes long, which contains the program
> ROMCRC-32 (release 1.0). Unpacking should be done like this
> (assuming you will use PKUNZIP and UUDECODE):
>
> (1) save the uu-encoded part (from 'begin' to 'end') as romcrc.uue
> (2) on the command-line, type UUDECODE ROMCRC.UUE

> (3) on the command-line, type PKUNZIP ROMCRC.ZIP
>
> This will produce a 92160-byte long file called ROMCRC.XFD, which is
> a disk image for the bootable ROMCRC-32 program.
>
> If you boot this disk image on your Atari system (using, for example,
> APE or SIO2PC), and boot your Atari, it will start to calculate CRC's
> for the 8 areas of interest, which should only take a few seconds.
>
> 400/800 users: please insert the Atari BASIC cartridge into your
> computer before booting; I'm very much interested in that too!
>
> Please write down the hexadecimal CRC data and e-mail me
>
> sidney@ch.twi.tudelft.nl
>
> using the following standard template:
>
> ========== ATARI 8-BIT ROM CRC DATA FORM ==========
>
> OWNER : <your name>
> E-MAIL : <your e-mail address>
> EXPERTISE : Yes or No, whether you'd have enough technical expertise
> to transfer ROM images to your PC, and send them to me
> over e-mail on request.
>
> SYSTEM : e.g. 400/800/600 XL/800 XL/1200 XL/65 XE/130 XE
> VIDEO HARDWARE : e.g. NTSC, PAL (or maybe even SECAM?)
> SERIAL NUMBER : to be found on your Atari's bottom!
> ROM MODIFICATIONS : whether you have modified your ROM's after
> purchase (and how).
>
> REMARKS : anything serious, funny, or insulting :-)
>
> ========== CRC DATA ==========
>
> FIRST ROM
> C000-CBFF: xxxxxxxx Please specify CRC's here, as obtained by
> CC00-CFFF: xxxxxxxx ROMCRC-32.
> 5000-57FF: xxxxxxxx
> D800-DFFF: xxxxxxxx For areas where ROMCRC-32 says "[NO ROM]",
> please specify "[NO ROM]" here, too.
> SECOND ROM
> E000-E3FF: xxxxxxxx
> E400-FFFF: xxxxxxxx
>
> CARTRIDGE A
> A000-BFFF: xxxxxxxx
>
> CARTRIDGE B

> 8000-9FFF: xxxxxxxx
>
> ========== END OF: ATARI 8-BIT ROM CRC DATA FORM ==========
>
> An example of such a submission is the following, of my Atari
> 800 XL:
>
> ========== ATARI 8-BIT ROM CRC DATA FORM ==========
>
> OWNER : Sidney Cadot
> E-MAIL : sidney@ch.twi.tudelft.nl
> EXPERTISE : Yes
> REMARKS : I think this is the first entry in your database!
>
> SYSTEM : 800 XL
> VIDEO HARDWARE : PAL
> SERIAL NUMBER : AT 8458391
> ROM MODIFICATIONS : NONE
>
> ========== CRC DATA ==========
>
> FIRST ROM
> C000-CBFF: 0F6E878F
> CC00-CFFF: 829F5706
> 5000-57FF: F1EEEB9D
> D800-DFFF: 343224EF
>
> SECOND ROM
> E000-E3FF: D2777837
> E400-FFFF: 7EA82C48
>
> CARTRIDGE A
> A000-BFFF: 7D684184
>
> CARTRIDGE B
> 8000-9FFF: [NO ROM]
>
Now I am very impressed! you are probably the most dedicated 8bitter I
know!

My knowledge of BASIC revisions was pretty limited. I have the REV A
BASIC cartridge, I have the built in basic REV B on my Xl. and i know the
basic A and B both suffered from lockup bugs and VERY slow floating point
calculations.
i.e. try ? 2^2^2^2^2 on your verision of basic. the REV A would TAKE
FOREVER..

Alan

1815. 8bit hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970221144018.24845H-100000@fissure.scar>
Source record: 75478

Hi,
I posted a msg with my entire Atari 8bit software and hardware collection for sale and I did receive offers of $100 US for my entire 8bit book and magazine collection and $200 US for my entire 8bit hardware and software collection. Unfortunately, the email replies were deleted under my school account (I don;t know how) and I don't remember who these users were? They quoted me US dollars so I guess my only guess is they were American callers. and I know one of them was from texas. (That helps I know :)

Anyway if there is enough interest i will repost the entire for sale msg. The buyer assumes shipping costs...

Alan
University of Toronto, Computer Science

1816. Re: Atari History info

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970221143337.24845F-100000@fissure.scar>
Source record: 75479

Heheh, so JTS makes a lousy hard drive... too bad a successful company didn't take over ATARI corp.

Actually, I would like to see someone like bob Puff running Atari. A talented programmer, an avid Atari 8bit supporter and someone who is well liked. (I have purchased 8bit hardware from his company and was satisfied)

But this isn't a perfect world. Does anyone know what is going ot be down with the warehouses full of unsold Jaguar and lynxes???

1817. Krieg's Klassic Karts Auction Update #1

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <5em0qe$e0i$1@earth.execpc.com>
Source record: 75480
Cross-posted to: rec.games.video.atari,rec.games.video.marketplace,rec.games.video.classic,comp.sys.cbm,comp.sys.atari.8bit

```
Krieg's Klassic Karts Update #1

**************************************************************************
* This auction will take bids until Feb. 28th. Then it will transition *
* to a Going, Going, Gone phase. Updates will be sent to participants *
* daily by e-mail. *
* *
* Thanks for your participation! *
**************************************************************************

Overview of the contents of this auction:
Atari 2600 66
Atari 5200 8
Atari 7800 4
Atari 8-bit 4
C64 6
Colecovision 1
Intellivision 20
Sega Master 1
Paper goods 19
Hardware 5

Minimum bid increments
.25 - 5.00 .50
5.00 & up 1.00

Shipping is extra.

Trades are also welcome. I collect many classic systems. Trades may cause
some items to be removed from the auction.

Mail all bids and offers to krieg@execpc.com.

2600 - Atari
------------
R Blackjack (missing end label) .50 Minimum
U Brain Games (text label) 1.00 helmuelt
U Canyon Bomber (text label) .50 Minimum
C Circus Atari (text label, w/ docs) .50 Minimum
C Combat (text label, w/ box and docs) 1.00 Minimum
U Dig Dug .50 Minimum
U Dodge 'Em (text label) .50 Minimum
C Hunt & Score (text label) 1.00 helmuelt
U Indy 500 .50 Minimum
R Midnight Magic 1.00 Minimum
```

R Midnight Magic 1.00 Minimum
R Othello 1.00 Minimum
C Pac-Man .25 Minimum
C Phoenix .50 Minimum
U RealSports Baseball .50 Minimum
ER Road Runner (PAL, mint in box, complete) 15.00 helmuelt
R Star Ship 1.00 helmuelt
U Super Breakout .50 tdant
C Surround ("41" text label) .50 Minimum
C Swordquest: Earthworld 1.00 Minimum
R Video Checkers (text label) 1.00 Minimum
U Video Pinball (upper case letters label) .50 Minimum

2600 - Activision

U Bridge .50 Minimum
U Chopper Command .50 Minimum
U Chopper Command .50 Minimum
R Dolphin 2.00 Minimum
U Dragster 1.00 Minimum
U Enduro .50 Minimum
U Fishing Derby .50 Minimum
U Freeway .50 Minimum
U Kaboom! .50 Minimum
R Kung-Fu Master 3.00 helmuelt
C Laser Blast .50 Minimum
U Megamania (heavy actiplaque) .50 Minimum
R Oink! 2.00 Minimum
C Pitfall .50 Minimum
R Pitfall II: Lost Caverns 2.00 helmuelt
R Plaque Attack 2.00 helmuelt
R Robot Tank 1.00 Minimum
U Skiing .50 Minimum
U Skiing .50 Minimum
R Sky Jinks 1.00 Minimum
U Stampede .50 Minimum
U Starmaster 1.00 Minimum
C Tennis (missing end label) .50 Minimum

2600 - CBS

R Wizard of Wor 1.00 Minimum

2600 - Coleco

U Mouse Trap .50 tdant

2600 - Data Age

C Journey Escape (missing end label) .50 Minimum

2600 - Epyx

R California Games 2.00 helmuelt
R Winter Games (heavy wear on end label 2.00 Minimum

2600 - Imagic

R Fire Fighter 1.00 Minimum
R Fire Fighter 1.00 Minimum

2600 - Parker Bros.

C Frogger .50 Minimum
U G.I Joe: Cobra Strike 1.00 Minimum
U Reactor 1.00 Minimum
R Spider-Man 1.00 Minimum
C Star Wars: The Empire Strikes Back (bubbling label) .50 Minimum

2600 - Sears

U Outer Space (picture label) 1.00 Minimum
U Speedway II (writing on label) .50 Minimum
C Target Fun .50 Minimum

2600 - Spectravideo

R Planet Patrol 2.00 Minimum

2600 - 20th Century Fox

U M*A*S*H .50 Minimum
R Porky's 3.00 Minimum

2600 - Vidtec/US Games

R Commando Raid 2.00 Minimum
C Space Jockey .50 Minimum
R Sneak'n Peek 2.00 Minimum

5200 - Atari

C Dig Dug 1.00 Minimum
C Galaxian 1.00 Minimum
R Pengo (worn label) 3.00 Minimum
C RealSports Soccer 1.00 Minimum

5200 - Parker Bros.

C Frogger (frayed label) .50 Minimum
C Frogger (missing end label) .50 Minimum
C Q*bert 1.00 Minimum
C Q*bert (missing end label) .50 Minimum

7800 - Atari

R Food Fight 3.00 Minimum
R Mario Bros. 2.00 Minimum
C Pole Position II .50 Minimum
U Xevious 1.00 Minimum

Atari 8-bit

U Jungle Hunt 2.00 Minimum
U Kindercomp 1.00 Minimum
ER Powerstar (mint in box, complete) 20.00 cmoore
R Springer (mint in box, complete) 15.00 cmoore

C64 (untested)

Delta Drawing (Spinnaker) 2.00 Minimum
Frogger (Parker Bros.) 1.00 Minimum
Linking Logic (Fisher-Price) 2.00 Minimum
Logic Levels (Fisher-Price) 2.00 Minimum
Memory Manor (Fisher-Price) 2.00 Minimum
Mr. Cool (Sierra On-Line) 2.00 Minimum

Colecovision

C Smurf Rescue in Gargamel's Castle .50 helmuelt

INTV

U Advanced Dungeons & Dragons .50 Minimum
C Armor Battle (white label) .50 Minimum
U Atlantis 1.00 Minimum
R Checkers (w/ box, docs & overlays) 3.00 Minimum
U Demon Attack .50 Minimum
R Electric Company Word Fun 1.00 Minimum
C Las Vegas Poker & Blackjack .50 Minimum
U Microsurgeon .50 Minimum
U NASL Soccer .50 Minimum
C Night Stalker .50 Minimum
R Sharp Shot (w/ instructions) 2.00 Minimum
C Skiing (white label) .50 Minimum
U Space Hawk .50 Minimum
U Space Spartans (uses Intellivoice) 1.00 Minimum
R Star Strike (Sears, w/ box, docs & overlays) 1.50 Minimum
C Tennis .50 Minimum
C Tron: Deadly Discs (white label) .50 Minimum
R Tron: Maze-A-Tron 2.00 Minimum
R Tron: Maze-A-Tron [case opens but cart works fine] .50 Minimum
R Vectron 2.00 Minimum

Sega Master System

After Burner (w/ box and docs) 3.00 Minimum

Paper Goods

Atari Catalog C012737-02 (7/78) .25 Minimum
Atari Catalog CO16725-Rev D (1981) .25 Minimum
Atari Catalog CO16725-Rev D (1981) .25 Minimum
2600 Air-Sea Battle instructions .25 Minimum
2600 Basketball instructions (Sears) .25 Minimum
2600 Basketball instructions (Sears, small tears) .25 Minimum
2600 Bowling instructions (Sears) .25 Minimum
2600 Breakout instructions .25 Minimum
2600 Casino instructions .25 Minimum
2600 Combat instructions .25 Minimum
2600 Combat instructions .25 Minimum
2600 Defender instructions .25 Minimum
2600 Demons to Diamonds instructions .25 Minimum
2600 Pitfall instructions .25 Minimum
2600 Slot Racers instructions .25 Minimum
2600 Space Invaders instructions .25 Minimum
2600 Super Breakout instructions .25 Minimum
2600 Yars Revenge instructions .25 Minimum
INTV Triple Action instructions .25 Minimum

Hardware

Atari SM124 Monochrome Monitor 20.00 Minimum
Monitor Master (monitor switchox for ST computers) 5.00 Minimum
Atari XM301 Modem 1.00 Minimum
Avatex 1200 Baud Modem 2.00 Minimum
Suncom Slik Stik Joystick (fire button sticks) .50 Minimum
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

1818. Re: Atari - Gone, Nothing left.

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: Rich Grasso <rmg9@earthlink.net>
Message-ID: <330CED35.6108@earthlink.net>
Source record: 75481

it's sad but they will probably end up as landfill, right next to all of those "E.T." cartridges from the 80's.

I've said this before in other posts, but I've seen them for as low as (US)$29 at J&R Music World in NYC.I saw them right before christmas so I don't know if they have any left but it's worth a try.

J&R Music World
1-800-221-8180

-Rich Grasso

```
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| '__/ _` |
| | | (_| |
|_| \__, |
__/ |
|___/
```

http://home.earthlink.net/~rmg9/
to email remove "NOSPAM" from reply field.

1819. DID YOU BUY A GHOST CART FROM ME?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: rsdean@accessnv.com
Message-ID: <5eibdu$k8_001@ppp010.accessnv.com>
Source record: 75529

A while back I sold an 8bit Ghost Cart along with some other stuff to someone from this group and said that I would keep looking for the DOCS. I finally found them (right in the Action manual where they belong...). No the problem is that I don't remember who to send them to. Drop me an e-mail and I'll remember and stick 'em in the mail (leave your address again.

Gunner

1820. Re: Atari History info

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <330d215f.47042491@news.inc.net>
Source record: 75530

On Wed, 19 Feb 1997 21:24:17 GMT, Alan Christie
<94chrisv@scar.utoronto.ca> wrote:

>On 18 Feb 1997, Tony Smolar wrote:
>
>> In the days of 18 Feb 1997 07:07:49 GMT, People like Richard Forester
<forester@blarg.net> often wrote:
>> >Say.. who or what is JTS?
>>
>> They are a California hard drive manufacturer. They basically took over
>> Atari for their money, they have no interest in videogames.
>>
>> We recently received two JTS drives here at work. I feel like a traitor
>> using them..
>>
>>
>>
>Does JTS make a decent hard drive at least?
>
>(Geez apart from Seagate and Western Digital I don't trust any other HD
>manufacturer! (well Quantums aren't bad either!)

I happen to like Maxtor drives better than both of those, with WD
being right behind the Maxtor though. I think Seagates are crap
(except for the Barricuda line). Just my opinion. I like Maxtor
drives best of all.

1821. Re: Zip drives and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5ej5rb$n4u@freenet-news.carleton.ca>
Source record: 75531

> No, I said that the Zip drive can probably handle transfer rates of
> 600K/sec or even faster (Iomega claims close to 1Mb/sec, but that's
> probably with the Scsi version). Whether it can acutally achieve 600K
> sustained tranfer rates in acutal use is a different matter, but it IS
> a couple of times faster than a PC's floppy.

I have the parallel port ZIP drive and it works alot slower than 600k,
even w/ the dos block driver. I think > 600k must be sustained
with an EPP. With a regular parallel port the zip is painfully
slow for files the size PC's normally use.

The driver for the zip drive apparently uses a small read ahead cache, so
for small files, its pretty 'zippy'. :)

Steve

1822. Re: Atari 8-bit ROM Documentation Project

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <330CFE8C.4747@kawo2.rwth-aachen.de>
Source record: 75532

Sidney Cadot wrote:
>
> Hello all!
>
> During the few last weeks I have devoted some of my spare
> time to documenting the ROM listing of my Atari 800 XL. I am
> now at the stage where I have a source code which I can
> re-assemble, which will give me the original ROMs.Sorry to say this - but there is a very nice German re-assembler, which
allows to generate reassemles of the memory included and every binary load file (even without loading, just from disk).
With the package, there are Symbol tabels for the ATARI -OS of the 800 XL, the 800, the ATARI Dos 2.5 included, what allows you easily to generate assembale Source code for the German ATMAS II Macro Assembler.
Additional ther are some books out with a full reasmbled OS included (f.e. "Mapping the Atari by TWAUG). So this work was not nessecary ...

>
> But I was wondering about different ROM versions; for example,
> my copy of 'Mapping the Atari' talks of an A, B and C release
> of Atari BASIC, as well as of different versions of the Atari
> OS.As far as I know, there are five different versions of the Atari-OS out:
- the Atari 400/800 OS
- the Atari 1200 XL OS (early XL OS)
- one early XL - OS, dated someone in march 1983, included in most of the 600 XL sold in Germany (and US ?)
- the real XL-OS, included in most Atari-computer, dated with 10 of may (?) 1983
- a late OS, include in some XE and XEGS, someone of 1987 . This is something I only heared about, I never seen this thing ...

There only some liitle differences between the March and May XL OS. For the Reassembler f.e you only have to shift two adress areas to get reasonable code .
Shift area from C0F0 til CB73 to C0E2 and
shift area from FF02 til FFD2 to FF07

I donï¿½t know, if there are any serios differences ...

To the BASIC

First revison was A, the cartrige for the 400/800 series.
Second (B) was thje internal revision of the 600/800 XL series, which should fix some bugs of the A (donï¿½t know, what) but included some others. So sometimes files will grow bigger and biiger when saved to the disk ...

Last Rev. C was the included Version of the XE-series ...

Hope this helped a little bit ...

Matt
--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

1823. Bushnell (off topics)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: Bingham <bbingham@IDT.NET>
Message-ID: <5ejdek$eqf@nnrp3.farm.idt.net>
Source record: 75533

I just saw an article in PC FORMAT of an interview with Nolan Bushnell.
And man it looks like this magazine had it all backwards.

ATARI (is it a game piece or a move in go? They say a piece.)

Nolan (inventer of Pong and video games, or thief - didn't magnavox have
the home thing in production, ok was the first game space war or tank?
they say space war)

Ugh

1824. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970221064001.BAA07142@ladder02.news.aol.com>
Source record: 75534

Bobterm all versions 1.20 1.22 1.23 still have that problem dropping down to 12oo bauds at logon 19.2 What software fix are you talking about?

1825. Re: microport xl- PAL CHIP

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970221065200.BAA09662@ladder02.news.aol.com>
Source record: 75535

Best is Stock with thousands of the ANTIC pal chips.. Just placed 2
orders with him last week.

1826. Re: Atari Sellout Low-life

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970221072300.CAA17332@ladder02.news.aol.com>
Source record: 75536

You got a good point there.. MS arcade is great!! theres even another
version with dig doug and a few other " Golden Atari games" ... I have
also see "Williams Atari games" NEW for the Playstation soon to be
released. I just hate to hear a Jerk in the 8bit sigs crying for
other to sellout there good OLD 8bits.
I agree Winbloz 95 is the best VIRUS I have seen!!!
While Atari maybe gone for good, there games will live on for sometine..

Best Wishes.

1827. Atari - Gone, Nothing left.

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970221074001.CAA21480@ladder02.news.aol.com>
Source record: 75537

Check out the Computer Shopper "March" 97 and you will read that Atari
has nothing but a HUGE wharehouse full of JAGs. There stuck with, cant
sell them cause B&C/BEST/Video 61 will not touch them with a 60 foot pole.
Its Sad but True. I just hope they dont smash them.

1828. Re: PabQwk update?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970221074600.CAA23057@ladder02.news.aol.com>
Source record: 75538

Hi Pab...

Gee you been gone for a long time, I must have sent you a ton of Email
over the NET, just wondering if you ever got it?

Good to see ya back. Hang in there!

1829. Re: A8 advocacy and Sargon III

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970221074300.CAA22209@ladder02.news.aol.com>
Source record: 75539

Have you tried to play chess on the 26oo? Just wondering how fast it would get you :)

1830. Atari 8-bit site update

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: m.j.phillips@shef.ac.uk
Message-ID: <5ejqpe$ja6@bignews.shef.ac.uk>
Source record: 75540

I have updated my Atari 8-bit page at:

http://www.geocities.com/RainForest/4677/index.html

It is still evolving, so let me know the direction in which you think
it should evolve!

cheers

Marcus

1831. Re: ID game: battlezone-esque

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: m.j.phillips@shef.ac.uk
Message-ID: <5ejt91$ja6@bignews.shef.ac.uk>
Source record: 75541

It was indeed encounter and it works fine on Rainbow,

hope this helps,

Marucs

1832. Learn to Make $$$FAST CASH$$$ With Honest Work

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: fucuco@hamlet.net
Message-ID: <330d7884.5829119@news.uoknor.edu>
Source record: 75542
Cross-posted to:
comp.sys.apple2.marketplace,comp.sys.apple2.programmer,comp.sys.apple2.usergroups,comp.sys.arm,comp.sys.atari.8bit

Dear Friend,
Five minutes and five dollars can change your life!!!THIS IS
THE FAIREST, MOST HONEST WAY I KNOW TO SHARE THE WEALTH! Would you
like to make thousands of dollars, quickly, legally, with NOCATCH?
Then keep reading..... please take five minutes to read thisarticle;
it will change your life, just like it did mine. It's true! You can
make up to, or over, $50,000.00 in 4 - 6 weeks; maybe sooner! I SWEAR
I'M NOT LYING TO YOU, AND THIS IS NOT A SCAM! If you're interested,
keep reading; if you're not, I apologize forwasting your time.

Here we go. A little while back, I was browsing through these
newsgroups, just like you are now, and came across an article similar
to this that said you could make thousands of dollars in weeks, with
only an initial investment of $5.00!! So, I thought, "Yeah, right,
must be a scam", but, I was curious, like most of us are, and kept
reading. Anyway, it said that you send $1.00 to each of the five names
and addresses stated in the article. You then place your own name and
address in the article at the bottom of the list at #5, and post the
article in at least 200 newsgroups, (there are thousands). No catch,
that was it! So after thinking it over, talking to a few people first,
I tried it.I figured what have I got to lose except for 5 stamps, and
$5.00, right? Well, guess what....within 7 days, I started getting
money in the mail! I was shocked! I still figured it would end soon,
and didn't give it another thought. But then money kept coming in ,
tripling in size and multipying by 10 - 20 times the amount that I got
the first week! In my first week I made about 20 - 30 dollars. But,
by the end of the second week, I had made a total of over $1000.00!!!!
In the third week, I had over $10,000.00, and its still growing.
This is my fourth week, and I've made about $42,000.00 TOTAL, and the
money is still coming in.....Let me tell you how this works, and
most importantly, WHY it works, also, make sure you print a copy of
the article NOW, so you get the information off of it, and begin
making money.The process is very simple, and it consists of 3 EASY
steps:

STEP 1: Get 5 separate pieces of paper and write the following on
each sheet of paper...."PLEASE PUT ME ON YOUR MAILING LIST", and then
write your NAME AND ADDRESS. Get five $1.00 bills and place ONE
inside each piece of paper that you just wrote on. Fold each paper so
the bill will not be seen in the envelope, (otherwise, nosey people
who like to steal envelopes with money in it won't get yours). Put
one paper inside each envelope, and seal it. Do the same for all
five. You should now have 5 envelopes, sealed, EACH with a piece of

paper AND a $1.00 bill, stuffed inside of the paper. Make sure those words that were stated above, are written on each paper. What you are doing is creating a service; this is PERFECTLY LEGAL. Now then, mail the 5 envelopes, with the paper and $1.00 bill in each, to the following 5 addresses:

1. D. Ellis, 8301 W. 92nd St., Overland Park, KS 662122.

2. J. Krakowiak , 1112 W. Broadway #1, Anaheim, Ca 928053.

3. J. Sides, Lamar Box 1, South Plains College, 1401 S. College Ave.,Levelland, TX 79336

4. Areg Mkrian, 15 Alma Ave. Belmont, MA 02178-4404

5. A Karns, 4000 NW 53rd, Oklahoma City, OK, 73112

STEP 2: Now take the #1 name off the list that you see above, move the other 4 names up, (5 becoming 4, 4 becoming 3, etc.), and put YOURNAME as number 5 on the list. You can slightly alter this article ifyou need to; editing what you need to edit.

STEP 3: Post your amended article, (with your name at #5), to at least 200 newsgroups, (There are close to 19,000 of them). HOW TO DO THIS:If you are using Netscape 3.0, do EXACTLY the following:
1) Click on any newsgroup, like normal, THEN click on 'TO NEWS',which as on the far left when you're in the newsgroup page. This will bring up a box to type a message in.
2) Leave the newsgroup box like it is. CHANGE the subject box to something flashy, like, "NEED CASH $$$ READ HERE $$$" or "FAST CASH"!!
3) Tab once, and you should be ready to type. Now, re-type, (onlyonce), this WHOLE ARTICLE WORD FOR WORD, except to insert your name at#5, and to remove #1 off the list; plus any other small changes youthink you need to make. Keep most of it the same!!
4) When you're done typing the WHOLE article, click on FILE in THISBOX, right above send, not where it says Netscape News On The FirstBox. Click on SAVE AS when you're under FILE. Save your article as a text file to your C: or A: drive. DO NOT SEND OR POST YOUR ARTICLE UNTIL YOU DO THIS. Once saved, move on to number 5 below.
5) If you still have all of your text, send, or post, to this news group, now, by just clicking send; which is located below FILE, and right above Cc:.
6) Here's where you're going to post all 200. OK, click on any newsgroup, then click on 'TO NEWS', again, in the top left corner. Leave theNEWSGROUPS BOX alone. Again, put a flashy subject title in the SUBJECT BOX. Hit TAB once you're in the body of the message, and then click on ATTACHMENTS, which is below the SUBJECT BOX. You will get another box to come up. Click on ATTACH FILE, then find YOUR file that you saved; click once on the file, and then click 'OPEN'. Now click on OK. If you did this right, you should be able to see your file name in the attachments box, and it will be shaded green.If you use IE EXPLORER, it's just as easy......HOLDING DOWN THE LEFT BUTTON,

HIGHLIGHT THIS ARTICLE. THEN PRINT THIS ARTICLE FOR YOURRECORDS TO HAVE THE NAMES OF THOSE YOU WILL BE SENDING $1.00 TO. NEXT, GO TO THE NEWSGROUPS AND PRESS "POST AN ARTICLE". A WINDOWWILL OPEN. TYPE YOUR HEADLINE IN THE SUBJECT AREA AND THEN CLICK INTHE LARGE WINDOW BELOW. PRESS "CRTL" AND THEN "V", AND THE ARTICLE WILLBE PLACED IN THE WINDOW. IF YOU WANT TO EDIT THE ARTICLE, DO SO, AND THEN HIGHLIGHT AND COPY IT AGAIN. NOW EVERY TIME YOU POST THE ARTICLE IN A NEWNEWSGROUP, ALL YOU HAVE TO DO IS REPEAT "CRTL" AND "V" AND PRESS POST.
7) That's it. Each time you do this, all you have to do is type in a different newsgroup, so that way, it posts to 200 different newsgroups. You see? Now you just have 199 to go!!! (Don't worry, eac hone takesabout 30 seconds; once you get used to it). REMEMBER ..200 IS THE MINIMUM. The more you post, the more money you'll make.AND THAT'S IT!!!! THOSE ARE THE ONLY 3 STEPS THERE ARE!!! You are now in the mail order business, and will start receiving $1.00 envelopes from various people, all over the world, within days.(HINT: THE MORE NEWSGROUPS YOU POST TO, THE MORE MONEY YOU WILLMAKE!). You may want to rent a PO Box, eventually, because of all the mail. If you wish to stay anonymous, you can come up with a name, suchas "manager" or"investor". Just make sure all the addresses are CORRECT, please! LET ME TELL YOU WHY THIS SYSTEMS WORKS!! Out of every 200 postings, let's say I ONLY receive 5 replies, (this is actually VERY LOW). So, I made $5.00 with my name at #5. Now then,each person who just sent me $1.00 makes, say, only 200 postings, now with your name at number 4, WHICH IS A TOTAL OF 1000 POSTINGS, not including yours too. 50 people send you $1.00 now; that's $50.00 you just made! Now then, your new 50 agents post 200 each with YOUR NAME AT NUMBER 3, or10,000 postings, (50 X 200). Average return is 500 at $1.00 each, which is $500.00! They make 200 postings, which is 5000 returns at $1.00 each,which is $5000.00!! And finally, 5000 people make 200 postings each,with YOUR NAME AT NUMBER 1. YOU NOW GET A RETURN OF $50,000.00 BEFOREYOUR NAME DROPS OFF THE LIST!! AND THAT'S IF EVERYONE MAKES ONLY 200 POSTINGS, AND IF ONLY A SMALL % PEOPLE RESPOND!!!When your name is no longer on the list, you just take the latest posting that is appearing in the newsgroups, and SEND OUT ANOTHER $5.00 to THE NAMES ON THE LIST, PUTTING YOUR NAME AT #5 AGAIN, AND START POSTING AGAIN!! The thing to remember is, do you realize that THOUSANDS OF PEOPLE ALL OVER THE WORLD ARE JOINING THE INTERNET AND ARE READING THESE ARTICLES EVERY DAY!! JUST LIKE YOU ARE RIGHT NOW!!! So, can you afford $5.00 and see if it really works? I think so.......People have said, "What if the plan is played out and no one sends you the money?" So what! What are the chances of that happening when there are TONS OF NEW, HONEST USERS AND NEW, HONEST PEOPLE joining theInternet and Newsgroups everyday? and, are willing to give it a try? Estimates are at 20,000 to 50,000 new users, each and every day!! Remember, play FAIRLY and HONESTLY and this WILL WORK, I PROMISE YOU!! You just have to behonest. Make sure you print this article out, RIGHT NOW, also, try to keep a list of everyone that sends you money, and always keep an eye on the newsgroups to make sure everyone is playing fairly. REMEMBER: HONESTY IS THE BEST POLICY!!

YOU DON'T NEED TO CHEAT THE BASIC IDEA TO MAKE MONEY! GOOD LUCK TO ALL, AND PLEASE, PLAY FAIRLY; YOU WILL REAP THE HUGE REWARDS FROM THIS.....WHICH IS TONS OF CASH!!! ****By the way, if you try to deceive people by posting the messages with your name on the list, and by not sending the money to the people already on the list, you will not get much. Someone I talked to knew someone who did that, and he only made $150.00; and that was after seven or eight weeks!! Then, he sent the 5 $1.00 bills; people addedhim to their lists, and in 4 - 5 weeks, he had over $10,000.00. THIS IS THE FAIREST, AND MOST HONEST, WAY I HAVE EVER SEEN TO SHARE THE WEALTH OF THE WORLD WITHOUT COSTING ANYTHING BUT OUR TIME! GOOD LUCK, AND HAVE FUN!!!!

1833. FS: Atari Computer Goods! Even More Atari Stock! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: bensmith@kelly.teleport.com
Message-ID: <5ek0nh$s41$1@kelly.teleport.com>
Source record: 75543
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Updated Atari Catalogs and find More Atari stuff! I've got Monitors for your Atari 8 Bit like Commodore CM-141 "Like the Commodore 1802" And Disk Drives for the Atari 8 Bit like Stock 1050 and a 1050 Duplicator Drive for Backing Up Software. Plus I've bought out the Game Cartridge Gorf for the 400 & 800 & the Educational Math Game Cartridge Space Journey for any Classic 8 Bit Atari Plus I've cornered the Market on New Copies of Print Shop and some Print Shop related Items! That's Gorf, Space Journey & Print Shop All New Copies, All for the Atari 8 Bit! Plus a Good number of SSI and Avalon Hill/MicroComputer Games, and Many of them are Complete. Plus some Flight Simulator II from SubLOGIC including Scenery Disks all for the Classic Atari 8 Bit. For the Atari ST & newer Computers I've added to my HardWare Catalog Spectre GCR Mac Emulators, Indus (Future) GTS-100X Disk Drives, Panasonic MultiSync Monitor that does Double Duty for both ST Color and MonoChrome Monitors and the Cable/Hardware to your ST Computer. I've also added Software to my ST Catalogs & revised my prices. Titles such as Shrink Wrapped Brand New copies of Ultima V for those of you Ultima Collectors & for you who like Flight Simulators, theirs F-15 Strike Eagle, F-16 Combat Pilot, Falcon, Falcon extra Missions Disk, Fighter Bomber and Flight Simulator II. In Productivity Software, theirs Data Manager ST, Degas Elite, Easy Draw, MultiDesk, NeoDesk, Revolver & PageSTream. All for the ST.

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports.

You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

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Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

1834. Re: Zip drives and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5ek44c$jfd@sjx-ixn4.ix.netcom.com>
Source record: 75544

In <5ej5rb$n4u@freenet-news.carleton.ca> ai123@FreeNet.Carleton.CA
(Steven J. Tucker) writes:
>
>
>> No, I said that the Zip drive can probably handle transfer rates of
>> 600K/sec or even faster (Iomega claims close to 1Mb/sec, but that's
>> probably with the Scsi version). Whether it can acutally achieve
600K
>> sustained tranfer rates in acutal use is a different matter, but it
IS
>> a couple of times faster than a PC's floppy.
>
>I have the parallel port ZIP drive and it works alot slower than 600k,
> even w/ the dos block driver. I think > 600k must be sustained
> with an EPP. With a regular parallel port the zip is painfully
> slow for files the size PC's normally use.
>
>The driver for the zip drive apparently uses a small read ahead cache,
so
> for small files, its pretty 'zippy'. :)
>
>Steve
>

Steve,
I don't know about yours, but mine runs just a little slower than
my normal hard drive. This one is even dealing with a network printer
going through it. Iomega says that their SCSI version (assuming it is
on a real SCSI port, not a ASCSI on the parallel port) is as fas or
faster than most regular hard drives. I'm planning on getting a second
ZIP drive. This time a SCSI version.
Has anybody answered the original question? Can you interface the
SCSI Zip to say an MI/O or Black Box? I must have missed it if it was.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

1835. Xformer 3.6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: Wes Mangum <wmangum@vnet.net>
Message-ID: <330D8CC0.288F@vnet.net>
Source record: 75545

The free version of Xformer 3.6 documentation reports that on-the-fly disk changing is supported. What keystroke(s) allows you to do this?

1836. Xl-It and Jellystone ATR's

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: Wes Mangum <wmangum@vnet.net>
Message-ID: <330D8C29.423F@vnet.net>
Source record: 75546

Xl-It 0.17 does not recognize the ATR images in the megagames directory
of the archive. Most of the files are 1,048,592 bytes. I have tried
several utilities to copy the individual files from these atr images and
found that S2PC works. Once I copy an individual file from the original
ATR image to another one (90K) it works fine.

Is there a more direct method of accessing these atr images from XLit?
Do I need to use a different FOD? I have tried DOS 2.5 and MyDOS 4.5.
I have not been able to get SpartaDOS to work.

BTW, Xformer reads these large ATR files without any problems.

Any assistance would be appreciated.
Wes Mangum

1837. Compatibility List

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: Wes Mangum <wmangum@vnet.net>
Message-ID: <330D8E3B.7CA7@vnet.net>
Source record: 75547

Is there a compatibility matrix showing which programs run with each of
the available emulators?

1838. Re: XL-it! 0.17 now available

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <330D9C67.2F35@htw.uni-sb.de>
Source record: 75548

> This page tells you how to convert a *.bin to a *.atr and then use the
> *.atr on XL-it!

I've added support for H1: through H8: in my current development
version. That version should be available next week.

Each virtual harddrive can be mapped to a MS-DOS directory.
This means that you can load, save etc. directly from/to your
PC's-harddrive.

Just to let you know,

Markus

--
Markus Gietzen

E-Mail: iig05-1@htw.uni-sb.de
WWW : http://myst.slcc.edu/~markus

"What? Is man merely a mistake of God's? Or God merely a mistake of
man's?"
---F. Nietzsche

1839. Demo-Code-Source

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <330E2B07.30A1@zeus.fh-pforzheim.de>
Source record: 75549

hi all... in a few days there will be my new
homepage avaible...

are you interested in SOURCE-Codes from my demos???
all in ascii-format, so you can easly read them...

bye HeAvEn/TaquarT

1840. Re: XF551 Power..

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <5ek6v6fku1@xmission.xmission.com>
Source record: 75550

BobKlaas <bobkla19@tcd.net> wrote:
: You are right the XF551 will take the same power supply as the 1050.

Wel, that blows my theory, then. I have 3 XF551 drives that when set to
D1:, will not respond to access requests.

I initially thought it was a power issue.
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

1841. HappyDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc2009$cb16e100$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 75551

I have sent HappyDOS for inclusion in the umich archive to one of the keepers, but it hasn't been put there yet, it seems (at least not on the mirrors).

So if anyone wants HappyDOS, I'd be happy to send it over by e-mail. I have included a text file with the commands and other stuff (the original article was in German).

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

1842. Re: Zip drives and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <5ekg1k$cj5@dfw-ixnews12.ix.netcom.com>
Source record: 75552

In article <5ek44c$jfd@sjx-ixn4.ix.netcom.com>, rely@ix.netcom.com(Robert Smith Ely)
wrote:
>Steve,
> I don't know about yours, but mine runs just a little slower than
>my normal hard drive. This one is even dealing with a network printer
>going through it. Iomega says that their SCSI version (assuming it is
>on a real SCSI port, not a ASCSI on the parallel port) is as fas or
>faster than most regular hard drives. I'm planning on getting a second
>ZIP drive. This time a SCSI version.

I have a couple of zip drives and they are all *way* slower than even the
slowest hard drives of the machines they are attached to. I don't see how
Iomega could claim that the SCSI zip drive would be as fast as a HD, it spins
so much slower. A Jaz drive on the other hand is faster than a lot of hard
drives.

-=
"The death of the warrior or the old man or the little
child, this I understand, and I take away the pain and
end the suffering. I do not understand this death of
mind" - Death (The Light Fantastic / Terry Pratchett)

Check out -> http://www.netcom.com/~chelm/main.html

NMA Rules
-=

1843. FS: Complete Atari System.. UPDATE: $300.00 or BEST OFFER

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <856544827.17316@dejanews.com>
Source record: 75553

O.K., O.K., so I originally asked too much for my Atari hobby system... at the new price of $300.00 or BEST OFFER (you pay all shipping), here is what you get:

Atari 130 XE, Happy Enhanced 1050 Floppy Drive (great for backing up Copywrited disks), ICD Ultra Speed Doubler 1050 Floppy Drive, Commodore 1701 color monitor, 410 Tape drive, SIO2PC interface (for storing Atari .ATR, .DCM, etc. Disk Images on IBM with A.P.E) ICD P:R: connection interface (for IBM Compatible Printers and external modems), 50+ floppies, 10+ cartridges, books, SAMS schematics. You pay shipping. Great system. Price is for whole system. Individual items can be bought for BEST OFFER!(you pay shipping)!! E-mail me for details!!!

FREEBES: a broken 130XE you pay shipping
a broken 1050 Floppy drive you pay shipping

Ron Powalisz
ronwizbot@juno.com

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1844. Re: XF551 Power..

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: read@my.sig
Message-ID: <330edf4a.8141093@news.networx.net.au>
Source record: 75554

jeking@xmission.xmission.com (James King) wrote:

>BobKlaas <bobkla19@tcd.net> wrote:
>: You are right the XF551 will take the same power supply as the 1050.
>
>Wel, that blows my theory, then. I have 3 XF551 drives that when set to
>D1:, will not respond to access requests.
>
>I initially thought it was a power issue.

Not all at once I hope :)

Just kidding. The XF551 is a very nice drive, but it has it's
drawbacks. Like not having a power LED for one- it is constantly
irritating not knowing whether the drive is actually switched on or
not. And having the power switch on the back is an absolute pain..
Why didn't Atari design a drive that could be powered directly from
the computer instead?
Whoa... getting off track here. Sorry..
1 drive not accessing could have been an internal problem, but 3
drives?? all with the same problem? Maybe you could check the SIO
cable(s) for loose or broken connections, or possibly one of the pins
in the I/O port of the computer may have been pushed in. This happened
to an 810 disk drive of mine, a pin somehow got pushed right inside
and made the drive unaccessable.

Hope you can sort the problem out, I know what it's like when your'e
without disk access.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1845. Re: HappyDOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: buesch@srv.net
Message-ID: <m2vi7mgg4i.fsf@caligula.srv.net>
Source record: 75555

Somewhere I have a patch for Turbo-Basic XL to let it run with
Happy-DOS. If people want it let me know and I'll dig. :)

Brent

1846. Re: Xl-It and Jellystone ATR's

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: Markus Gietzen <magi@stud.uni-sb.de>
Message-ID: <330DF002.40AE@stud.uni-sb.de>
Source record: 75556

Wes Mangum wrote:

> Is there a more direct method of accessing these atr images from XLit?
> Do I need to use a different FOD? I have tried DOS 2.5 and MyDOS 4.5.
You can use 0.16 or you might wait until next week (for version 0.18).
0.17 has a bug that doesn't let you use these images.

> I have not been able to get SpartaDOS to work.
SpartaDOS 3.2g works.

Bye,
Markus

1847. Re: Cart to Disk question, ie how do you get them to run?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ektj1$iof@login.freenet.columbus.oh.us>
Source record: 75557

Yogi (noone@nowhere.com) wrote:
: On 14 Feb 1997 10:22:40 -0500, dklugh@freenet.columbus.oh.us (Daniel
: Klugh) wrote:
: -Aren't you running Xformer under MS-DOS?
: -Ms-DOS filenames are the same as Atari filenames.
: ---
: - The Doctor

: Yes, but I use LFN under w95 for the binaries, and I'm not sure how
: the atari will treat the ~
: It will probably show up as an illegal filespec.

Oh,you're talking about the aliases.
Is there a way to tell Windows 4 (Ms-DOS 7 has no concept of long files
names,only the Windows-DOS does) what filename to associate with a alias/LFN?

You'd think that Microsoft would have just used 4DOS (NDOS) descriptions
if they weren't going to implement NTDOS or some other long filename DOS.
Many programmes have suports for 4DOS descriptions anyway.And you don't
get strange filenames.
That's another thing,if you created a Alias with Win4,you'd think
"Asteroids.com" would just become ASTEROID.COM and not ASTERO~1.COM or
whatever.The tilde thing would only be used when you then added
Asteroids2.com.
--
The Doctor

1848. Re: Zip drives and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ekunp$nv9@login.freenet.columbus.oh.us>
Source record: 75558

Janice in NYC (Sapphire@innonyc.com) wrote:
: On 20 Feb 1997 10:09:45 -0500, dklugh@freenet.columbus.oh.us (Daniel
: Klugh) wrote:

: >Exactly,hooking up a ZIP drive to the Atari without a PC would be much faster.
: >The APE cable gives you 5760 bytes a second.Interfaces like IDE interface give
: >the Atari 58k a second.

: Well, that's exactly it.....even a PC's floppy interface can handle
: about 500k a second trasnfer rate (of course, actual rates are much
: less because of a lot of other factors).

But you actually get 58k a second,not theoreticly.The creator timed it.

: >Synchromesh must be slower than UltraSpeed.

: I think they're about the same (roughly twice as fast as regular SIO),

Actually UltraSpeed is almost three times as fast.
(The APE is 8% faster and is precisly three times faster.Plus the faster
access time)

: but using an actual drive with Synchromesh or Ultraspeed requires
: formatting it in a special format (and subsequent accesses without
: Syncro or Ultraspeed will be even slower than a regular disc), whereas
: with APE, it can use the same ATRs in any of its speed modes (regular
: SIO, 2x Ultra, and 3x APE+) with no reformatting or anything.

So,just use UltraSpeed all the time.There are OS RAM SIO handlers for boot
games.
My drives have a track buffer,so the sector skew doesn't matter.
I think that Happy drives are the same,but they don't use UltraSpeed.

: >: I'm not sure of the ZIP drive technical specs, but it certainly won't
: >: be nearly as quick as a hard drive in terms of access times and
: >: throughput, as it is basically just a very high capacity, higher speed
: >: floppy drive.
: >
: >You said that APE ran at 600k!

uh,that should say ZIP,not APE.

: No, I said that the Zip drive can probably handle transfer rates of
: 600K/sec or even faster (Iomega claims close to 1Mb/sec, but that's
: probably with the Scsi version). Whether it can acutally achieve 600K
: sustained tranfer rates in acutal use is a different matter, but it IS
: a couple of times faster than a PC's floppy.

: >That's faster than my hard drive.

: Your Atari hard drive? Even a regular IDE hard drive for the PC can
: achieve about 1M/sec, and EIDE drives (the standard these days) can
: achieve 3M/sec or more......

My IDE drive went at 300k a second.When I got one of those fancy cards that
bypass DMA (seems to work like Atari hard drives,just reads bytes of a I/O
port),I got up to 1MB a second on my 80486-33.

: The limiting factor with hooking up a hard drive to the Atari is the
: interface....even the parallel interface is too slow.....

If you mean the PBI,the IDE interface can go at 32k a second.
(slower becuase a boot game would be using 128-byte
sector access.Actually,32k is for 256-byte access,so non-DOS games would
probably be a bit slower)
Any games would load up in a second.

: >Since fastest interface I know if is 58k a second (and it's not DMA),

: Atari-to-hard drive interface?

IDE to Atari PBI interface.

: >I don't think that the Atari would notice the difference.

: It wouldn't, for the reason you state about, but also because of the
: types of files you'd have with an Atari. It's highly doubtful that
: you'd have a large multimegabyte sequential data file (do you?) which
: would really take advantage of the sustained throughput (at least on a
: PC.....58K/sec isn't much to brag about), instead, ATari files tend to
: be a lot smaller so what's more important in a hard drive on an Atari
: then would be things like access time, latency, etc, since it's rarely
: going to be reading sequentially from a large file.

That's what I meant.You want to look for seek time in a hard/ZIP drive for
the Atari since they all obviously are fast enough for the IDE PBI
top transfer speed.
(perhaps with DMA...)

--
The Doctor

1849. Re: Bushnell (off topics)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E5ywsn.75z@iglou.com>
Source record: 75559

In article <5ejdek$eqf@nnrp3.farm.idt.net>, Bingham wrote:
>I just saw an article in PC FORMAT of an interview with Nolan Bushnell.
>And man it looks like this magazine had it all backwards.
>
>ATARI (is it a game piece or a move in go? They say a piece.)
>
I think it's something a player says, like "checkmate".

>Nolan (inventer of Pong and video games, or thief - didn't magnavox have
>the home thing in production, ok was the first game space war or tank?
>they say space war)
>
Space War could be considered the first "video game", but it wasn't a home
or arcade game, as it was played on a PDP-1 computer at MIT. Years later,
there was an arcade version.

--
Bill Marcum bmarcum at iglou dot com
Complaints about chain letters will be suspended pending resolution of
this case: http://www.bandersnatch.com/bander5.htm

1850. Re: Yogi's hackerz site

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ekv6r$pol@login.freenet.columbus.oh.us>
Source record: 75560

Yogi (noone@nowhere.com) wrote:
: On 17 Feb 1997 10:26:32 -0500, dklugh@freenet.columbus.oh.us (Daniel
: Klugh) wrote:

: -
: -I'm having a bit of trouble accessing Yogi's new Hackerz.com FTP
: site.
: -Of course I can't use the boot disk games since they are in ATR
: format.So I
: -went to the binary file games but the directories seemed to be empty.
: -After accessing other directories I realized that I can't access any
: -directory with spaces in the filename.
: -
: They're not spaces, they're underscores

: like this: BINARIES_ATOE

Well,they looked like spaces to me.Whatever they are,they interfere with
Gopher.Do we really need to prepend "BINARIES" to all the directories in
the "BINARIES" directory,
(actually,it was "EXE",not "BINARIES")
This would probably affect anyone else using the Freenet.
Is there another gopher server that would have no problem with hackerz.com?
--
The Doctor

1851. Re: Yogi's hackerz site

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ekuua$opq@login.freenet.columbus.oh.us>
Source record: 75561

Jon D. Melbo (ssilicon@lax.net) wrote:
: On 17 Feb 1997 10:26:32 -0500, dklugh@freenet.columbus.oh.us (Daniel
: Klugh) wrote:

: >
: >I'm having a bit of trouble accessing Yogi's new Hackerz.com FTP site.
: >Of course I can't use the boot disk games since they are in ATR format.So I
: >went to the binary file games but the directories seemed to be empty.
: >After accessing other directories I realized that I can't access any
: >directory with spaces in the filename.
: >
: >uh,so what do I do?
: >And does anyone know where I can HTTP/FTP/Gopher a programme to convert
: >ATR files to a disk?

: Use an FTP client that can handle the job. Even the DOS based one
: that comes with Win95 can handle it if you use quotes.

I'm useing a Atari.
I don't have SLIP access anyway.
--
The Doctor

1852. Re: Xl-It and Jellystone ATR's

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ekvh1$r8k@login.freenet.columbus.oh.us>
Source record: 75562

Wes Mangum (wmangum@vnet.net) wrote:
: Xl-It 0.17 does not recognize the ATR images in the megagames directory
: of the archive. Most of the files are 1,048,592 bytes. I have tried
: several utilities to copy the individual files from these atr images and
: found that S2PC works. Once I copy an individual file from the original
: ATR image to another one (90K) it works fine.

: Is there a more direct method of accessing these atr images from XLit?
: Do I need to use a different FOD? I have tried DOS 2.5 and MyDOS 4.5.
: I have not been able to get SpartaDOS to work.

What's a FOD???

XL-it has a bug in it that makes you have to type the extension in lower-case.
I always found this weird since all MS-DOS filenames are in upper-case.

: BTW, Xformer reads these large ATR files without any problems.

Xformer was always my choice.I just used it as a complement to my atari.
(great for BASIC text games,or BASIC games that are just slow)
--
The Doctor

1853. Using ATRs and XFDs with REAL Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ekvr4$t59@login.freenet.columbus.oh.us>
Source record: 75563

Is there a programme to convert ATRs and XFDs into a actual disk on the Atari.
I see all these games that I can't use on Yogi's (noone@nowhere) site.
It has to run on a Atari or ST.
Of course on the ST,it would need to be a programme to convert ATR/XFD
files into DCM or other Atari disk format.
(SpartaDOS's SCOPY SCP file or a Scrunch file)
--
The Doctor

1854. Re: Atari 8-bit ROM Documentation Project

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5el0ha$3v2@login.freenet.columbus.oh.us>
Source record: 75564

Sidney Cadot (sidney@ch.twi.tudelft.nl) wrote:
: Hello all!

: During the few last weeks I have devoted some of my spare
: time to documenting the ROM listing of my Atari 800 XL. I am
: now at the stage where I have a source code which I can
: re-assemble, which will give me the original ROMs.

: But I was wondering about different ROM versions; for example,
: my copy of 'Mapping the Atari' talks of an A, B and C release
: of Atari BASIC, as well as of different versions of the Atari
: OS.

: Therefore, I'd like your help to be able to get a complete
: overview of all the ROMs in all the different 8-bit machines
: Atari ever produced. In order to be able to reach this goal,
: I have written a very little program which calculates a 32 bit
: CRC (a sophisticated kind of checksum) for 8 important memory
: areas of the Atari 8 bit family:

: FIRST ROM
: C000-CBFF: XL/XE Systems: OS Interrupt Handlers & Stuff.
: CC00-CFFF: XL/XE Systems: International character set.
: 5000-57FF: XL/XE Systems: Selftest ROM
: D800-DFFF: All Systems : Floating Point Package

: SECOND ROM
: E000-E3FF: All Systems : Standard Character Set
: E400-FFFF: All Systems : Operating System

: CARTRIDGE A
: A000-BFFF: XL/XE Systems: BASIC

: CARTRIDGE B
: 8000-9FFF: Second Cartridge

: At the bottom of this message, I have included a uu-encoded
: message of only 939 bytes long, which contains the program
: ROMCRC-32 (release 1.0). Unpacking should be done like this
: (assuming you will use PKUNZIP and UUDECODE):

: (1) save the uu-encoded part (from 'begin' to 'end') as romcrc.uue
: (2) on the command-line, type UUDECODE ROMCRC.UUE
: (3) on the command-line, type PKUNZIP ROMCRC.ZIP

: This will produce a 92160-byte long file called ROMCRC.XFD, which is
: a disk image for the bootable ROMCRC-32 program.

Did you tell PKZIP to just implode the file?
If it's deflated,then we can't use them.
As to this insitence to use HUGE XFD/ATR files instead of DCM,you could
probably just write a BASIC programme to convert them since they're just
raw images.Of course you have to know about Atari's ML interfaces like I do.
(you just have to know pokes for accessing SIO,BASIC's XIO command is good
enough to read the file)

All moot,since you probably delfated the file.
--
The Doctor

1855. Re: PC Xformer question

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5el1sp$c0r@login.freenet.columbus.oh.us>
Source record: 75565

Dave Navajo (knave@usa.net) wrote:
: "Richard Forester" <forester@blarg.net> wrote:

: >Since you can supposedly use the keyboard in place of a joystick, what key
: >is the fire/jump button? I think I have tried everything but to no avail.

: 4 tips concerning Xformer:

: 1) Use the shift F10 key to set the emulation to straight 800 mode
: that runs nearly everything.

But reseting switches you back to having BASIC on.
Try it yourself.Use the "M" command from MyDOS and enter address E474.
This is the same as pressing the RESET key (sort of) and it will cause
BASIC to re-enable.(which it shouldn't.Only E477 should do that,
which is the re-boot vector)

Of course I'm speaking of 800XL mode,not 800 mode.

: 2) The keypad's 0 is the fire key, ain't it?

: 3) RTFM

Whatever that means.

: 4) Get Markus Gietzen's XL-it, which is better.

It was too damn slow for me.Of course I only use emulators to test out
things and to run slow BASIC programmes.(for which I use Xformer)
--
The Doctor

1856. Re: PC Xformer question

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5el21o$co2@login.freenet.columbus.oh.us>
Source record: 75566

Jim Klein (jklein@isd.net) wrote:
: >Chris wrote:
: >
: >
: > Absolutely. Xformer is a heinous piece of garbage that borders on fraud.
: >
: >

: What is this? Blasting freeware? No wonder these emulator guys consider
: stopping their continual upgrading of these systems...

: Mabe you havent tried 3.60? Xformer has some great featues esp. using
: exe's straight without having to put them into a disk image.

uh,if you mean using COM/binary files directly,Xformer could always do that.

--
The Doctor

1857. Re: Mike Hohman OR Mike Holman?!?!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5el2jf$fr8@login.freenet.columbus.oh.us>
Source record: 75567

mratari01@aol.com wrote:
: <<< No Message Collected >>>

The hell?!?
--
The Doctor

1858. WTB:hardware & software

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-21 00:00:00 UTC
From: Lane Grayston <lgraysto@es.com>
Message-ID: <330E1CCF.5059@es.com>
Source record: 75568

I just dug my Atari stuff out of the basement, and am having a few problems. I am intersted in buying the following items:

Disk Drive - I own an 810 with a happy chip. I am afraid it is on its last legs. I will consider any drive, but would prefer and 810 with happy for guarenteed compatibility.

Alternatively, if someone could refer me to somone around Salt Lake, Utah who could repair the drive, that would work. Even if someone can sell me some service manual, I could try to take care of it myself.

RF switchbox - I am on my last one.

Joystick(s) - I could use at least one more.

Softare: Archon II, Necromancer

If you have any of these for sale, please email me at lgraysto@es.com.

Thanks in advance for any information that will help me out.

Lane

1859. Remember Tail of Beta Lyra?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: haventec@ix.netcom.com
Message-ID: <5eltmh$frt@dfw-ixnews9.ix.netcom.com>
Source record: 75482

Does anyone remember a game for the 8-bit line, disk based, called "The Tail of Beta Lyra?" It was a defender-type of game, but with caves that you had to fly through. Otherwise, a typical side shooter. I'm trying to locate the game or at least the manufacturer. Any help?

1860. Ex-Atari Programmer's inventory for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <330e734d.39976707@news.earthlink.net>
Source record: 75483

ATARI INVENTORY 2/97

HARDWARE:

ATARI VIDEO GAMES, "campaign button" style pin about 2.5 "
in diameter
Excellent

OMNIMON! plus User's Guide. OMNIMON! is a resident machine language
monitor (on a chip) which is useful for assembly language
programmers. 13 xerox pages.
Good

OMNIMON! Installation Instructions. See above. 6 pages
includes instructions for the version to use with the Axalon
Ramdisk.
I guess I have this version. I may have the non-Axalon version as
well

STAR MICRONICS UNIVERSAL/ATARI PARALLEL INTERFACE
Excellent

ATARI 1200XL COMPUTER. No cables, just the computer
Excellent

Atari 1050 Floppy drive. No cable
Excellent

Atari 400 computer
Excellent

Atari 400 with real keyboard, plus this is the equilivant of
the 800 inside
Happy computers Happy drive with software, manuals
Excellent

Happy computers Happy drive, with software, manuals, doesn't
work, but nothing is broken...needs an alignment.

HAPPY 810 ENHANCEMENT WARP SPEED SOFTWARE INSTRUCTIONS.
Instructions on how to use the Happy Drives. Happy drives are fast
floppy drives made for the 800 and can copy most protected software
of that day. I have 2 of the drives as well. 26 printed pages,
stapled. 2 copies.

HAPPY 810 ENHANCEMENT INSTALLATIUON INSTRUCTIONS. See
above. 12 pages. Good

WARP SPEED SOFTWARE official floppy frpm Happy Computers
Excellent

HAPPY BACKUP official floppy frpm Happy
Computers Excellent

HAPPY 5.2 floppy (copy)

WARP DOS- ATARI WRITER fLOPPY (COPY)

SLOW IT DOWN AND DIAGNOSTIC PROGRAM INSTRUCTIONS FOR USING
THE 810 HAPPY DRIVE. 12 pages. See above. More instructions for the
Happy Drive.
Good

WARP SPEED DOS MODULE PRE-RELEASE INSTRUCTIONS. 6 pages.
see above Good

VOICEBOX SPEECH SYNTHESIZER. from Alien Group. Plugs int
Serial I/O socket. Software and manual included.

Good

Atari 850 Interface plus User's Manual
Excellent

16 K RAM- ATARI CX853 memory module
Excellent

POINTMASTER JOY STICKS (2)
Very Good

WICO COMMAND CONTROL TRACBALLs (2)
Excellent

RGA REMOTE CONTROL JOY STICKS 2 joustics plus control
module, works on 9 volt batteries or 9 volt transormer. Batteries
not included
Excellent

GEMSTICK Joystick
Excellent

ATARI 810 SIDEBOARD CARD
???

ATARI 800 MOTHERBOARD ??? CODE # CA018087
???

ATARI POWER SUPPLY 5 VOLT # 61982 This is bigger than the
800 ps. For a 5200??? ???

DATARASE from Walling Company in Tempe Arizona. Eprom
eraser plus 1 page instructions Good

BYTEWRITER by Convologic. Manual , hardware, floppy plus
8 eproms plus 8 carts to house the eproms (2 eproms per cart)

Excellent

AXALON RAMDISK 128K MEMORY SYSTEM by Axalon Inc (a
Nolan Bushnell company). The manual is a xerox in an official
Axalon 3 ring notebook. Floppy disk included
Good

ATARI LASER INTERFACE from the Eric Project. (2). In
addition there is another card taken from a coinop game and a heavy
(20 lbs.) power supply . Lots of wires connect everything. Needs a
Pioneer VP-1000 video disk player a, an Atari 800, and an Atari 850
interface.

I have several floppys for the Laser Disk interface. Some
are the code I wrote to play Space Ace and DragonsLair using the
official coin-op Laser Disks (I have these), and an Atari 800. There
are 4 others I can't remember what are for:

SOFT LASER IFACE ???
LASER.BAS; 850 HANDLER; XXX.MAC ???
ERIC.SRC; ERIC.OBJ this must be the code I wrote to
control the Eric laser disk. I have the disk as well
ERIC ???

Pioneer VP-1000 Laser disk player. with remote
Excellent

ROM CARDS FOR THE 400/800 COMPUTER

ATARI LOGO including manual (xerox) plus cart from Atari
plus the box Good

PACMAN

PACMAN

PACMAN

ASSEMBLER EDITOR cart plus manual
Excellent

STAR RAIDER

STAR RAIDER

BASIC

BASIC

VIDEO EASEL

QIX cart,box, manual, registration card
Excellent

CENTIPEDE

DEFENDER

DEFENDER

MISSILE COMMAND

PENGO. Game box, cart, maunal, warranty card
Good

REAL SPORTS FOOTBALL CART, MANUAL and PLAYCARD
Excellent

SUBMARINE COMMANDER from Thorn EMI

KICKBACK from Thorn EMI

JUMBO JET PILOT from Thorn EMI

DIAMOND MINE from Roklan

CHESS by Parker Bros. , Guide plus cart, plus box
Excellent

MILLIPEDE . Game box, cart, maunal, warranty card
Good

ATARIWRITER Release software. Cart, manual, warranty card,
box Excellent

ROBOTRON 2084 manual plus cart
Excellent

DOCUMENTS ONLY

Assembler Editor Errata Guide....this is about 20 pages and
is a pre-release version of this manual which eventually rivaled the
user's Guide in size (yes there were that many errors in the Guide).

Atari 800 Mailing List (computer program manual).
Excellent

Koala Ware Coloring Series 1 box
Excellent

De Re Atari Programming guide written by Chris Crawford
sold through APX (Atari Program Exchange)
code APX-90008
Good

Atari Microsoft Basic Instruction Manual copyright 1981
Excellent

Disk Compare Program Version 2.0.....This is a 1 page
typewritten instruction guide for the program whose files are:
DISKCOMP.OBJ and DISKCOMP.SRC
Excellent

PRELIMINARY FORMS REFERENCE MANUAL REV.3.0 by Dale Yocum,
11/26/80...this is a xerox of 8 pages.

ATARI PERSONAL COMPUTER REFERENCE MANUAL COPYRIGHT 10/80
This is my working copy. Poor

ATARI 400/800 OPERATING SYSTEM SOURCE LISTING This is the
original (copy of) June 1979 listing, etc. Printing quality is poor,
This was printed for use inhouse.
Good

Operating System Manual...I forget the title...is missing
the ciner and starts on page 1-3 Good

Memo from Larry Nicholson dated 20 October, 1982. Cyan
Engineering leterhead (an Atari Subsidary or maybe subcontractor).
Larry did the hardware interface card. Title of memo: Improvements
for Future Eric Production. Distribution of this memo has 9 names
including my own and Alan Kay, the guru who hung around Santa Monica
coffee shops to get his ideas (too much caffiene?)

HITCHHIKER'S GUIDE TO THE GALAXY HINT BOOK from Infocom. Rub a
yellow magic marker over page to reveal answers. 2/3 of the book has
been "used" with a marker.
Excellent

KOALA PAD TOUCH TABLET OWNER'S MANUAL
Excellent

BUCK ROGERS PLANET OF ZOOM manual from Sega
Excellent

F-15 STRIKE EAGLE FLIGHT OPERATIONS MANUAL. 36 pages. cheap
printing job Good

LODE RUNNER USER'S GUIDE cheaply printed guide to a
good game. 4 copys. 1 is FAIR, 3 are Excellent

ATARI MUSIC CONSTRUCTION SET REFERENCE CARD xerox of about
10 pages Good

SPIDER EATER Just the box from Koala Ware . "turn your
touch tablet into a musical instrument." Good

Atari Printer Driver fact sheet...This is a description of
compatible printers and useful information. I don't know the title
of this document. It is 27 pages and mine starts on page 6
Good

ATARI BASIC REFERENCE MANUAL
Good

ATARI MACRO ASSEMBLER MANUAL
Excellent

ATARI ASSEMBLER EDITOR manual slight tear on cover
Good

BITS AND BYTES-ATARI I/O. This is a nicely printed 4 page internal document stamped "Atari confidential" on the cover. The subject is: INTERNATIONAL SOFTWARE CONSIDERATIONS: NTSC VS. PAL SYSTEMS Excellent

VIDEO DISK INTERFACE COMMAND SET -10/21/82. A 3 page xerox showing how to instruct the Eric Project's video disk interface card.
Good

PROGRAMMER'S CARD. This is an 8.5 x 11" cardboard printed on both sides with useful info for the assembly language programmer
Fair

K-RAZY SHOOT-OUT manual from CBS
Excellent

K-RAZY ANTICS manual from CBS
Excellent

K-RAZY KRITTERS manual from CBS
Excellent

MOUNTAIN KING manual from CBS
Excellent

CASTLE HASSLE manual from Roklan
Excellent

3-D-TIC-TAC-TOE manual from Atari
Excellent

SUPER BREAKOUT manual from Atari
Excellent

PENGO manual from Atari
Fair

MATCHBOXES instruction card from Broderbund
Very Good

FLOPPY SOFTWARE

VEGAS POKER User's Guide plus Cart (Eprom). Also several floppys of the same game. One floppy stamped "Atari Company Trade Secrets Enclosed". I guess I had one of those stamps.This is the program I wrote at night while a Game tester. It led to my being promoted to programmer, but I refused to "give" it to the company so it never got published. User's Guide is 1 page printout. The game is the first Poker Slot Simulation ever written (to my knowledge)
Excellent

MICRO ILLUSTRATOR from Koala by Steve Dompier. Floppy plus manual Excellent

CARTOON MAKER 1982 by me. 5 page instructions for a stupid little software toy I put together using routines I had written for the PLAYER MISSILE EDITOR. Floppy plus manual Good

ATARI MUSIC II. Release software. 2 diskettes, manual, warranty card, box Excellent

FAMILY FINANCES 1 & 2. Official Atari release on 2 floppys. Excellent

PREPPIE II. Floppy plus Very colorful cover to manual Excellent

SOUND AND MUSIC TRICKY TUTORIAL #6 manual and casette tape from Educational Software Excellent

CROSSFIRE Floppy Disk in official dust jacket plus manual from ONLINE SYSTEMS (later became Sierra OnLine) Excellent

REALM OF IMPOSSIBILITY by Mike Edwards from Electronic Arts.......Floppy only Excellent

THE E FACTOR Floppy and manual from Cosmi Excellent

SWEAT SYSTEM Rev #3 Serial #24 stamped "Atari Company Private Trade Secrets Enclosed". There are 5 floppys in the set. The trade secret stamp is on a sticker that has been removed from disks 1 and 2 only. Disks are labeled as follows:
disk 1: Screen, Dledit, and Sstrans
disk2: Screen, Cedit and Sstrans
disk3: Pmedit and Sstrans
disk4: Sound and Sstrans
disk 5:P/M Animation Driver
Excellent

EXCALIBUR 1.0 the official floppy by Crawford, Summers, Atkinson, from APX (Atari Program Exchange) Excellent

A.E. floppy from Broderbund. Stamped Dealer Demo, not for resale. In a Broderbund dust jacket Excellent

BANK STREET WRITER floppy from Broderbund. Stamped Dealer Demo, not for resale. Excellent

LABYRINTH floppy from Broderbund. Stamped Dealer Demo, not for resale. Excellent

SKY BLAZER floppy from Broderbund stamped "dealer demo, not for resale:" in Broderbund dust jacket Excellent.

GENETIC DRIFT floppy from Broderbund stamped "dealer demo, not for resale:" Excellent.

S.A.M. serial # 19722 from Don't Ask Software. Speech synthesis Excellent

SEA FOX floppy from Broderbund stamped "dealer demo, not for resale:" in Broderbund dust jacket Fair

CASTLE WOLFENSTEIN floppy from Muse Software. Excellent

MICKEY IN THE GREAT OUTDOORS. From Walt Disney Personal Computer Software. in Dust Jacket Excellent

I also have some Plastic "frontplates" with decals from Coin-op games from 1978-1983. Also 2 early console cames, brand new in box. I'll get these out of the attic and include them in this list next spring.

Also official California License plates "ATARI" which were my personal plates in 1981-1984.

Please make offers via E-mail.

ZZyzx

"We're not flying....we're falling with style."
(Buzz Lightyear)

1861. Re: Atari History info

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <330e74e0.40379744@news.earthlink.net>
Source record: 75484

On Thu, 20 Feb 1997 21:50:22 GMT, ilaskey@cix.compulink.co.uk ("Iain Laskey") wrote:

>In article <Pine.GSO.3.95.970219162335.18949A-100000@fissure.scar>,
>94chrisv@scar.utoronto.ca (Alan Christie) wrote:
>
>> On 18 Feb 1997, Tony Smolar wrote:
>>
>> > In the days of 18 Feb 1997 07:07:49 GMT, People like Richard Forester
>> > <forester@blarg.netoften wrote:
>> > >Say.. who or what is JTS?
>> >
>> > They are a California hard drive manufacturer. They basically took
>> > over
>> > Atari for their money, they have no interest in videogames.

I know a littlt bit about this company. It used to be Tandon corp. which made he 1050 floppy drives for Atari. Later they got into computer systems for awhile, but lost big time on that. They changed their name to JTS, after their founder (and CEO?) Jugi Tandon (don't know if I spelled that right). I met him once when he played golf at the Bob Hope Desert Classic, when he was rolling in dough. He was taking his kid and all his kid's friends to the Super Bowl. That must have been 12 years ago. I wonder why he did buy Atari. Deal with the Tramiel's and your asking for a #$%@ing.

ZZyzx

"We're not flying....we're falling with style."
(Buzz Lightyear)

1862. Itay and IceT 2.72!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <5eltqd$m0g@news.umbc.edu>
Source record: 75485

Ice-T 2.72 is now available from the umich archives and the screen dump print option now works again!

Thanks, Itay!

Also note for those of you who have been having problems downloading or are getting CRC or unarc corruption errors with Ice-T...

Make sure you have the D/L EOL trans. under the Mini-DOS menu set to "None". See if that helps you out with your binary downloads.

Tom

-=-
Thomas Drake |From an 80-column Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

1863. Re: Yogi's hackerz site

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E5zo7B.AoH@nonexistent.com>
Source record: 75486

On 21 Feb 1997 15:05:47 -0500, dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

-
-Well,they looked like spaces to me.Whatever they are,they interfere with
-Gopher.Do we really need to prepend "BINARIES" to all the directories in
-the "BINARIES" directory,
-(actually,it was "EXE",not "BINARIES")
-This would probably affect anyone else using the Freenet.
-Is there another gopher server that would have no problem with hackerz.com?

- The Doctor

Oops, they were space. The sysadmin there must have changed them (he had to restore a few weeks ago.)
At any rate, I changed them all to -
This should help out a bit. i.e. EXE-AtoI rather than the space.

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1864. Wild & Wacky Atari Auction #1

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970222062900.BAA13864@ladder02.news.aol.com>
Source record: 75487

The WILD & WACKY ATARI MEMORABILIA AUCTION #1

Rules and stuff:
---
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing
your package and adding $1 for materials - Priority stuff <2 lbs will
be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP
and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
Everything has been tested except the Intv carts.
8. If you only want an update for one particular system or want to be
taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will
be accepted. I would NOT reccomend sending cash, but some people seem
to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March 8th.

One final post will be made to newgroups. A bidder who is not
on the update list may bid on a G1 item, but not a G2 item. Any
raise to an item in the G1 or G2 phase will result in the item
staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html

Atari "Centipede" T-Shirt (Brand New) $5 min
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $5 min
Atari Service Center Ice Scrapper $2 min
Atari Grey Service Center Coffee Mug $2 min
Atari "Power Without the Price" Balsa Wood Glider $1 min
Atari Red with Gold Lettering Pen holder $2 min

Atari "Centipede" hanging multi-piece mobile (Brand New) $5 min
Atari "Millipede" hanging multi-piece mobile (Brand New) $5 min
Atari Laser Art solid wood paper holder (Brand New) $5 min
Atari solid Brass Belt Buckle (Brand New) $3 min
Atari red "Kite" (Brand New) $3 min
Atari 5200 "Gremlins" with Special Edition Atari Gremlins Pin $7 min
Atari Holographic "Centipede" Stick-On Decal: $3 min

BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

Activision OINKERS: $2 min
Activision RIVER RADIERS: $2 min
Activision GRAND PRIX DRIVING TEAM: $2 min
Activision SUB CLUB: $2 min
Activision SPIDER FIGHTERS: $2 min
Activision TRAIL DRIVE: $2 min
Activision EXPLORERS' CLUB: $2 min
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM: $2 min
Activision MEGAMANIACS: $2 min
Activision FLYING ACES: $2 min

Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
$7 min

Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $2 min
Antic Feb/March 1983 Vol 1, Issue 6 $2 min
Antic June 1983 Vol 2, Issue 3 $1 min
Antic July 1983 Vol 2, Issue 4 $1
Analog Computing October 1986 $1 min
Hi-Res Magazine Premiere Issue $3 min

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

1865. Help! Fried my XEGS ;(

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: Curtis J Hepworth <blizzard@mail.xmission.com>
Message-ID: <330E819E.1BD4@mail.xmission.com>
Source record: 75488

Does anybody out there know what I would have to do to repair a XE game system that was fried by me inadvertantly plugging an evil C64 power pack into it and turning the system on. (All I get now is a nice burned electrical smell and a red screen though it does still power up at least...any chance of just needing to replace something simple?) Outside of that is there anyone out there who has an extra XEGS they would like to sell? I would just need the bare console as I still have everything else in working order...please e-mail me if you can offer advise on repairs or have one to sell- thanks!

Curtis J. (feeling like an idiot!)

1866. Re: Remember Tail of Beta Lyra?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: morbid@best.com
Message-ID: <330ea855.1620071@nntp.best.com>
Source record: 75489

haventec@ix.netcom.com (HavenTech) wrote:

>Does anyone remember a game for the 8-bit line, disk based, called
>"The Tail of Beta Lyra?" It was a defender-type of game, but with
>caves that you had to fly through. Otherwise, a typical side shooter.
>I'm trying to locate the game or at least the manufacturer. Any help?
>
>
I sure remember it... kinda like Scramble w'out the bombs. (at least
as I remember it...)

It was made by Datamost (Mr. Robot, Cohens Tower...)

1867. Re: Remember Tail of Beta Lyra?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <19970222132301.IAA00779@ladder02.news.aol.com>
Source record: 75490

> Does anyone remember a game for the 8-bit line, disk based, called
> "The Tail of Beta Lyra?" It was a defender-type of game, but with
> caves that you had to fly through. Otherwise, a typical side shooter.
> I'm trying to locate the game or at least the manufacturer. Any help?

If memory serves, the game was made by Datamost. I didn't like game too
much, since it was hard to play!

The names of the guys who made it escape me at the moment, but they are
best known for Alternate Reality.

/-Jack

eplicon@aol.com
rain@genie.com
rain@compuserve.com

1868. exe files in Emulator. How?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: rbjones@therighside.demon.co.uk
Message-ID: <330f0480.437176@news.demon.co.uk>
Source record: 75491

Ive downloaded some .exe files from the Jellystone Park archive. How do I get them to work through an emulator?

I use Rainbow and can only use .atr files with it, but most of the files I have seen are in .exe format.

I havent been able to get .atr files to work with Xlit or Xformer - how come? The screen either just goes corrupt or says remove cartrige.

Does anyone have a copy of the Atari 800XL SYSTEM ROM? I havent seen it around anywhere - I have the 800 SYSTEM ROM which works fine anyway.

Im new to Atari Emulation. So, which is the best emulator? I have a copies of Rainbow 95, Xlit, Xformer. Never seen Xlit or Xformer actually run something yet though.

Barry
rbjones@therightside.demon.co.uk
http://www.therightside.demon.co.uk

1869. Chuckie Egg 1,2 & Bubble Trubble

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: rbjones@therighside.demon.co.uk
Message-ID: <330f05c9.766288@news.demon.co.uk>
Source record: 75492

Does anyone have copies of Chuckie egg 1 & 2 or Bubble Trubble? I use to love these games and I would like to play them again through my emulator.

Barry

rbjones@therightside.demon.co.uk
http://www.therightside.demon.co.uk

1870. How do I read my Atari XE disks on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: Sean Gabb <main@sufo.demon.co.uk>
Message-ID: <QL83lHAyhyDzEwvp@sufo.demon.co.uk>
Source record: 75493

I hope this is the right forum for my question. I bought an Atari XE in 1985, and during the next four years I filled up about a hundred 5.25" disks with letters, poems, a couple of novels, and lots of hardcore libertarian propaganda. Then the machine died on me, and I've been sitting on a hoard of unreadable disks ever since.

Since I'm told the magnetic impressions on floppy disks degrade over time, I've decided to make a big effort to try reading them on my PC. Can anyone help?

Let me say now that I'm not hugely interested in solutions that involve getting hold of some old Atari hardware. If possible, I'd like to do the whole thing with the PC hardware that I now have. Or has this limitation just made the whole thing impossible?

Any help will be gratefully received and acknowledged.
--
Sean Gabb

```
_____________________________________
| |
| Over himself, over his own mind and |
| body, the individual is sovereign. |
| (J.S. Mill, On Liberty, 1859) |
|_____________________________________|
```

1871. Re: exe files in Emulator. How?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: read@my.sig
Message-ID: <331133b4.6853376@news.networx.net.au>
Source record: 75494

rbjones@therighside.demon.co.uk (RBJ) wrote:

>Ive downloaded some .exe files from the Jellystone Park archive. How
>do I get them to work through an emulator?
>
>I use Rainbow and can only use .atr files with it, but most of the
>files I have seen are in .exe format.
>
>I havent been able to get .atr files to work with Xlit or Xformer -
>how come? The screen either just goes corrupt or says remove cartrige.
>
>Does anyone have a copy of the Atari 800XL SYSTEM ROM? I havent seen
>it around anywhere - I have the 800 SYSTEM ROM which works fine
>anyway.
>
>Im new to Atari Emulation. So, which is the best emulator? I have a
>copies of Rainbow 95, Xlit, Xformer. Never seen Xlit or Xformer
>actually run something yet though.
>
>Barry
>rbjones@therightside.demon.co.uk
>http://www.therightside.demon.co.uk

You can check the unofficial FAQ that Bill Kendrick has on using
various Emu's at:

http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

But to help out somewhat, any EXE/COM/BIN/OBJ files must be placed
into a disk image file (or on a real floppy) before you can run them.
You must either [L]oad them from DOS, or write a Boot Sector loader to
the disk that will give you a menu to select them from.

BTW, Bill's FAQ is very informative, even for people with *real*
Atari's.

Hope this helps out.
Steve.

```
-----------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-----------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
-----------------------------------------------------------
```

1872. Re: HELP: Got Eastern Front?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: read@my.sig
Message-ID: <3312395d.8302298@news.networx.net.au>
Source record: 75495

Dave Marti <dgmarti@ix.netcom.com> wrote:

>I'd really like to get my hands on a war sim game
>for Atari 800 called Eastern Front. It was written
>by Chris Crawford for Atari, I believe.
>
>It would really bring back the "good ole days" if I could
>find it out there somewhere.
>
>I wish I wouldn't have sold my Atari!
>
>Dave Marti
>dgmarti@ix.netcom.com

Yogi has Eastern Front in his archive-
check the mirror site at:

ftp://ftp.hackerz.com/hackerz/atari/jellystone/binaries/EXE-AtoI

Actually Eastern Front was the ONLY war game I ever played and
enjoyed. I've seen others, but none of them were as good to play.

Have fun.
Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1873. Re: Using ATRs and XFDs with REAL Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: read@my.sig
Message-ID: <331444a3.11188222@news.networx.net.au>
Source record: 75496

dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>
>Is there a programme to convert ATRs and XFDs into a actual disk on the Atari.
>I see all these games that I can't use on Yogi's (noone@nowhere) site.
>It has to run on a Atari or ST.
>Of course on the ST,it would need to be a programme to convert ATR/XFD
>files into DCM or other Atari disk format.
>(SpartaDOS's SCOPY SCP file or a Scrunch file)
>--
> The Doctor

Its a real pity that no-one has written a program yet that will
actually convert ATR/XFD into DCM or a real disk.
There was a program written in BASIC that someone posted to
alt.binaries.atari that would convert an ATR/XFD into a real disk
using the 8-bit, but is very slow due to BASIC, and seems to have
problems with creating a proper copy of the image. I could have a go
at cleaing the process up and speeding it up too, if you like. If you
could mention what hardware you have: like 2 disk drives maybe? and do
you have 400/800/XL/XE? It'd be much easier if you have 2 drives
and/or 130xe or expanded 800/XL to be able to load the entire ATR/XFD
into memory.
Or I could just convert whatever software to DCM for you, I don't mind
a bit of hard work :)

Regards..
Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1874. For Sale Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <330EEF4D.3E76@tcd.net>
Source record: 75497

Atari XF 551 disk drive used in good condition price $41.00 shipped.

1 Happy 1050 (original Happy Board installed not clone)...$50.00
shipped.

Atari XEP 80, does not have power supply...make offer shipped.

1875. Re: Remember Tail of Beta Lyra?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <330EED02.4112@tcd.net>
Source record: 75498

I am sure I have an original copy of it with box and docs? somewhere
here
make offer shipped.

bob

1876. Re: Atari History info

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E60u0w.L9x@iglou.com>
Source record: 75499

Alan Christie (94chrisv@scar.utoronto.ca) wrote:

: Heheh, so JTS makes a lousy hard drive... too bad a successful company
: didn't take over ATARI corp.

Don't we all wish. [sigh] Just be glad it wasn't Microsoft.

: Actually, I would like to see someone like bob Puff running Atari. A
: talented programmer, an avid Atari 8bit supporter and someone who is well
: liked. (I have purchased 8bit hardware from his company and was
: satisfied)

I personally knew him, and still do, when I went to college in Rochester, NY, and connected to his BBS all the time. I used to get together with him and others from time to time. His skills are quite good, yes. I remember him having not 4 hard drives connected, but *8* somehow. He always took a little time out to make sure at least someone was satisfied with his products, otherwise, he'd personally see to it you were satisfied in at least some way.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

1877. Re: Atari History info

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5enl7r$4v3@dfw-ixnews5.ix.netcom.com>
Source record: 75500

In article <330d215f.47042491@news.inc.net>, ssilicon@lax.net wrote:
>On Wed, 19 Feb 1997 21:24:17 GMT, Alan Christie
><94chrisv@scar.utoronto.ca> wrote:
>
>>On 18 Feb 1997, Tony Smolar wrote:
>>
>>> In the days of 18 Feb 1997 07:07:49 GMT, People like Richard Forester
> <forester@blarg.net> often wrote:
>>> >Say.. who or what is JTS?
>>>
>>> They are a California hard drive manufacturer. They basically took over
>>> Atari for their money, they have no interest in videogames.
>>>
>>> We recently received two JTS drives here at work. I feel like a traitor
>>> using them..
>>>
>>>
>>>
>>Does JTS make a decent hard drive at least?
>>
>>(Geez apart from Seagate and Western Digital I don't trust any other HD
>>manufacturer! (well Quantums aren't bad either!)
>
>I happen to like Maxtor drives better than both of those, with WD
>being right behind the Maxtor though. I think Seagates are crap
>(except for the Barricuda line). Just my opinion. I like Maxtor
>drives best of all.
>
>
Ick... I havn't purchased a Maxtor drive yet that hasn't had last minute
wire run over the board.

WD crashed on me soon after I got it.

Now, Seagate SCSI drives rule. I'm waiting for the new 10,000 RPM line =)

Karl Heller - Making the world safe once again.

| heller@cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |

1878. Atari 130Xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <330EEEBC.7EA@tcd.net>
Source record: 75501

Used Atari 130XE in good condition, comes with power supply and video cable guranteed for 30days plus. Price $35.00 shipped..have a couple of these.

bob

1879. Re: XF551 Power..

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5enlci$4v3@dfw-ixnews5.ix.netcom.com>
Source record: 75502

In article <5ek6v6fku1@xmission.xmission.com>, jeking@xmission.xmission.com (James King) wrote:
>BobKlaas <bobkla19@tcd.net> wrote:
>: You are right the XF551 will take the same power supply as the 1050.
>
>Wel, that blows my theory, then. I have 3 XF551 drives that when set to
>D1:, will not respond to access requests.
>
>I initially thought it was a power issue.

Again, Make sure your SIO cables work, and check the solder joints inside the XF drives.

If the respond to other drive numbers.... well.. that is strange.

Did you get them all from the same place?

Karl

Karl Heller - Making the world safe once again.

| heller@cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |

1880. Re: Using ATRs and XFDs with REAL Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E60wEM.1wB@iglou.com>
Source record: 75503

Steve (read@my.sig) wrote:
: Its a real pity that no-one has written a program yet that will
: actually convert ATR/XFD into DCM or a real disk.

There was a program that did just that, though I can't quite remember what the filename was. However, there is a way to convert it. Create a blank disk image of the same size of the ATR/XFD image. To do this, copy the good file to another file called BLANK.ext. Then go into the emulator, and format the blank. Run the DiskComm program, and tell it to diskcomm that disk onto the blank disk. I did just that with the ATR of Spelunker. It made the thing work a little better, but it still has problems. Anyone out there got it to work?

Now, copying that from the virtual disk to your hard drive, well, I've not done that yet.

: Or I could just convert whatever software to DCM for you, I don't mind
: a bit of hard work :)

Most excellent. Someone who doesn't mind a bit of hard work, and taking the time to play around with the system!

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

1881. Re: Remember Tail of Beta Lyra?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <330f6a8b.387145@news.demon.co.uk>
Source record: 75504

On 22 Feb 1997 13:23:10 GMT, eplicon@aol.com (Eplicon) wrote:
>> Does anyone remember a game for the 8-bit line, disk based, called
>> "The Tail of Beta Lyra?" It was a defender-type of game, but with
>> caves that you had to fly through. Otherwise, a typical side shooter.
>> I'm trying to locate the game or at least the manufacturer. Any help?
>
>If memory serves, the game was made by Datamost. I didn't like game too
>much, since it was hard to play!
>
> The names of the guys who made it escape me at the moment, but they are
>best known for Alternate Reality.
>
Yep it was the same people...But why I remember it the most is not the
game itself but the music (sorry Phillip). Gary Gilbertson / Paradise
Productions If memory serves right...

I think it was his best tune (IMHO).. very effective..
I think he lives in Hawaii (?) now....

Phillip Price who wrote the game has graced this newsgroup from time
to time and keeps an eye on the postings.

As for where to get it....Yogi`s site or the mirror
ftp.hackerz.com in the Atari dir. Its in one of the Binary packs but
the version in it lacks the intro....

Paul `Mclane` Irvine

PC, PSX, Atari8bit & C64
Tomb raider & Comms Link
advice

1882. Re: 6502 Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: Trevin Beattie <trevin@xmission.com>
Message-ID: <330F8AAA.BA7@xmission.com>
Source record: 75505
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

```
MagerValp wrote:
>
>
> Yup. But you could change the code to:
>
> PHA
> TXA
> PHA
> TSX
> LDA $0103,X
> AND #$10
> BNE BRKP
>
> This is how the C64 roms do it ($FF4B)
>
There's a bug in this code. What if S were $FE? Replace:
LDA $0103,X
with:
INX
INX
INX
INX
LDA $0100,X

-----------------------
Trevin Beattie "Do not meddle in the affairs of wizards,
trevin@xmission.com for you are crunchy and good with ketchup."
{:-> --unknown
```

1883. Re: Xformer 3.6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: Trevin Beattie <trevin@xmission.com>
Message-ID: <330F8C5F.2658@xmission.com>
Source record: 75506

Wes Mangum wrote:
>
> The free version of Xformer 3.6 documentation reports that on-the-fly
> disk changing is supported. What keystroke(s) allows you to do this?

F11 (it's not documented.)
This will also show you the status of sound, joystick, and modem
support, but I can't see any way to change those.

Trevin Beattie "Do not meddle in the affairs of wizards,
trevin@xmission.com for you are crunchy and good with ketchup."
{:-> --unknown

1884. need some screenshots!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6RKq12d$zHB@peter.soemtron.sb.sub.de>
Source record: 75507

Howdy !

By building a database for my atari program collection I need screenshots
of some games and programs. If YOU can make such screenshots(simple gif or
jpg encoded 320x200 VGA picture will make it) in order to send them back
to me, please reply! I will send a list as soon as possible.

thanks for any helps!

--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

1885. Re: SLIP/PPP and TCP/IP on the Atari8?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6RKq1dZpzHB@peter.soemtron.sb.sub.de>
Source record: 75508

In article <Re: SLIP/PPP and TCP/IP on the Atari8?>, jvogel@crl.com (John M. Vogel) wrote:

Howdy John,

> : >special programme that only works with them.
> : >(PPP and (C)SLIP are common on UNIX machines)
> : >Sad really.It means that all the USENET programmes like uudecode and rn
> : >and mail have to be on your computer to download files,read news and
> So find an ISP that provides shell accounts <from which I am typing>

with your 8-bit Atari?

--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

1886. 8bit binaries

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: James Mirous <jim.mirous@mail.prostar.com>
Message-ID: <330F9B89.541F@mail.prostar.com>
Source record: 75509

There was a binary site linked on Yogi's Jellystone, but now that Yogie
is down, I don't have a link to it.
Anyone have the link to atari 8bit binaries other than umich?
Jim.

1887. Re: Atari - Gone, Nothing left.

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970222104441.22560B-100000@fissure.scar>
Source record: 75510

On 21 Feb 1997, GUY1015 wrote:

>
> Check out the Computer Shopper "March" 97 and you will read that Atari
> has nothing but a HUGE wharehouse full of JAGs. There stuck with, cant
> sell them cause B&C/BEST/Video 61 will not touch them with a 60 foot pole.
> Its Sad but True. I just hope they dont smash them.
>
> If B&C is supposed to be a diehard 8bit supporter why won't they carry
the Jaguar line?

1888. 8bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970222104735.22560C-100000@fissure.scar>
Source record: 75511

if it is even possible to hook up a ZIP drive or CD rom to the 8bit, will it go any faster than the 58k/s limit the parallel bus on the 800Xl?

I had a Black Box on my Xl a few years ago, and I remember all the HDs ran the same even if they were faster. Something to do with the data transfer limit of the 8bit. (Hey we are still talking about a 6502 CPU...) I can't see hooking up my 2.1 GIG (9ms) Seagate drive to an 8bit and seeing it run faster the a 20meg SASI FM Seagate drive..

Alan

1889. Re: Bushnell (off topics)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: Mr.Maddog@Microserve.com
Message-ID: <9702230320.AA11133@Microserve.com>
Source record: 75512

>I just saw an article in PC FORMAT of an interview with Nolan Bushnell.
>And man it looks like this magazine had it all backwards.
>
>ATARI (is it a game piece or a move in go? They say a piece.)

It means 'check' in the game Go, or at least the idea of check...

>Nolan (inventer of Pong and video games, or thief - didn't magnavox have
>the home thing in production, ok was the first game space war or tank?
>they say space war)

Nolan came up with the orginal concept of Pong, but Alan Alcon
actually programmed it and made it what it the game we know.

Ralph Baer first came up with a ball and paddle game for the Oddessy
in the late 60's. Now this is a tricky area as to whenever it was
"stolen". Way I see it, Ralph created the video game idea and Nolan
made it a commerical product.

BTW, Space War was the "first" arcade game.

It was from a computer(mainframe?) game written in college.

Eric Noss
a.k.a
Mr. Maddog

mailto:mrmaddog@microsevre.com for private chats

All solicitation, automatic or manual, is subjected to a fee of $500

1890. Re: Chuckie Egg 1,2 & Bubble Trubble

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-22 00:00:00 UTC
From: "John Collins"
Message-ID: <5enuvi$rfc@lana.zippo.com>
Source record: 75513

> rbjones@therighside.demon.co.uk lamented:

> Does anyone have copies of Chuckie egg 1 & 2 or Bubble Trubble? I use
> to love these games and I would like to play them again through my
> emulator.

> Barry

So would we! There were hundreds (dozens?) of games and proggies produced
in the U.K. that never made the light of day in the U.S. anywhere! If
any Brit has these games, please respond here!

1891. Re: Huh??? What happened?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-23 00:00:00 UTC
From: Douglas Feldman <dafeldman@worldnet.att.net>
Message-ID: <330FD793.1DDC@worldnet.att.net>
Source record: 75369

I have compared two different newsgroup servers that I can access.

At the University of Michigan, the news server only holds messages for
about two days.

My commercial ISP (ATT WorldNet) keeps the same messages for many weeks.
I guess it's a matter of you get what you pay for ?????

What newsgroup server (provider) are you using ???

I hope this helps......

1892. Re: How do I read my Atari XE disks on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-23 00:00:00 UTC
From: Douglas Feldman <dafeldman@worldnet.att.net>
Message-ID: <330FD993.2897@worldnet.att.net>
Source record: 75370

This is a often-asked question here on c.s.a.8
There is not a very satisfying answer.

If your disks were written using an Atari disk drive that was modified
to format with 360K per disk, then you may have some luck with a few
available software programs.

If you used 1050 density or single density, then you need to get some
help from a friendly Atarian on here or in your home town.

One of the Atari -> PC disk readers is called UTIL. I can e-mail that
to you if you want to give it a try.

hope this helps ???

1893. 800XL, 1010 and cassette games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-23 00:00:00 UTC
From: davidson@interalpha.co.uk
Message-ID: <5eotks$jnr@Arthur.interalpha.net>
Source record: 75371

I'm moving house and found my old 800XL gathering dust. It's not of much use to me any more but I know you lot seem to like them.

Can anyone offer me a decent price? As it says in the subject, I've got a 1010 Data Recorder and several games for it. Some of the casing is a bit scratched but everything works. I'm in the UK so a British sale would be easier although not obligatory.

Please send private email.

1894. Re: 8bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-23 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <33103dfc.1586714@news.abest.com>
Source record: 75372

On Sat, 22 Feb 1997 15:49:54 GMT, Alan Christie
<94chrisv@scar.utoronto.ca> wrote:

>if it is even possible to hook up a ZIP drive or CD rom to the 8bit, will
>it go any faster than the 58k/s limit the parallel bus on the 800Xl?

I doubt it, since it's a hardware limitation....however, would it be
that much more useful to have a really high data trasnfer rate on a
regular 800XL? Even at 58k/s, the memory would fill up in little over
a second......

1895. Rainbow 95 v1.36 is ready!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-23 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-2302971136460001@cisjx91.demon.co.uk>
Source record: 75373

```
Rainbow 95 v1.36 is ready!

Check out the new version... it's 70% faster!!

--------------------------------------------------------------------------
Chris Lam,
Rainbow/Horizon Keeper.

E-mail: jx91@cityscape.co.uk
WWW: http://www.cityscape.co.uk/users/jx91/emulators.html
--------------------------------------------------------------------------
```

1896. Re: Remember Tail of Beta Lyra?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-23 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <33114bea.4199725@news.demon.co.uk>
Source record: 75374

On Sun, 23 Feb 1997 04:25:20 GMT, noone@nowhere.com (Yogi) wrote:
Re the Tail of the Beta Lyrae

>I have the intro as a separate file, and I have been trying to
>integrate the two (which I know can be done, since I USED to have it
>that way.)

Was going to offer the version I had but when I read below I found out
why the versions I have all have the same problem...

>I like the intro better also. I bought this one way back when, we
>cleared the first level and it wrote something to the disk! Make it
>permanently harder, but more importantly, screwed up the graphics.
>Oh well.

That clears the mystery of the screwed intro...

Cheers.

Paul `Mclane` Irvine

PC, PSX, Atari8bit & C64
Tomb raider & Comms Link
advice

1897. Re: Chuckie Egg 1,2 & Bubble Trubble

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-23 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <33144f9b.5144836@news.demon.co.uk>
Source record: 75375

On 22 Feb 1997 15:20:18 -0800, John Collins wrote:
>
>> rbjones@therighside.demon.co.uk lamented:
>
>> Does anyone have copies of Chuckie egg 1 & 2 or Bubble Trubble? I use
>> to love these games and I would like to play them again through my
>> emulator.
>
>> Barry
>
>So would we! There were hundreds (dozens?) of games and proggies produced
>in the U.K. that never made the light of day in the U.S. anywhere! If
>any Brit has these games, please respond here!

Brit 1 to the rescue with Chuckie egg 1 and Bubble trouble...Well my
list shows them so all I have to do is find them, ATR them and send
them to Yogis Site...If its back up...If not I will post them to the
Binary group or to Scott direct (if he does not mind)

Dont worry if this takes a week, I wont have forgotten. It will be
down to me changing phone company...They promise instant work and then
delay it a week......Bah!!!!

If there are any people who cant get them from the bianry group or
whatever link to Yogi`s site then mail me once I put a msg up saying I
have got them 100%....Just incase the disks are NOT cracked.....

Paul `Mclane` Irvine

PC, PSX, Atari8bit & C64
Tomb raider & Comms Link
advice

1898. Atari 800 items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-23 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5epno6$p30$1@news2.voicenet.com>
Source record: 75376
Cross-posted to: comp.sys.atari.8bit,alt.forsale,ca.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,misc.forsale.computers.other.systems,nj.forsale,ny.forsale,pa.forsale,pa.hbg.forsale,pa.ne.forsale,pgh.forsale,us.forsale.computers

```
Atari Items for Sale plus shipping

Atari 850 Interface no power supply.................. $39
Atari XMM801 printer................................. $24
Atari 1020 Printer................................... $15
Atari XM301 Modem.................................... $15
Atari 410 Program Recorder (tape deck) (2).......... $14
Atari 400 Program Recorder (tape deck)............... $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ................ $ 8 each
Paddles (2 sets)..................................... $12 each
Atari Controllers (2)................................ $ 8 each
DVE Printer Power Supply Model DV-2412A.............. $10
.....................................................................
Wishbringer from Infocom on Disktte w/box & docs.... $18
.....................................................................

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
```

Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)

Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor Donkey Kong
Jungle Hunt Missile Command
Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs

.....
Atari Books $6.95 each (4 for $25)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari
Computes Second Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Machine Language for Beginners by Richard Mansfield
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

--
Gene Ehrich gene@ehrich.com (preferred address)

P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

1899. Re: Zip drives and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-23 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <331063FF.11F4@kawo2.rwth-aachen.de>
Source record: 75377

> Has anybody answered the original question? Can you interface the
> SCSI Zip to say an MI/O or Black Box? I must have missed it if it was.Yes, you should. The Zip-drive just behaves as a normal harddrive. We have an IDE-Zip drive working with our interface now. There is only one problem: when the media was changed, the next access failes and you have to send a special command to accept the change. Then you have to reload all parameters and locations of partitions. We have included this yet in our driver, and you can use the Zip-medias just as a normal floppy-disk (but with 100 MB of space).

So I donï¿½t know, if the procedure with SCSI-Zips is similar than these one for IDE, but if it is, you will have problems, cause no SCSI-Interace on the 8-bit supports media-change. But without changing while the Computer is running, it should work just as a harddisk.

Matt
--
| | | _____________________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

1900. Re: Xformer 3.6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-23 00:00:00 UTC
From: read@my.sig
Message-ID: <33106926.4906779@news.networx.net.au>
Source record: 75378

Trevin Beattie <trevin@xmission.com> wrote:

>Wes Mangum wrote:
>>
>> The free version of Xformer 3.6 documentation reports that on-the-fly
>> disk changing is supported. What keystroke(s) allows you to do this?
>
>F11 (it's not documented.)
>This will also show you the status of sound, joystick, and modem
>support, but I can't see any way to change those.
>

It seems that if you want sound and joystick support you have to
specify it on the command line. Also if you want BASIC DISabled you
have to specify it too. I can't see why all these functions cannot be
placed as default, and the need to specify on the command line only if
you want them DISabled or BASIC ENabled. I suppose when considering
the BASIC option, it was to keep in line with how a real Atari works.
But as for the others, it's just a big hassle having to read up on the
DOC's all the time. Yeh I know it could be run in a batch file, but
then you'd need a batch file for every game disk/DOS disk/or
whatever...

Just my 2c worth.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1901. Re: How do I read my Atari XE disks on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-23 00:00:00 UTC
From: read@my.sig
Message-ID: <33116d7a.6014836@news.networx.net.au>
Source record: 75379

Sean Gabb <main@sufo.demon.co.uk> wrote:

>I hope this is the right forum for my question. I bought an Atari XE in
>1985, and during the next four years I filled up about a hundred 5.25"
>disks with letters, poems, a couple of novels, and lots of hardcore
>libertarian propaganda. Then the machine died on me, and I've been
>sitting on a hoard of unreadable disks ever since.
>
>Since I'm told the magnetic impressions on floppy disks degrade over
>time, I've decided to make a big effort to try reading them on my PC.
>Can anyone help?
>
>Let me say now that I'm not hugely interested in solutions that involve
>getting hold of some old Atari hardware. If possible, I'd like to do
>the whole thing with the PC hardware that I now have. Or has this
>limitation just made the whole thing impossible?
>
>Any help will be gratefully received and acknowledged.
>--
>Sean Gabb

At a guess all the disks are single density? If they are in Double
Density you may have luck with a program called UTIL, which works well
using a PC 360k disk drive, but has problems (maybe) with a 1.2mb
drive. For single density you could try using a program called
ANADISK, which can read an Atari S/D disk on a PC 360k drive, but I
have yet to see it read from a 1.2mb drive.
If you still have an Atari 810 or 1050 disk drive, you could try
getting the XFormer Cable, and using PC Xformer to read the disks
directly and copy them into ATR image files on the PC.

Without the hardware it's a pretty daunting task,
so I hope this helps somewhat..

Steve.

.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1902. Re: 8bit binaries

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-23 00:00:00 UTC
From: read@my.sig
Message-ID: <331270aa.6830692@news.networx.net.au>
Source record: 75380

James Mirous <jim.mirous@mail.prostar.com> wrote:

>There was a binary site linked on Yogi's Jellystone, but now that Yogie
>is down, I don't have a link to it.
>Anyone have the link to atari 8bit binaries other than umich?
>Jim.

The mirror site at

ftp://ftp.hackerz.com/hackerz/atari/jellystone

is still active....
Hmmm, I just tried the Jellystone Park bookmark and got a message
thus:

Tron raised his identity disk and shouted "I Fight for the users,
Sark" Master Control calmly
derezzed him, pushing him back into the real world.
End of line.

It would seem that because of the flak flying around about the status
of ATARI COPYRIGHTS, Yogi has Derezzed his Archive.

All I can say to those that were giving him the full-on treatment-

THANKS A LOT!!!!! Now where the hell are we going???
Downhill without brakes. It looks like Archive support has bitten the
dust, and so will what is left of us 8-bitters. Especially those who
use Emulators, where are they going to get any software now? They cant
just go and buy a disk or a cartridge (where will they plug it in??).

I have kept quiet about this up until I found Yogi has left us, and
that was the last straw. Why can't you guys face the facts that ATARI
as a platform has bitten the dust. As for the software companies like
Electronic Arts, Origin, etc, who are still around today, they
probably wouldn't care less about 8-bit software being available on
the NET, considering the scope of TODAYS Software for the PC.
I might even consider withdrawing my support on the Web, simply
because I too might get flamed for having a home page!
Again thanks very much!

My thoughts.
Steve.

```
------------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
------------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
------------------------------------------------------------
```

1903. Re: Atari 8-bit ROM Documentation Project

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-23 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970223165800.LAA29713@ladder02.news.aol.com>
Source record: 75381

One of the changes were to correct a sleeping problem. The comput would
just go to sleep on you and you would have to reboot to recouver from it

1904. Re: update

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-23 00:00:00 UTC
From: read@my.sig
Message-ID: <33107576.8058870@news.networx.net.au>
Source record: 75382

noone@nowhere.com (Yogi) wrote:

>people with pages who link to these sorts of things, please update
>jellystone park link to directly reflect the link into the archive.
>ftp.hackerz.com/jellystone
>I would email you directly, but figured this would save time. Anyone
>who sees a broken link off someone's page, please let them know.
>there may be an http version in the near future, but the ftp is there
>for all
>
>The reply to email attached to this message is False.
>To Reply via email to this message, remove the asterisks
>and email ***scharles***@*****blast.net
>NO UNSOLICITED COMMERCIAL EMAIL

YOGI!! Your still with us? I just responded to another posting after
finding your Jellystone Park message about "Tron". (Heh, I thought it
was a cool message).
Anyways, this is the link I have to the Hackerz site:-

ftp://ftp.hackerz.com/hackerz/atari/jellystone/

Oh well, looks like I'll hafta update my link list ay?
No more Jellystone Park?
Fare thee well, Yogi, live long and prosper.....

Steve.

```
-----------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-----------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
-----------------------------------------------------------
```

1905. Re: Chuckie Egg 1,2 & Bubble Trubble

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-23 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3310786c.92082@news.demon.co.uk>
Source record: 75383

On 22 Feb 1997 15:20:18 -0800, John Collins wrote:
>
>> rbjones@therighside.demon.co.uk lamented:
>
>> Does anyone have copies of Chuckie egg 1 & 2 or Bubble Trubble? I use
>> to love these games and I would like to play them again through my
>> emulator.
>
>> Barry
>
>So would we! There were hundreds (dozens?) of games and proggies produced
>in the U.K. that never made the light of day in the U.S. anywhere! If
>any Brit has these games, please respond here!

Righty ho.....Just about to put them on the ftp.hackerz.com site...

Nope....Wont let me..????

Then plan 2. Send them to Scott so he can put them up....

Otherwise I will send them to people that want them (time allowing)

Paul `Mclane` Irvine

PC, PSX, Atari8bit & C64
Tomb raider & Comms Link
advice

1906. TYPO 2: Please Send!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-23 00:00:00 UTC
From: "Richard T. Thigpen" <lvalkar@sowega.net>
Message-ID: <33109AF1.6689@sowega.net>
Source record: 75384

Please e-mail me TYPO 2 if anyone has it as soon as possible. This is not Turbo Typo 2 or Super TYPO 2, just plain TYPO 2. Please if you have it e-mail it to me soon.

Richard

1907. Re: 8bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-23 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <3310FB27.62F8@pacbell.net>
Source record: 75385

Alan Christie wrote:
>
> if it is even possible to hook up a ZIP drive or CD rom to the 8bit, will
> it go any faster than the 58k/s limit the parallel bus on the 800Xl?
>
> I had a Black Box on my Xl a few years ago, and I remember all the HDs ran
> the same even if they were faster. Something to do with the data transfer
> limit of the 8bit. (Hey we are still talking about a 6502 CPU...) I can't
> see hooking up my 2.1 GIG (9ms) Seagate drive to an 8bit and seeing it run
> faster the a 20meg SASI FM Seagate drive..
>
> AlanWell, you need at least 12-15 CPU cycles to read a byte and store it in
memory. That drops you down to 120KB or so. Then, ANTIC takes 30% of your
cycles. Down to 83KB.... Set up and all leaves you with 45-50KB of real
transfer capacity. Those sub-10 drives, by the way do improve your
transfer. A 5200RPM drive runs 15% faster than an old 3600 on my 8-bit.
Bob
by the way, all you IOMEGA folks - you should have used the SyQuest
EZ-135 instead. It runs (is) at HD speeds and comes in an IDE
configuration. Works great on an 8-bit, too! Got mine for $135, new. Of
course, they don't make 'em anymore!!! Damn!!

1908. Re: Another 8bit BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-23 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970223203923915945@ts099.vcr.wis.net>
Source record: 75386

Alan Christie <94chrisv@scar.utoronto.ca> wrote:

> if any 8bitter out there is really wealthy why not try the Jail?
>
> The Jail BBS (416)762-9316, up to 19,200 Bd, 24hrs/day,
> member of the BBS PRO! Trans National network.
>
> The Jail is in Toronto, Ontario, Canada... and has been the longest
> running 8bit board that I know of (online in '82)

Heh, nice to see the plug ;-) This is Ryan of the Last Hope BBS over here in Vancouver BC Canada, we network with the Jail in Toronto, Pothole on Vancouver Island (sooke) and The Eclective here in vancouver!

Online since Summer '95, I hope to keep it running for a long time to come ;-) (604) 460-1195, Node X_244 of the IMR (International Message Relay, Currenly consisting of 16 systems worldwide!)

(Hey alan, since The jail uses Aliases, i dont recognise your name, whats your alias there?)

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

1909. Re: Atari 8-bit ROM Documentation Project

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-23 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E6196B.JJ2@iglou.com>
Source record: 75514

In article <856581976.7227@dejanews.com>, sidney@ch.twi.tudelft.nl wrote:
>
>The weird thing is this: I recently borrowed a 130 XE from a friend
>of mine, which has exactly the same ROMs as my 800 XL! Now I thought
>it would have at least a different basic (indeed, version C), but it
>doesn't! So exactly for this reason I'd like as many people to try
>the ROMCRC-32 program, so it is possible to get a good overview!
>
Some later 800 XLs had version C Basic. I've heard that some 130XEs have
a ROM in which the self-test can test all 128K of memory. Then there's
the XEGS with its built-in Missile Command...

--
Bill Marcum bmarcum at iglou dot com
Complaints about chain letters will be suspended pending resolution of
this case: http://www.bandersnatch.com/bander5.htm

1910. Wild & Wacky Atari Auction (Update #1)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-23 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970223030600.WAA05929@ladder02.news.aol.com>
Source record: 75515

The WILD & WACKY ATARI MEMORABILIA AUCTION #1 (Update #1)

Rules and stuff:
---
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing
your package and adding $1 for materials - Priority stuff <2 lbs will
be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP
and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
Everything has been tested except the Intv carts.
8. If you only want an update for one particular system or want to be
taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will
be accepted. I would NOT reccomend sending cash, but some people seem
to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March 8th.

One final post will be made to newgroups. A bidder who is not
on the update list may bid on a G1 item, but not a G2 item. Any
raise to an item in the G1 or G2 phase will result in the item
staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html

Atari "Centipede" T-Shirt (Brand New) $6 jrjeksey
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $7 insane
Atari "Centipede" hanging multi-piece mobile (Brand New) $7 insane
Atari "Millipede" hanging multi-piece mobile (Brand New) $5 DisKountrs
Atari red "Kite" (Brand New) $3 DisKountrs
Atari Service Center Ice Scrapper $2 min

Atari Grey Service Center Coffee Mug $5 jba4
Atari "Power Without the Price" Balsa Wood Glider $1 min
Atari Red with Gold Lettering Pen holder $2 min
Atari "Centipede" hanging multi-piece mobile (Brand New) $5 DisKountrs
Atari "Millipede" hanging multi-piece mobile (Brand New) $5 DisKountrs
Atari Laser Art solid wood paper holder (Brand New) $5 min
Atari solid Brass Belt Buckle (Brand New) $3 min
Atari red "Kite" (Brand New) $3 DisKountrs
Atari 5200 "Gremlins" with Special Edition Atari Gremlins Pin TRADED
Atari Holographic "Centipede" Stick-On Decal: TRADED

BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

Activision OINKERS: $2 min
Activision RIVER RADIERS: $2 min
Activision GRAND PRIX DRIVING TEAM: $2 min
Activision SUB CLUB: $2 min
Activision SPIDER FIGHTERS: $2 min
Activision TRAIL DRIVE: $2 min
Activision EXPLORERS' CLUB: $2 min
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM: $2 min
Activision MEGAMANIACS: $2 min
Activision FLYING ACES: $2 min

Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
$7 min

Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $2 min
Antic Feb/March 1983 Vol 1, Issue 6 $2 min
Antic June 1983 Vol 2, Issue 3 $1 min
Antic July 1983 Vol 2, Issue 4 $1
Analog Computing October 1986 $1 min
Hi-Res Magazine Premiere Issue $3 min

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

1911. Re: Atari - Gone, Nothing left.

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-23 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc2140$20073ca0$13f7aecc@127.0.0.1>
Source record: 75516

> If B&C is supposed to be a diehard 8bit supporter why won't they carry
> the Jaguar line?

Could be because the Jaguar isn't a 8-bit system? =)

It would be nice if they were to offer Jag's at cost
pricing, at least they could possibly get some of the
investment back it took to make the units. Smashing
them would be sad, i'd love a Jag and Tempset2000

Will Fisher

1912. Re: Remember Tail of Beta Lyra?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-23 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E61G8E.LGB@nonexistent.com>
Source record: 75517

On Sat, 22 Feb 1997 22:15:20 GMT, mclane@dellos.demon.co.uk (Paul "Mclane" Irvine) wrote:
-> The names of the guys who made it escape me at the moment, but they are
->best known for Alternate Reality.
->
-Yep it was the same people...But why I remember it the most is not the
-game itself but the music (sorry Phillip). Gary Gilbertson / Paradise
-Productions If memory serves right...
-
-I think it was his best tune (IMHO).. very effective..
-I think he lives in Hawaii (?) now....
-
-Phillip Price who wrote the game has graced this newsgroup from time
-to time and keeps an eye on the postings.
-
-As for where to get it....Yogi`s site or the mirror
-ftp.hackerz.com in the Atari dir. Its in one of the Binary packs but
-the version in it lacks the intro....
-
- Paul `Mclane` Irvine

I have the intro as a separate file, and I have been trying to integrate the two (which I know can be done, since I USED to have it that way.)
I like the intro better also. I bought this one way back when, we cleared the first level and it wrote something to the disk! Make it permanently harder, but more importantly, screwed up the graphics.
Oh well.

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1913. update

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-23 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E61GBu.LKz@nonexistent.com>
Source record: 75518

people with pages who link to these sorts of things, please update
jellystone park link to directly reflect the link into the archive.
ftp.hackerz.com/jellystone
I would email you directly, but figured this would save time. Anyone
who sees a broken link off someone's page, please let them know.
there may be an http version in the near future, but the ftp is there
for all

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1914. Re: update

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E632Mo.LI1@nonexistent.com>
Source record: 75387

On Sun, 23 Feb 1997 17:01:42 GMT, read@my.sig (Steve) wrote:

-YOGI!! Your still with us? I just responded to another posting after
-finding your Jellystone Park message about "Tron". (Heh, I thought it
-was a cool message).

This is the new link for the page and all:

ftp://ftp.hackerz.com/hackerz/atari/web/index.html

Same as always some small changes.

I'm not going anywhere.

You should have seen the 3 or 4 pages that WERE there temporarily.
And the filenames I left in my home directory.....

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1915. Re: 8bit binaries

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E632uJ.Lqx@nonexistent.com>
Source record: 75388

-Hmmm, I just tried the Jellystone Park bookmark and got a message
-thus:

-Tron raised his identity disk and shouted "I Fight for the users,
-Sark" Master Control calmly
-derezzed him, pushing him back into the real world.
-End of line.

-
-
-
-It would seem that because of the flak flying around about the status
-of ATARI COPYRIGHTS, Yogi has Derezzed his Archive.

Well, no, but the mirror site owner is supportive of the archive.
The cyberspy one was WAY out of date anyway, so I have been
maintaining the other one.

It looks like Archive support has bitten the
-dust, and so will what is left of us 8-bitters. Especially those who
-use Emulators, where are they going to get any software now? They
cant
-just go and buy a disk or a cartridge (where will they plug it in??).

Moot point, now, but thanks!
-
-I have kept quiet about this up until I found Yogi has left us,

Nah, I'm like herpes, I never really go away.

-because I too might get flamed for having a home page!

Someone probably dropped a line to the ISP complaining. I don't think
they do regular seaches of the homepages. No biggie, since it's on the
mirror now anyway. (I had originally planned to do so as it is)

I'm glad to see that you interpreted the TRON story correctly! At
least its non offensive to most people. OH NO! TRON is a <C> of
Bally-Midway and Disney! Oh NO! Now people will bitch about that.

See ya all here.

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net

NO UNSOLICITED COMMERCIAL EMAIL

1916. Re: Chuckie Egg 1,2 & Bubble Trubble

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E63315.LyM@nonexistent.com>
Source record: 75389

-Then plan 2. Send them to Scott so he can put them up....
-
-Otherwise I will send them to people that want them (time allowing)
-
-
OK, they are up (Chuckie Egg 1 is just called chuckie egg)
I didnt get a chance to load them, but I passed them there.
I dont have enough control on the remote sys to put an incoming
directory in, so unless you get a direct email from me telling you to
send them to me, dont, as I am probably going to change my ISP in a
day or two (depends on how long they put up with the abuse I have been
giving them over this homepage stuff)

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1917. Re: TECHNA-VISION ALERT

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <5er4qp$r2g@dfw-ixnews12.ix.netcom.com>
Source record: 75390

Greetings from American Techna-Vision. Some Atari users with a long memory will recall our 1984 ads declaring an ATARI PARTS BONANZA. And indeed we had the largest stock of Atari replacement parts on the planet (and we still do).
Now I know that this is an Atari newsgroup, and that plenty of my customers have moved on to join the mainstream PC world, however you used to love purchasing our replacement parts to build you own computer. So for those of you who have the technical skill or desire to construct their own POWERFUL 486DX-66 IBM COMPATIBLE PERSONAL COMPUTER, consider the following offer:
We just received a huge shipment of NEW first quality 486DX MOTHERBOARDS. The MOTHERBOARD usually is the second most expensive item inside a PC after the HARD DRIVE. These boards are complete with AMIBIOS version 486DX ISA. They are configured to run the popular 486DX-66 CPU's that are available at a very reasonable prices from INTEL, CYRIX or AMD. Board can also run the 486DX-33. If you change a crystal, you can run a wide variety of older 486 CPU's. In short, these boards are tested and ready to run with the addition of 30 pin SIMM memory and CPU.
The motherboards are complete with installation manual, and for those who require it, we can include detailed instructions. Boards have 7 ISA slots. The good news? ISA cards are VERY inexpensive right now.
Now for the price:

OPTI-486 MOTHERBOARD . . . . $43.95 ea. Or (2) for $79.00

For quantities over 100 pieces call for pricing.

These boards would be an excellent use for those CPU's, RAM etc, left over from upgrades. So, if you would like to build a computer for hundreds instead of thousands, consider our offer. Oh, by the way we still have plenty of Atari parts.
Power Transformers for 800/400/1200XL/1050/XF551 etc . . . $4.50 ea.
Power Supply for 800XL/600XL/130XE/XEGS . . . $7.50 ea.
13 Pin Serial cable (SIO), 3 feet . . . $1.50 ea. Or (10) for $10.00
Replacement mechanic assembly for 1050 . . . $9.50 ea.
Printer Interface for all 8-bit models . . . . . .$9.95 ea.

Contact: AMERICAN TECHNA-VISION PHONE 510-352-3787
15338 INVERNESS STREET
SAN LEANDRO, CA. 94579 This is our 24th
year in business.

EMAIL ME AT rmax99@ix.netcom.com -
Ralph

1918. WTB: XL ROMs

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <E63nqF.6zy.0.bloor@torfree.net>
Source record: 75391

Hello,

I'm trying to upgrade my old 1200xl into a usable machine. I've already done the CLEARPIC mod, even added a switch to toggle between color and mono for 80 columns. Now I want to install an internal BASIC in it. So I need an XL or XE OS ROM (28 pin) and a Revision C BASIC ROM (24 pin). If anyone has any of these to sell or a DEAD XL or XE please email me.

Thanks,
Justin

--

| Justin R. Smith | Email: bx557@freenet.toronto.on.ca / bg302@scn.org |
| 5034 Sabra Avenue, Huber Heights, Ohio 45424 | Ph: (937) 233-2125 |

1919. Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <5es2u5$qm5$1@xmission.xmission.com>
Source record: 75392

I have two original copies of Alternate Reality (City and Dungeon).

However, when I boot up with disk 1 (US Doubled 1050), I always get the
FBI agent.

I'm running disks 2 and 3 from the APE Emulator.

Do I get the FBI because the US Doubled 1050 or because disks 2 and 3 are
running from an emulator?

What am I missing? Thanks.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

1920. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E640rF.8sC@nonexistent.com>
Source record: 75393

On 24 Feb 1997 05:52:21 -0700, jeking@xmission.xmission.com (James King) wrote:

-I have two original copies of Alternate Reality (City and Dungeon).
-
-However, when I boot up with disk 1 (US Doubled 1050), I always get the
-FBI agent.
-
-I'm running disks 2 and 3 from the APE Emulator.
-
-Do I get the FBI because the US Doubled 1050 or because disks 2 and 3 are
-running from an emulator?
-
-What am I missing? Thanks.
-

Doubler
If you have registered APE, you should be able to make a .PRO out of it, really test out Steven Tucker's format! AR was very well copy protected.

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1921. Problem with 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: Remco <remco@cairo.nl>
Message-ID: <33119D65.35DE@cairo.nl>
Source record: 75394

Hi,

last saturday I found a Atari 130XE on a market. I plugged it in and the only thging on screen was 'Testing rom' with two bars horizontally, and below it 'Testing Ram' with after a while 16 blocks per line.

I have left it for about an hour to see what happens, but it starts all over again. I tried 'booting' from a game module (Joust), but the same happened. The only key working is the reset button, which does what it should do.

I opened the box to see if there was missing something, but the mainboard is apparently covered by a metal plate, which I really didnt want to remove that moment, mostly because it looked untouched and brand new. I have no experience AT ALL with atari computers (I was a speccie myself!) and there were no manuals included.

I have two questions:

Does anybody know if there are online manuals available on the net about the 130xe
--and---

Does anybody know what the problem could be.

All help appreciated.

pls reply to: remco@cairo.nl
as my news-access is very limited.

Remco

==========
Odd error messages found in Windoze 2007:

"System error 02-286-45839SjNjdlsX-GPF occured :
Your network has detected an IP conflict between
your doorbell and the vacuumcleaner.
The doorbell has become unstable. Please shut it
down properly and restart."
==========

1922. NEED HELP WITH ACE C...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: ajbufort@mail1.sas.upenn.edu
Message-ID: <5es6jn$kna@netnews.upenn.edu>
Source record: 75395

Subject: NEED HELP WITH ACE C...
Newsgroups: comp.sys.atari.8bit
Summary:
Keywords:

Hello fellow Atarians... :)

I've only been using ACE C for a few days now, and I love it... I think. I'm trying to get a C function to pass a string to an assembly routine. I fumbled around with the "asm" statement first, the DOCUMENTATION BEING WRONG about its use, since it says you must open up the function with "$(" when in reality it must be omitted altogether. Now I'm wondering how I can pass a string containing a filename to my Assembly routine. I've tried many things, and none of them have worked. I'm getting the impression that maybe one CAN'T pass strings to asm functions, although for the time being, I refuse to believe this. PLEASE SAY IT AIN'T SO! I'd hate to think one could obly pass little old integers. :)

-Tony

1923. Re: Demo-Code-Source

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: Marcin Lewandowski <jaskier@mat.uni.torun.pl>
Message-ID: <5es6ul$b0e$1@Waldemar.mat.uni.torun.pl>
Source record: 75396

nadkar <nadkar@zeus.fh-pforzheim.de> wrote:
> hi all... in a few days there will be my new
> homepage avaible...
> are you interested in SOURCE-Codes from my demos???
> all in ascii-format, so you can easly read them...
> bye HeAvEn/TaquarT
Of course we are.

Jaskier
Marcin Lewandowski
(jaskier@mat.uni.torun.pl)

1924. ATARI RETAILER GONE OUT OF BUSINESS. - 8-bit.txt (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: modemkid@gate.net
Message-ID: <33119ee9.320012@news.gate.net>
Source record: 75397

1000's of 8-bit software. Disk and Carts. Cartridge list enclosed here.First come, First served. Some hardware. Make your list of 8-bit disks and email it to me at modemkid@gate.net or call me at 561-464-0019. Between the hours of 1pm-9pm est. Ask for Gary. M/C, Visa. Act now before your favorites are gone. Most all brand new in the box with instructions. For the most part, these are not used.

1925. ATARI RETAILER GONE OUT OF BUSINESS. - 8-bit.txt (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: modemkid@gate.net
Message-ID: <3311a068.702960@mailhost.gate.net>
Source record: 75398
Body handling: Inline uuencoded payload not displayed: 8-bit.txt

[Inline uuencoded payload not displayed: 8-bit.txt]

1926. Re: NEED HELP WITH ACE C...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: Bingham <bbingham@IDT.NET>
Message-ID: <5es922$a5b@nnrp2.farm.idt.net>
Source record: 75399

Anthony Bufort <ajbufort@mail1.sas.upenn.edu> wrote:

: Hello fellow Atarians... :)

: I'm getting the impression that maybe one CAN'T pass strings to asm
: functions, although for the time being, I refuse to believe this. PLEASE
: SAY IT AIN'T SO! I'd hate to think one could obly pass little old
: integers. :)

Hmm if you can pass an integer, isn't that the same as passing a pointer
to a string? Yummmy.

Bill

1927. Cheap Jags now out

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: JDC <2091744@mcimail.com>
Message-ID: <01bc226c$b8d96ac0$d56425a6@jcolbert.cr.mci.com>
Source record: 75400

I guess Atari is starting to dump the Jag's. I found this at Surplus Direct's web sight.
They usually only sell computer items, so I was rather surprised to see this there. I don't have a Jag, but I guess that would be a good deal. About $18 each for games, and would get the jag for free.
Through typical advertising hyperbole, they call it a Interactive Multimedia System.
Oh well.
http://www.surplusdirect.com/

Jeff
Jaguar 64-bit Interactive Multimedia System
<Picture: $52.88>Includes 3 Free Games!
<Picture: Jaguar 64-bit Interactive Multimedia System>

Enter Quantity:

System Requirements: This is a TV game. It has an adapter that plugs into cable ready (Coaxial cable) TVs. S-Video or composite input TVs will require an additional adapter.

If you're seeking the ultimate in interactive multimedia game play, Jaguar is the system for you. Interactive electronic entertainment for your home is achieved by the power of 64-bit RISC technology. Rich, vibrant graphics. CD-Quality digital stereo sound. And an expandable future you'll never outgrow! The Atari Jaguar will take you into the future of digital home entertainment. An expanding library of new and exciting software experiences takes full advantage of the Atari Jaguar's powerful 64-bit technology. Peripherals allow system expansion to support popular CD formats like CD-based games, audio CDs and CD+G. Do you think you're ready for the ultra-realistic, blood curdling, high intensity action of Jaguar? Lets find out! Key Features Include:

•64-bit Graphics Chip with multiple RISC processors •16.8 Million Colors provide super-realistic video motion •CD-Quality Sound in 16-bit digital stereo •3-D Graphics offer fast, furious and realistic animation •High Speed Rendering is faster than 850 million pixels per second •Digital Interface Port is capable of supporting emerging digital standards

This Package Includes:

•The Atari 64-bit Interactive Multimedia System •Sleek and responsive Jaguar Controller •AC Power Adapter •Video Cable •Three fast paced, adrenaline churning games: Checkered Flag, Pitfall and Kasumi Ninja!
--
Reply to 2091744@mcimail.com

1928. Re: update

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: read@my.sig
Message-ID: <3314bef4.6405737@news.networx.net.au>
Source record: 75401

noone@nowhere.com (Yogi) wrote:

>On Sun, 23 Feb 1997 17:01:42 GMT, read@my.sig (Steve) wrote:
>
>-YOGI!! Your still with us? I just responded to another posting after
>-finding your Jellystone Park message about "Tron". (Heh, I thought it
>-was a cool message).
>
>This is the new link for the page and all:
>
>ftp://ftp.hackerz.com/hackerz/atari/web/index.html
>
>Same as always some small changes.
>
>I'm not going anywhere.
>
>You should have seen the 3 or 4 pages that WERE there temporarily.
>And the filenames I left in my home directory.....
>
For a while there I had the impression that after all the "discussion"
about "you know what", that you had packed up shop. Especially after
seeing the "derezz" message. That was obviously for the ISP and not
the rest of us? Cool ! I'm sorry if I had the wrong idea there for a
while.
I'm off to update my lnks. Thanks Yogi, for not giving up.....

(breathes sigh of relief)

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1929. Re: Problem with 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: read@my.sig
Message-ID: <3313ba25.5173825@news.networx.net.au>
Source record: 75402

Remco <remco@cairo.nl> wrote:

>Hi,
>
>last saturday I found a Atari 130XE on a market. I plugged it in and the
>only thging on screen was 'Testing rom' with two bars horizontally, and
>below it 'Testing Ram' with after a while 16 blocks per line.
>
>I have left it for about an hour to see what happens, but it starts all
>over again. I tried 'booting' from a game module (Joust), but the same
>happened. The only key working is the reset button, which does what it
>should do.
>
>I opened the box to see if there was missing something, but the
>mainboard is apparently covered by a metal plate, which I really didnt
>want to remove that moment, mostly because it looked untouched and brand
>new. I have no experience AT ALL with atari computers (I was a speccie
>myself!) and there were no manuals included.
>
>I have two questions:
>
>Does anybody know if there are online manuals available on the net about
>the 130xe
> --and---
>
>Does anybody know what the problem could be.
>
>All help appreciated.
>
>pls reply to: remco@cairo.nl
>as my news-access is very limited.
>
>Remco
>

Sounds like the keyboard itself needs some work. I have had 2 130xe
Keyboards die on me suddenly, one was barely a week old at the time.
The problem is in the fact that the keyboard has a clear plastic
membrane circuit underneath the keys, and is very easily damaged. Or
the contacts simply don't "contact" as I found with my first XE, and
had to completely remove the keyboard and strip it down to clean the
contacts (which took me 3 attempts to get the damned "H" and "J" keys
working).
Anyways, from what you describe, the XE "boots" directly to "SELF TEST
MODE", which means that either the OPTION key is stuck, or the

keyboard circuit is faulty. What you should get when you turn it on is a BLUE screen, and in the top left corner there should be a "READY" prompt (providing you don't have any cartridges installed or a disk drive connected, and the OPTION key is not pressed).
As for Joust not working, try moving the cartridge around a bit when you turn it on. I have a hell of a time getting any cartridges to work on either of my XE's, it seems the slot is very sensitive and the cartridge must be in "just" the right position.
One way to see if the keyboard is at fault is to remove it from the motherboard, and boot it then. If you see the blue screen and "ready" prompt then of course the keyboard is in need of repair, or replacement.

Good luck..
Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1930. FS: Commodore 1702 Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: Eric Sharakan <eric.sharakan@east.sun.com>
Message-ID: <3311D4E7.1DA4@east.sun.com>
Source record: 75403

Works great on Ataris with separate chroma/luma (I used it on my old modified 800XL).

$25 cash & carry, in either Dedham or Chelmsford, Mass areas. Please reply by email only.

-Eric

1931. Re: 8bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: trek@ihgp114r.ih.lucent.com
Message-ID: <5esnn4$3ju@ssbunews.ih.lucent.com>
Source record: 75404

In article <3310FB27.62F8@pacbell.net>, <rwoolley@pacbell.net> wrote:
>Alan Christie wrote:
>>
>> if it is even possible to hook up a ZIP drive or CD rom to the 8bit, will
>> it go any faster than the 58k/s limit the parallel bus on the 800Xl?
.... some deleted
>> AlanWell, you need at least 12-15 CPU cycles to read a byte and store it in
>memory. That drops you down to 120KB or so. Then, ANTIC takes 30% of your
>cycles. Down to 83KB.... Set up and all leaves you with 45-50KB of real
>transfer capacity. Those sub-10 drives, by the way do improve your
>transfer. A 5200RPM drive runs 15% faster than an old 3600 on my 8-bit.
> Bob
>by the way, all you IOMEGA folks - you should have used the SyQuest
>EZ-135 instead. It runs (is) at HD speeds and comes in an IDE
>configuration. Works great on an 8-bit, too! Got mine for $135, new. Of
>course, they don't make 'em anymore!!! Damn!!

But don't despair. Just watch the newsgroups for used ones being sold.
I have also found a couple being sold at bargain clearance prices so
keep your eyes peeled. Wayne

1932. Re: Did you hear anyone say "Goodbye"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <3311E4D6.41C67EA6@fir.fbc.com>
Source record: 75405
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Russ,

Remember, Steve Jobs left Atari and started Apple in 1976, the Atari 400/800 were specifically designed by Atari to beat the Apple][e. What the Apple][lacked in graphics and sound it more then made up with SLOTS!!! Something the Atari's seriously lacked, yes it is true that a few OS boards came out, a few different RAM and RAMdisk boards and even 2 80 column cards (one with color RGB for that matter) I ever recently looked at a photo of what might have confirmed rumors that a long time ago someone designed a 300 baud modem for an 800 slot. These slot however were installed sideways and weren't ever truly taken advantage of. Atari also lost its sight as for what computer it wanted to compete against and instead of producing a 1200XL with more features and better expandability and slots, detachable keyboard, it decided to go after the Commodore 64 and started producing inferior versions of the 800 with little more then cutsy bells and whistles thrown in. Away went the best feeling keyboard, away went the slots, away went the future.

Curt

1933. loading exe files - any clear instructions?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: rbjones@therighside.demon.co.uk
Message-ID: <331206a6.546100@news.demon.co.uk>
Source record: 75406

Well, the message really says it all. All the files for the Atari 800
I can find at Jellystone Park are in .exe format. How do I load them
into Rainbow, XFormer or Xlit ?

Is there a proggy which converts them to atr files?

Barry
rbjones@therightside.demon.co.uk
http://www.therightside.demon.co.uk

1934. Re: 6502 Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: brat@interlog.com
Message-ID: <5et0qv$lgf@news.interlog.com>
Source record: 75407
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

```
In article <330F8AAA.BA7@xmission.com>, trevin@xmission.com wrote:
>MagerValp wrote:
>>
>>
>> Yup. But you could change the code to:
>>
>> PHA
>> TXA
>> PHA
>> TSX
>> LDA $0103,X
>> AND #$10
>> BNE BRKP
>>
>> This is how the C64 roms do it ($FF4B)
>>
>There's a bug in this code. What if S were $FE? Replace:
> LDA $0103,X
>with:
> INX
> INX
> INX
> INX
> LDA $0100,X

The interrupt process pushes 3 bytes onto the stack. Thus if S were $FE, the
stack would just have wrapped around and you would already be in deep sh--.
Adding code length to handle something that has already gone bad
somewhere else is never a good idea, and is downright bad in an interrupt
handler.

Bernie

--
Bernie Rataj brat@interlog.com qth://toronto.on.ca
Member: Ontario DX Association, Tsuruoka Canadian Budokai
--
```

1935. Memory Upgrades for the 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: Anthony Bufort <ajbufort@mail.sas.upenn.edu>
Message-ID: <331214EC.2C74@mail.sas.upenn.edu>
Source record: 75408

Can someone please give me a quick education about what memory upgrades are worth buying for my old Atari 800 w/48k?

I'm putting a priotity on breadth of usability and compatibility. By this, I mean an upgrade that will be usable by as many programs as possible, and one that can even, if possible, allow my 800 to run 64k programs which were meant for the 800XL but couldn't run on the 800 only because of lack of memory (and NOT OS-incompatibility issues.)

I would like something above 128K at the least, but it has to be something I can make the most of.

Some of the above-referenced programs I have in mind are...

Envision (I'd like to make use of it's 130XE feature which allows for multiple fonts to be in RAM at once.)

Superscript (meant for the 800XL, but can I get it to work on my 800 with additional memory?)

ICE-T XE (will it work with a memory upgrade on an 800?)

Thanks in advance,

Tony B.

1936. Re: Cheap Jags now out

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn5fiini.74.asmolar@smol.fast.net>
Source record: 75409

>Through typical advertising hyperbole, they call it a Interactive
>Multimedia System.
>Oh well.

Atari initially referred to it as an "Interactive Multimedia
System" or something similar. The didn't call it a game machine.
This was when it was first released, and was only available in
NY and LA. (I think it was late '93, or was it '94?)

They might have called it a game machine later.

1937. Hey ANON

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E64p6y.7ME@nonexistent.com>
Source record: 75410

What are you afraid of, that you need to be "anonymous?"
At any rate, the archive is not gone; just moved.
I'm glad you get so much satisfaction from "forcing" me to "lose" - it
must give your right hand some rest

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1938. Re: Problem with 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <331215DE.1829@pacbell.net>
Source record: 75411

Was one of the RAM blocks red? Usually you get the self-test screen on
power up because of a bad RAM chip. Pull the metal shields and test the
temperature of each RAM chip with your fingertip. The hot one is usually
the bad guy. If you can't identify the RAM chips, you need a tech.....
Bob Woolley

1939. Re: HELP: Got Eastern Front?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: johnh@newberry.microserve.com
Message-ID: <MPG.d7c3374cbc5bb789896a1@news.microserve.net>
Source record: 75412

In article <330E6845.6CC0@ix.netcom.com>, dgmarti@ix.netcom.com says...
> I'd really like to get my hands on a war sim game
> for Atari 800 called Eastern Front. It was written
> by Chris Crawford for Atari, I believe.
>
> It would really bring back the "good ole days" if I could
> find it out there somewhere.
>
> I wish I wouldn't have sold my Atari!
>
> Dave Marti
> dgmarti@ix.netcom.com
>

I have a few of these cartridges, no manuals though. I'll let them go
for $5.00 each plus $1.00 shipping.

--
John

johnh@newberry.microserve.com

That's Newberry Township in York County, PA
My homepage is at http://www.microserve.net/~johnh

This message written with 100% recycled photons.

1940. Xformer 3.6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-24 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199702242025.a28594@do2.maus.de>
Source record: 75413

```
WM>The free version of Xformer 3.6 documentation reports that on-the-fly
WM>disk changing is supported. What keystroke(s) allows you to do this?

F11

Tschuess
Frank
```

1941. Re: Atari 8-bit ROM Documentation Project

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <331224B8.7C36@ch.twi.tudelft.nl>
Source record: 75414

Hello!

> One of the changes were to correct a sleeping problem. The comput would
> just go to sleep on you and you would have to reboot to recouver from it

Fixed that. ROMCRC-32 now is a DOS 2.5 executable binary. Please e-mail
me to receive the 559 bytes long(!) executable.

Greetings,

Sidney Cadot
sidney@ch.twi.tudelft.nl

1942. Re: How do I read my Atari XE disks on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <33122438.1F3B@ch.twi.tudelft.nl>
Source record: 75415

Hi,

> For single density you could try using a program called
> ANADISK, which can read an Atari S/D disk on a PC 360k drive, but I
> have yet to see it read from a 1.2mb drive.

I have done it -- although I was unable to do it with Anadisk 2.07 - it somehow
failed while resetting the floppy disk controller. After switching back to Anadisk 2.05, which is still floating round the net, this problem disappeared and I can now read single density floppies without too much trouble.

There is however one subtle point to this: it was necessary that the Atari floppy was formatted SD on *both* sides, since an unformatted B-side somehow confused Anadisk.

After DUMPing the image, as described in the Atari 8 bit FAQ, I used DEANA.COM to make the dump-file into an XFD image.

Hope this helps,

Sidney Cadot
sidny@twi.tudelft.nl

1943. Re: Ex-Atari Programmer's inventory for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <33124ae2.9273215@news-east.sony.com>
Source record: 75416

FYI

Cyan Engineering was the name for the Atari group in Grass Valley that
R&D work. Not too much in the 82 timeframe except for "ERIC" wich was
the 800 point of purchase display hooked to a Laser disk.

Umm.... I think I know who this may be?

Did you by any chance write the 5200 O.S., 850 O.S.
5200 Missile Command, and later a Lynx game?

jj

I may need those ATARI plates :)

On Sat, 22 Feb 1997 04:20:43 GMT, zzyzx97@earthlink.net (ZZyzx) wrote:

> Memo from Larry Nicholson dated 20 October, 1982. Cyan
>Engineering leterhead (an Atari Subsidary or maybe subcontractor).
>Larry did the hardware interface card. Title of memo: Improvements
>for Future Eric Production. Distribution of this memo has 9 names
>including my own and Alan Kay, the guru who hung around Santa Monica
>coffee shops to get his ideas (too much caffiene?)
>

>I also have some Plastic "frontplates" with decals from Coin-op
>games from 1978-1983. Also 2 early console cames, brand new in box.
>I'll get these out of the attic and include them in this list next
>spring.
>
>Also official California License plates "ATARI" which were my
>personal plates in 1981-1984.
>
>
>Please make offers via E-mail.
>
>
>
>
> ZZyzx
>
>"We're not flying....we're falling with style."
> (Buzz Lightyear)

1944. C000-CFFF in Atari 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <33123985.5581@ch.twi.tudelft.nl>
Source record: 75417

Hello,

As I have no access to an Atari 400/800 machine, can anyone out there
please tell me what's in the area from $C000 to $CFFF?
"Mapping the Atari" claims it to be ROM, "not completely empty; it was
apparently used for system development in Atari's paleozoic age".

This is a statement which I find fascinating to say the least :-)

Greetings,

Sidney Cadot

1945. PAL Atari XL/XE timing

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <331238C4.631E@ch.twi.tudelft.nl>
Source record: 75418

Hello,

Recently I've been doing some timing on two Atari PAL systems, an XL
and an XE system. I have found the following:

* 105 cycles / horizontal trace period
* 312 cycles / vertical trace period, of which 240 visible and 72
blanked

giving a total of 312x105 = 32760 cycles / vertical trace period

Assuming this to be correct, I have found that these PAL Atari's 6502
runs at 1.63 MHz, which is much slower than the 2.11 MHz that my copy of
'Mapping the Atari' gives.

(of course I have timed with interrupts & DMA off, just measuring raw
processor speed).

Is anybody able to confirm or deny these results?

Greetings,
Sidney Cadot

1946. C000-CFFFF in Atari 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <33123B81.3259@ch.twi.tudelft.nl>
Source record: 75419

Hello,

As I have no access to an Atari 400/800 machine, can anyone out there
please tell me what's in the area from $C000 to $CFFF?
"Mapping the Atari" claims it to be ROM, "not completely empty; it was
apparently used for system development in Atari's paleozoic age".

This is a statement which I find fascinating to say the least :-)

Greetings,

Sidney Cadot

1947. PAL Atari XL/XE timing

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: Sidney Cadot <sidney@ch.twi.tudelft.nl>
Message-ID: <33123B5E.4DAE@ch.twi.tudelft.nl>
Source record: 75420

Recently I've been doing some timing on two Atari PAL systems, an XL
and an XE system. I have found the following:

* 105 cycles / horizontal trace period
* 312 cycles / vertical trace period, of which 240 visible and 72
blanked

giving a total of 312x105 = 32760 cycles / vertical trace period

Assuming this to be correct, I have found that these PAL Atari's 6502
runs at 1.63 MHz, which is much slower than the 2.11 MHz that my copy of
'Mapping the Atari' gives.

(of course I have timed with interrupts & DMA off, just measuring raw
processor speed).

Is anybody able to confirm or deny these results?

Greetings,
Sidney Cadot

1948. HELP

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: Fredrik.Jahn@tripnet.se
Message-ID: <331233aa.3044108@news.tripnet.se>
Source record: 75421

Hi everyone!

I am using Atari 520 Ste 1Mb with Notoator. I by mistake deleted a file from within Notator. Is there anyway to recover this file? I had put a lot of work into this song, so I woud be most grateful for any advice?

Best Regards

Fredrik Jahn

1949. Re: Xformer 3.6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: morbid@best.com
Message-ID: <33125454.3695917@nntp.best.com>
Source record: 75422

read@my.sig (Steve) wrote:
>
>It seems that if you want sound and joystick support you have to
>specify it on the command line. Also if you want BASIC DISabled you
>have to specify it too. I can't see why all these functions cannot be
>placed as default, and the need to specify on the command line only if
>you want them DISabled or BASIC ENabled. I suppose when considering
>the BASIC option, it was to keep in line with how a real Atari works.
>But as for the others, it's just a big hassle having to read up on the
>DOC's all the time. Yeh I know it could be run in a batch file, but
>then you'd need a batch file for every game disk/DOS disk/or
>whatever...
>
>Just my 2c worth.
>
>Steve.

How to make an XFORMER batch file: (My method)

1. Rename xformer.exe to something else (i.e. xf36.exe)
2. Create an xformer.bat and add the following lines:

```
@echo off
xf36 -j -s -8 -n -a %1 %2 %3 %4 %5 %6
```

"@echo off" is optional.
xf36 is xformer's executable.
-j enables joystick support.
-s enables sound.
-8 automatically enables atari8bit emulation
-n automatically disables basic
-a skips startup screen

It is important to put the %'s in there, as stated.

Now, to run xformer, you can run "xformer [disk image]" (w'out quotes)

F11 brings up the disk switching menu.

(I know this cuz I own the manual for 3.0. I bought it before I
heard of XLit...)

1950. Thompson PROBURNER Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: dougm@freenet.edmonton.ab.ca
Message-ID: <5etmi7hbc1@news.sas.ab.ca>
Source record: 75423

```
Up For Auction.....
=-=-=-=-=-=-=-=-=-=
PROBURNER by Thompson Electronics (Toronto, Canada)

-EPROM/EEPROM Programmer (Just the Cartrigde)
For use with Atari models:400, 800, XL and XE
(24 PIN Devices or 28 PIN Devices)
(I tried it out on an Atari 800 and menu's etc came up great)

+30.00 Minimum Bid

RULES
=-=-=
Auction runs for about 2 weeks (My discretion)
Prices are U.S. Funds
Canada and U.S. Only Please
Shipping is $2.00
Bid Increment is $2.00 above previous bid
******* This will be updated regularly on my homepage *******
http://www.freenet.edmonton.ab.ca/~dougm
Thanks

DougM's Super Summer Homepage
http://www.freenet.edmonton.ab.ca/~dougm
______ _____ _ _ _____ ___ ___
( _ ) ( _ ) ( ) ( ) ( ____) ( )( )
| | ) ) ( ( ) ) ( ) ( ) ( ) _ ( )( )( )
| |_) ) ( (_) ) ( )_( ) ( )_( ) ( ) () ( )
(______) (_____) (_____) (_____) (_) (_)
@freenet.edmonton.ab.ca
```

1951. Re: C000-CFFF in Atari 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E654wq.Dqv@nonexistent.com>
Source record: 75424

On Tue, 25 Feb 1997 01:59:49 +0100, Sidney Cadot
<sidney@ch.twi.tudelft.nl> wrote:

-Hello,
-
- As I have no access to an Atari 400/800 machine, can anyone out
there
-please tell me what's in the area from $C000 to $CFFF?
- "Mapping the Atari" claims it to be ROM, "not completely empty; it
was
-apparently used for system development in Atari's paleozoic age".
-
- This is a statement which I find fascinating to say the least :-)
-
- Greetings,
-
- Sidney Cadot

Nothing useful is there.
You can add in boards to put something there tho - Omnimon, the
Impossible! and a few others. A lot of companies made RAM boards for
it.

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

1952. Re: Hey ANON

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <3312bde7.2123157@news.abest.com>
Source record: 75425

On Mon, 24 Feb 1997 22:32:45 GMT, noone@nowhere.com (Yogi) wrote:

>What are you afraid of, that you need to be "anonymous?"
>At any rate, the archive is not gone; just moved.

What's the new location?

1953. Re: How do I read my Atari XE disks on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: Sean Gabb <main@sufo.demon.co.uk>
Message-ID: <DwND7DAozpEzEwn8@sufo.demon.co.uk>
Source record: 75426

In article <33122438.1F3B@ch.twi.tudelft.nl>, Sidney Cadot
<sidney@ch.twi.tudelft.nl> writes
>Hi,
>
>> For single density you could try using a program called
>> ANADISK, which can read an Atari S/D disk on a PC 360k drive, but I
>> have yet to see it read from a 1.2mb drive.
>
>I have done it -- although I was unable to do it with Anadisk 2.07 - it
>somehow
>failed while resetting the floppy disk controller. After switching back
>to Anadisk 2.05, which is still floating round the net, this problem
>disappeared and I can now read single density floppies without too much
>trouble.
>
>There is however one subtle point to this: it was necessary that the
>Atari floppy was formatted SD on *both* sides, since an unformatted
>B-side somehow confused Anadisk.
>
>After DUMPing the image, as described in the Atari 8 bit FAQ, I used
>DEANA.COM to make the dump-file into an XFD image.
>
>Hope this helps,
>
> Sidney Cadot
> sidny@twi.tudelft.nl

Thanks. It does help. However, though I have Anadisk, I cannot find a
copy of Deana. Can anyone help? As ever, thanks will be forthcoming -
and I shall be able to inflict on the world two really dreadful novels!
--
Sean Gabb

```
_____________________________________
| |
| Over himself, over his own mind and |
| body, the individual is sovereign. |
| (J.S. Mill, On Liberty, 1859) |
|_____________________________________|
```

1954. Re: SLIP/PPP and TCP/IP on the Atari8?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: rosans00@marvin.informatik.uni-dortmund.de
Message-ID: <5euac6$ole@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 75427

Thomas Havemeister (peter@soemtron.sb.sub.de) wrote:
: > So find an ISP that provides shell accounts <from which I am typing>

: with your 8-bit Atari?

Yes, Thomas. A shell account is an account where the programs are started
on the provider computer. You only see the ASCII-output. All you need
is a modem and a terminal program. But don not ask me which german provider
allows shell account.

--> Thomas Rosanski + toro@poboxes.com + http://home.pages.de/~toro/ <--

1955. Re: NEED HELP WITH ACE C...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: buesch@srv.net
Message-ID: <m2u3n1z0aj.fsf@caligula.srv.net>
Source record: 75428

ajbufort@mail1.sas.upenn.edu (Anthony Bufort) writes:

> I've only been using ACE C for a few days now, and I love it... I
> think. I'm trying to get a C function to pass a string to an assembly
> routine. I fumbled around with the "asm" statement first, the
> DOCUMENTATION BEING WRONG about its use, since it says you must open up
> the function with "$(" when in reality it must be omitted altogether.
> Now I'm wondering how I can pass a string containing a filename to my
> Assembly routine. I've tried many things, and none of them have worked.
> I'm getting the impression that maybe one CAN'T pass strings to asm
> functions, although for the time being, I refuse to believe this. PLEASE
> SAY IT AIN'T SO! I'd hate to think one could obly pass little old
> integers. :)

Tony, you pass a pointer that refers to the string; that is, it
contains the location of the string.

Also, check out cc8, it's a pretty major enhancement of ACE C.
Uses the same libraries and runtime code.

Brent

1956. Re: Huh??? What happened?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970224195838.24682A-100000@fissure.scar>
Source record: 75429

On Sun, 23 Feb 1997, Douglas Feldman wrote:

> I have compared two different newsgroup servers that I can access.
>
> At the University of Michigan, the news server only holds messages for
> about two days.
>
> My commercial ISP (ATT WorldNet) keeps the same messages for many weeks.
> I guess it's a matter of you get what you pay for ?????
>
> What newsgroup server (provider) are you using ???

The University of Toronto does about the same. 1 day and a half or so and
the current msgs get wiped out. Ah well

1957. Re: 8bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970224200039.24682B-100000@fissure.scar>
Source record: 75430

On Sun, 23 Feb 1997, Janice in NYC wrote:

> On Sat, 22 Feb 1997 15:49:54 GMT, Alan Christie
> <94chrisv@scar.utoronto.ca> wrote:
>
> >if it is even possible to hook up a ZIP drive or CD rom to the 8bit, will
> >it go any faster than the 58k/s limit the parallel bus on the 800Xl?
>
> I doubt it, since it's a hardware limitation....however, would it be
> that much more useful to have a really high data trasnfer rate on a
> regular 800XL? Even at 58k/s, the memory would fill up in little over
> a second......

Alot of the 8bit super users have 256k or more. Some of the guys even
have though 1 meg XE monsters. So a faster data transfer rate could work
with a RAM upgraded 8bit, but for practical purposes I can't see it
happening..

Alan
U of T

1958. Re: Cheap Jags now out

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970224202023.24682G-100000@fissure.scar>
Source record: 75431

On 24 Feb 1997, JDC wrote:

> I guess Atari is starting to dump the Jag's. I found this at Surplus
> Direct's web sight.
> They usually only sell computer items, so I was rather surprised to see
> this there. I don't have a Jag, but I guess that would be a good deal.
> About $18 each for games, and would get the jag for free.
> Through typical advertising hyperbole, they call it a Interactive
> Multimedia System.
> Oh well.
> http://www.surplusdirect.com/
>=20
> Jeff
> Jaguar 64-bit Interactive Multimedia System
> <Picture: $52.88>Includes 3 Free Games!=20
> <Picture: Jaguar 64-bit Interactive Multimedia System>
>=20
> Enter Quantity: =20
>=20
>=20
> System Requirements: This is a TV game. It has an adapter that plugs into
> cable ready (Coaxial cable) TVs. S-Video or composite input TVs will
> require an additional adapter.=20
>=20
> If you=92re seeking the ultimate in interactive multimedia game play, Jag=
uar
> is the system for you. Interactive electronic entertainment for your home
> is achieved by the power of 64-bit RISC technology. Rich, vibrant graphic=
s.
> CD-Quality digital stereo sound. And an expandable future you=92ll never
> outgrow! The Atari Jaguar will take you into the future of digital home
> entertainment. An expanding library of new and exciting software
> experiences takes full advantage of the Atari Jaguar=92s powerful 64-bit
> technology. Peripherals allow system expansion to support popular CD
> formats like CD-based games, audio CDs and CD+G. Do you think you=92re re=
ady
> for the ultra-realistic, blood curdling, high intensity action of Jaguar?
> Lets find out! Key Features Include:=20
>=20
> =9564-bit Graphics Chip with multiple RISC processors =9516.8 Million Col=
ors
> provide super-realistic video motion =95CD-Quality Sound in 16-bit digita=
l
> stereo =953-D Graphics offer fast, furious and realistic animation =95Hig=

h
> Speed Rendering is faster than 850 million pixels per second =95Digital
> Interface Port is capable of supporting emerging digital standards=20
>=20
> This Package Includes:=20
>=20
> =95The Atari 64-bit Interactive Multimedia System =95Sleek and responsive
> Jaguar Controller =95AC Power Adapter =95Video Cable =95Three fast paced,
> adrenaline churning games: Checkered Flag, Pitfall and Kasumi Ninja!=20
> --=20
> Reply to 2091744@mcimail.com
>=20
>=20
Very interesting message, but correct me if I'm wrong, there are only a
dozen Jaguar games and NO MORE ever to be created?

1959. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970224201219.24682D-100000@fissure.scar>
Source record: 75432

On 24 Feb 1997, James King wrote:

> I have two original copies of Alternate Reality (City and Dungeon).
>
> However, when I boot up with disk 1 (US Doubled 1050), I always get the
> FBI agent.
>
> I'm running disks 2 and 3 from the APE Emulator.
>
> Do I get the FBI because the US Doubled 1050 or because disks 2 and 3 are
> running from an emulator?
>
> What am I missing? Thanks.

WHat is the FBI agent? is that specific to your emulator? I never got
anything like that when I played AR..

Alan

1960. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <5eukvi$9a3$1@xmission.xmission.com>
Source record: 75433

In comp.sys.atari.8bit Yogi <noone@nowhere.com> wrote:

: Doubler
: If you have registered APE, you should be able to make a .PRO out of
: it, really test out Steven Tucker's format! AR was very well copy
: protected.

That was actually the first thing I tried, but I got the FBI agents
after making PRO! images too. I'll have to try both scenarios
without using a US Doubled 1050..

But I dont have any other disk drive type except XF551.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

1961. Re: Problem with 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5eumt7$3b0@dfw-ixnews12.ix.netcom.com>
Source record: 75434

In <33119D65.35DE@cairo.nl> Remco <remco@cairo.nl> writes:
>
>Hi,
>
>last saturday I found a Atari 130XE on a market. I plugged it in and the
>only thging on screen was 'Testing rom' with two bars horizontally, and
>below it 'Testing Ram' with after a while 16 blocks per line.
>
>I have left it for about an hour to see what happens, but it starts all
>over again. I tried 'booting' from a game module (Joust), but the same
>happened. The only key working is the reset button, which does what it
>should do.
>
>I opened the box to see if there was missing something, but the
>mainboard is apparently covered by a metal plate, which I really didnt
>want to remove that moment, mostly because it looked untouched and brand
>new. I have no experience AT ALL with atari computers (I was a speccie
>myself!) and there were no manuals included.
>
>I have two questions:
>
>Does anybody know if there are online manuals available on the net about
>the 130xe
> --and---
>
>Does anybody know what the problem could be.
>
>All help appreciated.
>
>pls reply to: remco@cairo.nl
>as my news-access is very limited.
>
>Remco
>
>==
>Odd error messages found in Windoze 2007:
>
>"System error 02-286-45839SjNjdlsX-GPF occured :
> Your network has detected an IP conflict between
> your doorbell and the vacuumcleaner.
> The doorbell has become unstable. Please shut it
> down properly and restart."
>==

Remco,
Check to see if the START key is stuck down! This would make it
boot without BASIC. When you just turn on the 130XE without a disk
drive and NOT holding down any keys, you should hear some noise for a
couple of seconds then see thre "READY" prompt on a blue screen. If you
type DOS then press return, you will then get the RAM test screen.
Check your keyboard. You may have to open the case to be sure the
keyboard is connected correctly and that the traces on the film sheet
(within the keyboard) is clean and all traces are good. The keyboard
circuit sheet could be damaged from maybe some liquid that may have
been spilled inside. Make sure the computer is completely disconnected
from everything before you open the case. Take a damp (not wet) c=loth
and clean both sides of the keyboard curcuit sheet. Check all of the
black rubber pads on the bottom of the keys to make sure there is no
debris or metalic particles. Be sure the all parts are completely dry
before you reassemble the computer then try it again. It should work
properly after this. Do this is only of you can't get it working from
outside.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

1962. Re: loading exe files - any clear instructions?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5eunb8$cef@dfw-ixnews11.ix.netcom.com>
Source record: 75435

In <331206a6.546100@news.demon.co.uk> rbjones@therighside.demon.co.uk (RBJ) writes:
>
>Well, the message really says it all. All the files for the Atari 800
>I can find at Jellystone Park are in .exe format. How do I load them
>into Rainbow, XFormer or Xlit ?
>
>Is there a proggy which converts them to atr files?
>
>Barry
>rbjones@therightside.demon.co.uk
>http://www.therightside.demon.co.uk

There are are a couple of ways to do this. I have a program (also available at the Umich Archive) called IMY which will copy a file into a .XFD image (sorry, at the moment it doesn't do .ATRs. I'm trying to get the author to rewrite it to do multiple moves and .ATRs). I will e-mail you a copy. You then run the .exes from the ATR as if it was on a real Atari. No BASIC and load from DOS.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

1963. 800XL Memory Test

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: ceegbs@cee.hw.ac.uk
Message-ID: <E65ttH.98o@cee.hw.ac.uk>
Source record: 75436

Last week I was given an 800XL, when I booted it up I was greeted with a memory test screen, with the ROM test giving 2 long yellow bars and the RAM giving lots of red and yellow dots. Can someone shed some light on what this means. The computer refused to do anything after this, pressing reset just went back to the start of the test, and help had no effect at all.
I would take it that I have faulty memory in the machine. How easy would it be to replace? Can the chips still be obtained easily enough?
Is it worth a shot at repairing, or does someone here want the bits?
I was also given a little box called a graphix AT, it has a peripheral connector on one end and a box with DIP switches and a centronics connector on the other. It it just a printer adaptor? or something more than that?

Thanks for the help,

Gavin

"Most people would rather	Gavin Saxby
be a sheep and have company,	Heriot-Watt University
than stand out on their own with	
antlers." Tori Amos	Edinburgh

1964. Re: C000-CFFFF in Atari 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: davepat@total.net
Message-ID: <33127dee.0@news.total.net>
Source record: 75437

In an article dated Tue, 25 Feb 1997 01:08:17 GMT, someone named Sidney
Cadot says...
>
>Hello,
>
> As I have no access to an Atari 400/800 machine, can anyone out there
>please tell me what's in the area from $C000 to $CFFF?
> "Mapping the Atari" claims it to be ROM, "not completely empty; it was
>apparently used for system development in Atari's paleozoic age".
>
> This is a statement which I find fascinating to say the least :-)
>
> Greetings,
>
> Sidney Cadot

No idea where it maps to, but the actual ROMs in the 400/800 are only 10k -
one 2k and two 4k. 2K is the chips mapped. OmniMon fit nicely into $C000,
adding great functionality (editor, monitor etc).

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
There are two major products that come out of Berkeley: LSD and UNIX.
We don't believe this to be a coincidence. - Jeremy S Anderson

1965. Soft from "Rush Hour"-Party 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33137920.1A61@zeus.fh-pforzheim.de>
Source record: 75438

hi xl/xe-fans...

you can find all files from the demo-party at

ftp://joshi.meil.pw.edu.pl/atari8/

maybe there is my new intro "r34lly unr34l" which made the 3rd place
at the demo/intro-compo

bye HeAvEn/Member of Taquart

1966. Re: Using ATRs and XFDs with REAL Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: Falcon <wfalcon@uofrlaw.urich.edu>
Message-ID: <3313000C.6AF4@uofrlaw.urich.edu>
Source record: 75439

Daniel Klugh wrote:
>
> Is there a programme to convert ATRs and XFDs into a actual disk on the Atari.
> I see all these games that I can't use on Yogi's (noone@nowhere) site.
> It has to run on a Atari or ST.
> Of course on the ST,it would need to be a programme to convert ATR/XFD
> files into DCM or other Atari disk format.
> (SpartaDOS's SCOPY SCP file or a Scrunch file)
> --
> The Doctor

I'm a little confused. I thought the only difference between an ATR/XFD disk image and the actual disk was the image header. I have used APE to copy an image from my PC "virtual drive" (Drive #1 on APE) to a floppy on my Atari's 1050 drive (Drive #2 on APE) with no problems whatsoever, and then used the floppy version of the disk image, which booted and ran flawlessly.

Is this what you're asking about?

Falcon

1967. Re: Cheap Jags now out

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: zakharov@panix.com
Message-ID: <5euvnd$j52@panix3.panix.com>
Source record: 75440

Alan Christie (94chrisv@scar.utoronto.ca) wrote:
: Very interesting message, but correct me if I'm wrong, there are only a
: dozen Jaguar games and NO MORE ever to be created?

You are wrong. There are about 50 (? - did not count, but a friend of mine has 47) games on carts and CD. And the new ones are coming out. Few games are to be released (or have been released) this year. For more info see http://www.telegames.com/ and other Jag sites.

Bottom line is - for about $120 for the console and CD and for $10-$15 a game (esp. for games like Tempest 2000, Battlemorph, Iron Soldier) Jaguar is a great value regardless of wether the new games are being produced

--
Vladimir Zakharov | "If only the eyes could see o O
zakharov@panix.com | Then you'd know your destiny OoOO
| The mind is an enemy OU==\
| And you just need a friend" RJD \ |/

1968. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5euaha$ca2@freenet-news.carleton.ca>
Source record: 75441

James King (jeking@xmission.xmission.com) writes:
> I have two original copies of Alternate Reality (City and Dungeon).
>
> However, when I boot up with disk 1 (US Doubled 1050), I always get the
> FBI agent.
>
> I'm running disks 2 and 3 from the APE Emulator.
>
> Do I get the FBI because the US Doubled 1050 or because disks 2 and 3 are
> running from an emulator?
>
> What am I missing? Thanks.

You get the FBI agent in AR:D when the copy protection test fails. Get
an unprotected copy of disk 1, or make a pro image of it. My pro image
runs it fine.

Steve

1969. Wanted: RTIME/8

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: malay@tds-gn.lmco.com
Message-ID: <5euuld$s5k2@news.tds-gn.lmco.com>
Source record: 75442

I'm looking for one of these - got one that you don't need?

Bob Malay

--

//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@tds-gn.lmco.com /
/ 703.367.2403 /
/ /
//

1970. ATR2DISK.COM??

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: malay@tds-gn.lmco.com
Message-ID: <5euv0s$s5k3@news.tds-gn.lmco.com>
Source record: 75443

A while ago someone posted a binary file, ATR2DISK.COM.
I just got around to trying this out and it crashes before
it displays its entire "splash" screen. I have been using
ATR2DSK.BAS - which is very, very slow. Are there alternatives
to building a "real" disk from an ATR file on a real Atari?
==========

Not interested in any of those PC emulator things.

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@tds-gn.lmco.com /
/ 703.367.2403 /
/ /
//

1971. please help me download using kermit

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: at289@chebucto.ns.ca
Message-ID: <5euvdm$sbr@News.Dal.Ca>
Source record: 75444

Hello, I'm having a bit of a problem downloading stuff from my shell
account using Kermit-65. Everything will be going fine up until I leave
my vt100 emulator and load up the Kermit and give the Receive command.
After Receive is given the kermit lists some RS.... errors.
Hmmm, also, when I load Kermit it tells me that the 850 is not
responding, is that importmant? Everything else seems to work fine and
then its as if it isn't communicating with the other computer or something...
I'm using an Atari 800xl(256k)
Atari SX212 1200 baud modem
VT100 emulator
some Kermit-65 program for Atari
and a basic ascii/text freenet accounct which supports
kermit and zmodem. I've only got kermit...

thanks for your help

--
Randy Gray

1972. Re: Using ATRs and XFDs with REAL Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: read@my.sig
Message-ID: <331314bf.4956212@news.networx.net.au>
Source record: 75445

Falcon <wfalcon@uofrlaw.urich.edu> wrote:

>Daniel Klugh wrote:
>>
>> Is there a programme to convert ATRs and XFDs into a actual disk on the Atari.
>> I see all these games that I can't use on Yogi's (noone@nowhere) site.
>> It has to run on a Atari or ST.
>> Of course on the ST,it would need to be a programme to convert ATR/XFD
>> files into DCM or other Atari disk format.
>> (SpartaDOS's SCOPY SCP file or a Scrunch file)
>> --
>> The Doctor
>
>I'm a little confused. I thought the only difference between an ATR/XFD
>disk image and the actual disk was the image header. I have used APE to
>copy an image from my PC "virtual drive" (Drive #1 on APE) to a floppy
>on my Atari's 1050 drive (Drive #2 on APE) with no problems whatsoever,
>and then used the floppy version of the disk image, which booted and ran
>flawlessly.
>
>Is this what you're asking about?
>
>Falcon

I think he means that he doesn't use the SIO2PC cable, and needs a way
to convert the image files into floppy's using only the 8-bit
computer, or a program to run on the ST which can convert the
ATR/XFD's into something usable on the 8-bit.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1973. Re: Using ATRs and XFDs with REAL Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: Ken Siders <103311.1224@compuserve.com>
Message-ID: <33131C65.4462@compuserve.com>
Source record: 75446

Steve wrote:
>
> dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
>
> >
> >Is there a programme to convert ATRs and XFDs into a actual disk on the Atari.
> >I see all these games that I can't use on Yogi's (noone@nowhere) site.
> >It has to run on a Atari or ST.
> >Of course on the ST,it would need to be a programme to convert ATR/XFD
> >files into DCM or other Atari disk format.
> >(SpartaDOS's SCOPY SCP file or a Scrunch file)
> >--
> > The Doctor
>
> Its a real pity that no-one has written a program yet that will
> actually convert ATR/XFD into DCM or a real disk.
> There was a program written in BASIC that someone posted to
> alt.binaries.atari that would convert an ATR/XFD into a real disk
> using the 8-bit, but is very slow due to BASIC, and seems to have
> problems with creating a proper copy of the image. I could have a go
> at cleaing the process up and speeding it up too, if you like. If you
> could mention what hardware you have: like 2 disk drives maybe? and do
> you have 400/800/XL/XE? It'd be much easier if you have 2 drives
> and/or 130xe or expanded 800/XL to be able to load the entire ATR/XFD
> into memory.
> Or I could just convert whatever software to DCM for you, I don't mind
> a bit of hard work :)
>
> Regards..
> Steve.

I wrote a program called DiskFormer that is available at umich or
on my page at one of these:
http://ourworld.compuserve.com/homepages/ken_siders/atari.htm
http://home1.gte.net/ksiders/atari.htm

It will convert an ATR or XFD image to an actual disk (as well as
some other options), but it only works with standard Single,
1050 double, and double density sizes. You must have a disk or
ramdisk large enough to hold the ATR or XFD file which is bigger than
the disk it will create. At the time I wrote it I didn't know what
all was in an ATR header so it just looked at file sizes to determine
the density. It probably wouldn't be too hard to add support for
non-standard sizes.

ken_siders@compuserve.com

1974. Re: Cheap Jags now out

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: trek@ihgp114r.ih.lucent.com
Message-ID: <5ev7f4$a05@ssbunews.ih.lucent.com>
Source record: 75447

In article <Pine.GSO.3.95.970224202023.24682G-100000@fissure.scar>,
Alan Christie <94chrisv@scar.utoronto.ca> wrote:
>On 24 Feb 1997, JDC wrote:
>
>> I guess Atari is starting to dump the Jag's. I found this at Surplus
>> Direct's web sight.
>> They usually only sell computer items, so I was rather surprised to see
>> this there. I don't have a Jag, but I guess that would be a good deal.
>> About $18 each for games, and would get the jag for free.
>> Through typical advertising hyperbole, they call it a Interactive
>> Multimedia System.
>> Oh well.
>> http://www.surplusdirect.com/

>Very interesting message, but correct me if I'm wrong, there are only a
>dozen Jaguar games and NO MORE ever to be created?

Wrong. There are somewhere between 35 and 50 games for the Jag (at least
6 of them are cdrom.) Last one I heard about came out in Nov-Dec 96 timeframe
if I remember correctly. At least 3 more scheduled for release in the first
6 months of 97. Its slowing down but not done yet. go check
rec.video.games.atari if you want the titles or further info. BTW, you
can get a jag from Bits of Fun for something like $29 new or $20 used.

Wayne

1975. Box 'O' Atari Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: "Michael R. Dodge" <dodgem@kci.wayne.edu>
Message-ID: <3313294A.69D0@kci.wayne.edu>
Source record: 75448

Hello, I have a big box of Atari up for grabs. It contains an 800XL, a 600XL, 2 5.25 drives (one with WarpDrive), a couple of printers, a modem, and a cassette tape drive. There is quite a bit of software including the Zork series, Hitchhikers GTT Galaxy, and other Infocom titles. Last I checked everything worked. $100.00 o/bo takes it.

--

Michael R. Dodge dodgem@mksi.com
Systems Director (313) 832 - 1500
Medical Knowledge Systems
Detroit, MI. 48201

1976. Re: Xformer 3.6

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <856894136.21786.0@kwll.demon.co.uk>
Source record: 75449

In article <33125454.3695917@nntp.best.com>, morbid@best.com (The Morbid Guy) wrote:
>How to make an XFORMER batch file: (My method)
>
>1. Rename xformer.exe to something else (i.e. xf36.exe)
>2. Create an xformer.bat and add the following lines:
>

Or just use xfSIO which has been out for ages at:

http://www.geocities.com/SiliconValley/Park/1211 - also, a new version for XLitv.018 at www.kwll.demon.co.uk coming soon! Stay tooned!

1977. Starfleet I

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc2351$397dcc40$0100007f@LocalHost>
Source record: 75450

Does anybody know if Starfleet I is cracked in Yogi's archive ? I would like to buy this game if anybody has it, but I if not, it's the next best thing to get it at Jellystone. Anyway, the game is manual protected after you played a level or so!

1978. Re: 8bit binaries

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc2354$3324b540$0100007f@LocalHost>
Source record: 75451

James Mirous <jim.mirous@mail.prostar.com> wrote in article
<330F9B89.541F@mail.prostar.com>...
> There was a binary site linked on Yogi's Jellystone, but now that Yogie
> is down, I don't have a link to it.
> Anyone have the link to atari 8bit binaries other than umich?
> Jim.

Try this

ftp://yoshi.meil.pw.edu.pl/atari8bit

1979. RTime-8

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: Bill Bragg <bill@spray-tech.com>
Message-ID: <01bc2355$ef1e1650$f2421ecf@solset001>
Source record: 75452

Anyone have a DCM of the RTime-8 disk. Mines gone bad. --Bill B.

1980. Re: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: gbloose@glo.be
Message-ID: <330f8b9d.1180448@news.glo.be>
Source record: 75453

Matty <moses@raven.cybercomm.net> wrote:

>You know, I hate to even suggest this but... if you really like M.U.L.E.
>[snip]
>you should swallow any pride and get "PC-64" (the commy emulator)...
>the Commy version actually has an unexpected bonus! You can play with
>up to three people! ... (later got an XL, only two joystick ports!?).

Hmm... no pride to swallow... just a litte bit of ignorance :-((
I did a posting some months ago about M.U.L.E.
Even on a XL/XE you can play with THREE players: player 1 using a
joystick on the 1st joystick port, players 2 and 3 using PADDLES (1
MegOhm resistors) on the 2nd joystick port; the 4th player is played
by the computer.

>Unfortunately, the Commy has inferior music (3 voices instead of 4),
>and the earthquakes no longer occasionally move a mountain...

You see, no C64 is needed, Atari is simply better! :-))
Although they both blew it! :-(((

1981. Re: Atari - Gone, Nothing left.

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970225134543.28155A-100000@moose.erie.net>
Source record: 75454

Well, you can buy a new Jag for $39. I'd guess that's below
Atari's original cost for the quantities produced. The CD-ROM can be
bought for $69. Games are $10 to $20. Go for it!

On 23 Feb 1997, Will Fisher wrote:

> > If B&C is supposed to be a diehard 8bit supporter why won't they carry
> > the Jaguar line?
>

> Could be because the Jaguar isn't a 8-bit system? =)
>
> It would be nice if they were to offer Jag's at cost
> pricing, at least they could possibly get some of the
> investment back it took to make the units. Smashing
> them would be sad, i'd love a Jag and Tempset2000
>
> Will Fisher
>
>
>

1982. Various Alternate Reality info

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: mgfrank@cyber2.servtech.com
Message-ID: <5eveiv$ju4@cyber2.servtech.com>
Source record: 75455

Those of you having problems with Alternate Reality might want to try a different set of disk images. You can get emulators and disk images at any of the various AR web sites, one of which is listed below. You can also play the game with a clear conscience, since Phil Price has made the old AR games freely available (but not public domain).

I say "the old AR games" to distinguish them from the *new* AR game. Yes, that's right, Alternate Reality is finally making a long-awaited comeback! AR will be reborn as Alternate Reality Online, a multiplayer online RPG, slated for release in mid-1998 by Monolith Productions. Phil Price and Gary Gilbertson (who wrote the music) are heading the project. We've been assured that all the music from the 8-bit city and dungeon will make it into AROL. See http://www.lith.com/ for details. Check the "what's new" section.

There are plenty of resources available for the AR fan, including a number of web pages. http://www.pacificone.com/sean/ is the one I remember the URL to off the top of my head. It has links to all the others, as well as disk images and emulators to play them on.

There's also a mailing list for discussion of AR old and new. You can subscribe to it by sending a message to majordomo@myst.slcc.edu with "subscribe arlist" in the body; the subject is unimportant. Some familiar names read and post to it.

If you're on IRC, be sure to check out the #alternate-reality channel on EFnet. irc.ais.net, irc.gate.net, and irc.voicenet.com are some servers you can try.

Incidentally, I'm not affiliated with Monolith, I'm just a really excited fan. :-)

Hope this helps!

1983. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5evfie$er@freenet-news.carleton.ca>
Source record: 75456

Alan Christie (94chrisv@scar.utoronto.ca) writes:
> On 24 Feb 1997, James King wrote:
>
>> I have two original copies of Alternate Reality (City and Dungeon).
>>
>> However, when I boot up with disk 1 (US Doubled 1050), I always get the
>> FBI agent.
>>
>> I'm running disks 2 and 3 from the APE Emulator.
>>
>> Do I get the FBI because the US Doubled 1050 or because disks 2 and 3 are
>> running from an emulator?
>>
>> What am I missing? Thanks.
>
> WHat is the FBI agent? is that specific to your emulator? I never got
> anything like that when I played AR..

If the copy protection test on disk 1 of AR:D fails, you get attacked
by 'The long arm of the law' or something like that. Very cute.

Steve

1984. Atari Classics?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: SuperScalar@Connecticon.com
Message-ID: <5f0e0q$21d@nnrp1.news.primenet.com>
Source record: 75457

Has anybody heard anything lately about Atari Classics?

Bill

1985. Krieg's Klassic Karts Auction Update #3

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-25 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <5f0cealu1@earth.execpc.com>
Source record: 75458
Cross-posted to: rec.games.video.marketplace,rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.cbm

```
Krieg's Klassic Karts Auction #2

**************************************************************************
* This auction will take bids until Feb. 28th. Then it will transition *
* to a Going, Going, Gone phase. Updates will be sent to participants *
* daily by e-mail. *
* *
* Thanks for your participation! *
**************************************************************************

Overview of the contents of this auction:
Atari 2600 66
Atari 5200 8
Atari 7800 4
Atari 8-bit 4
C64 6
Colecovision 1
Intellivision 20
Sega Master 1
Paper goods 19
Hardware 5

Minimum bid increments
.25 - 5.00 .50
5.00 & up 1.00

Shipping is extra.

Trades are also welcome. I collect many classic systems. Trades may cause
some items to be removed from the auction.

Mail all bids and offers to krieg@execpc.com.

2600 - Atari
------------
R Blackjack (missing end label) .50 Minimum
U Brain Games (text label) 2.00 englew
U Canyon Bomber (text label) .50 Minimum
C Circus Atari (text label, w/ docs) .50 Minimum
C Combat (text label, w/ box and docs) 1.00 Minimum
U Dig Dug .50 helmuelt
U Dodge 'Em (text label) .50 Minimum
C Hunt & Score (text label) 1.00 helmuelt
U Indy 500 .50 Minimum
R Midnight Magic 1.00 Minimum
```

R Midnight Magic 1.00 Minimum
R Othello 1.00 Minimum
C Pac-Man .25 Minimum
C Phoenix .50 Minimum
U RealSports Baseball .50 dodya
ER Road Runner (PAL, mint in box, complete) 15.00 helmuelt
R Star Ship 1.00 helmuelt
U Super Breakout .50 tdant
C Surround ("41" text label) .50 Minimum
C Swordquest: Earthworld 1.00 dodya
R Video Checkers (text label) 1.00 Minimum
U Video Pinball (upper case letters label) .50 Minimum

2600 - Activision

U Bridge .50 bconklin
U Chopper Command .50 bconklin
U Chopper Command .50 bconklin
R Dolphin 2.00 bconklin
U Dragster 1.00 bconklin
U Enduro .50 bconklin
U Fishing Derby .50 bconklin
U Freeway .50 bconklin
U Kaboom! .50 bconklin
R Kung-Fu Master 3.00 helmuelt
C Laser Blast .50 bconklin
U Megamania (heavy actiplaque) .50 bconklin
R Oink! 2.00 bconklin
C Pitfall .50 mhosier
R Pitfall II: Lost Caverns 3.00 helmuelt
R Plaque Attack 2.00 helmuelt
R Robot Tank 1.00 bconklin
U Skiing .50 bconklin
U Skiing .50 bconklin
R Sky Jinks 1.00 bconklin
U Stampede .50 bconklin
U Starmaster 1.00 bconklin
C Tennis (missing end label) .50 bconklin

2600 - CBS

R Wizard of Wor 1.00 mhosier

2600 - Coleco

U Mouse Trap .50 tdant

2600 - Data Age

C Journey Escape (missing end label) .50 Minimum

2600 - Epyx

R California Games 2.00 helmuelt
R Winter Games (heavy wear on end label 2.00 mhosier

2600 - Imagic

R Fire Fighter 1.00 Minimum
R Fire Fighter 1.00 Minimum

2600 - Parker Bros.

C Frogger .50 Minimum
U G.I Joe: Cobra Strike 1.00 helmuelt
U Reactor 1.00 Minimum
R Spider-Man 1.00 mhosier
C Star Wars: The Empire Strikes Back (bubbling label) .50 helmuelt

2600 - Sears

U Outer Space (picture label) 1.00 Minimum
U Speedway II (writing on label) .50 Minimum
C Target Fun .50 Minimum

2600 - Spectravideo

R Planet Patrol 2.00 Minimum

2600 - 20th Century Fox

U M*A*S*H .50 helmuelt
R Porky's 3.00 Minimum

2600 - Vidtec/US Games

R Commando Raid 2.00 tmw11
C Space Jockey .50 dodya
R Sneak'n Peek 2.00 dodya

5200 - Atari

C Dig Dug 1.00 englew
C Galaxian 1.00 bconklin
R Pengo (worn label) 3.00 englew
C RealSports Soccer 1.00 englew

5200 - Parker Bros.

C Frogger (frayed label) .50 bconklin
C Frogger (missing end label) .50 bconklin
C Q*bert 1.00 bconklin
C Q*bert (missing end label) .50 bconklin

7800 - Atari

R Food Fight 3.00 bconklin
R Mario Bros. 2.00 englew
C Pole Position II .50 bconklin
U Xevious 1.00 bconklin

Atari 8-bit

U Jungle Hunt 2.00 Minimum
U Kindercomp 1.00 Minimum
ER Powerstar (mint in box, complete) 20.00 cmoore
R Springer (mint in box, complete) 15.00 cmoore

C64 (untested)

Delta Drawing (Spinnaker) 2.00 Minimum
Frogger (Parker Bros.) 1.00 Minimum
Linking Logic (Fisher-Price) 2.00 Minimum
Logic Levels (Fisher-Price) 2.00 Minimum
Memory Manor (Fisher-Price) 2.00 Minimum
Mr. Cool (Sierra On-Line) 2.00 Minimum

Colecovision

C Smurf Rescue in Gargamel's Castle .50 helmuelt

INTV

U Advanced Dungeons & Dragons 1.00 moon2
C Armor Battle (white label) .50 Minimum
U Atlantis 1.00 dodya
R Checkers (w/ box, docs & overlays) 3.00 englew
U Demon Attack .50 dodya
R Electric Company Word Fun 1.00 englew
C Las Vegas Poker & Blackjack .50 Minimum
U Microsurgeon .50 Minimum
U NASL Soccer .50 Minimum
C Night Stalker .50 Minimum
R Sharp Shot (w/ instructions) 2.00 englew
C Skiing (white label) .50 dodya
U Space Hawk .50 Minimum
U Space Spartans (uses Intellivoice) 1.00 Minimum
R Star Strike (Sears, w/ box, docs & overlays) 1.50 Minimum
C Tennis .50 dodya
C Tron: Deadly Discs (white label) .50 dodya
R Tron: Maze-A-Tron 2.00 dodya
R Tron: Maze-A-Tron [case opens but cart works fine] .50 Minimum
R Vectron 2.00 dodya

Sega Master System

After Burner (w/ box and docs) 3.00 selfish

Paper Goods

Atari Catalog C012737-02 (7/78) .25 tmw11
Atari Catalog CO16725-Rev D (1981) .25 Minimum
Atari Catalog CO16725-Rev D (1981) .25 Minimum
2600 Air-Sea Battle instructions .25 englew
2600 Basketball instructions (Sears) .25 Minimum
2600 Basketball instructions (Sears, small tears) .25 Minimum
2600 Bowling instructions (Sears) .25 Minimum
2600 Breakout instructions .25 englew
2600 Casino instructions .25 englew
2600 Combat instructions .25 Minimum
2600 Combat instructions .25 Minimum
2600 Defender instructions .25 englew
2600 Demons to Diamonds instructions .25 englew
2600 Pitfall instructions .25 englew
2600 Slot Racers instructions .25 englew
2600 Space Invaders instructions .25 Minimum
2600 Super Breakout instructions .25 englew
2600 Yars Revenge instructions .25 englew
INTV Triple Action instructions .25 Minimum

Hardware

Atari SM124 Monochrome Monitor 20.00 Minimum
Monitor Master (monitor switchox for ST computers) 10.00 rbender
Atari XM301 Modem 1.00 Minimum
Avatex 1200 Baud Modem 2.00 Minimum
Suncom Slik Stik Joystick (fire button sticks) .50 Minimum
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

1986. Current Jag Prices (was Re: Atari - Gone, Nothing left.)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: mjewison@irus.rri.uwo.ca
Message-ID: <5f1gmg$4qi@falcon.ccs.uwo.ca>
Source record: 75319

In article <Pine.LNX.3.95.970225134543.28155A-100000@moose.erie.net>, Dennis McGuire
<mcguired@moose.erie.net> writes:
|>
|> Well, you can buy a new Jag for $39. I'd guess that's below
|> Atari's original cost for the quantities produced. The CD-ROM can be
|> bought for $69. Games are $10 to $20. Go for it!
|>

I can't help but chuckle when comparing the current prices for a new
Jag to the "deals" that Terry Ortman has been offering us for years
now on his used 8-bit stuff.

<chuckle>

See what I mean?

- Mike Jewison
mjewison@irus.rri.uwo.ca

1987. Re: Problem with 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970225224028.15612C-100000@fissure.scar>
Source record: 75320

On Mon, 24 Feb 1997 rwoolley@pacbell.net wrote:

> Was one of the RAM blocks red? Usually you get the self-test screen on
> power up because of a bad RAM chip. Pull the metal shields and test the
> temperature of each RAM chip with your fingertip. The hot one is usually
> the bad guy. If you can't identify the RAM chips, you need a tech.....
> Bob Woolley
>

Correct me if I'm wrong, but don't ALL the ICs in an 8bit get "hot" afte
rthe machine has been on for awhile. Or do you mean the "hottest" ram
chip is the culprit?

1988. Re: Soft from "Rush Hour"-Party 97-correct URL

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: Marcin Lewandowski <jaskier@mat.uni.torun.pl>
Message-ID: <5f1l5tngn2@Waldemar.mat.uni.torun.pl>
Source record: 75321

In comp.sys.atari.8bit nadkar <nadkar@zeus.fh-pforzheim.de> wrote:
> the correct url is:
> ftp://yoshi.meil.pw.edu.pl/atari8bit/
> sorry
> HeAvEn/TQA
ftp://yoshi.meil.pw.edu.pl/atari8bit/Copy-Party/Czestochowa97/MsxCompo or
GfxCompo or Intro-DemoCompo

Jaskier
Marcin Lewandowski
(jaskier@mat.uni.torun.pl)

1989. Re: 6502 Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: Trevin Beattie <trevin@xmission.com>
Message-ID: <33146D30.C8D@xmission.com>
Source record: 75322
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

Bernie Rataj wrote:
> The interrupt process pushes 3 bytes onto the stack. Thus if S were $FE, the
> stack would just have wrapped around and you would already be in deep sh--.
> Adding code length to handle something that has already gone bad
> somewhere else is never a good idea, and is downright bad in an interrupt
> handler.
>
> Bernie
>
Wait a minute - just what is wrong with wrapping the stack? Since no
program should be using the stack except in indexed mode, it doesn't
make any difference where the current stack pointer is. The only
possible problem is if you need to use more than 256 bytes on the stack,
but even then the starting and ending points are arbitrary. When I use
the Atari Assembler, the stack pointer is initialized to 0. This means
that the first byte pushed onto the stack is stored at $100, and the
next byte is stored at $1FF. There's no problem with that.

Trevin Beattie "Do not meddle in the affairs of wizards,
trevin@xmission.com for you are crunchy and good with ketchup."
{:-> --unknown

1990. Re: Various Alternate Reality info

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: read@my.sig
Message-ID: <33146d50.4889533@news.networx.net.au>
Source record: 75323

mgfrank@cyber2.servtech.com (Marc G. Frank) wrote:

>Those of you having problems with Alternate Reality might want to try a
>different set of disk images. You can get emulators and disk images at
>any of the various AR web sites, one of which is listed below. You can
>also play the game with a clear conscience, since Phil Price has made
>the old AR games freely available (but not public domain).
>
>I say "the old AR games" to distinguish them from the *new* AR game.
>Yes, that's right, Alternate Reality is finally making a long-awaited
>comeback! AR will be reborn as Alternate Reality Online, a multiplayer
>online RPG, slated for release in mid-1998 by Monolith Productions.
>Phil Price and Gary Gilbertson (who wrote the music) are heading the
>project. We've been assured that all the music from the 8-bit city and
>dungeon will make it into AROL. See http://www.lith.com/ for details.
>Check the "what's new" section.
>
>There are plenty of resources available for the AR fan, including a
>number of web pages. http://www.pacificone.com/sean/ is the one I
>remember the URL to off the top of my head. It has links to all the
>others, as well as disk images and emulators to play them on.
>
>There's also a mailing list for discussion of AR old and new. You can
>subscribe to it by sending a message to majordomo@myst.slcc.edu with
>"subscribe arlist" in the body; the subject is unimportant. Some
>familiar names read and post to it.
>
>If you're on IRC, be sure to check out the #alternate-reality channel on
>EFnet. irc.ais.net, irc.gate.net, and irc.voicenet.com are some servers
>you can try.
>
>Incidentally, I'm not affiliated with Monolith, I'm just a really
>excited fan. :-)
>
>Hope this helps!

WOW!! The greatest game really is going to new heights!
I had often pondered whether AR would ever make a comeback, and this
is exactly how I pictured it. And to include the original music- well,
how could they make it any better than the original soundtrack. This
is certainly something that has been well awaited, and well worth the
wait.

Thanks for the info. I can't wait to see how it all turns out.
Steve.

```
------------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
------------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
------------------------------------------------------------
```

1991. Iced Tea(?)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <33147BB8.47AA@isd.net>
Source record: 75324

I heard of this software called Iced Tea that lets you connect an 8-bit
to the web...

1. Is it freeware?
2. Where can I get it?

-thanx-

1992. Re: MyDos Question/problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E682A7.8vI@iglou.com>
Source record: 75325

In article <33143CEF.7690@isd.net>, Jim Klein wrote:
>I'm using a few different emualators and am having a problem with MyDOS
>on all of them.
>
>I have mydos45d.xfd as d1: and an blank atr disk as d2:
>
>When I press C to copy and type...
>
>d1:sp*.exe, d2: (copy d1:speedway.exe to drive 2)
>
>It then says copying "d1:speedway.exe d:speedway.exe"
>
Try it without a space after the comma.

--
Bill Marcum bmarcum at iglou dot com
Newly revealed evidence in the Simpson case:
1. Swiss Army knife box found in bathroom.
2. Victims were corkscrewed to death.

1993. Re: SLIP/PPP and TCP/IP on the Atari8?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <5f1vob$fi1@crl12.crl.com>
Source record: 75326

Thomas Havemeister (peter@soemtron.sb.sub.de) wrote:
: In article <Re: SLIP/PPP and TCP/IP on the Atari8?>, jvogel@crl.com (John M. Vogel)
wrote:

: Howdy John,

: > : >special programme that only works with them.
: > : >(PPP and (C)SLIP are common on UNIX machines)
: > : >Sad really.It means that all the USENET programmes like uudecode and rn
: > : >and mail have to be on your computer to download files,read news and
: > So find an ISP that provides shell accounts <from which I am typing>

: with your 8-bit Atari?

Not at the present time, but it is the solution I've used before I built
my APE cable to transfer files to the 8bit. I'd just hook up the 300
baud modem to the Atari and phone line and dialup my account, sign in,
and use xmodem to transfer files from my account (that were gathered
from yogi's site or whereever) to 8bit Atari floppy. Boy, I forgot how
slow 300 baud is :)

Well, now with the APE cable I can presumably connect thru the net with
my Atari at 28,800 kbps :)

Personally, nowadays, I think it's just easier to build the PRO cable and
grab files off the net with the PC and then transfer them directly to the
Atari disk drive.

Regards,
John
jvogel@crl.com

1994. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: kurt@csh.rit.edu
Message-ID: <MxSNBD.98A@csh-newsserver.csh.rit.edu>
Source record: 75327

In article <19970221064001.BAA07142@ladder02.news.aol.com> guy1015@aol.com (GUY1015) writes:
>
> Bobterm all versions 1.20 1.22 1.23 still have that problem dropping
>down to 12oo bauds at logon 19.2 What software fix are you talking
>about?
>
>

Actually... I use version 1.21 (1.22?) and it has no problems with staying at 19.2 if I connect at 19.2 HOWEVER, it has problems with when I connect at 14400... Since I want to still talk to the modem at 19.2 and it drops it to 1200...

Can anybody actually point me to version 1.23? I can't even find it on Bob Puff's BBS here in Rochester...

--Kurt

1995. Re: Atari Classics?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <3314a68b.12679687@news-east.sony.com>
Source record: 75328

Bill,

It's availible on the Playstation from Williams. It's a must have for
any PSX owner, excellent translations despite the lack of proper
controllers for some games.

jj

On 25 Feb 1997 21:26:02 -0700, SuperScalar@Connecticon.com wrote:

>
>Has anybody heard anything lately about Atari Classics?
>
>Bill
>
>

1996. Re: ATR2DISK.COM??

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: Deana Barrett <pwein@umich.edu>
Message-ID: <3314E658.5B2B@umich.edu>
Source record: 75329

You can easily transfer ATR images of Atari disks to real Atari disks by using a connector cable between your PC and your Atari disk drive. The cables are known as 1) APE cable, 2) SIO2PC cable, 3) XFormer cable

The first two cables do not require the use of an emulator program. Instead, they use their own file manager type program. They are all Shareware products available in working versions.

If you are willing to build / purchase a cable then you will be able to convert your .ATR images. However, if you did build the cable, then there would be no real need to convert the .ATR image to an Atari disk. THe same shareware software would allow your PC to act as a huge hard drive for your Atari.

I hope this gets you more interested ....

1997. sio2pc problem!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6R$sznT4zHB@peter.soemtron.sb.sub.de>
Source record: 75330

Howdy !

I just builded that sio2pc cable. Well I think it should work, but it
won't do anything :(. I simply get no connection with sio2pc. Where might
be the error? I'm a little bit confused, because it really should work !!

any solutions?

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

1998. Combined user group meeting

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: Patrick Mulvey <pmulvey@li.net>
Message-ID: <Pine.SUN.3.95.970225235610.6519D-100000@linet01>
Source record: 75331

This message is in MIME format. The first part should be readable text,
while the remaining parts are likely unreadable without MIME-aware tools.
Send mail to mime@docserver.cac.washington.edu for more info.

--1430380895-2078878720-857007549=:15884
Content-Type: TEXT/PLAIN; CHARSET=US-ASCII
Content-ID: <Pine.SUN.3.95.970226204334.18140B@linet01>

This Sat will be the first combined OHAUG and LIAUG user group meeting.
This will quite possibly be the largest Atari user group meeting currently
running in the United States. Directions follow. This first
meeting of four that are planned for this year will have on disply some
rare hrdware items and the showing of films taken directly from Atari
corp.

The meeting is again this Sat at 12:00 in Plainview N. Y.

The address is:
999 Old Country road
Plainview, N.Y. 11803

Directions:

From the north:
Take route 95 south and head for the Throgs Neck Bridge
After crossing the bridge proceed straight ahead to the Long Island
Expressway exit east.
Follow to the Seaford-Oyster Bay Expressway south.
exit at the Old Country Road exit and head east (left at traffic light)
the Library (Plainview-Old Bethpage Public Library) will be on your right.

From the west route 80:
Take route 80 to the George Washington Bridge. Follow the Cross Bronx
Expressway (route 95 north) to the Throgs Neck Bridge and follow the
directions from the Throgs neck above.

From the south:

Take route 95 (New Jersey Turnpike) to the Gothels Bridge exit (east)
Follow the signs to the Verrazano Narrows Bridge and keep to your left on
the bridge to exit onto the Belt Parkway. Follow the belt onto the
Southern State Parkway and follow that to the Seaford-Oyster Bay
expressway (exit 28AN) and follow the Seaford Oyster Bay expressway to
the Old Country Road exit. Make right follow to Library

The meeting is in the basement of the Library...

Any questions Please E-Mail me before Midnight Friday EST

Thank you for your attention...

Patrick J. Mulvey
President of LIAUG.

--1430380895-2078878720-857007549=:15884--

1999. Re: Using ATRs and XFDs with REAL Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5f2s9t$em6@login.freenet.columbus.oh.us>
Source record: 75332

Steve (read@my.sig) wrote:
: dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

: >
: >Is there a programme to convert ATRs and XFDs into a actual disk on the Atari.
: >I see all these games that I can't use on Yogi's (noone@nowhere) site.
: >It has to run on a Atari or ST.
: >Of course on the ST,it would need to be a programme to convert ATR/XFD
: >files into DCM or other Atari disk format.
: >(SpartaDOS's SCOPY SCP file or a Scrunch file)
: >--
: > The Doctor

: Its a real pity that no-one has written a program yet that will
: actually convert ATR/XFD into DCM or a real disk.
: There was a program written in BASIC that someone posted to
: alt.binaries.atari that would convert an ATR/XFD into a real disk
: using the 8-bit, but is very slow due to BASIC, and seems to have
: problems with creating a proper copy of the image. I could have a go
: at cleaing the process up and speeding it up too, if you like. If you
: could mention what hardware you have: like 2 disk drives maybe? and do
: you have 400/800/XL/XE? It'd be much easier if you have 2 drives
: and/or 130xe or expanded 800/XL to be able to load the entire ATR/XFD
: into memory.
: Or I could just convert whatever software to DCM for you, I don't mind
: a bit of hard work :)

My friend has a 48k Atari with a 810 and 1050.
I could lug down my 800XL and double density drive if need be.

But you should probably just make a 48k programme that works with 1 or 2
drives.
OH,and make sure to ask the user WHICE drivers,since he may have a hard
disk as drive 1 or something.
--
The Doctor

2000. Re: Yogi's hackerz site

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5f2t5r$j8o@login.freenet.columbus.oh.us>
Source record: 75333

Yogi (noone@nowhere.com) wrote:
: On 21 Feb 1997 15:05:47 -0500, dklugh@freenet.columbus.oh.us (Daniel
: Klugh) wrote:

: -
: -Well,they looked like spaces to me.Whatever they are,they interfere
: with
: -Gopher.Do we really need to prepend "BINARIES" to all the directories
: in
: -the "BINARIES" directory,
: -(actually,it was "EXE",not "BINARIES")
: -This would probably affect anyone else using the Freenet.
: -Is there another gopher server that would have no problem with
: hackerz.com?
: ---
: - The Doctor

: Oops, they were space. The sysadmin there must have changed them (he
: had to restore a few weeks ago.)
: At any rate, I changed them all to -
: This should help out a bit. i.e. EXE-AtoI rather than the space.

Thanks a billion!
Now to just get a ATR-to-disk converter.I could probably just write one in
BASIC if I can't find one.
(and it will use XIO instead of GET to read the ATR file so it won't be slow)
I'll have to adapt my (really Mapping the Atari's) CIO routine to call the
SIO.
(you can't just use USR() since it will corupt the stack)
--
The Doctor

2001. Re: Itay and IceT 2.72!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5f2tc8$kda@login.freenet.columbus.oh.us>
Source record: 75334

drake thomas (phd posi) (tdrake1@umbc.edu) wrote:
: Ice-T 2.72 is now available from the umich archives and the screen dump
: print option now works again!

: Thanks, Itay!

: Also note for those of you who have been having problems downloading or
: are getting CRC or unarc corruption errors with Ice-T...

: Make sure you have the D/L EOL trans. under the Mini-DOS menu set to
: "None". See if that helps you out with your binary downloads.

Unless Ice-T automaticly strips X-modemed files,you'll have to use Bob
Puff's File Fixer on it.
You can tell by looking at the end of the file.If there are a bunch of
control-Zs at the end of the file,then you need File Fixer or just
download A-tar-zee modem from umich.
--
The Doctor

2002. Re: exe files in Emulator. How?

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5f2uep$pta@login.freenet.columbus.oh.us>
Source record: 75335

RBJ (rbjones@therighside.demon.co.uk) wrote:
: Ive downloaded some .exe files from the Jellystone Park archive. How
: do I get them to work through an emulator?

: I use Rainbow and can only use .atr files with it, but most of the
: files I have seen are in .exe format.

This is a OBJ file,called COM by SpartaDOS and DOS XL.
(not to be confused with CMD files)
It contains a machine language (ML) programme.It can be used directly by
Xformer,but you also need to load a DOS to access it.Xformer comes with
MYDOS45.ATR (or something like that) so just type
XFORMER MYDOS45.ATR filename.com
where "filename.com" is a ML file of a game or what not.
Make sure to de-activate BASIC (shift-F9) and switch to 800 mode (F10)
and use DOS "L" command to load the file.
Use "2" to look at drive 2 since "filename.com" is the second thing on the
command line.
To load;
L2filename.com
where "filename.ext" is the filename you see listed on 2.
Note that DUP (the menu you're using) will automaticly print a RETURN
after you press "L" or any other command,for that matter.
You can have up to 8 or 9 drives.
You can put any file on the command line.If it'sd a ATR file,it will look
like a disk with files.If it's any other file,it will look like a disk
with one file on it.So the file may be a ML (COM or OBJ) programme or a
BASIC programme or a text file.

: I havent been able to get .atr files to work with Xlit or Xformer -
: how come? The screen either just goes corrupt or says remove cartrige.

You have to press shift-F9 to disable the BASIC "cartridge".
You may also have to switch to a older OS using F10.

: Does anyone have a copy of the Atari 800XL SYSTEM ROM? I havent seen
: it around anywhere - I have the 800 SYSTEM ROM which works fine
: anyway.

It should come with Xformer.

: Im new to Atari Emulation. So, which is the best emulator? I have a
: copies of Rainbow 95, Xlit, Xformer. Never seen Xlit or Xformer
: actually run something yet though.

Xformer is good for BASIC programmes or programming languages that use the
OS like BASIC or Assembler/Editor.

--
The Doctor

2003. Looking for....(Program)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: Andre Bullock <AVB6567@worldnet.att.net>
Message-ID: <3314FFE1.6FA1@worldnet.att.net>
Source record: 75336

I would like to find a copy of Ultra Disassembler, written by Ralph Jones and sold by Adventure International. I know this obscure one should be in some ex-Atari programmers bin somewhere.

Thanks, e-mail any offers.

avb6567@worldnet.att.net

2004. Re: Combined user group meeting

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970226233450.6821B-100000@moose.erie.net>
Source record: 75337

I hope someone will post a report on the OHAUG and LIAUG
get-together!

2005. Re: MyDos Question/problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: read@my.sig
Message-ID: <33156f56.5408135@news.networx.net.au>
Source record: 75338

Jim Klein <jklein@isd.net> wrote:

>I'm using a few different emualators and am having a problem with MyDOS
>on all of them.
>
>I have mydos45d.xfd as d1: and an blank atr disk as d2:
>
>When I press C to copy and type...
>
>d1:sp*.exe, d2: (copy d1:speedway.exe to drive 2)
>
>It then says copying "d1:speedway.exe d:speedway.exe"
>
>But, as you can see, it does not goto d2: as I've specified... but
>instead goes to d:
>
>what am I doing wrong or is this a bug?
>
>I found out that if I assign d: as d2: then it
>says copying "d1:speedway.exe d:speedway.exe" but in reality it goes
>to d2:
>
>P.S. Is there a homepage for MYDOS?
>
>-thanx-
>

It's because you need to specify wildcards in the filename for D2

ie: [C]opy D1:*.EXE,D2:*.*

because of the lack of a filename (or wildcards) for D2:, MyDOS has to
use the default drive to write to, which is D:

I'm pretty sure this is correct, but if anyone else knows
why...........

Steve

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

2006. Re: TEST

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970226174441.11614A-100000@fissure.scar>
Source record: 75339

On 26 Feb 1997, ASharkis wrote:

> I posted several answers to the ng in the past few days that seem not to
> have made it in. Therefore:
>
> THIS IS A TEST!
>
> If it doesn't go through, I'm going to holler at AOL :-)
>
>
Test msg is coming though loud and clear.. don't blame AOL!

Alan
U of T, Comp Sci

2007. TEST

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970226003000.TAA15403@ladder02.news.aol.com>
Source record: 75459

I posted several answers to the ng in the past few days that seem not to have made it in. Therefore:

THIS IS A TEST!

If it doesn't go through, I'm going to holler at AOL :-)

2008. Re: Atari History info

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970226060900.BAA07626@ladder02.news.aol.com>
Source record: 75460

JTS Bought ATARI inc for a TAX BREAK, Man it hurts just posting this..
:(
They have no plans to bring any new ATARI products to market, or even
support anything already on the market.

Thanks for the info on the JTS flaky drives, Ill keep clear of them.

2009. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970226064900.BAA10699@ladder02.news.aol.com>
Source record: 75461

Look for a crack of AR, That will fix the problem with the FBI :)
I also own Both AR and ARD Bought them from American Techno Vision
about 10 years ago, My floppies are so old a worn out that the game
would no longer boot. Thanks to Yogi, I restored my floppies ..

Thanks Yogi..

2010. Re: Problem with 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970226064201.BAA10159@ladder02.news.aol.com>
Source record: 75462

Change your ANTIC chip...

A user in our group MFACC had the same problem.

2011. Re: 800XL Memory Test

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: davepat@total.net
Message-ID: <3313f592.0@news.total.net>
Source record: 75463

In an article dated Tue, 25 Feb 1997 13:08:04 GMT, someone named Gavin Saxby says...
>
>
>Last week I was given an 800XL, when I booted it up I was greeted with a
>memory test screen, with the ROM test giving 2 long yellow bars and the
>RAM giving lots of red and yellow dots. Can someone shed some light on
>what this means. The computer refused to do anything after this, pressing
>reset just went back to the start of the test, and help had no effect at
>all.
>I would take it that I have faulty memory in the machine. How easy would
>it be to replace? Can the chips still be obtained easily enough?
>Is it worth a shot at repairing, or does someone here want the bits?
>I was also given a little box called a graphix AT, it has a peripheral
>connector on one end and a box with DIP switches and a centronics
>connector on the other. It it just a printer adaptor? or something more
>than that?
>
>Thanks for the help,
>
>Gavin

Memory chips on the 800xl are on the left of the motherboard, 8 64kx1 chips.
They're fairly cheap.

And the Graphix AT is a printer interface; the DIP switches let you select
the type of printer and some of the print options (line feed etc)

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
There are two major products that come out of Berkeley: LSD and UNIX.
We don't believe this to be a coincidence. - Jeremy S Anderson

2012. Re: Soft from "Rush Hour"-Party 97-correct URL

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <3314A5C4.36A9@zeus.fh-pforzheim.de>
Source record: 75464

the correct url is:

ftp://yoshi.meil.pw.edu.pl/atari8bit/

sorry

HeAvEn/TQA

2013. Re: need some screenshots!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: Sven Gleich <sgl@hrz.tu-chemnitz.de>
Message-ID: <33143551.1893@hrz.tu-chemnitz.de>
Source record: 75465

hi !

i could do some screenshots but just for games
which are running under Xformer 3.60/xl-it because i have
no tv-tuner-card in my pc.
so probably that's not the help you awaited.
anyway, let me know if you are interested.
i am currently working on an emulator database for xl/xe
games.

bye, sven.

2014. MyDos Question/problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <33143CEF.7690@isd.net>
Source record: 75466

I'm using a few different emualators and am having a problem with MyDOS
on all of them.

I have mydos45d.xfd as d1: and an blank atr disk as d2:

When I press C to copy and type...

d1:sp*.exe, d2: (copy d1:speedway.exe to drive 2)

It then says copying "d1:speedway.exe d:speedway.exe"

But, as you can see, it does not goto d2: as I've specified... but
instead goes to d:

what am I doing wrong or is this a bug?

I found out that if I assign d: as d2: then it
says copying "d1:speedway.exe d:speedway.exe" but in reality it goes
to d2:

P.S. Is there a homepage for MYDOS?

-thanx-

2015. Re: Memory Upgrades for the 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970225223742.15612B-100000@fissure.scar>
Source record: 75467

On Mon, 24 Feb 1997, Anthony Bufort wrote:

> Can someone please give me a quick education about what memory upgrades
> are worth buying for my old Atari 800 w/48k?
>
> I'm putting a priotity on breadth of usability and compatibility. By
> this, I mean an upgrade that will be usable by as many programs as
> possible, and one that can even, if possible, allow my 800 to run 64k
> programs which were meant for the 800XL but couldn't run on the 800 only
> because of lack of memory (and NOT OS-incompatibility issues.)
>
> I would like something above 128K at the least, but it has to be
> something I can make the most of.
>
> Some of the above-referenced programs I have in mind are...
>
> Envision (I'd like to make use of it's 130XE feature which allows for
> multiple fonts to be in RAM at once.)
>
> Superscript (meant for the 800XL, but can I get it to work on my
> 800 with additional memory?)
>
> ICE-T XE (will it work with a memory upgrade on an 800?)

Axlon 128k Ramdisk would be best for compatibility purposes considering
many ramdisk programs were made to run with that upgrade (like some of the
Syn-Series application software) I think there was a Newell 288k (or
something 288k for an 800) but like you said alot of the EXTRA ram
software was desigfned for Xl/XE Os, so the extra ram might not help.
Envision and superscript (if it the one I'm thinking of) are old enough to
work. But ICe T XE I haven;t used and I am guessing it is XE OS specific.
Somebody correct me if I'm wrong!

Alan
U of T, Comp Sci

2016. Re: Cheap Jags now out

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-26 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970225224735.15612D-100000@fissure.scar>
Source record: 75468

On 25 Feb 1997, Vladimir Zakharov wrote:

> Alan Christie (94chrisv@scar.utoronto.ca) wrote:
> : Very interesting message, but correct me if I'm wrong, there are only a
> : dozen Jaguar games and NO MORE ever to be created?
>
>
> You are wrong. There are about 50 (? - did not count, but a friend of mine
> has 47) games on carts and CD. And the new ones are coming out. Few games
> are to be released (or have been released) this year. For more info see
> http://www.telegames.com/ and other Jag sites.
>
> Bottom line is - for about $120 for the console and CD and for $10-$15 a game
> (esp. for games like Tempest 2000, Battlemorph, Iron Soldier) Jaguar is a great
> value regardless of wether the new games are being produced
>
>
> --
> Vladimir Zakharov | "If only the eyes could see o O
> zakharov@panix.com | Then you'd know your destiny OoOO
> | The mind is an enemy OU==\
> | And you just need a friend" RJD \ |/

Wow! I didn't think that many titles got released for the Jaguar. I
never heard too much about the Jaguar here in Toronto, except for what I
read in Atari mags and rumours circulating. You are right, the Jag price
is better than the competitors.

Atari.... Power without the Price?

2017. Re: Iced Tea(?)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6Rdv56NpzHB@peter.soemtron.sb.sub.de>
Source record: 75269

In article <Iced Tea(?)>, jklein@isd.net (Jim Klein) wrote:

Howdy Jim,

> 1. Is it freeware?
> 2. Where can I get it?

;-) I'm sure you mean Ice-T(eeeeee) :)

well you can find it somewhere in the UMich Archiv..

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !
CrossPoint v3.11

2018. Re: 800XL Memory Test

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: buesch@srv.net
Message-ID: <m2hgiy8ymp.fsf@caligula.srv.net>
Source record: 75340

davepat@total.net (David A. Paterson) writes:

> In an article dated Tue, 25 Feb 1997 13:08:04 GMT, someone named Gavin Saxby
> says...
> >Last week I was given an 800XL, when I booted it up I was greeted with a
> >memory test screen, with the ROM test giving 2 long yellow bars and the
> >RAM giving lots of red and yellow dots. Can someone shed some light on
> >what this means. The computer refused to do anything after this, pressing
> >reset just went back to the start of the test, and help had no effect at
> >all.

> Memory chips on the 800xl are on the left of the motherboard, 8 64kx1 chips.
> They're fairly cheap.

Yup. Also, they're pin-compatible with the 256Kx1 used in older PC
motherboards. You just won't see 256K unless you install an upgrade
kit; which, if you get the XL working, you might want to do :).

Brent

2019. Re: Soft from "Rush Hour"-Party 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: Fred Thompson <fhthomps@concentric.net>
Message-ID: <01bc2485$9c1678e0$158c9bcf@crc3.concentric.net>
Source record: 75341

This link doesn't seem to work. Did anybody else have the same challenge?

nadkar <nadkar@zeus.fh-pforzheim.de> wrote in article
<33137920.1A61@zeus.fh-pforzheim.de>...
> hi xl/xe-fans...
>
> you can find all files from the demo-party at
>
> ftp://joshi.meil.pw.edu.pl/atari8/
>
> maybe there is my new intro "r34lly unr34l" which made the 3rd place
> at the demo/intro-compo
>
> bye HeAvEn/Member of Taquart
>

2020. Re: sio2pc problem!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <E69CpK.GCw@nonexistent.com>
Source record: 75342

On 26 Feb 1997 17:00:00 +0100, peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:

-
-Howdy !
-
-I just builded that sio2pc cable. Well I think it should work, but it

-won't do anything :(. I simply get no connection with sio2pc. Where might
-be the error? I'm a little bit confused, because it really should work !!
-
Did you test the connections on the SIO end with a continuity tester or did you trust the color coding? (The color coding is usually wrong!)

The reply to email attached to this message is False.
To Reply via email to this message, remove the asterisks
and email ***scharles***@*****blast.net
NO UNSOLICITED COMMERCIAL EMAIL

2021. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5f3uo6$ghc@sjx-ixn2.ix.netcom.com>
Source record: 75343

In <MxSNBD.98A@csh-newsserver.csh.rit.edu> kurt@csh.rit.edu (Kurt Mosiejczuk) writes:
>
>In article <19970221064001.BAA07142@ladder02.news.aol.com> guy1015@aol.com (GUY1015) writes:
>>
>> Bobterm all versions 1.20 1.22 1.23 still have that problem dropping
>>down to 12oo bauds at logon 19.2 What software fix are you talking
>>about?
>>
>>
>
>
>Actually... I use version 1.21 (1.22?) and it has no problems with
>staying at 19.2 if I connect at 19.2 HOWEVER, it has problems with
>when I connect at 14400... Since I want to still talk to the modem
>at 19.2 and it drops it to 1200...
>
>Can anybody actually point me to version 1.23? I can't even find it on
>Bob Puff's BBS here in Rochester...
>
>--Kurt
Kurt,
You actually want you system set to 19200 and let the modem just do its thing. It will work just fine at 14400. I've done this on probably 1000's fo occasions. I use BTM 1.21 via my MI/O 256K. Never had a problem!

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

2022. Re: Soft from "Rush Hour"-Party 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc24b2$484e4940$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 75344

```
nadkar <nadkar@zeus.fh-pforzheim.de> wrote in article
<33160738.6A20@zeus.fh-pforzheim.de>...
> for "r34lly unr34l"-intro look at
> http://www.uni-karslruhe.de/~Marek.Tomczyk

It's uni.karlsruhe.de

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/
```

2023. Re: Soft from "Rush Hour"-Party 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33160738.6A20@zeus.fh-pforzheim.de>
Source record: 75345

we haven't put our winning intro there yet...

for "r34lly unr34l"-intro look at

http://www.uni-karslruhe.de/~Marek.Tomczyk

on the atari pages and in the demo-corner...

a short description of demos on the yoshi-server

there are 2 intros of MEC in the folder...
(1 is a "joke"-intro, 2nd is a "real" intro...)

and there are 4 diskx.dcm files there... this is the
winning demo from polynomials... so you have to depack them

1st i thought these are all presented files on copy party but
this is just 1 (!) demo... after depacking you should
name the discs A,B,C,D...

on the A-Disk there is a file called "journey.com"... but beware
its a BOOT-Disk!!! so boot this disk and insert the others when
the demo tells you to change the disks...

but after loading you may be suprised and disapointed...look yourself...
...and you have been warned... ;)

HeAvEn/Taquart

ps. the new homepage takes just a little bit more time for publishing
on the web...

you will find on the page follwing informations:

- illegal opcodes of the 6502-cpu (which are working... ;))
- all antic-opcodes
- informations about my demos/intros
- general "demo"-stuff
- screen-shots of my intro

2024. CD in PC Mirror under APE

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <5f3tqs$1if$1@xmission.xmission.com>
Source record: 75346

Now that I've finally figured out how to change into a directory under APE's PC mirror function, how do I move backwards?

Doing a UP. doesnt work.. I know for a while there, it did, and I could see an UP directory, but under SpartaDos, forget it. Once you're in a directory, you're stuck there. I usually have to set the drive back from within APE itself.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

2025. Re: sio2pc problem!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970227132900.IAA17793@ladder02.news.aol.com>
Source record: 75347

In article <6R$sznT4zHB@peter.soemtron.sb.sub.de>, peter@soemtron.sb.sub.de (Thomas Havemeister) writes:

>I just builded that sio2pc cable. Well I think it should work, but it
>won't do anything :(. I simply get no connection with sio2pc. Where might
>be the error? I'm a little bit confused, because it really should work !!
>
>any solutions?

Are you running the software on your PC? Is it configured for your cable (1 chip or 2?)
Have you run the tests described in the docs?

2026. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_857049448@rtfm.mit.edu>
Source record: 75348
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: Feberuary 18, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.landfield.com/faqs/atari-8-bit/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.landfield.com/faqs/atari-8-bit/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net

2027. Re: Soft from "Rush Hour"-Party 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33161505.1473@zeus.fh-pforzheim.de>
Source record: 75349

tough shit with the links....

thank you thomas!

bye HeAvEn/TQA

ps. ich wei&#65533; auch nicht, was los ist, aber die woche hab ichs mit den links...

2028. Re: CD in PC Mirror under APE

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: Deana Barrett <pwein@umich.edu>
Message-ID: <3315C1AD.7504@umich.edu>
Source record: 75350

James King wrote:
>
> Now that I've finally figured out how to change into a directory under
> APE's PC mirror function, how do I move backwards?
>
> Doing a UP. doesnt work.. I know for a while there, it did, and I could
> see an UP directory, but under SpartaDos, forget it. Once you're in a
> directory, you're stuck there. I usually have to set the drive back from
> within APE itself.

When you are looking into a subdirectory using SpartaDOS and you want to
get back to the root directory, try this: CWD >

I hope this helps ....

2029. XDEMO from BEWESOFT

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <331625C6.4EF7@zeus.fh-pforzheim.de>
Source record: 75351

if you want some nice demo (well it has no great effects...)
from BEWESOFT... go to the homepage of Mr. Tomasz Tatar
it was released from famous bewesoft at christmas 96/97

Big Atari 8bit Home Page (by Tomasz Tatar)

http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

and go to the ftp-server where you can find the xdemo...

this demo is very large in my opinion but it has a great
random-generated music-player!!!

you can enter a four digit-number and a style number and its funny...
all numbers are sounding great!
its like the worms game-level-editor... ;)

and the text from bewesoft (10 years of atari history) in the
demo is wonderfull... read it...

publish your favorite "xdemo-music"-codes here!!!!

bye HeAvEn/Member of Taquart

2030. Re: Yogi's hackerz site

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: read@my.sig
Message-ID: <3315b1f0.2538523@news.networx.net.au>
Source record: 75352

dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>Yogi (noone@nowhere.com) wrote:
>: On 21 Feb 1997 15:05:47 -0500, dklugh@freenet.columbus.oh.us (Daniel
>: Klugh) wrote:
>
>: -
>: -Well,they looked like spaces to me.Whatever they are,they interfere
>: with
>: -Gopher.Do we really need to prepend "BINARIES" to all the directories
>: in
>: -the "BINARIES" directory,
>: -(actually,it was "EXE",not "BINARIES")
>: -This would probably affect anyone else using the Freenet.
>: -Is there another gopher server that would have no problem with
>: hackerz.com?
>: ---
>: - The Doctor
>
>: Oops, they were space. The sysadmin there must have changed them (he
>: had to restore a few weeks ago.)
>: At any rate, I changed them all to -
>: This should help out a bit. i.e. EXE-AtoI rather than the space.
>
>Thanks a billion!
>Now to just get a ATR-to-disk converter.I could probably just write one in
>BASIC if I can't find one.
>(and it will use XIO instead of GET to read the ATR file so it won't be slow)
>I'll have to adapt my (really Mapping the Atari's) CIO routine to call the
>SIO.
>(you can't just use USR() since it will corupt the stack)
>--
> The Doctor

You can call a USR function if you have a PLA ($68) as the first byte
in the machine language code you are calling into use. It will then
proceed with the code until an RTS ($60), which then returns you to
BASIC. I think I will have a go at modifying a program I wrote a few
years back to include ATR/XFD file conversion. This program I wrote to
convert Multi-Menu files into DOS files, and also can convert disks
into files. All I have to do is add a reverse procedure of the disk
converter, but it may be a little more complicated than it seems. I'll
keep you posted...

Steve.

```
-------------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-------------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
-------------------------------------------------------------
```

2031. Re: CD in PC Mirror under APE

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: read@my.sig
Message-ID: <3317b715.3855185@news.networx.net.au>
Source record: 75353

jeking@xmission.xmission.com (James King) wrote:

>Now that I've finally figured out how to change into a directory under
>APE's PC mirror function, how do I move backwards?
>
>Doing a UP. doesnt work.. I know for a while there, it did, and I could
>see an UP directory, but under SpartaDos, forget it. Once you're in a
>directory, you're stuck there. I usually have to set the drive back from
>within APE itself.

There is usually a file called "up" which you have to load from DOS
which will take you back one directory. One thing I have found is if
you have more than 64 files (or 128 for SpartaDOS?) in the PC mirror
drive, then you only see that amount and the rest are inaccessable.
This may account for the loss of the "up" file. Try making more
directories that contain only up to 64 files (including Sub-Dir
names).

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

2032. Re: CD in PC Mirror under APE

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: read@my.sig
Message-ID: <3318b8c8.4290246@news.networx.net.au>
Source record: 75354

jeking@xmission.xmission.com (James King) wrote:

>Now that I've finally figured out how to change into a directory under
>APE's PC mirror function, how do I move backwards?
>
>Doing a UP. doesnt work.. I know for a while there, it did, and I could
>see an UP directory, but under SpartaDos, forget it. Once you're in a
>directory, you're stuck there. I usually have to set the drive back from
>within APE itself.

Another point, SpartaDOS will only load a file if the extention is
COM, so typing "UP" will not do anything. Add a fullstop to it like
this: UP. the fullstop makes Sparta "load" the file even tho it
has no extension. For Sparta to load any files other than "com", you
have to type in the full filename, but for files without an extention
adding the fullstop is the only way.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

2033. Re: Using ATRs and XFDs with REAL Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: read@my.sig
Message-ID: <3316b443.3132976@news.networx.net.au>
Source record: 75355

dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>Steve (read@my.sig) wrote:
>: dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
>
>: >
>: >Is there a programme to convert ATRs and XFDs into a actual disk on the Atari.
>: >I see all these games that I can't use on Yogi's (noone@nowhere) site.
>: >It has to run on a Atari or ST.
>: >Of course on the ST,it would need to be a programme to convert ATR/XFD
>: >files into DCM or other Atari disk format.
>: >(SpartaDOS's SCOPY SCP file or a Scrunch file)
>: >--
>: > The Doctor
>
>: Its a real pity that no-one has written a program yet that will
>: actually convert ATR/XFD into DCM or a real disk.
>: There was a program written in BASIC that someone posted to
>: alt.binaries.atari that would convert an ATR/XFD into a real disk
>: using the 8-bit, but is very slow due to BASIC, and seems to have
>: problems with creating a proper copy of the image. I could have a go
>: at cleaing the process up and speeding it up too, if you like. If you
>: could mention what hardware you have: like 2 disk drives maybe? and do
>: you have 400/800/XL/XE? It'd be much easier if you have 2 drives
>: and/or 130xe or expanded 800/XL to be able to load the entire ATR/XFD
>: into memory.
>: Or I could just convert whatever software to DCM for you, I don't mind
>: a bit of hard work :)
>
>My friend has a 48k Atari with a 810 and 1050.
>I could lug down my 800XL and double density drive if need be.
>
>But you should probably just make a 48k programme that works with 1 or 2
>drives.
>OH,and make sure to ask the user WHICE drivers,since he may have a hard
>disk as drive 1 or something.
>--
> The Doctor

noted....... The hard part will be working out use of a single drive
system. With the ATR's being rather large files, I don't know how
swapping disks will go with having the ATR file "opened" for read.
Maybe the "note" and "point" functions will help in that respect, but
I haven't had much use of these commands. We'll see what happens....

Steve.

```
-------------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-------------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
-------------------------------------------------------------
```

2034. Enhanced density...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <3315BB48.5A77@isd.net>
Source record: 75356

I need a blank enhanced density disk in atr format... for use with
my emulator..

can someone email one to me?

P.S. Why does everybody seem to use single density disk images?

-thanx-

2035. VSS 0.70

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: dan.boris@coat.com
Message-ID: <857065090.27564@dejanews.com>
Source record: 75357
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

Announcing VSS (Virtual Super System) V0.70
an Atari 5200 emulator

copyright 1996/1997 by Daniel Boris (dan.boris@coat.com)

VSS is an Atari 5200 Super System emulator for MSDOS. The current version runs about 80% of the
ROM images I have almost flawlessly, and at a reasonable speed even on a 486DX2/66. On a Pentium
system the emulator gets close to, or better then full speed on a lot of games. To use the
emulator you will need a copy of the 5200's 2K BIOS ROM, and 5200 ROM cart images. Due to
copyright reasons, I cannot provide these.

The following games run almost perfectly:
Pac-man,Ms. Pac-man, K-razy Shoot Out, Frogger, Frogger II, Jungle Hunt
Astrochase, Berzerk, Blue Print, Centipede, Defender, Gorf, Gremlins,
Kaboom, Missile Command, Super Breakout, Star Raiders, Space Dungeon

What's new in V0.70

- Sound support for Sound Blaster (Using Ron Fries Pokey Library)
- Horizontal and Vertical fine scroll
- About 20% faster (with sound turned off)
- Fixed keypad bug (Star Trek now works)

The current version of the emulator supports:

- 16K or 32K ROM images.
- 2 joystick emulated through the keyboard
- 1 joystick emulated thourgh the mouse or joystick.
- All keypad and trigger buttons on controller are emulated.
- Configurable frame rate.
- Integrated debugger and disassembler.
- Sound.

The current version does not support:
- GTIA modes 16,17,18 (Title screen to Ballblazer)

You can find the emulator on my homepage at:

http://www.geocities.com/SiliconValley/9461/emulate.htm

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2036. Re: Iced Tea(?)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E6A097.BHy@iglou.com>
Source record: 75358

In article <33147BB8.47AA@isd.net>, Jim Klein wrote:
>I heard of this software called Iced Tea that lets you connect an 8-bit
>to the web...
>
>1. Is it freeware?
>2. Where can I get it?
>
It's called Ice-T. I beleive it is freeware, available from
atari.archive.umich.edu or other ftp sites. But don't expect anything
like Netscape or even Lynx for the 8-bit. What it is, is an 80-column,
VT100-emulating terminal program which you can use with a shell account
and a fast modem (up to 19200 bps). Most other 80-column programs for the
8-bit (other than the well-named FlickerTerm) have difficulty keeping up
with speeds above 2400.

>-thanx-
>

--
Bill Marcum bmarcum at iglou dot com
Newly revealed evidence in the Simpson case:
1. Swiss Army knife box found in bathroom.
2. Victims were corkscrewed to death.

2037. Re: Soft from "Rush Hour"-Party 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: un55@rzstud2.rz.uni-karlsruhe.de
Message-ID: <5f4ou7$3vb@rzstud2.rz.uni-karlsruhe.de>
Source record: 75359

```
In article <01bc24b2$484e4940$1cdb6686@mnemo.home.informatik.uni-bremen.de>,
Thomas Meyer <i03a@zfn.uni-bremen.de> wrote:
>nadkar <nadkar@zeus.fh-pforzheim.de> wrote in article
><33160738.6A20@zeus.fh-pforzheim.de>...
>> for "r34lly unr34l"-intro look at
>> http://www.uni-karslruhe.de/~Marek.Tomczyk
>
>It's uni.karlsruhe.de

Well, actually it's uni-karlsruhe.de

:-)

best wishes,

-Marek
--------------------------------
Marek.Tomczyk@stud.uni-karlsruhe.de
<a href="http://www.uni-karlsruhe.de/~Marek.Tomczyk/">Marek Tomczyk</a>
```

2038. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E6A0LJ.Bqn@iglou.com>
Source record: 75360

In article <MxSNBD.98A@csh-newsserver.csh.rit.edu>, Kurt Mosiejczuk wrote:
>In article <19970221064001.BAA07142@ladder02.news.aol.com> guy1015@aol.com (GUY1015)
writes:
>>
>> Bobterm all versions 1.20 1.22 1.23 still have that problem dropping
>>down to 12oo bauds at logon 19.2 What software fix are you talking
>>about?
>>
>>
>
>
>Actually... I use version 1.21 (1.22?) and it has no problems with
>staying at 19.2 if I connect at 19.2 HOWEVER, it has problems with
>when I connect at 14400... Since I want to still talk to the modem
>at 19.2 and it drops it to 1200...
>
I think you need to change your modem init string so that the connect
message says CONNECT 19200 (port speed rather than modem speed). That
would be ATW0(zero).

--
Bill Marcum bmarcum at iglou dot com
Newly revealed evidence in the Simpson case:
1. Swiss Army knife box found in bathroom.
2. Victims were corkscrewed to death.

2039. Re: NEED HELP WITH ACE C...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: Anthony Bufort <ajbufort@mail.sas.upenn.edu>
Message-ID: <3315E84C.84E@mail.sas.upenn.edu>
Source record: 75361

Well, I did determine that there was a problem with the assembly routine I was trying to pass control to, but I have not as yet confirmed that strings can be passed (or for that matter, pointers to them.) With Atari stuff, though I love it and have a sentimental attachment to it as well, I have learned to not take anything for granted and wait for the 'empirical evidence' to come in. :)

-Tony

2040. Re: ATR2DISK.COM??

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: malay@tds-gn.lmco.com
Message-ID: <5f537r$s5k8@news.tds-gn.lmco.com>
Source record: 75362

In article <3314E658.5B2B@umich.edu>, Deana Barrett <pwein@umich.edu> writes:
|> You can easily transfer ATR images of Atari disks to real Atari disks by
|> using a connector cable between your PC and your Atari disk drive. The
|> cables are known as 1) APE cable, 2) SIO2PC cable, 3) XFormer cable
|>

The gist of the original post was that a PC was/will not be available.
I want to be able to convert an ATR file on my Atari 8 bit hard
drive to a floppy disk - no PCs involved - no emulation - just
the "real" stuff.

Don't own a PC - don't need one - got a 130XE, 1040STe, and
a PowerMac - I can download to the Mac, transfer the ATR files
to the 130XE hard drive via CSS's IBM reader program and a 3.5"
modified XF551 - now all's I need is a fast and reliable conversion
program.

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@tds-gn.lmco.com /
/ 703.367.2403 /
/ /
//

2041. Re: sio2pc problem!

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: "Luis R. Pena" <Lrpena@hackerz.com>
Message-ID: <01bc2469$edd11580$311a98cd@ppp.gate.net>
Source record: 75363

Check the pinn outs on the sio end this is the most common mistake when building an SIO2PC cable. remember you are looking at the pinn outs of the computer not the cable. to see what i'm talking about plug the cable into the SIO port and then check your pinns comming out of the cable end.

The serial connector pin-out (on the computer)

```
1 1
2 4 6 8 0 2
-----------
/o o o o o o\
/o o o o o o o\
-----------------
1 3 5 7 9 1 1
1 3
```

Luis R. Pena
cybrchld@hackerz.com
http://www.hackerz.com

Thomas Havemeister <peter@soemtron.sb.sub.de> wrote in article <6R$sznT4zHB@peter.soemtron.sb.sub.de>...
>
> Howdy !
>
> I just builded that sio2pc cable. Well I think it should work, but it
> won't do anything :(. I simply get no connection with sio2pc. Where might

> be the error? I'm a little bit confused, because it really should work !!
>
> any solutions?
>
>
> --
> 6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
> *(MEGA) 8-b�t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !
>

2042. Sparta Versions

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: malay@tds-gn.lmco.com
Message-ID: <5f52rf$s5k7@news.tds-gn.lmco.com>
Source record: 75364

Can someone summarize the diffs for:

x32d, x32f, x32g, x32gx, x33a

Thanks,

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@tds-gn.lmco.com /
/ 703.367.2403 /
/ /
//

2043. ~~~ FS: Atari 1040 STe ~~~

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: Richard Thomas <xebec@armory.com>
Message-ID: <Pine.SCO.3.91.970227170449.17758E-100000@deepthought.armory.com>
Source record: 75365

```
FS: Atari 1040 STe - 4meg Ram
Atari SC1224 Monitor
Supra Fax Modem V.32 bis
Fujitsu 320Meg HD - AcSCSI Plus ST Host Adpter - Internal Clock\

$800.00 takes it All - $50 ship/hand in Cont. U.S.A.

E-mail xebec@deepthought.armory.com

There once was a chimpanzee named Sam
Who got caught with his dick in his hands
His mother said Sammy
You're not much of a Chimpanzee
But you'll make one hell-of-a Man...

(From the note book of Charles Darwin)
(Outline for Comedy In The Trees...)
(Later all the comedy was removed and)
(the Title was Changed...Go Figure..)

Xebec.....
```

2044. Re: Atari History info

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970227184308.16189B-100000@fissure.scar>
Source record: 75366

On 26 Feb 1997, GUY1015 wrote:

> JTS Bought ATARI inc for a TAX BREAK, Man it hurts just posting this..
> :(
> They have no plans to bring any new ATARI products to market, or even
> support anything already on the market.
>
> Thanks for the info on the JTS flaky drives, Ill keep clear of them.

Do you know how much they paid for Atari INC? JTS isn't a house hold name
qwhen it comes to HD.. where did they get the big dollars, unless Atari
was sold for like $50,000..

Alan

2045. More Atari 8-Bit Items

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33165A72.2012@tcd.net>
Source record: 75367

Diging through some boxes came up with an ATR 8000, NO POWER SUPPLY ECT1
MAKE OFFER SHIPPED SHIPING APPROX $6.00..

Supra 2400b Modem power supply..works fine...cheap..shipping $4.50..

Atari 1050 Disk Drive $15.00 shipped..

CARTS.400 OR 800..USE
K-Star Patrol
K-Razy Kritters
Gorf
Make offer shipped...

Cartridges
400-130XE Useable
Missle Command
Defender 2 ea
Donkey Kong
Eastern Front 1941
3d Tic-Tac-Toe
Space INvaders
Star Raiders..
No documentaion Carts only...make reasonable offer with shiping inc..

Atari Systems Light Gun..Offer

Antique...Atari 830 Acoustical Modem with Power Supply..Works

Supra 2400b Modem..with power supply works fine..

Percom Disk drive..

Indus Double Density Disk drive..

Rana Double Density Disk Drive..

Disk drives come with power supply and sio cable..

20mg Hard Drives MFM type cheap shipping/h $5.00 due to weight..Work
fine on Atari 8-bit for back up ect.. these are 1/2 height drives.
Make offer on any or all..

Shipping and handling not negociable due to the weight of some items
bob

2046. Re: Thompson PROBURNER Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-27 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33165767.512B@tcd.net>
Source record: 75368

I'll give you $35.00 for it plus shipping COD to US. If you do not receive another bid higher then get back to me..can use a spare

bob

2047. Re: Enhanced density...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: asmolar@localhost.fast.net
Message-ID: <5f57qm$kj2@news1.fast.net>
Source record: 75270

On Thu, 27 Feb 1997 10:50:16 -0600, Jim Klein <jklein@isd.net> wrote:
>I need a blank enhanced density disk in atr format... for use with
>my emulator..
>
>can someone email one to me?
>
>P.S. Why does everybody seem to use single density disk images?

What you can do is create a file exactly 130048 bytes long and name it
blank.xfd. With your emulator, format it as an enhanced density disk.
If you really need it in .atr format, then you can use one of the ATR <-> XFD
convertors.

2048. 1200 bug with High Speed modem and Bobterm

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: lblack1051@aol.com
Message-ID: <19970228011200.UAA07970@ladder02.news.aol.com>
Source record: 75271

In response to the individual having Bobterm who a 1200 connect on their high speed modem, yes there does seem to be a problem. I have seen many people refer to this once the higher speed modems were designed and released. More often than not, it seems to be localized to SOME P:R: connector useres. Reason I say some is that there actually were two version of the P:R: manufactured and released. Another bug that seems to be prevelant on the P:R:, is the screeming Q's. The work around for the screeming Q's is to disable the break key interrupt. Some programmers know about this and incorporate the break-key-disable within their code (as I did with Atar-Z-Modem).

|_arry
Black
Atar-Z-Modem: Zmodem for the Atari8

2049. Thompson PROBURNER Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: dougm@freenet.edmonton.ab.ca
Message-ID: <5f5eefars2@news.sas.ab.ca>
Source record: 75272

```
Up For Auction.....
=-=-=-=-=-=-=-=-=-=
PROBURNER by Thompson Electronics (Toronto, Canada)

-EPROM/EEPROM Programmer (Just the Cartrigde)
For use with Atari models:400, 800, XL and XE
(24 PIN Devices or 28 PIN Devices)
(I tried it out on an Atari 800 and menu's etc came up great)

+30.00 cmoore

RULES
=-=-=
Auction runs for about 2 weeks (My discretion)
Prices are U.S. Funds
Canada and U.S. Only Please
Shipping is $2.00
Bid Increment is $2.00 above previous bid
******* This will be updated regularly on my homepage *******
http://www.freenet.edmonton.ab.ca/~dougm
Thanks

DougM's Super Summer Homepage
http://www.freenet.edmonton.ab.ca/~dougm
______ _____ _ _ _____ ___ ___
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| | ) ) ( ( ) ) ( ) ( ) ( ) _ ( )( )( )
| |_) ) ( (_) ) ( )_( ) ( )_( ) ( ) () ( )
(______) (_____) (_____) (_____) (_) (_)
@freenet.edmonton.ab.ca
```

2050. Re: Various Alternate Reality info

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5f5fvf$eh1@sjx-ixn7.ix.netcom.com>
Source record: 75273

I wonder if anyone would be interested in the DOOM version of AR-City my brothers and I did.

Its the entire city map with AR sound effects. We didn't do any graphics (yet).

Karl

Karl Heller - Making the world safe once again.

| heller@cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |

2051. Wild & Wacky Atari Auction (Update#5)

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970228043700.XAA22834@ladder02.news.aol.com>
Source record: 75274

```
Wild & Wacky Atari Auction (Update #5)

Rules and stuff:
----------------
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing
your package and adding $1 for materials - Priority stuff <2 lbs will
be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP
and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
Everything has been tested except the Intv carts.
8. If you only want an update for one particular system or want to be
taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will
be accepted. I would NOT reccomend sending cash, but some people seem
to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March 8th.

One final post will be made to newgroups. A bidder who is not
on the update list may bid on a G1 item, but not a G2 item. Any
raise to an item in the G1 or G2 phase will result in the item
staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html
--------------------------------------------------------------------------
-------------------------------------------------

Atari "Centipede" T-Shirt (Brand New) $7.50 bry
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $5 DisKountrs
Atari "Centipede" hanging multi-piece mobile (Brand New) $7 insane
Atari "Millipede" hanging multi-piece mobile (Brand New) $7 insane
Atari red "Kite" (Brand New) $3 DisKountrs
Atari Service Center Ice Scrapper $2 sumguy
```

Atari Grey Service Center Coffee Mug $5 jJColb90
Atari "Power Without the Price" Balsa Wood Glider $1 min
Atari Red with Gold Lettering Pen holder $3 smedley
Atari "Centipede" hanging multi-piece mobile (Brand New) $5 DisKountrs
Atari "Millipede" hanging multi-piece mobile (Brand New) $5 DisKountrs
Atari Laser Art solid wood paper holder (Brand New) $6 smedley
Atari solid Brass Belt Buckle (Brand New) $5 TRADED
Atari red "Kite" (Brand New) $3 DisKountrs
Atari 5200 "Gremlins" with Special Edition Atari Gremlins Pin TRADED
Atari Holographic "Centipede" Stick-On Decal: TRADED

BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

Activision OINKERS: $2 bworkman
Activision RIVER RADIERS: $2 bworkman
Activision GRAND PRIX DRIVING TEAM: $2 bworkman
Activision SUB CLUB: $2 bworkman
Activision SPIDER FIGHTERS: $2 bworkman
Activision TRAIL DRIVE: $3.50 smedley
Activision EXPLORERS' CLUB: $2 bworkman
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM: $2 bworkman
Activision MEGAMANIACS: $5 Fxites
Activision FLYING ACES: $2 bworkman

Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
$7 slapdash

Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $3 tmw11
Antic Feb/March 1983 Vol 1, Issue 6 $3 tmw11
Antic June 1983 Vol 2, Issue 3 $2 tmw11
Antic July 1983 Vol 2, Issue 4 $2 tmw11
Analog Computing October 1986 $1 randy.miller13
Hi-Res Magazine Premiere Issue $4 dogberry

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

2052. Re: Soft from "Rush Hour"-Party 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc2533$7e709b00$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 75275

Marek Tomczyk <un55@rzstud2.rz.uni-karlsruhe.de> wrote in article
<5f4ou7$3vb@rzstud2.rz.uni-karlsruhe.de>...
> >It's uni.karlsruhe.de

> Well, actually it's uni-karlsruhe.de
> :-)

Aw, damn. :)

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

2053. Re: Enhanced density...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <33163C62.799E@kawo2.rwth-aachen.de>
Source record: 75276

Jim Klein wrote:
>
> I need a blank enhanced density disk in atr format... for use with
> my emulator..
>
> can someone email one to me?
>
> P.S. Why does everybody seem to use single density disk images?
>
> -thanx-
One some sites there is an utility out called Imageman.
This allows to extract files from and move files into ATR files.
It also can create single or enhanced density disks.
SIO2PC has this ability too. You have to create a "RAMDISK" and then
save to harddisk.

Matt

P.S. The "Imageman"-program still resists in Version 0.3 now for a long
time. I don't know, who developed it, but I think it's really useful and
aading some functins and clearing some little bugs would be very nice .
--
| | | _____
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

2054. Atari Books

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5f6h4a$rtu@news1.voicenet.com>
Source record: 75277
Cross-posted to: comp.sys.atari.8bit,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,phl.forsale,us.forsale.computers,sdnet.forsale

```
.................................................................
Atari Books $6.95 each (4 for $25)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari
Computes Second Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Machine Language for Beginners by Richard Mansfield
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

Pre-paid only
Shipping $3 each, add $1 for each additional.
```

2055. question on OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: rayp479546@aol.com
Message-ID: <19970228132401.IAA19844@ladder02.news.aol.com>
Source record: 75278

I've got the rainbow emulator demo, but it requires an "image" of the Atari OS in order for it to work. I have an 800. Is there an ftp site where the OS is stored, or is there software to make a binary file of the OS in my Atari?

2056. Re: Combined user group meeting

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970228133900.IAA20694@ladder02.news.aol.com>
Source record: 75279

In article <Pine.LNX.3.95.970226233450.6821B-100000@moose.erie.net>, Dennis McGuire <mcguired@moose.erie.net> writes:

> I hope someone will post a report on the OHAUG and LIAUG
>get-together!
>
>

It may take some time, Dennis, but I'm going to try.

2057. Re: Enhanced density...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970228133901.IAA20676@ladder02.news.aol.com>
Source record: 75280

>P.S. Why does everybody seem to use single density disk images?
>
>-thanx-

I guess that the overall majority of games were produced in single density.

I know that in my user group (this may be hard to believe, but true) there are still some members who use only 810 drives. We do our newsletter and most of our library disks in single density because it's the lowest common denominator. Sometimes I have so much content for the newsletter that I wish I could go to DSDD, but only a few of us can handle that!

But getting back to single density vs. enhanced, you have to realize that lots of the game houses were reluctant to produce software in enhanced density until they could be convinced that a significant part of the installed base was using 1050 drives.
There was also a controversy regarding Atari's putting out a 3.5" floppy drive. Remember that the total 8-bit installed base was small at that time, and the software houses balked at having to produce Atari software in different media. What irked many of us was that a short time later, Apple came out with the IIGS (and later the //c+) that both used 3.5" media and the same software houses didn't squalk.

2058. Re: MyDos Question/problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970228133900.IAA20697@ladder02.news.aol.com>
Source record: 75281

In article <33156f56.5408135@news.networx.net.au>, read@my.sig (Steve) writes:

>I'm pretty sure this is correct, but if anyone else knows
>why...........
>
>

Could be because MyDos was designed to be fairly compatible with Atari DOS?

2059. Re: ATR2DISK.COM??

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: rosans00@marvin.informatik.uni-dortmund.de
Message-ID: <5f6okl$8pg@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 75282

Bob Malay - Loral - X7750 (malay@tds-gn.lmco.com) wrote:
: In article <3314E658.5B2B@umich.edu>, Deana Barrett <pwein@umich.edu> writes:
: Don't own a PC - don't need one - got a 130XE, 1040STe, and
: a PowerMac - I can download to the Mac, transfer the ATR files
: to the 130XE hard drive via CSS's IBM reader program and a 3.5"
: modified XF551 - now all's I need is a fast and reliable conversion
: program.

Take a look at the following web page and download the ZIP file containing
utilities. One of these is called IMG2DISC.COM and will do what you want.
(i.e. convert images to disk on your atari 8bit):

http://www.kawo2.rwth-aachen.de/~matz/atari/msc/index.html

(I think the ZIP file contains an ATR-image, so you need somebody
to transfer this one image to your atari 8 bit. But then all others
images could be converted directly on your atari 8bit.)

Hope that helps...

--> Thomas Rosanski + toro@poboxes.com + http://home.pages.de/~toro/ <--

2060. Re: ATR2DISK.COM??

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: malay@tds-gn.lmco.com
Message-ID: <5f6rms$s5k9@news.tds-gn.lmco.com>
Source record: 75283

In article <5f6okl$8pg@fbi-news.Informatik.Uni-Dortmund.DE>,
rosans00@marvin.informatik.uni-dortmund.de (Thomas Rosanski) writes:
|> Bob Malay - Loral - X7750 (malay@tds-gn.lmco.com) wrote:
|> : In article <3314E658.5B2B@umich.edu>, Deana Barrett <pwein@umich.edu> writes:
|> : Don't own a PC - don't need one - got a 130XE, 1040STe, and
|> : a PowerMac - I can download to the Mac, transfer the ATR files
|> : to the 130XE hard drive via CSS's IBM reader program and a 3.5"
|> : modified XF551 - now all's I need is a fast and reliable conversion
|> : program.
|>
|> Take a look at the following web page and download the ZIP file containing
|> utilities. One of these is called IMG2DISC.COM and will do what you want.
|> (i.e. convert images to disk on your atari 8bit):

Already got it - been in direct communication with the author.

|>
|> http://www.kawo2.rwth-aachen.de/~matz/atari/msc/index.html
|>
|> (I think the ZIP file contains an ATR-image, so you need somebody
|> to transfer this one image to your atari 8 bit. But then all others
|> images could be converted directly on your atari 8bit.)
|>

Yep, thats the problem - catch-22.

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@tds-gn.lmco.com /
/ 703.367.2403 /
/ /
//

2061. Re: 800XL Memory Test

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: Dan Vernon <104522.3076@compuserve.com>
Message-ID: <01bc25aa$736506c0$89aeaec7@danv>
Source record: 75284

> Memory chips on the 800xl are on the left of the motherboard, 8 64kx1 chips.
> They're fairly cheap.

So where do you find out stuff like this? I have several Atari systems (130XE, XEGS, 800XL, and an 800) and would like to know where to find internal hardware documentation. All my systems work fine with the exception on the 800XL, which comes up with a dark screen with a few scan lines of color at the very top. No audio either. I am suspecting GTIA or Antic, yet I don't know which chips these are. I do have some spares available and since Atari was so gracious as to socket all the chips in my 800XL, it would be a simple task to try to swap a few. Please let me know if you have any info. The chips in my machine are labelled on the motherboard with U3, U4, U7 ... , etc. Thanks for your time.

Dan Vernon
Seattle WA

2062. Re: NEED HELP WITH ACE C...

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: Anthony Bufort <ajbufort@mail.sas.upenn.edu>
Message-ID: <33173759.35CB@mail.sas.upenn.edu>
Source record: 75285

OK, thanks for the tip. I believe I DID try that and my program still
didn't work, but not because of that obviously, but because of my code
on the other end (assembler, that is), apparently.

-Tony

2063. Re: CD in PC Mirror under APE

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5f6ib8$7lp@sjx-ixn11.ix.netcom.com>
Source record: 75286

In <5f3tqs$1if$1@xmission.xmission.com> jeking@xmission.xmission.com (James King) writes:
>
>Now that I've finally figured out how to change into a directory under
>APE's PC mirror function, how do I move backwards?
>
>Doing a UP. doesnt work.. I know for a while there, it did, and I could
>see an UP directory, but under SpartaDos, forget it. Once you're in a
>directory, you're stuck there. I usually have to set the drive back from
>within APE itself.
>
>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!

James,
Use CWD (Change Working Directory). To move up one level use "CWD ..". Note the space between the CWD and the "..". The is required. To move up to the Root level use "CWD >".If your complete path is D2:>GAMES>ADVNTURE>TEXT and you are currently at the ADVNTURE level and want to go down to the TEXT level use CWD TEXT. Notice that there is NO need for the > if you use it you need to put in the entire path, as I listed avove (CWD >D2:>GAMES>ADVNTURE>TEXT). This will allow you to move to any directory. It is similar to, but not quite the same as MSDOS. The SpartaDOS X version is a little bit closer to MS-DOS than the 3.x version.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

2064. FS: Atari 8-bit games on disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: pope@rrwilson.ucdavis.edu
Message-ID: <5f7e4q$2fi$1@mark.ucdavis.edu>
Source record: 75287

Hello Atari 8-bit enthusiasts!

I have the following games for the Atari 8-bit line of
computers for sale. All of these are on disk, and with the exception
of the ones so indicated, all come complete with their original packaging
and instructions (no box means no box or instructions). Due to the age
of these games, I have tested each of them to confirm the integrity of
the media. I am asking $3 per game, plus shipping, but I am willing to
negotiate, especially for large orders. I would be particularly
interested in an offer for the lot. Email me at
pope@rrwilson.ucdavis.edu with your order!

- George Pope

On-Line Jaw Breaker No box!
On-Line Mouskattack No box!
On-Line Threshold No box!
Datamost Nightraiders No box!
Sirius Bandits No box!
Sirius Wayout No box!
Sirius Capture the Flag No box!
Sirius Snake Byte No box!
Sirius Sneakers
Sirius Cyclod
Sirius Twerps
Sirius Repton
SSI Combat Leader
SSI Cytron Masters No box!
Broderbund Choplifter No box!
Broderbund Championship Lode Runner
Broderbund A.E. No box!
Broderbund Serpentine No box!
Broderbund Lode Runner No box!
Broderbund Whistler's Brother
Broderbund Karateka
Synapse Protector No box!
Synapse Zeppelin No box!
Synapse Fort Apocalypse No box!
Synapse Necromancer No box!
Synapse Encounter No box!
Synapse Rainbow Walker No box!
Synapse New York City/Electrician
Electr. Arts Archon II: Adept
Electr. Arts Pinball Construction Set
Electr. Arts Murder on the Zinderneuf

Electr. Arts The Seven Cities of Gold
Electr. Arts Axis Assassin
Electr. Arts Racing Destruction Set
Electr. Arts Golden Oldies
Electr. Arts Movie Maker
Electr. Arts Touchdown Football
Epyx JumpMan No box!
First Star Spy vs Spy
First Star Spy vs Spy II
Rokland Wizard of Wor No box!
Sega Spy Hunter No box!
BudgeCo Rasterblaster
Quality Ali Baba and the Forty Thieves
Microprose F-15 Strike Eagle
Microprose MIG Alley Ace
subLOGIC Flight Simulator II
Hayden Sargon II No box!
Spectrum Galactic Chase No box!
Atari Caverns of Mars
Gebelli Match Racer No box!
Adventure Int. Rear Guard No box!
Adventure Int. Preppie No box!
Adventure Int. Preppie II No box!
Adventure Int. Sea Dragon
Gentry Rosen's Brigade

--
pope@rrwilson.ucdavis.edu
http://bhabha.ucdavis.edu:8080/~pope/home.shtml

2065. Re: 800XL Memory Test

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <331744F6.59E2B600@fir.fbc.com>
Source record: 75288

Hi Dan,

You may want to call B&C Computervisions, they should still sell Atari Field Service Manuals for most of the Atari computers and peripherals, give them a shot. 408-986-9960

Curt

2066. FS: Atari 8-bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: pope@rrwilson.ucdavis.edu
Message-ID: <5f7oaj$8r8$1@mark.ucdavis.edu>
Source record: 75289

Hello Atari 8-bit enthusiasts!

I have the following Atari 8-bit hardware for sale. All of
these are in good condition, most with original boxes. Prices are as
marked (+ shipping), but I'll negotiate for large orders. I would
prefer to sell these locally, i.e. Sacramento or S.F. bay area, but it
will be first come, first serve.
Email me at pope@rrwilson.ucdavis.edu with your order!

- George Pope

8-bit Hardware

Atari 130XE $30.00
Atari 800 $20.00
Atari 800 $20.00
Atari 1050 drive $15.00
Atari 810 drive $15.00
Atari 1010 recorder $5.00
Atari 410 recorder $5.00
Commodore 1702 color monitor $35.00
Seikosha GP-100 dot-matrix printer $15.00
ICD P.R. Connection $5.00
ComputerEyes b&w video digitizer $10.00
MPP 1000c modem 300bps $5.00

--
pope@rrwilson.ucdavis.edu
http://bhabha.ucdavis.edu:8080/~pope/home.shtml

2067. XL-it 0.18

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: Markus Gietzen <magi@stud.uni-sb.de>
Message-ID: <331744BD.5629@stud.uni-sb.de>
Source record: 75290

Hi !

You can download XL-it! 0.18 from:

http://myst.slcc.edu/~markus

The major changes are the support for 8 DD drives and
support for virtual harddrives (H1: - H8:) to access your
PC-directories.
For more details check the CHGLOG.

Due to limited time I wasn't able to work on the gfx and
collision-detection bugs. Next release...

Have fun,

Markus Gietzen

2068. Re: XL-it 0.18

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: 71054.12@compuserve.com
Message-ID: <857192794.7889@dejanews.com>
Source record: 75291

In article <331744BD.5629@stud.uni-sb.de>,
Markus Gietzen <magi@stud.uni-sb.de> wrote:
>
> Hi !
>
> You can download XL-it! 0.18 from:
>
> http://myst.slcc.edu/~markus
>
> The major changes are the support for 8 DD drives and
> support for virtual harddrives (H1: - H8:) to access your
> PC-directories.
> For more details check the CHGLOG.
>
> Due to limited time I wasn't able to work on the gfx and
> collision-detection bugs. Next release...
>
> Have fun,
>
> Markus Gietzen

You've done it again... Looks GREAT!!!

-Anton

P.S. If you need help with Beta.. Let me know... I have a staff of very
experienced Beta testers...

----------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

2069. Re: Cheap Jags now out

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970228210753121651 4@ts143.vcr.wis.net>
Source record: 75292

Vladimir Zakharov <zakharov@panix.com> wrote:

> You are wrong. There are about 50 (? - did not count, but a friend of mine
> has 47) games on carts and CD. And the new ones are coming out. Few games
> are to be released (or have been released) this year. For more info see
> http://www.telegames.com/ and other Jag sites.

I agree here, there quite a few games out, and there is still a few
coming out once in a while... This will continue for a while because,
if you look at the LYNX for instance, there are still new games coming
out for that every few months, and they are 5 years older than the
jaguar!

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

2070. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970228214500135045 5@ts143.vcr.wis.net>
Source record: 75293

Bill Marcum <bmarcum@iglou1.iglou.com> wrote:

> I think you need to change your modem init string so that the connect
> message says CONNECT 19200 (port speed rather than modem speed). That
> would be ATW0(zero).

Yes you can do that, but I like to know how fast my modem has really
connected... When dialing in bobterm, when you hear the modems starting
to connect, just tap return, and that forces bobterm into terminal mode
(without changing the baud rate) and you can see the full connect string
from the modem when communications are established.

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

2071. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970228214502135060 7@ts143.vcr.wis.net>
Source record: 75294

Kurt Mosiejczuk <kurt@csh.rit.edu> wrote:

> Actually... I use version 1.21 (1.22?) and it has no problems with
> staying at 19.2 if I connect at 19.2 HOWEVER, it has problems with
> when I connect at 14400... Since I want to still talk to the modem
> at 19.2 and it drops it to 1200...

I thought BobTerm just looked at the first digit of the baud rate to
determine DTE speed?

3 = 300
1 = 1200
2 = 2400
4 = 4800
9 = 9600

thats why I thought that when i connected at 14400, it would see the
and think it was supposed to go to 1200, but you are saying that if
bobterm receives a "19200" from the modem, that it does in fact stay at
19200? ive never tried that.. ive always just tapped return before the
final connection.

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

2072. Re: XL-it 0.18

Newsgroup: comp.sys.atari.8bit
Date: 1997-02-28 00:00:00 UTC
From: cosmos@bigfoot.com
Message-ID: <33174f14.22714368@snews.zippo.com>
Source record: 75295

On Fri, 28 Feb 1997 21:49:01 +0100, Markus Gietzen
<magi@stud.uni-sb.de> wrote:

>You can download XL-it! 0.18 from:
>
> http://myst.slcc.edu/~markus
>
>The major changes are the support for 8 DD drives and
>support for virtual harddrives (H1: - H8:) to access your
>PC-directories.

Markus has done it again!

Thankyouthankyouthankyouthankyou!!

Gettting ATR's working correctly is wonderful. And the virtual
hardrives will make me rethink my archival scheme. The sound is
great. The emulator works under win95 again. The atari key makes
life easier for anyone doing any development using the emulator.

In general an outstanding refresh.

Thanks again!

COSMOS - an admirer

2073. FS: Atari Computer Goods! More Atari Stock! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-01 00:00:00 UTC
From: bensmith@kelly.teleport.com
Message-ID: <5f8tva$lm8$1@kelly.teleport.com>
Source record: 75296
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Updated Atari Catalogs and find More Atari stuff! I've got HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers, Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks, Labtec Speakers & Under the Monitor Power Directors to Manage & Protect your Equipment. And Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141 Monitors, Atari 1050 Disk Drives, Indus GT Smart Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: 1040STF Computers, MonoChrome Monitors, Monitor Master Switch Boxes, Hard Drives, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II and Scenery Disks, Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, ST Karate, Ultima V, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials.

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

2074. 6502 undocumented opcodes

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-01 00:00:00 UTC
From: Trevin Beattie <trevin@xmission.com>
Message-ID: <33182719.3DB8@xmission.com>
Source record: 75297

A while ago I was looking for information on the undocumented opcodes
that Atari computers use, and I had several good responses. However,
even the best sources has missing and/or incorrect information. I've
done a lot of research on them and have a set of corrected tables for
reference, which would mainly be of use to people writing emulators.

Here's a corrected copy of the newsgroup article posted last August. My
other tables are still in WordPerfect format only, but this one has most
of the information.

Subject: Re: ?: illegal op codes 6502
From: fe@koma.free.de (Frank Ellert)
Date: 1996/08/24
Message-Id: <4vment$otc@koma.free.de>
References: <1996Aug21.080025.671@tora.RoBIN.de>
Organization: die Kommunikationsmaschine
Newsgroups: de.alt.folklore.computer

Note: The following table has been modified from its original version to
match the results I got from my Atari 800 computer, and to correct
some of the more obvious errors (byte counts, addressing modes,
omissions and transpositions.)

-----8<-----
6502 Opcodes and Quasi-Opcodes.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

The following table lists all of the available opcodes on the 65xx
line of
micro-processors.

```
Std Mnemonic Hex Value Description Addressing Mode
Bytes/Time
* BRK $00 Stack <- PC, PC <- ($fffe) (Implied) 1/7
* ORA $01 A <- (A) V M (Ind,X) 6/2
JAM $02 [locks up machine] (Implied) 1/-
SLO $03 M <- M >> 1, A <- A \/ M (Ind,X) 2/8
NOP $04 [no operation] (Z-Page) 2/3
* ORA $05 A <- (A) V M (Z-Page) 2/3
* ASL $06 C <- A7, A <- (A) << 1 (Z-Page) 2/5
SLO $07 M <- M >> 1, A <- A \/ M (Z-Page) 2/5
* PHP $08 Stack <- (P) (Implied) 1/3
* ORA $09 A <- (A) V M (Immediate) 2/2
* ASL $0A C <- A7, A <- (A) << 1 (Accumalator) 1/2
ANC $0B A <- A /\ M, C=A7 (Immediate) 2/2
```

```
NOP $0C [no operation] (Absolute) 3/4
* ORA $0D A <- (A) V M (Absolute) 3/4
* ASL $0E C <- A7, A <- (A) << 1 (Absolute) 3/6
SLO $0F M <- M >> 1, A <- A \/ M (Absolute) 3/6
* BPL $10 if N=0, PC = PC + offset (Relative) 2/2'2
* ORA $11 A <- (A) V M ((Ind),Y) 2/5'1
JAM $12 [locks up machine] (Implied) 1/-
SLO $13 M <- M >> 1, A <- A \/ M ((Ind),Y) 2/8'5
NOP $14 [no operation] (Z-Page,X) 2/4
* ORA $15 A <- (A) V M (Z-Page,X) 2/4
* ASL $16 C <- A7, A <- (A) << 1 (Z-Page,X) 2/6
SLO $17 M <- M >> 1, A <- A \/ M (Z-Page,X) 2/6
* CLC $18 C <- 0 (Implied) 1/2
* ORA $19 A <- (A) V M (Absolute,Y) 3/4'1
NOP $1A [no operation] (Implied) 1/2
SLO $1B M <- M >> 1, A <- A \/ M (Absolute,Y) 3/7
NOP $1C [no operation] (Absolute,X) 3/4'1
* ORA $1D A <- (A) V M (Absolute,X) 3/4'1
* ASL $1E C <- A7, A <- (A) << 1 (Absolute,X) 3/7
SLO $1F M <- M >> 1, A <- A \/ M (Absolute,X) 3/7
* JSR $20 Stack <- PC, PC <- Address (Absolute) 3/6
* AND $21 A <- (A) /\ M (Ind,X) 2/6
JAM $22 [locks up machine] (Implied) 1/-
RLA $23 M <- M << 1 + C, A = A /\ M(Ind,X) 2/8
* BIT $24 Z <- ~(A /\ M) N<-M7 V<-M6 (Z-Page) 2/3
* AND $25 A <- (A) /\ M (Z-Page) 2/3
* ROL $26 C <- A7 & A <- A << 1 + C (Z-Page) 2/5
RLA $27 M <- M << 1 + C, A = A /\ M(Z-Page) 2/5'5
* PLP $28 A <- (Stack) (Implied) 1/4
* AND $29 A <- (A) /\ M (Immediate) 2/2
* ROL $2A C <- A7 & A <- A << 1 + C (Accumalator) 1/2
ANC $2B A <- A /\ M, C <- A7 (Immediate)
2/2
* BIT $2C Z <- ~(A /\ M) N<-M7 V<-M6 (Absolute) 3/4
* AND $2D A <- (A) /\ M (Absolute) 3/4
* ROL $2E C <- A7 & A <- A << 1 + C (Absolute) 3/6
RLA $2F M <- M << 1 + C, A = A /\ M(Absolute) 3/6'5
* BMI $30 if N=1, PC = PC + offset (Relative) 2/2'2
* AND $31 A <- (A) /\ M ((Ind),Y) 2/5'1
JAM $32 [locks up machine] (Implied) 1/-
RLA $33 M <- M << 1 + C, A = A /\ M((Ind),Y) 2/8'5
NOP $34 [no operation] (Z-Page,X) 2/4
* AND $35 A <- (A) /\ M (Z-Page,X) 2/4
* ROL $36 C <- A7 & A <- A << 1 + C (Z-Page,X) 2/6
RLA $37 M <- M << 1 + C, A = A /\ M(Z-Page,X) 2/6'5
* SEC $38 C <- 1 (Implied) 1/2
* AND $39 A <- (A) /\ M (Absolute,Y) 3/4'1
NOP $3A [no operation] (Implied) 1/2
RLA $3B M <- M << 1 + C, A = A /\ M(Absolute,Y) 3/7'5
NOP $3C [no operation] (Absolute,X) 3/4'1
```

```
* AND $3D A <- (A) /\ M (Absolute,X) 3/4'1
* ROL $3E C <- A7 & A <- A << 1 + C (Absolute,X) 3/7
RLA $3F M <- M << 1 + C, A = A /\ M(Absolute,X) 3/7'5
* RTI $40 P <- (Stack), PC <-(Stack) (Implied) 1/6
* EOR $41 A <- (A) \-/ M (Ind,X) 2/6
JAM $42 [locks up machine] (Implied) 1/-
SRE $43 M <- M >> 1, A = A \-/ M (Ind,X) 2/8
NOP $44 [no operation] (Z-Page) 2/3
* EOR $45 A <- (A) \-/ M (Z-Page) 2/3
* LSR $46 C <- A0, A <- (A) >> 1 (Z-Page) 2/5
SRE $47 M <- M >> 1, A = A \-/ M (Z-Page) 2/5
* PHA $48 Stack <- (A) (Implied) 1/3
* EOR $49 A <- (A) \-/ M (Immediate) 2/2
* LSR $4A C <- A0, A <- (A) >> 1 (Accumalator) 1/2
ASR $4B A <- [(A /\ M) >> 1] (Immediate) 2/2
* JMP $4C PC <- Address (Absolute) 3/3
* EOR $4D A <- (A) \-/ M (Absolute) 3/4
* LSR $4E C <- A0, A <- (A) >> 1 (Absolute) 3/6
SRE $4F M <- M >> 1, A = A \-/ M (Absolute) 3/6
* BVC $50 if V=0, PC = PC + offset (Relative) 2/2'2
* EOR $51 A <- (A) \-/ M ((Ind),Y) 2/5'1
JAM $52 [locks up machine] (Implied) 1/-
SRE $53 M <- M >> 1, A = A \-/ M ((Ind),Y) 2/8
NOP $54 [no operation] (Z-Page,X) 2/4
* EOR $55 A <- (A) \-/ M (Z-Page,X) 2/4
* LSR $56 C <- A0, A <- (A) >> 1 (Z-Page,X) 2/6
SRE $57 M <- M >> 1, A = A \-/ M (Z-Page,X) 2/6
* CLI $58 I <- 0 (Implied) 1/2
* EOR $59 A <- (A) \-/ M (Absolute,Y) 3/4'1
NOP $5A [no operation] (Implied) 1/2
SRE $5B M <- M >> 1, A = A \-/ M (Absolute,Y) 3/7
NOP $5C [no operation] (Absolute,X) 3/4'1
* EOR $5D A <- (A) \-/ M (Absolute,X) 3/4'1
* LSR $5E C <- A0, A <- (A) >> 1 (Absolute,X) 3/7
SRE $5F M <- M >> 1, A = A \-/ M (Absolute,X) 3/7
* RTS $60 PC <- (Stack) (Implied) 1/6
* ADC $61 A <- (A) + M + C (Ind,X) 2/6
JAM $62 [locks up machine] (Implied) 1/-
RRA $63 M <-(M7=C + M>>1), A=A+M+C (Ind,X) 2/8'5
NOP $64 [no operation] (Z-Page) 2/3
* ADC $65 A <- (A) + M + C (Z-Page) 2/3
* ROR $66 C<-A0 & A<- (A7=C + A>>1) (Z-Page) 2/5
RRA $67 M <-(M7=C + M>>1), A=A+M+C (Z-Page) 2/5'5
* PLA $68 A <- (Stack) (Implied) 1/4
* ADC $69 A <- (A) + M + C (Immediate) 2/2
* ROR $6A C<-A0 & A<- (A7=C + A>>1) (Accumalator) 1/2
ARR $6B A <- [A7=C+(A/\M)>>1], C=A6(Immediate) 2/2'5
* JMP $6C PC <- Address (Indirect) 3/5
* ADC $6D A <- (A) + M + C (Absolute) 3/4
* ROR $6E C<-A0 & A<- (A7=C + A>>1) (Absolute) 3/6
```

```
RRA $6F M <-(M7=C + M>>1), A=A+M+C (Absolute) 3/6'5
* BVS $70 if V=1, PC = PC + offset (Relative) 2/2'2
* ADC $71 A <- (A) + M + C ((Ind),Y) 2/5'1
JAM $72 [locks up machine] (Implied) 1/-
RRA $73 M <-(M7=C + M>>1), A=A+M+C ((Ind),Y) 2/8'5
NOP $74 [no operation] (Z-Page,X) 2/4
* ADC $75 A <- (A) + M + C (Z-Page,X) 2/4
* ROR $76 C<-A0 & A<- (A7=C + A>>1) (Z-Page,X) 2/6
RRA $77 M <-(M7=C + M>>1), A=A+M+C (Z-Page,X) 2/6'5
* SEI $78 I <- 1 (Implied) 1/2
* ADC $79 A <- (A) + M + C (Absolute,Y) 3/4'1
NOP $7A [no operation] (Implied) 1/2
RRA $7B M <-(M7=C + M>>1), A=A+M+C (Absolute,Y) 3/7'5
NOP $7C [no operation] (Absolute,X) 3/4'1
* ADC $7D A <- (A) + M + C (Absolute,X) 3/4'1
* ROR $7E C<-A0 & A<- (A7=C + A>>1) (Absolute,X) 3/7
RRA $7F M <-(M7=C + M>>1), A=A+M+C (Absolute,X) 3/7'5
NOP $80 [no operation] (Immediate) 2/2
* STA $81 M <- (A) (Ind,X) 2/6
NOP $82 [no operation] (Immediate) 2/2
SAX $83 M <- (A) /\ (X) (Ind,X) 2/6
* STY $84 M <- (Y) (Z-Page) 2/3
* STA $85 M <- (A) (Z-Page) 2/3
* STX $86 M <- (X) (Z-Page) 2/3
SAX $87 M <- (A) /\ (X) (Z-Page) 2/3
* DEY $88 Y <- (Y) - 1 (Implied) 1/2
NOP $89 [no operation] (Immediate) 2/2
* TXA $8A A <- (X) (Implied) 1/2
ANE $8B A <-[(A)\/$EE] /\ (X)/\(M) (Immediate) 2/2^4
* STY $8C M <- (Y) (Absolute) 3/4
* STA $8D M <- (A) (Absolute) 3/4
* STX $8E M <- (X) (Absolute) 3/4
SAX $8F M <- (A) /\ (X) (Absolute) 3/4
* BCC $90 if C=0, PC = PC + offset (Relative) 2/2'2
* STA $91 M <- (A) ((Ind),Y) 2/6
JAM $92 [locks up machine] (Implied) 1/-
SHA $93 M <- (A) /\ (X) /\ $7 ((Ind),Y) 2/5'3
* STY $94 M <- (Y) (Z-Page,X) 2/4
* STA $95 M <- (A) (Z-Page,X) 2/4
* STX $96 M <- (X) (Z-Page,Y) 2/4
SAX $97 M <- (A) /\ (X) (Z-Page,Y) 2/4
* TYA $98 A <- (Y) (Implied) 1/2
* STA $99 M <- (A) (Absolute,Y) 3/5
* TXS $9A S <- (X) (Implied) 1/2
SHS $9B S <- A /\ X, M <- S /\ $7 (Absolute,Y) 3/5
SHY $9C M <- (Y) /\ $7 (Absolute,X) 3/5'3
* STA $9D M <- (A) (Absolute,X) 3/5
SHX $9E M <- (X) /\ $7 (Absolute,Y) 3/5'3
SHA $9F M <- (A) /\ (X) /\ $7 (Absolute,Y) 3/5'3
* LDY $A0 Y <- M (Immediate) 2/2
```

```
* LDA $A1 A <- M (Ind,X) 2/6
* LDX $A2 X <- M (Immediate) 2/2
LAX $A3 A <- M, X <- M (Ind,X) 2/6
* LDY $A4 Y <- M (Z-Page) 2/3
* LDA $A5 A <- M (Z-Page) 2/3
* LDX $A6 X <- M (Z-Page) 2/3
LAX $A7 A <- M, X <- M (Z-Page) 2/3
* TAY $A8 Y <- (A) (Implied) 1/2
* LDA $A9 A <- M (Immediate) 2/2
* TAX $AA X <- (A) (Implied) 1/2
LXA $AB X <- (A \/ $EE) /\ M (Immediate) 2/2
A <- (A \/ $EE) /\ M
* LDY $AC Y <- M (Absolute) 3/4
* LDA $AD A <- M (Absolute) 3/4
* LDX $AE X <- M (Absolute) 3/4
LAX $AF A <- M, X <- M (Absolute) 3/4
* BCS $B0 if C=1, PC = PC + offset (Relative) 2/2'2
* LDA $B1 A <- M ((Ind),Y) 2/5'1
JAM $B2 [locks up machine] (Implied) 1/-
LAX $B3 A <- M, X <- M ((Ind),Y) 2/5'1
* LDY $B4 Y <- M (Z-Page,X) 2/4
* LDA $B5 A <- M (Z-Page,X) 2/4
* LDX $B6 X <- M (Z-Page,Y) 2/4
LAX $B7 A <- M, X <- M (Z-Page,Y) 2/4
* CLV $B8 V <- 0 (Implied) 1/2
* LDA $B9 A <- M (Absolute,Y) 3/4'1
* TSX $BA X <- (S) (Implied) 1/2
LAE $BB X,S,A <- (S /\ M) (Absolute,Y) 3/4'1
* LDY $BC Y <- M (Absolute,X) 3/4'1
* LDA $BD A <- M (Absolute,X) 3/4'1
* LDX $BE X <- M (Absolute,Y) 3/4'1
LAX $BF A <- M, X <- M (Absolute,Y) 3/4'1
* CPY $C0 (Y - M) -> NZC (Immediate) 2/2
* CMP $C1 (A - M) -> NZC (Ind,X) 2/6
NOP $C2 [no operation] (Immediate) 2/2
DCP $C3 M <- (M)-1, (A-M) -> NZC (Ind,X) 2/8
* CPY $C4 (Y - M) -> NZC (Z-Page) 2/3
* CMP $C5 (A - M) -> NZC (Z-Page) 2/3
* DEC $C6 M <- (M) - 1 (Z-Page) 2/5
DCP $C7 M <- (M)-1, (A-M) -> NZC (Z-Page) 2/5
* INY $C8 Y <- (Y) + 1 (Implied) 1/2
* CMP $C9 (A - M) -> NZC (Immediate) 2/2
* DEX $CA X <- (X) - 1 (Implied) 1/2
SBX $CB X <- (X)/\(A) - M (Immediate) 2/2
* CPY $CC (Y - M) -> NZC (Absolute) 3/4
* CMP $CD (A - M) -> NZC (Absolute) 3/4
* DEC $CE M <- (M) - 1 (Absolute) 3/6
DCP $CF M <- (M)-1, (A-M) -> NZC (Absolute) 3/6
* BNE $D0 if Z=0, PC = PC + offset (Relative) 2/2'2
* CMP $D1 (A - M) -> NZC ((Ind),Y) 2/5'1
```

```
JAM $D2 [locks up machine] (Implied) 1/-
DCP $D3 M <- (M)-1, (A-M) -> NZC ((Ind),Y) 2/8
NOP $D4 [no operation] (Z-Page,X) 2/4
* CMP $D5 (A - M) -> NZC (Z-Page,X) 2/4
* DEC $D6 M <- (M) - 1 (Z-Page,X) 2/6
DCP $D7 M <- (M)-1, (A-M) -> NZC (Z-Page,X) 2/6
* CLD $D8 D <- 0 (Implied) 1/2
* CMP $D9 (A - M) -> NZC (Absolute,Y) 3/4'1
NOP $DA [no operation] (Implied) 1/2
DCP $DB M <- (M)-1, (A-M) -> NZC (Absolute,Y) 3/7
NOP $DC [no operation] (Absolute,X) 3/4'1
* CMP $DD (A - M) -> NZC (Absolute,X) 3/4'1
* DEC $DE M <- (M) - 1 (Absolute,X) 3/7
DCP $DF M <- (M)-1, (A-M) -> NZC (Absolute,X) 3/7
* CPX $E0 (X - M) -> NZC (Immediate) 2/2
* SBC $E1 A <- (A) - M - ~C (Ind,X) 2/6
NOP $E2 [no operation] (Immediate) 2/2
ISB $E3 M <- (M) + 1,A <- (A)-M-~C (Ind,X) 2/8'1
* CPX $E4 (X - M) -> NZC (Z-Page) 2/3
* SBC $E5 A <- (A) - M - ~C (Z-Page) 2/3
* INC $E6 M <- (M) + 1 (Z-Page) 2/5
ISB $E7 M <- (M) + 1,A <- (A)-M-~C (Z-Page) 2/5
* INX $E8 X <- (X) +1 (Implied) 1/2
* SBC $E9 A <- (A) - M - ~C (Immediate) 2/2
* NOP $EA [no operation] (Implied) 1/2
SBC $EB A <- (A) - M - ~C (Immediate) 2/2
* CPX $EC (X - M) -> NZC (Absolute) 3/4
* SBC $ED A <- (A) - M - ~C (Absolute) 3/4
* INC $EE M <- (M) + 1 (Absolute) 3/6
ISB $EF M <- (M) + 1,A <- (A)-M-~C (Absolute) 3/6
* BEQ $F0 if Z=1, PC = PC + offset (Relative) 2/2'2
* SBC $F1 A <- (A) - M - ~C ((Ind),Y) 2/5'1
JAM $F2 [locks up machine] (Implied) 1/-
ISB $F3 M <- (M) + 1,A <- (A)-M-~C ((Ind),Y) 2/8
NOP $F4 [no operation] (Z-Page,X) 2/4
* SBC $F5 A <- (A) - M - ~C (Z-Page,X) 2/4
* INC $F6 M <- (M) + 1 (Z-Page,X) 2/6
ISB $F7 M <- (M) + 1,A <- (A)-M-~C (Z-Page,X) 2/6
* SED $F8 D <- 1 (Implied) 1/2
* SBC $F9 A <- (A) - M - ~C (Absolute,Y) 3/4'1
NOP $FA [no operation] (Implied) 1/2
ISB $FB M <- (M) + 1,A <- (A)-M-~C (Absolute,Y) 3/7
NOP $FC [no operation] (Absolute,X) 3/4'1
* SBC $FD A <- (A) - M - ~C (Absolute,X) 3/4'1
* INC $FE M <- (M) + 1 (Absolute,X) 3/7
ISB $FF M <- (M) + 1,A <- (A)-M-~C (Absolute,X) 3/7

'1 - Add one if address crosses a page boundry.
'2 - Add 1 if branch succeeds, or 2 if into another page.
'3 - If page boundry crossed then PCH+1 is just PCH
```

```
'4 - Sources disputed on exact operation, or sometimes does not work.
'5 - Full eight bit rotation (with carry)

Sources:
Programming the 6502, Rodney Zaks, (c) 1983 Sybex
Pasi Ojala, Post to Comp.Sys.Cbm (po87553@cs.tut.fi /
albert@cc.tut.fi)
D John Mckenna, Post to Comp.Sys.Cbm (gudjm@uniwa.uwa.oz.au)

Compiled by Craig Taylor (duck@pembvax1.pembroke.edu)
Corrections by Trevin Beattie (trevin@xmission.com)
----->8-----

-----------------------
Trevin Beattie "Do not meddle in the affairs of wizards,
trevin@xmission.com for you are crunchy and good with ketchup."
{:-> --unknown
```

2075. Re: CD in PC Mirror under APE

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-01 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <5f9lqsqrq1@xmission.xmission.com>
Source record: 75298

I ORIGINALLY SAID:

: >Now that I've finally figured out how to change into a directory under
: >APE's PC mirror function, how do I move backwards?
: >
: >Doing a UP. doesnt work.. I know for a while there, it did, and I
: could

YOU SAID:

: James,
: Use CWD (Change Working Directory). To move up one level use "CWD
: ..". Note the space between the CWD and the "..". The is required. To

Geez! Please read the message thoroughly.. I've been using Atari's with SpartaDos since time began! I was looking for APE specific help, not SpartaDos help.

Thanks though, but I really dont need an elementary education! Someone previously posted that if my CD contained more than 64 files (which it does), I could not use the CD UP. command to recurse directories under APE, as the "U*.*" files would not be shown.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

2076. Re: XL-it 0.18

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-01 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <331867BB.1B7F@nh.ultranet.com>
Source record: 75299

71054.12@compuserve.com wrote:
>
> In article <331744BD.5629@stud.uni-sb.de>,
> Markus Gietzen <magi@stud.uni-sb.de> wrote:
> >
> > Hi !
> >
> > You can download XL-it! 0.18 from:
> >
> > http://myst.slcc.edu/~markus
> >
> > The major changes are the support for 8 DD drives and
> > support for virtual harddrives (H1: - H8:) to access your
> > PC-directories.
> > For more details check the CHGLOG.
> >
> > Due to limited time I wasn't able to work on the gfx and
> > collision-detection bugs. Next release...
> >
> > Have fun,
> >
> > Markus Gietzen
>
> You've done it again... Looks GREAT!!!
>
> -Anton
>
> P.S. If you need help with Beta.. Let me know... I have a staff of very
> experienced Beta testers...
>
> ----------------==== Posted via Deja News ====----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet

Markus you've done it again. Thanks for fixing the sound routines.
Xl-it now recognizes my sound card which also allows the joystick.
Yesssssssss!

2077. Re: TECHNA-VISION ALERT

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-01 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5f9lte$ol8@login.freenet.columbus.oh.us>
Source record: 75300

RALPH MADDOX (rmax99@ix.netcom.com) wrote:
: Power Transformers for 800/400/1200XL/1050/XF551 etc . . . $4.50 ea.

That's one of the few times I've actually seen them called their actual name,
"Transformer".

: Power Supply for 800XL/600XL/130XE/XEGS . . . $7.50 ea.
: 13 Pin Serial cable (SIO), 3 feet . . . $1.50 ea. Or (10) for $10.00
: Replacement mechanic assembly for 1050 . . . $9.50 ea.

I know that different 1050s had different chips,that's why there are jumpers.
Are all 1050 mechs the same?
I really just need new belts.

: Printer Interface for all 8-bit models . . . . . .$9.95 ea.

What particular interface would that be?
Can it print the Atari's character set on a Epson printer?

And for those who missed the address:

: Contact: AMERICAN TECHNA-VISION PHONE 510-352-3787
: 15338 INVERNESS STREET
: SAN LEANDRO, CA. 94579 This is our 24th
: year in business.

: EMAIL ME AT rmax99@ix.netcom.com -
: Ralph
--
The Doctor

2078. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-01 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5f9m32$phf@login.freenet.columbus.oh.us>
Source record: 75301

James King (jeking@xmission.xmission.com) wrote:
: In comp.sys.atari.8bit Yogi <noone@nowhere.com> wrote:

: : Doubler
: : If you have registered APE, you should be able to make a .PRO out of
: : it, really test out Steven Tucker's format! AR was very well copy
: : protected.

: That was actually the first thing I tried, but I got the FBI agents
: after making PRO! images too. I'll have to try both scenarios
: without using a US Doubled 1050..

Just try it without UltraSpeed.Just it being a USD 1050 shouldn't hurt
anything.

: But I dont have any other disk drive type except XF551.

It had problems with some games because it doesn't report a "sector not
found" error corectly.
And,of course,it can't format the back of a diskette.
--
The Doctor

2079. Re: Using ATRs and XFDs with REAL Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-01 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5f9jud$g9n@login.freenet.columbus.oh.us>
Source record: 75302

```
Steve (read@my.sig) wrote:
: dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

: >Steve (read@my.sig) wrote:
: >: dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
: >
: >: >
: >: >Is there a programme to convert ATRs and XFDs into a actual disk on the Atari.
: >: >I see all these games that I can't use on Yogi's (noone@nowhere) site.
: >: >It has to run on a Atari or ST.
: >: >Of course on the ST,it would need to be a programme to convert ATR/XFD
: >: >files into DCM or other Atari disk format.
: >: >(SpartaDOS's SCOPY SCP file or a Scrunch file)
: >: >--
: >: > The Doctor
: >
: >: Its a real pity that no-one has written a program yet that will
: >: actually convert ATR/XFD into DCM or a real disk.
: >: There was a program written in BASIC that someone posted to
: >: alt.binaries.atari that would convert an ATR/XFD into a real disk
: >: using the 8-bit, but is very slow due to BASIC, and seems to have
: >: problems with creating a proper copy of the image. I could have a go
: >: at cleaing the process up and speeding it up too, if you like. If you
: >: could mention what hardware you have: like 2 disk drives maybe? and do
: >: you have 400/800/XL/XE? It'd be much easier if you have 2 drives
: >: and/or 130xe or expanded 800/XL to be able to load the entire ATR/XFD
: >: into memory.
: >: Or I could just convert whatever software to DCM for you, I don't mind
: >: a bit of hard work :)
: >
: >My friend has a 48k Atari with a 810 and 1050.
: >I could lug down my 800XL and double density drive if need be.
: >
: >But you should probably just make a 48k programme that works with 1 or 2
: >drives.
: >OH,and make sure to ask the user WHICE drivers,since he may have a hard
: >disk as drive 1 or something.
: >--
: > The Doctor

: noted....... The hard part will be working out use of a single drive
: system. With the ATR's being rather large files, I don't know how
: swapping disks will go with having the ATR file "opened" for read.
: Maybe the "note" and "point" functions will help in that respect, but
: I haven't had much use of these commands. We'll see what happens....
```

It shouldn't be a problem.

AtariDOS/MyDOS don't mind you taking the disk out of the drive even when a file is open.Though it'd be a good idea to put it back in before you write to the file.

SpartaDOS's problem of flushing the buffers when the wrong disk is in the drive is irelavant since you're opening the file for READ.

And if you happen to put the wrong disk in at the swap-prompt,AtariDOS will give you error#164 rather than try to read the file from the wrong disk. (MyDOS may do this with 90k and 180k disks,as well.SpartaDOS has no way of performing this check,though)
--
The Doctor

2080. Re: Atari 8-bit ROM Documentation Project

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-01 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5f9je8$egd@login.freenet.columbus.oh.us>
Source record: 75303

Bill Marcum (bmarcum@iglou1.iglou.com) wrote:
: In article <856581976.7227@dejanews.com>, sidney@ch.twi.tudelft.nl wrote:
: >
: >The weird thing is this: I recently borrowed a 130 XE from a friend
: >of mine, which has exactly the same ROMs as my 800 XL! Now I thought
: >it would have at least a different basic (indeed, version C), but it
: >doesn't! So exactly for this reason I'd like as many people to try
: >the ROMCRC-32 program, so it is possible to get a good overview!
: >
: Some later 800 XLs had version C Basic. I've heard that some 130XEs have
: a ROM in which the self-test can test all 128K of memory. Then there's
: the XEGS with its built-in Missile Command...

I always thought it was strange that the 800XL memory test coultn't test
the RAM under the OS ROM (which is a different ROM than the one the
self-test runs from).
--
The Doctor

2081. XF551:how fast is it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-01 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5f9o65$5bk@login.freenet.columbus.oh.us>
Source record: 75304

Well everyone knows that the XF551 was supossed to have a "super-speed"
like the US Doubled 1050,but that it used a different protocol.

But I read in the FAQ that it only went at 32000bps (38400?),instead of
the USD1050's 53200bps.

And there were supossed to be european drives that went at 72000bps!!!
--
The Doctor

2082. Re: Problem with 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-01 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5f9ngh$2b7@login.freenet.columbus.oh.us>
Source record: 75305

Robert Smith Ely (rely@ix.netcom.com) wrote:
: Check to see if the START key is stuck down! This would make it
: boot without BASIC. When you just turn on the 130XE without a disk
: drive and NOT holding down any keys, you should hear some noise for a
: couple of seconds then see thre "READY" prompt on a blue screen. If you
: type DOS then press return, you will then get the RAM test screen.

START boots the TAPE drive.
(which is different from BASIC's CLOAD and LOAD "C:",which are different
from each other as well)
OPTION boots without BASIC.

And BYE is the proper way to enter the self-test mode.
(DOS starts up the programme you booted.Normally this would be the DOS
menu but it could also be a term programme booted from a modem(!))

From the DOS menu,choose "run at address" and enter the address E471 to
enter self-test mode.
--
The Doctor

2083. Re: Problem with 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-01 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5f9muu$t8l@login.freenet.columbus.oh.us>
Source record: 75306

Steve (read@my.sig) wrote:
: Remco <remco@cairo.nl> wrote:

: >Hi,
: >
: >last saturday I found a Atari 130XE on a market. I plugged it in and the
: >only thging on screen was 'Testing rom' with two bars horizontally, and
: >below it 'Testing Ram' with after a while 16 blocks per line.
: >
: >I have left it for about an hour to see what happens, but it starts all
: >over again. I tried 'booting' from a game module (Joust), but the same
: >happened. The only key working is the reset button, which does what it
: >should do.

I always found it funny that people call it booting since the cartridge is
not being loaded by the computer but by manual labour.

"module"???
This is the Atari,not a Texas Instruments TI-99!

: >I opened the box to see if there was missing something, but the
: >mainboard is apparently covered by a metal plate, which I really didnt
: >want to remove that moment, mostly because it looked untouched and brand

Those are a job to detach.

: >new. I have no experience AT ALL with atari computers (I was a speccie
: >myself!) and there were no manuals included.

A "speccie???

: >I have two questions:
: >
: >Does anybody know if there are online manuals available on the net about
: >the 130xe

Any manual about a Atari XL or XE should help.There're all pretty much the
same.The FAQ is posted to this group every so often.

: >Does anybody know what the problem could be.
: >
: >All help appreciated.
: >
: >pls reply to: remco@cairo.nl
: >as my news-access is very limited.
: >
: >Remco

: >

: Sounds like the keyboard itself needs some work. I have had 2 130xe
: Keyboards die on me suddenly, one was barely a week old at the time.
: The problem is in the fact that the keyboard has a clear plastic
: membrane circuit underneath the keys, and is very easily damaged. Or
: the contacts simply don't "contact" as I found with my first XE, and
: had to completely remove the keyboard and strip it down to clean the
: contacts (which took me 3 attempts to get the damned "H" and "J" keys
: working).

I was so happy to be getting a 130XE (even if it wasn't as pretty as my
1200XL) and was bitterly dissapointed by the membrane keyboard.
(covers over by the ersatz keyboard)
If I wanted that,I would have just bought a 400!
I swear,Ataris just kept getting cheaper and cheaper.

: Anyways, from what you describe, the XE "boots" directly to "SELF TEST
: MODE", which means that either the OPTION key is stuck, or the

If the OPTION key was stuck,he would get the self-test menu of tests,not
the memory checker.Unless START was stuck as well.

: keyboard circuit is faulty. What you should get when you turn it on is
: a BLUE screen, and in the top left corner there should be a "READY"
: prompt (providing you don't have any cartridges installed or a disk
: drive connected, and the OPTION key is not pressed).
: As for Joust not working, try moving the cartridge around a bit when
: you turn it on. I have a hell of a time getting any cartridges to work
: on either of my XE's, it seems the slot is very sensitive and the
: cartridge must be in "just" the right position.

Another example of newer=cheaper. (the same applies to VCRs)
No doors for the cartridge port.Nor for the cartridge itself,for that matter.
The Nintendo is far worse!

: One way to see if the keyboard is at fault is to remove it from the
: motherboard, and boot it then. If you see the blue screen and "ready"
: prompt then of course the keyboard is in need of repair, or
: replacement.

If you value your sanity,you'll get a 800XL and a Rambo XL upgrade.
--
The Doctor

2084. Re: 8bit binaries

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-01 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5f9kj4$j3n@login.freenet.columbus.oh.us>
Source record: 75307

Yogi (noone@nowhere.com) wrote:
: -Hmmm, I just tried the Jellystone Park bookmark and got a message
: -thus:
: ----------
: -Tron raised his identity disk and shouted "I Fight for the users,
: -Sark" Master Control calmly
: -derezzed him, pushing him back into the real world.
: -End of line.
: ----------
: -
: -
: -
: -It would seem that because of the flak flying around about the status
: -of ATARI COPYRIGHTS, Yogi has Derezzed his Archive.

: Well, no, but the mirror site owner is supportive of the archive.
: The cyberspy one was WAY out of date anyway, so I have been
: maintaining the other one.

THANK GOD!!!
I almost had a heart attack.My Atari drives have degraded to pretty much
zero-utility,as K-9 would say.I've only downloaded a few games for the
benefit of my friend until I get a UltraSpeed double density drive.
(of course if anyone would care to point me to a few spare 1050 drive belts..)
So I really don't like the thought of the archive disapearing before I get
to it.

: It looks like Archive support has bitten the
: -dust, and so will what is left of us 8-bitters. Especially those who
: -use Emulators, where are they going to get any software now? They
: cant
: -just go and buy a disk or a cartridge (where will they plug it in??).

: Moot point, now, but thanks!
: -
: -I have kept quiet about this up until I found Yogi has left us,

: Nah, I'm like herpes, I never really go away.

: -because I too might get flamed for having a home page!

: Someone probably dropped a line to the ISP complaining. I don't think
: they do regular seaches of the homepages. No biggie, since it's on the
: mirror now anyway. (I had originally planned to do so as it is)

Facists!

: I'm glad to see that you interpreted the TRON story correctly! At

A great SF/computer reference for us old-timers!

: least its non offensive to most people. OH NO! TRON is a <C> of
: Bally-Midway and Disney! Oh NO! Now people will bitch about that.

OH,HEAVEN FORFEND!
--
The Doctor

2085. Re: update

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-01 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5f9kvs$kd9@login.freenet.columbus.oh.us>
Source record: 75308

Steve (read@my.sig) wrote:
: noone@nowhere.com (Yogi) wrote:

: >people with pages who link to these sorts of things, please update
: >jellystone park link to directly reflect the link into the archive.
: >ftp.hackerz.com/jellystone
: >I would email you directly, but figured this would save time. Anyone
: >who sees a broken link off someone's page, please let them know.
: >there may be an http version in the near future, but the ftp is there
: >for all
: >
: >The reply to email attached to this message is False.
: >To Reply via email to this message, remove the asterisks
: >and email ***scharles***@*****blast.net
: >NO UNSOLICITED COMMERCIAL EMAIL

: YOGI!! Your still with us? I just responded to another posting after
: finding your Jellystone Park message about "Tron". (Heh, I thought it
: was a cool message).
: Anyways, this is the link I have to the Hackerz site:-

: ftp://ftp.hackerz.com/hackerz/atari/jellystone/

You don't need the "ftp." part.I think it's there in case they become a
multi-site system.

: Oh well, looks like I'll hafta update my link list ay?

I already did,since the cyberspy archive was frozen;everything new went to
hackerz for quite a while now.

: No more Jellystone Park?
: Fare thee well, Yogi, live long and prosper.........

Hmn,a Hanna-Barbera,Indigo Girls,Atari USENET and Spock reference all in one.
--
The Doctor

2086. Re: 8bit binaries

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-01 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5f9lar$lpp@login.freenet.columbus.oh.us>
Source record: 75309

Steve (read@my.sig) wrote:

: Hmmm, I just tried the Jellystone Park bookmark and got a message
: thus:
: ----------
: Tron raised his identity disk and shouted "I Fight for the users,
: Sark" Master Control calmly
: derezzed him, pushing him back into the real world.
: End of line.
: ----------

: It would seem that because of the flak flying around about the status
: of ATARI COPYRIGHTS, Yogi has Derezzed his Archive.

<GASP>
Heart...seizing...up!
--
The Doctor

2087. FS: Atari 400/800 (TEST)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-01 00:00:00 UTC
From: stever@bbs.prowlers.net
Message-ID: <tcpnntpd.17.3.1.15.59.40.2916987023.936449@bbs.prowlers.net>
Source record: 75310

```
/************************************************************/
/* SteveR */
/* stever@bbs.prowlers.net */
/* */
/* Sent from Prowler's DOMAIN BBS */
/************************************************************/
```

2088. FS: Atari 400/800 List

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-01 00:00:00 UTC
From: stever@bbs.prowlers.net
Message-ID: <tcpnntpd.17.3.1.15.58.38.2916987023.936448@bbs.prowlers.net>
Source record: 75311

```
SteveR's Classic Cartridges 2/23/97
-=-=-=-=-=-=-=-=-=-=-=-=-=-

FREE SHIPPING on ALL Cartridge orders OVER $30.00 - US and Canada ONLY
^^^^^^^^^ ^^
^^^^^^ ----
>>>>>>> 20% DISCOUNT on All CASH ORDERS <<<<<<<<<<<<<<<<<<<<<
>>>>>>> This does NOT include Checks, MO's or Credit cards!!

>>>> Overseas Shipping Cost More, See End of Files <<<<

--All Prices are in US Funds. Cartridges and Prices Change WEEKLY--
----Visa/Mastercard accepted on ANY Order. E-mail me for Details-----
^^^^^^^^^^^^^^^
For complete list of other Video game systems goto my web site at:
http://prowlers.net/stever or
http://www.ior.com/~stever

ALSO if there's something you really want and I don't have at this
time tell me, and I'll put you on my 'Want-List' and e-mail you
if I get it in.

If you need a LABEL VARIATION, Let me know, I might be able to
help you with what you need, at no extra cost!!!!!!!!!

This is NOT an Auction - all cartridge are sold for the price listed
^^^ ^^^^^^^

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

Codes:
(#) = number available
A,B,C = Condition: A = Nice to minor damage - For the
Collector
B = Notable Damage (Not for
serious collectors)
C = Significant Damage (works,
but that's it)

ATARI 400/800 (CARTRIDGES Only) TESTED and Works
---------------------------------
BOOK: Atari Basic XE 125+ pages $8.00
BOOK: ATARI Games & Recreations 338 pages $12.00
Atari 1027 Printer $5.00 PLUS $5.oo shipping (UNTESTED/No Cables)
Atari Speed Reading $10.00 Plus $5 Shipping
205 Pages, 5 Data
Cassettes
```

Atari XM301 Modem $8.00 - untested -
Atari ARTIST $25.00 Touch Tablet (TESTED)
Atari Writer $6.00 Brown
Assembler Editor $12.00
Astro-Grover $15.00 by CBS
Basic Computer Language $1.00 (7)
Basic XL $10.00 Cart ONLY
BasketBall $4.00 (2)
Bug Hunt $8.00 (2) Light Gun Used (XE) RX8087
Centipede $3.00 (4)
Centipede $6.00 RX8020 Grey Label
Choplifter $9.00
Computer Chess $9.00
Dance Fever $6.00 by Fisher Price (no label)
Defender $6.00
Delta Drawing $3.00
Donkey Kong $5.00 (1)
Donkey Kong $7.00 XE/RX8091
Educational System $15.00
ET Phone Home $5.00
Final Legacy $10.00
Flight Simulator II $12.00 XE/RX8091
Frogger $6.00 (3) Nice Label, Colorful graphics
Frogger $4.00 End label tear
Gorf $3.00 Didn't Work in Testing
Journey of the Planets $15.00 by Roklan
K-Razy Kritters $15.00 by CBS Software
Kickback $15.00 by Thorn Emi
Logic Levels $6.00 by Fisher Price (no Label)
Missile Command $5.00 (2)
Monkey Wrench II $25.00
Music Composer $4.00 (2)
Night Strike $30.00 TG Software
One on One $8.00 (XE) RX8093
Pac-Man $3.00 (6)
Pilot Lang $8.00
Pole Position $7.00
Popeye $8.00
Q*Bert $8.00
Shamus $15.00 by Synapse
Smart Terminal $8.00 by Microbits
Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
Space Invaders $8.00
Space Shuttle $15.00
Spy Hunter $20.00
Star Raiders $3.00 (6)
Submarine Commander $15.00 by Thorm Emi
Super Breakout $4.00 (2)
Telelini I $9.00
Telelink $5.00 WASTED Label

Books

Atari Graphics 49 Pages
$7 Plus $2 Postage

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

Atari ST, Owners Manual, 93 Pages $5.00

Atari Writer Manual w/ referance card 55 pages $5.00

Compute's Second Book of ATARI (2)
250 pages, Copyright 1982
$8 Plus $3 shipping

Compute's FIRST Book of ATARI GRAPHICS
248 Pages, copyright 1982
$12.00 Plus $3 shipping

Compute's Second Book of ATARI GRAPHICS
220 Pages, copyright 1984
$8.00 Plus $3 shipping

Cubabe Lite Manual, for Atari ST, STE 100 pages $4.00

Inside Atari DOS
120 Pages, copyright 1982
some writing in book
$8.00 Plus $3 shipping

Machine Language for Beginners
350 Pages 'a Compute! Book Publication'
$8 Plus $3 shipping

The AtariBASIC SOURCE BOOK (2)
296 Pages 'a COMPUTE! Book Publication'
$8 Plus $3 shipping

Technical Reference Notes - Atari Computers
Includes: Operating System User's manual
Operating System Source Listing
HardWare manual PLUS Schematics
About 500 PAGES in 3-ring binder
$50 or BEST OFFER/TRADE

Magazines

ANALOG - Sept 1985 - 96 pages (1) $3.00
ANALOG - March 1987 - 104 pages (1) $2.00
ANTIC - Jan 1987 - 130 pages $3.00
ANTIC - Nov 1987 - 82 pages $3.00

ATARI EXPLORER - Nov/Dec 1987 - 80 pages $3.00
ATARI INTERFACE - Feb 1990 - 51 pages $3.00
ATARI INTERFACE - March 1990 - 56 pages $3.00
ATARI USER - Oct/Nov 1990 - 75 pages - EUROPE Mag $4.00
ATARI USER - Dec/Jan 1990 -75 pages - EUROPE Mag $4.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
COMPUTE! - May 1985 - 128 pages $4.00
COMPUTE! - June 1985 - 128 pages $4.00
COMPUTE! - July 1985 - 96 pages $4.00
COMPUTE! - Aug 1985 - 95 pages $4.00
COMPUTE! - Sept 1985 - 128 pages $4.00
COMPUTE! - Oct 1985 - 128 pages $4.00
COMPUTE! - Nov 1985 - 160 pages $4.00
COMPUTE! - Jan 1986 - 128 pages $4.00
COMPUTE! - March 1986 - 128 pages $4.00
COMPUTE! - April 1986 - 128 pages $4.00
COMPUTE! - Feb 1986 - 128 pages $4.00
Compute!'s Gazette C-65/Vic-20 April 1986 $4.00
Computers & Electronic May 1984 130-pages $3.00
Home Computer Magazine focuses on Apple, Commodore, IBM and TI ONLY
Home Computer Mag. Vol4,No1 1984 192 pages $5.00
Home Computer Mag. Vol4,No2 1984 161 pages $5.00
Home Computer Mag. Vol4,No4 1984 130 pages $4.00
Home Computer Mag. August 1984 162 pages $4.00
Home Computer Mag. Vol4,No5 1984 130 pages $4.00
Home Computer Mag. Vol5,No1 1985 138 pages $4.00
Home Computer Mag. Vol5,No2 1985 130 pages $4.00
Home Computer Mag. Vol5,No3 1985 130 pages $4.00
Home Computer Mag. Vol5,No4 1985 130 pages $4.00
Home Computer Mag. Vol5,No5 1985 146 pages (Atari too) $4.00
inCIDER - Aug 1985 - 112 pages (APPLE II Mag) $3.00
PUGET SOUNG:ATARI NEWS - Aug 1988 - 36 pages $3.00
PUGET SOUNG:ATARI NEWS - Oct 1988 - 36 pages $3.00
PUGET SOUNG:ATARI NEWS - Dec 1988 - 36 pages $3.00
ST:LOG - Aug 1988 - 98 pages $3.00

WANT LIST: Starpath CD-Rom with Book, Chase the Chuckwagon, Crazy
Climber,
SwordQuest:WaterWorld, X-rated Double-enders, Cakewalk,
Cubicolor, Gas Hog, LockJaw, Master Builder, Q*Bert Qubes
Quadrun, Stronghold, 128 in 1 system, CompuMate,
anything else extremely Rare

SHIPPING USA/Canada ALL Other Countries
1 items $1.50 $3.50
2 items $2.00 $4.00
3 items $2.50 $4.50
4 items $3.00 MAX $5.00 or More for Hardware/Books

All Carts are sold as Working conditions Only, If you have
a concern of the Labels Condition Please ask first.
All Boxes/carts will be mailed within 1-4 days after money is recieved!
After I tell you that I've got you down for any certain cart,
you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you
ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Stever@on-ramp.ior.com
http://prowlers.net/stever (Updated Videogame page)
http://www.ior.com/~stever (Classic Cart Web Page)
Call: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Contact: Night Prowler
/***/
/* SteveR */
/* stever@bbs.prowlers.net */
/* */
/* Sent from Prowler's DOMAIN BBS */
/***/

2089. Re: Atari Classics?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-01 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <331914A5.2CE9@pacbell.net>
Source record: 75312

SuperScalar@Connecticon.com wrote:
>
> Has anybody heard anything lately about Atari Classics?
>
> BillSure:
The magazine? It is at the printers as we speak.
Bob

2090. fff

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-01 00:00:00 UTC
From: ULF.PETERSEN@KIEL.netsurf.de
Message-ID: <6S00AA55jWB@ulf.kiel.netsurf.de>
Source record: 75313

```
ff

## CrossPoint v3.11 ##
```

2091. List of all Atari carts

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-02 00:00:00 UTC
From: dpippy@morgan.ucs.mun.ca
Message-ID: <5fce82$tv1@coranto.ucs.mun.ca>
Source record: 75219

Does anyone know where I can get my hands on a list of all games ever put
out for the Atari game system?

--
//\\
Doug Pippy-> dpippy@morgan.ucs.mun.ca][All donations welcome. Help send
Revolutionary and student of Biology][me to California so I can evolve
Memorial University of Newfoundland][to the highest state of being:
St. John's, Nfld, Canada][a professional surfer
//\\

2092. Re: XL-it 0.18

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-02 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc2762$015112e0$04f7aecc@127.0.0.1>
Source record: 75220

> Gettting ATR's working correctly is wonderful. And the virtual
> hardrives will make me rethink my archival scheme. The sound is
> great. The emulator works under win95 again. The atari key makes
> life easier for anyone doing any development using the emulator.

My only problem is that I use long filenames for the archives on
my IOmega ZIP drive. The virtual hard drives make it a breeze to
access the drive BUT win95 returns a ~ in the filenames. The bad
thing is that this key doesn't exist on the 8bit! Is there any way
to fix this? Maybe convert the filenames to LongFN^1.EXE or something
so i can keep my long filenames?

Will Fisher

2093. Carts wanted: Crossfire/Shadow World

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-02 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <331A0FD3.6EB6@isd.net>
Source record: 75221

I'd like to add these carts. to my collection...

-Crossfire
-Shadow World

Please email me how much you want for them...

...'course I'll buy the lowest priced offer...

2094. Richard's Atari Warehouse - Website has moved

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-02 00:00:00 UTC
From: rsmith@planeteer.com
Message-ID: <5fcpnd$he2@news1.planeteer.com>
Source record: 75222

Hello there,

Just a quick message to let you all know that I have changed Internet Service Providers.

Therefore, the URL for my On-Line Atari Software catalog has moved to:

http://planeteer.com/~rsmith/atari.htm

and my email address has now become:

rsmith@planeteer.com

If you have any problems accessing the new site, then please let me know.

I apologise for any inconvenience this causes, and for any delay in answering mail sent to my old mailbox.

Best regards,

Richard Smith.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Richard Smith
Barrie, Ontario, Canada
rsmith@planeteer.com
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2095. YOGI's site?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-02 00:00:00 UTC
From: Ulf.Petersen@KIEL.netsurf.de
Message-ID: <6S6KY$nZnhB@ulf.kiel.netsurf.de>
Source record: 75223

```
Hi there!

What's actually the correct address of YOGI's ftp-site?

Ulf
```

2096. Serial port adapter fr 130XE needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-02 00:00:00 UTC
From: "Oleg N. Kayunov" <kayunov@glas.apc.org>
Message-ID: <APC&63'0'252e6ec1'efa@glas.apc.org>
Source record: 75224

Hi, Atari-8's people!
Where (How) I can buy the standart serial port adapter for Atari 130XE?
I living in Moscow (Russia) therefore only by sale-by-mail that can be
realazed (or not?).
(Excuse me for my English :-( )
Oleg kayunov@glas.apc.org

2097. >>need help with BRUCE LEE for atari emu<<

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-02 00:00:00 UTC
From: imarkows@escape.ca
Message-ID: <3319b3d4.2145490@news.escape.ca>
Source record: 75225

Hi, did anyone get this game to work with joystick. I can run the game with no problem but how to you move Bruce. If anyone knows how to get this game to work with joystick on any ATARI emu please let me know which emu works with it.

Thanks

2098. Re: XF551:how fast is it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-02 00:00:00 UTC
From: un55@rzstud2.rz.uni-karlsruhe.de
Message-ID: <5fadit$27a@rzstud2.rz.uni-karlsruhe.de>
Source record: 75314

In article <5f9o65$5bk@login.freenet.columbus.oh.us>,
Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:
>And there were supossed to be european drives that went at 72000bps!!!

Yep. My Turbo-1050 goes at 72000bps. The Speedy, which is also a very popular
1050 upgrade in Europe is even faster: 96000bps

-Marek

Marek.Tomczyk@stud.uni-karlsruhe.de
Marek Tomczyk

2099. Atari XL Graphics Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-02 00:00:00 UTC
From: mauricem@phonewave.net
Message-ID: <33191ebe.465261@nntp.sierra.net>
Source record: 75315

Hello everyone,

I recently acquired a 1200XL and have found that I've forgetten quite a but about the 8bit Atari's since I parted company with mine a decade ago. I'm a little rusty on some of the graphics capabilities, so if anyone can point me to a FAQ or site which has the information I'm after, I've be very grateful.

A couple of things I'm looking for...

1. Am I correct in recalling there were 4 players and 2 missiles?

2. How many players/missiles could appear in a horizontal line?

3. How large are the players? I recall 8x8, but seem to recall tricks that could "stretch" them to the full height of the screen.

4. Since players and missiles are single color items, can HBI's be used to change the palette on eahc line of the player?

Thanks in advance.

2100. Re: Atari XL Graphics Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-02 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-0203970029110001@metricom04.ucsc.edu>
Source record: 75316

In article <33191ebe.465261@nntp.sierra.net>, mauricem@phonewave.net
(Maurice Molyneaux) wrote:

>A couple of things I'm looking for...
>
>1. Am I correct in recalling there were 4 players and 2 missiles?

4 players (8 pixels wide), 4 missiles (2 pixels wide).

>2. How many players/missiles could appear in a horizontal line?

No restriction, aside from the hardware limit of 4 players and 4 missiles total.

>3. How large are the players? I recall 8x8, but seem to recall tricks
>that could "stretch" them to the full height of the screen.

The players and missiles are always the full height of the screen. I
think a player is just an array of 256 bytes, one byte per row. There is
no built in vertical repositioning, just horizontal -- to move the image
around vertically you have to redraw it inside the player's byte array.

>4. Since players and missiles are single color items, can HBI's be
>used to change the palette on eahc line of the player?

Yup.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

2101. atari laser printer??

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-02 00:00:00 UTC
From: mark.darbey@virgin.net
Message-ID: <33195d2a.885336@news.virgin.net>
Source record: 75317

Hello anybody,
Can you tell me if its possible to use my ATARI laser printer with an
IBM PC ?
If so how can i set this up...?
Thanks Anj..
cheers,
mark
m/cr

2102. Atari 800 things

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-02 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5fc0h5$4sk$3@news2.voicenet.com>
Source record: 75318
Cross-posted to: comp.sys.atari.8bit,alt.forsale,ca.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,misc.forsale.computers.other.systems,nj.forsale,ny.forsale,pa.forsale,pa.hbg.forsale,pa.ne.forsale,pgh.forsale,us.forsale.computers

```
Atari Items for Sale plus shipping

Atari 850 Interface no power supply..................... $39
Atari XMM801 printer.................................... $24
Atari 1020 Printer...................................... $15
Atari XM301 Modem....................................... $15
Atari 410 Program Recorder (tape deck) (2).............. $14
Atari 400 Program Recorder (tape deck).................. $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) .................. $ 8 each
Paddles (2 sets)........................................ $12 each
Atari Controllers (2)................................... $ 8 each
DVE Printer Power Supply Model DV-2412A................. $10
50 5-1/4 diskettes ..................................... $10
50 3-1/2 diskettes...................................... $12.50
.....................................................................
Wishbringer from Infocom on Disktte w/box & docs.... $18
.....................................................................

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
```

Page Designer from XLEnt Software
Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International

Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor Donkey Kong
Jungle Hunt Missile Command
Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing

Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....
Atari Books $6.95 each (4 for $25)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari
Computes Second Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Machine Language for Beginners by Richard Mansfield
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
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.....

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Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

2103. ATR file format?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <331a16f8.1938911@news.tudelft.nl>
Source record: 75226

Hello all,

Could anybody tell me where to find the format of the 16-byte
header of the ATR images? I think I understand the basic format, but
while looking for 'official' specs I bumped into old messages of
people mentioning a checksum, as well as 'custom' extensions to the
standard that the APE filesystem claims to use.

Can anybody shed light on this please?

Regards,
Sidney Cadot

PS if you've seen a similar message to this one before: that's because
I think the previous one didn't make it out of my modem... Therefore
I've posted it again (beter safe than sorry & stuff...)

2104. Re: XL-it 0.18

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: mvh@worldnet.att.net
Message-ID: <331a2b66.10984631@netnews.worldnet.att.net>
Source record: 75227

Excellent job Markus! I was playing Return
of Heracles for hours! The user interface
is much better, and it runs under Win95
again.

It's the Best Atari 8-bit emu out! It just keeps getting
better and better...

Mike

On Fri, 28 Feb 1997 21:49:01 +0100, Markus Gietzen
<magi@stud.uni-sb.de> wrote:

>Hi !
>
>You can download XL-it! 0.18 from:
>
> http://myst.slcc.edu/~markus
>
>The major changes are the support for 8 DD drives and
>support for virtual harddrives (H1: - H8:) to access your
>PC-directories.
>For more details check the CHGLOG.
>
>Due to limited time I wasn't able to work on the gfx and
>collision-detection bugs. Next release...
>
>Have fun,
>
> Markus Gietzen

2105. Re: CD in PC Mirror under APE

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5fdimj$l3l@freenet-news.carleton.ca>
Source record: 75228

James King (jeking@xmission.xmission.com) writes:
> I ORIGINALLY SAID:
>
> : >Now that I've finally figured out how to change into a directory under
> : >APE's PC mirror function, how do I move backwards?
> : >
> : >Doing a UP. doesnt work.. I know for a while there, it did, and I
> : could
>
> YOU SAID:
>
> : James,
> : Use CWD (Change Working Directory). To move up one level use "CWD
> : ..". Note the space between the CWD and the "..". The is required. To
>
> Geez! Please read the message thoroughly.. I've been using Atari's with
> SpartaDos since time began! I was looking for APE specific help, not
> SpartaDos help.
>
> Thanks though, but I really dont need an elementary education! Someone
> previously posted that if my CD contained more than 64 files (which it
> does), I could not use the CD UP. command to recurse directories under
> APE, as the "U*.*" files would not be shown.

Just type 'UP.' to move to the parent directory. Omit the CD command.

Steve

2106. Re: How do I read my Atari XE disks on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <331a2ca6.22385948@news.inc.net>
Source record: 75229

On Sun, 23 Feb 1997 16:26:34 GMT, read@my.sig (Steve) wrote:

>At a guess all the disks are single density? If they are in Double
>Density you may have luck with a program called UTIL, which works well
>using a PC 360k disk drive, but has problems (maybe) with a 1.2mb
>drive. For single density you could try using a program called
>ANADISK, which can read an Atari S/D disk on a PC 360k drive, but I
>have yet to see it read from a 1.2mb drive.

Hello Steve. Could you (or anyone else reading this) please send me
both UTIL & ANADISK ?
Much appreciated.

Thank you,

Jon

2107. Re: How do I read my Atari XE disks on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <331c2f86.23122127@news.inc.net>
Source record: 75230

On Tue, 25 Feb 1997 00:28:56 +0100, Sidney Cadot
<sidney@ch.twi.tudelft.nl> wrote:

>Hi,
>
>> For single density you could try using a program called
>> ANADISK, which can read an Atari S/D disk on a PC 360k drive, but I
>> have yet to see it read from a 1.2mb drive.
>
>I have done it -- although I was unable to do it with Anadisk 2.07 - it
>somehow
>failed while resetting the floppy disk controller. After switching back
>to Anadisk 2.05, which is still floating round the net, this problem
>disappeared and I can now read single density floppies without too much
>trouble.
>
>There is however one subtle point to this: it was necessary that the
>Atari floppy was formatted SD on *both* sides, since an unformatted
>B-side somehow confused Anadisk.
>
>After DUMPing the image, as described in the Atari 8 bit FAQ, I used
>DEANA.COM to make the dump-file into an XFD image.
>
>Hope this helps,
>
> Sidney Cadot
> sidny@twi.tudelft.nl

Hows about sending me DEANA.COM to my email address as an attachment?
Appreciated.

Jon

2108. Re: 8bit binaries

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <331f3795.25185178@news.inc.net>
Source record: 75231

On Sun, 23 Feb 1997 16:47:37 GMT, read@my.sig (Steve) wrote:

>James Mirous <jim.mirous@mail.prostar.com> wrote:
>
>>There was a binary site linked on Yogi's Jellystone, but now that Yogie
>>is down, I don't have a link to it.
>>Anyone have the link to atari 8bit binaries other than umich?
>>Jim.
>
>The mirror site at
>
>ftp://ftp.hackerz.com/hackerz/atari/jellystone
>
>is still active....
>Hmmm, I just tried the Jellystone Park bookmark and got a message
>thus:
>---

>Tron raised his identity disk and shouted "I Fight for the users,
>Sark" Master Control calmly
>derezzed him, pushing him back into the real world.
>End of line.
>---

>
>
>
>It would seem that because of the flak flying around about the status
>of ATARI COPYRIGHTS, Yogi has Derezzed his Archive.
>
>All I can say to those that were giving him the full-on treatment-
>
>THANKS A LOT!!!!! Now where the hell are we going???
>Downhill without brakes. It looks like Archive support has bitten the
>dust, and so will what is left of us 8-bitters. Especially those who
>use Emulators, where are they going to get any software now? They cant
>just go and buy a disk or a cartridge (where will they plug it in??).
>
>I have kept quiet about this up until I found Yogi has left us, and
>that was the last straw. Why can't you guys face the facts that ATARI
>as a platform has bitten the dust. As for the software companies like
>Electronic Arts, Origin, etc, who are still around today, they
>probably wouldn't care less about 8-bit software being available on
>the NET, considering the scope of TODAYS Software for the PC.

>I might even consider withdrawing my support on the Web, simply
>because I too might get flamed for having a home page!
>Again thanks very much!
>
>My thoughts.
>Steve.
>
> --
>/ If you want to email me, please remove the asterisks. \
> reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
>\ http://www.geocities.com/SiliconValley/Heights/9364/ /
> --
> ATARI Lives!! From one Decade to another- GO ATARI 8!!!
> --
>
Let's not let the whiners about copyrights spoil it for all of us.
Yogi come back, Steve stay with us. To all you who have a problem
with copyright violations.... shut the hell up unless it is YOUR
PERSONAL copyright that is being violated. Those who hold the
copyrights to the old 8-bit software obviously don't even give a rip,
WHY THE HELL SHOULD YOU??? Waaa waa waaa. I sit here and laugh at
your pathetic attempts to pretend that the Atari8 is still a viable
commercial platform AND that YOU are somehow self appointed knights of
the realm of the land of milk & honey. It isn't, and you ain't. You
know who you are. You need to see a shrink, not rag on people in
here. You suffer from an ego deficient syndrome or something. Go
save your private fantasy world, leave the common one that we all
share that is called reality alone.

Thank you.

2109. Re: Problem with 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <33203ba8.26228796@news.inc.net>
Source record: 75232

On Mon, 24 Feb 1997 16:15:20 GMT, read@my.sig (Steve) wrote:

>Remco <remco@cairo.nl> wrote:
>
>>Hi,
>>
>>last saturday I found a Atari 130XE on a market. I plugged it in and the
>>only thging on screen was 'Testing rom' with two bars horizontally, and
>>below it 'Testing Ram' with after a while 16 blocks per line.
>>
>>I have left it for about an hour to see what happens, but it starts all
>>over again. I tried 'booting' from a game module (Joust), but the same
>>happened. The only key working is the reset button, which does what it
>>should do.
>>

>Anyways, from what you describe, the XE "boots" directly to "SELF TEST
>MODE", which means that either the OPTION key is stuck, or the
>keyboard circuit is faulty. What you should get when you turn it on is
>a BLUE screen, and in the top left corner there should be a "READY"
>prompt (providing you don't have any cartridges installed or a disk
>drive connected, and the OPTION key is not pressed).

MUCH RELEVENT & GOOD ADVICE DELETED

Also consider, on the outside, that whoever the machine belonged to
before may have been a power user, and had the OS ROMs re burned so
that the OPTION key at bootup has the opposite effect. He should,
just for the hell of it, hold in the OPTION when he boots up, to see
if he then gets the built in BASIC.

Cheers,

Jon

2110. Re: Various Alternate Reality info

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3321456b.28728285@news.inc.net>
Source record: 75233

On Fri, 28 Feb 97 02:25:07 GMT, kheller2@ix.netcom.com (Karl Heller)
wrote:

> I wonder if anyone would be interested in the DOOM version of AR-City my
>brothers and I did.
>
> Its the entire city map with AR sound effects. We didn't do any graphics (
>yet).

Heck yeah! Is it just for DOOM or for DOOM II? I think I have a
converter for DOOM maps to DOOM II maps.... I do have DOOM, but I took
it off my system and only play DOOM II once in a while.

Cheers,

Jon

2111. Game screen shots (03/02/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <331a91f5.8944261@nntp.ix.netcom.com>
Source record: 75234
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

I have just added 108 new game screen shots for the Texas Instruments TI 99/4a computer and Radio Shack Color Computer to my WWW site. This brings the total number of ORIGINAL screen shots on-line to 1483, for the following systems:

Atari 2600, Atari 5200, Atari 7800, Colecovision, Mattel Intellivision, Magnavox Odyssey2, Emerson Arcadia 2001, Bally Astrocade, Atari 8-bit computer, Commodore 64 computer, Commodore Vic-20 computer, Texas Instruments TI 99/4a computer, Radio Shack Color Computer, Tomy Tutor computer, 3DO, Sony Playstation, SMS, NES, SNES, TurboGrafx-16 / TG CD / Duo, Sega Genesis, Nintendo 64, Sega Saturn, Atari Jaguar, Philips CD-i, and Nintendo Game Boy.

More will be added as I have time. Eventually, I will have my entire collection on-line (hopefully before the turn of the century :)

Next, I'll probably finish up the Atari 7800 section.

If this is of interest to you, the URL is listed in my sig.

Michael

P.S. And before anyone else asks; if the game isn't on one of my FS/T lists, it isn't FS/T :)

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

2112. Re: Atari XL Graphics Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: Stefan Bauch <bauchs@hiserv.de>
Message-ID: <331B090B.2439@hiserv.de>
Source record: 75235

Some minor additions here...

Timothy A. Seufert wrote:
> In article <33191ebe.465261@nntp.sierra.net>, mauricem@phonewave.net
> (Maurice Molyneaux) wrote:
>
> >A couple of things I'm looking for...
> >
> >1. Am I correct in recalling there were 4 players and 2 missiles?
> 4 players (8 pixels wide), 4 missiles (2 pixels wide).There is a way to bundle the 4
missles into another player if
that is what you need.

> >2. How many players/missiles could appear in a horizontal line? You used a TI-99/4a,
didn't you? ;-)

> No restriction, aside from the hardware limit of 4 players and 4
> missiles total.Which is only some kind of a limit. You can use a little trick:
Set one or more ANTIC-interrupts in your display-list and write
a litte routine to change the horizontal position of the players.
remember, they range all over the screen. If you do this excessive,
you'll end up with some dozens of players with a limit of 4 or
5 in a horizontal line...

Stefan.
--
Stefan Bauch -- SC Rechnungswesen/ Organisation und Datenverarbeitung
D706, 65926 Frankfurt am Main, Germany -- Tel. +49 69 305-84950
office: bauchs@hiserv.de / private: bauch@RoBIN.de bauch@addict.de

--== Win16,Win32s,Win32c,Win32 - Which API do you want to go today? ==--

2113. Re: atari laser printer??

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970303053800.AAA15427@ladder02.news.aol.com>
Source record: 75236

An Atari laser printer? What's that? and where do you get it ?

2114. Re: atari laser printer??

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E6Gtst.Dz4@iglou.com>
Source record: 75237

In article <33195d2a.885336@news.virgin.net>, mark wrote:
>Hello anybody,
>Can you tell me if its possible to use my ATARI laser printer with an
>IBM PC ?
>If so how can i set this up...?
>Thanks Anj..
>cheers,
I don't think so, but the question really belongs in comp.sys.atari.st.
It's my understanding that Atari laser printers used the CPU in the ST
computer to do a lot of the work that is normally done by the printer's
CPU.

--
Bill Marcum bmarcum at iglou dot com
..but I don't know why she swallowed the fly

2115. Re: atari laser printer??

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5fei48$hj7@sjx-ixn7.ix.netcom.com>
Source record: 75238

In <19970303053800.AAA15427@ladder02.news.aol.com> euskara@aol.com (Euskara) writes:
>
>An Atari laser printer? What's that? and where do you get it ?

Atari made a direct from memory to printer Laser printer for the ST. You can't interfase this with an 8-bit. Hoewver I've seen and have an HP laserjet printer driver. This means that you can interface a Laserjet to your 8-bit with a normal parallel printer cable. The Atari laser printer used the ACSI (ST parallel) port not a regular printer port.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

2116. Re: 6502 undocumented opcodes

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5fejjd$gpa@narses.hrz.tu-chemnitz.de>
Source record: 75239

```
Trevin Beattie (trevin@xmission.com) wrote:
: A while ago I was looking for information on the undocumented opcodes
: that Atari computers use, and I had several good responses. However,
: even the best sources has missing and/or incorrect information. I've
: done a lot of research on them and have a set of corrected tables for
: reference, which would mainly be of use to people writing emulators.

: Here's a corrected copy of the newsgroup article posted last August. My
: other tables are still in WordPerfect format only, but this one has most
: of the information.
```

There is the 64doc file from the VICE emulator project, written by Marko
M�kel� and John West. It also has tests to be run on a C64, to check
the opcodes (for emulators).

```
http://www.tu-chemnitz.de/~fachat/vice/vice/64doc.html
```

hope it helps
Andr�
--
Andre Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit�t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

2117. 6502 hardware on the web!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5fejq9$gpa@narses.hrz.tu-chemnitz.de>
Source record: 75240
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.arch.embedded,comp.sys.atari.8bit

CS/A 6502 Gecko Computer
Hardware (diagrams) and Software on the Web!
(c) 1997 Andr&#65533; Fachat

http://www.tu-chemnitz.de/~fachat/csa/gecko/index.html

In 1989, after my first semester at university, I made the first line on
the schematics for a small self-designed and self-built computer. This
computer, based on the 6502 CPU, has until 1992 become a small computer
system.

The Gecko computer is now presented, including CIRCUIT DIAGRAMS on the Web(!)
and software. It is conformant to the CS/A system and has some quite nice
features:

* A fast serial RS232 interface, using the 16550 UART with FIFO,
known from the PC world.
* A serial IEC bus interface to the Commodore C64 and VC1541
* An interface to infrared LEDs to remote control devices like
CD player or TV sets
* A small keyboard interface
* Up to 30 kByte ROM and 32 kByte RAM, with up to 2 kByte fully
decodable I/O space
* Bus interface to standard CS/A peripheral interface cards

Software that is completed is:

* Multitasking OS
* Filesystem for the Commodore VC1541 disk drive
* Multitasking shell with I/O redirection, including a machine
language monitor (running over a serial line)
* Device for infrared control

Later there will be:

* A TCP/SLIP implementation to mount files from the PC via serial
line and SLIP protocol
* Let the filesystem allow accesses from the serial IEC bus - to
access files on the PC from the C64 for example.

--
Andre Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit&#65533;t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

2118. Re: CD in PC Mirror under APE

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <5fefc9$t2v$1@xmission.xmission.com>
Source record: 75241

In comp.sys.atari.8bit Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote:

: > Thanks though, but I really dont need an elementary education! Someone
: > previously posted that if my CD contained more than 64 files (which it
: > does), I could not use the CD UP. command to recurse directories under
: > APE, as the "U*.*" files would not be shown.

: Just type 'UP.' to move to the parent directory. Omit the CD command.

The same problem exists. If I type .UP on a disk that contains more than
64 files, the UP. program doesnt exist.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

2119. Re: 6502 hardware on the web!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5fer1e$jv1@narses.hrz.tu-chemnitz.de>
Source record: 75242
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.arch.embedded,comp.sys.atari.8bit

```
As usual, I always forget some important things:

* This is a non-commercial project, of course.

* And the sources are published under the GNU public license.

Andre
```

--
Andre Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit&#65533;t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

2120. Image to floppy disk- - IMG2DISK.ARC

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: read@my.sig
Message-ID: <331af370.449945@news.networx.net.au>
Source record: 75243
Body handling: Inline uuencoded payload not displayed: IMG2DISK.ARC

I hope that all who need this program can download it okay.
For those who use their Atari's to access WEB sites, now you can
easily convert ATR/XFD files to a real floppy. It's written in BASIC,
and does NOT require Turbo Basic for speedy transfers. I think you
will be pleasantly surprised when you see how it works, considering
it's under 3k in length. It should work on any Atari computer without
any hassles, and doesn't even need extra RAM to run. Also caters for a
single drive system (disk swapping seems to work no problems).And
automatically will copy a Enhanced Density image, but make sure to
format a blank disk in this density first.
Please test it out, and let me know if there are any bugs or if you
think something else is needed.

Have fun...

Steve.

```
------------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
------------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
------------------------------------------------------------
```

[Inline uuencoded payload not displayed: IMG2DISK.ARC]

2121. Re: CD in PC Mirror under APE

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: read@my.sig
Message-ID: <331cf9ee.2111646@news.networx.net.au>
Source record: 75244

jeking@xmission.xmission.com (James King) wrote:

>In comp.sys.atari.8bit Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote:
>
>: > Thanks though, but I really dont need an elementary education! Someone
>: > previously posted that if my CD contained more than 64 files (which it
>: > does), I could not use the CD UP. command to recurse directories under
>: > APE, as the "U*.*" files would not be shown.
>
>: Just type 'UP.' to move to the parent directory. Omit the CD command.
>
>
>The same problem exists. If I type .UP on a disk that contains more than
>64 files, the UP. program doesnt exist.
>

Looks like the only solution is to make subdirectories for the
"mirror" drive, and keep the number of files under 64 for each one.
Maybe using alphabetical order would be ok.
Like this:

MIRROR_PATH/A
MIRROR_PATH/B

etc etc. I found this the easiest way to store a heap of files on a
16mb MyDOS image, and also makes them easier to find too.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

2122. Re: XL-it 0.18

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <331bff7f.5723890@news.inc.net>
Source record: 75245

On Fri, 28 Feb 1997 21:37:09 GMT, cosmos@bigfoot.com (COSMOS) wrote:

>On Fri, 28 Feb 1997 21:49:01 +0100, Markus Gietzen
><magi@stud.uni-sb.de> wrote:
>
>>You can download XL-it! 0.18 from:
>>
>> http://myst.slcc.edu/~markus
>>
>>The major changes are the support for 8 DD drives and
>>support for virtual harddrives (H1: - H8:) to access your
>>PC-directories.
>
>Markus has done it again!
>
> Thankyouthankyouthankyouthankyou!!
>
>Gettting ATR's working correctly is wonderful. And the virtual
>hardrives will make me rethink my archival scheme. The sound is
>great. The emulator works under win95 again. The atari key makes
>life easier for anyone doing any development using the emulator.
>
>In general an outstanding refresh.
>
>Thanks again!
>
>COSMOS - an admirer

Ditto here as well, but, don't forget Ron Fries POKEY chip emulator
for the great sound!

Cheers,

Jon

2123. Re: 1200 bug with High Speed modem and Bobterm

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <331afd85.5217202@news.inc.net>
Source record: 75246

On 28 Feb 1997 01:13:03 GMT, lblack1051@aol.com (LBlack1051) wrote:

>In response to the individual having Bobterm who a 1200 connect on their
>high speed modem, yes there does seem to be a problem. I have seen many
>people refer to this once the higher speed modems were designed and
>released. More often than not, it seems to be localized to SOME P:R:
>connector useres. Reason I say some is that there actually were two
>version of the P:R: manufactured and released. Another bug that seems to
>be prevelant on the P:R:, is the screeming Q's. The work around for the
>screeming Q's is to disable the break key interrupt. Some programmers know
>about this and incorporate the break-key-disable within their code (as I
>did with Atar-Z-Modem).
>
>
> |_arry
>Black
> Atar-Z-Modem: Zmodem for the Atari8
>
>
Larry, on an unrelated front... are you still active on the (I think)
FIDO Atari8 echo base? Any chance of somehow getting the stuff from
FIDO in here, and perhaps the stuff from in here in FIDO? I used to
read the FIDO echo all the time, but local BBSs have been dropping
like flies since internet access has gotten so popular. While I do
really enjoy this newsgroup, I do miss the good ole FIDO conference
also. Lots of good stuff in there.

2124. 800 OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: idavis@comland.com
Message-ID: <857425757.23152@dejanews.com>
Source record: 75247

I have an 800 that just sat there when I turned it on. After popping the lid off, I noticed that it was missing the OS board. I assume it is the OS board. It is in the same slots as the memory boards. Does anyone have this board for sale. I would like to get this 800 running again, but don't have access to a spare board. Maybe someone has an 800 with something else dead, and doesn't mind parting with the board, or just selling me the non working 800. I don't need this tomorrow so it's not a super hurry, I just am trying to get an idea on whether or not I can get this one going again.
Thanks in advance.
Isaac Davis
idavis@comland.com

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2125. Looking for BASIC to 6502 Compiler...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: Anthony Bufort <ajbufort@mail.sas.upenn.edu>
Message-ID: <331B3FD8.3D5A@mail.sas.upenn.edu>
Source record: 75248

I'm not looking for any one compiler in particular, just a really good one (e.g. ABC, MGM). Please get back to me if you have one or know where I can acquire one.

-AJB

2126. Re: atari laser printer??

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <E6HnyG.Jo4@cix.compulink.co.uk>
Source record: 75249

In article <19970303053800.AAA15427@ladder02.news.aol.com>,
euskara@aol.com (Euskara) wrote:

> An Atari laser printer? What's that? and where do you get it ?
It used an ST or Mega ST as a host to do all the page processing which was
then fed to the printer via a DMA box. The printer had no brains, just the
engine. Totally useless without an ST although at one time you could buy
a box to connect it to a PC. That was years ago though.

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+---+

2127. Re: List of all Atari carts

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970303180810.859C-100000@fissure.scar>
Source record: 75250

On 2 Mar 1997, Doug Pippy wrote:

> Does anyone know where I can get my hands on a list of all games ever put
> out for the Atari game system?
>
> --
> //\\
> Doug Pippy-> dpippy@morgan.ucs.mun.ca][All donations welcome. Help send
> Revolutionary and student of Biology][me to California so I can evolve
> Memorial University of Newfoundland][to the highest state of being:
> St. John's, Nfld, Canada][a professional surfer
> //\\
>
>
Hahahahaha... I love the signature.. professional surfer.

But seriously a list of all the games ever put ofor the Atari game system?
Which one? Atari Lynx? Atari 8bit? Atari 2600/5200/7800????

ST???

2128. Re: Carts wanted: Crossfire/Shadow World

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970303181027.859D-100000@fissure.scar>
Source record: 75251

On Sun, 2 Mar 1997, Jim Klein wrote:

> I'd like to add these carts. to my collection...
>
> -Crossfire
> -Shadow World
>
> Please email me how much you want for them...
>
> ...'course I'll buy the lowest priced offer...
>

Damn, and I had an original 1981 CROSSFIRE Cartridge... it was sold many
years ago.. How much is it worth now?

2129. Re: 6502 hardware on the web!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-03 00:00:00 UTC
From: alstrup@diku.dk
Message-ID: <5ffeo0$ok4@vidar.diku.dk>
Source record: 75252
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.arch.embedded,comp.sys.atari.8bit

fachat@physik.tu-chemnitz.de (Andre Fachat) writes:

>As usual, I always forget some important things:

> * This is a non-commercial project, of course.

> * And the sources are published under the GNU public license.

I checked this stuff out and most say I'm impressed. Andre has managed to
once again demonstrate that 8-bit computing can be impressing :-)

Congratulations, and keep up the good work. I especially appreciate that you
release all of this for free under the GPL. Would others only follow this
fine example...

Greets,

Asger Alstrup

2130. Re: Various Alternate Reality info

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5fhdvp$25g@login.freenet.columbus.oh.us>
Source record: 75169

Jon D. Melbo (ssilicon@lax.net) wrote:
: On Fri, 28 Feb 97 02:25:07 GMT, kheller2@ix.netcom.com (Karl Heller)
: wrote:

: > I wonder if anyone would be interested in the DOOM version of AR-City my
: >brothers and I did.
: >
: > Its the entire city map with AR sound effects. We didn't do any graphics (
: >yet).

: Heck yeah! Is it just for DOOM or for DOOM II? I think I have a
: converter for DOOM maps to DOOM II maps.... I do have DOOM, but I took
: it off my system and only play DOOM II once in a while.

I had a WAD file that contained the textures that DOOM 1 has that 2 was
missing.You shouldn't need (or want!) to convert the texture names to DOOM2.
--
The Doctor

2131. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5fhf81$832@login.freenet.columbus.oh.us>
Source record: 75170

Bill Marcum (bmarcum@iglou1.iglou.com) wrote:
: In article <MxSNBD.98A@csh-newsserver.csh.rit.edu>, Kurt Mosiejczuk wrote:
: >In article <19970221064001.BAA07142@ladder02.news.aol.com> guy1015@aol.com (GUY1015)
writes:
: >>
: >> Bobterm all versions 1.20 1.22 1.23 still have that problem dropping
: >>down to 12oo bauds at logon 19.2 What software fix are you talking
: >>about?
: >>
: >>
: >
: >
: >Actually... I use version 1.21 (1.22?) and it has no problems with
: >staying at 19.2 if I connect at 19.2 HOWEVER, it has problems with
: >when I connect at 14400... Since I want to still talk to the modem
: >at 19.2 and it drops it to 1200...
: >
: I think you need to change your modem init string so that the connect
: message says CONNECT 19200 (port speed rather than modem speed). That
: would be ATW0(zero).

BobTerm ignores the connect message,so that couldn't be it.
--
The Doctor

2132. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5fhfhb$96o@login.freenet.columbus.oh.us>
Source record: 75171

Ryan Goolevitch (ryang@computerhelp.ca) wrote:
: Kurt Mosiejczuk <kurt@csh.rit.edu> wrote:

: > Actually... I use version 1.21 (1.22?) and it has no problems with
: > staying at 19.2 if I connect at 19.2 HOWEVER, it has problems with
: > when I connect at 14400... Since I want to still talk to the modem
: > at 19.2 and it drops it to 1200...

: I thought BobTerm just looked at the first digit of the baud rate to
: determine DTE speed?

: 3 = 300
: 1 = 1200
: 2 = 2400
: 4 = 4800
: 9 = 9600

: thats why I thought that when i connected at 14400, it would see the
: and think it was supposed to go to 1200, but you are saying that if
: bobterm receives a "19200" from the modem, that it does in fact stay at
: 19200? ive never tried that.. ive always just tapped return before the
: final connection.

If BobTerm actually payed attention to the CONNECT message,then why do you
have to tell it the speed for each BBS that you call???

I've never seen anything for the Atari that looked at CONNECT.
--
The Doctor

2133. Re: MyDos Question/problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5fhenl$5fp@login.freenet.columbus.oh.us>
Source record: 75172

Steve (read@my.sig) wrote:
: Jim Klein <jklein@isd.net> wrote:

: >I'm using a few different emualators and am having a problem with MyDOS
: >on all of them.
: >
: >I have mydos45d.xfd as d1: and an blank atr disk as d2:
: >
: >When I press C to copy and type...
: >
: >d1:sp*.exe, d2: (copy d1:speedway.exe to drive 2)
: >
: >It then says copying "d1:speedway.exe d:speedway.exe"
: >
: >But, as you can see, it does not goto d2: as I've specified... but
: >instead goes to d:
: >
: >what am I doing wrong or is this a bug?
: >
: >I found out that if I assign d: as d2: then it
: >says copying "d1:speedway.exe d:speedway.exe" but in reality it goes
: >to d2:
: >
: >P.S. Is there a homepage for MYDOS?
: >
: >-thanx-
: >

: It's because you need to specify wildcards in the filename for D2

: ie: [C]opy D1:*.EXE,D2:*.*

: because of the lack of a filename (or wildcards) for D2:, MyDOS has to
: use the default drive to write to, which is D:

: I'm pretty sure this is correct, but if anyone else knows
: why...........

What the!?!
If you left out the filename,it will assumes "*.*".
Why would lack of a filename cause it to write to a different drive.
Just try "CD1:speedway.exe,D2:".
(of course a RETURN character will be automaticly inserted after "C")
You might want to chnage the filename to capital letters with
"CD1:speedway.exe,D2:SPEEDWAY.OBJ".
(what's a EXE file???)

Then you can just run it with "LSPEEDWAY.*".
--
The Doctor

2134. Limiting My Options - WAS Re: Problem with 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: Graham Thornton <gt$z1d1@cat.e-mail.com>
Message-ID: <331C59AF.7525@cat.e-mail.com>
Source record: 75173

Jon D. Melbo wrote:
>
>
> Also consider, on the outside, that whoever the machine belonged to
> before may have been a power user, and had the OS ROMs re burned so
> that the OPTION key at bootup has the opposite effect. He should,
> just for the hell of it, hold in the OPTION when he boots up, to see
> if he then gets the built in BASIC.
>
Does anyone have any details on how to do this? Having to hold down
the Option key at start-up annoyes the heck out of me, so much so that
I eventually bought a 1200XL instead. Trouble is, there's a whole
bunch of software that the 1200XL doesn't run.

Any help much appreciated.

Graham

2135. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5fhfb3$8e2@login.freenet.columbus.oh.us>
Source record: 75174

Ryan Goolevitch (ryang@computerhelp.ca) wrote:
: Bill Marcum <bmarcum@iglou1.iglou.com> wrote:

: > I think you need to change your modem init string so that the connect
: > message says CONNECT 19200 (port speed rather than modem speed). That
: > would be ATW0(zero).

: Yes you can do that, but I like to know how fast my modem has really
: connected... When dialing in bobterm, when you hear the modems starting
: to connect, just tap return, and that forces bobterm into terminal mode
: (without changing the baud rate) and you can see the full connect string
: from the modem when communications are established.

Once again,BobTerm will just use whatever baud rate you told it to use for
that BBS.It ignores the CONNECT string.
--
The Doctor

2136. Re: Iced Tea(?)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5fhev0$6ro@login.freenet.columbus.oh.us>
Source record: 75175

Jim Klein (jklein@isd.net) wrote:
: I heard of this software called Iced Tea that lets you connect an 8-bit
: to the web...

: 1. Is it freeware?

It's free!

: 2. Where can I get it?

The umich FTP site.
Gopher to gopher.freenet.columbus.oh.us and choose option 15,and then 9
and then 6.That will get you to the ST site.One of the ST
directories,oddly enough,actually contains Atari home computer files!
(odd because the Atari ST is totaly incompatible with the Atari Home
Computer System(HCS))

--
The Doctor

2137. Probably a dumb question....

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: julie <70707.3430@compuserve.com>
Message-ID: <331C95E7.59BC@compuserve.com>
Source record: 75176

Sorry if this is a dumb question, but.....

I'm just now looking into an Atari 8-bit emulation package for my PC. I have tried the shareware versions of Xformer and Rainbow, but I would like to try some actual programs (O.K., games) before buying anything. I think I understand how to use the various disk images, but I downloaded some files with .EXE extensions and I was wondering if anyone could give me a clue how to use them. I can't seem to figure it out, and I haven't seen anything about .EXE files in any FAQs I've looked in.

Thanks in advance...

Matt

2138. Re: Iced Tea(?)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5fhf4k$7no@login.freenet.columbus.oh.us>
Source record: 75177

Bill Marcum (bmarcum@iglou1.iglou.com) wrote:
: In article <33147BB8.47AA@isd.net>, Jim Klein wrote:
: >I heard of this software called Iced Tea that lets you connect an 8-bit
: >to the web...
: >
: >1. Is it freeware?
: >2. Where can I get it?
: >
: It's called Ice-T. I beleive it is freeware, available from
: atari.archive.umich.edu or other ftp sites. But don't expect anything
: like Netscape or even Lynx for the 8-bit. What it is, is an 80-column,
: VT100-emulating terminal program which you can use with a shell account
: and a fast modem (up to 19200 bps). Most other 80-column programs for the
: 8-bit (other than the well-named FlickerTerm) have difficulty keeping up
: with speeds above 2400.

Because Kermit-65 has flow control,it can actually keep up with speeds
faster than Ice-T can.And Kermit-65 is SLOW.Also,Ice-T doesn't turn on the
RTS line,so it won't work with buffered modems.You'll have to download
Kermit-65 as well and run it before you run Ice-T.
(and you'll have to run it again if your modem interface loses power)
--
The Doctor

2139. Re: Rainbow 95

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <857514676.29755.1@kwll.demon.co.uk>
Source record: 75178

In article <01bc2894$8fb97c60$86bd89ce@P100.webbernet.net>, "Dominik Zielinski"
<mumin@webbernet.net> wrote:
>I must say that I'm very impressed with the newest version (1.36) of
>Rainbow 95. On an average I have seen a 50% speed improvement on my Pentium
>100 (some games run at full speed with the "every frame" setting). I also
>don't have to switch my color depth to 256 everytime I wanna use it. It
>seems that it runs more stuff now too.

Can't argue with that. Definatly worth registering.

2140. Re: Xl-it! 0.18 Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <857514547.29755.0@kwll.demon.co.uk>
Source record: 75179

In article <01bc28ad$cecb1440$5dbd89ce@P100.webbernet.net>, "Dominik Zielinski"
<mumin@webbernet.net> wrote:
>I don't know if anyone has used it much yet, but I haven't been too
>succesful at getting the virtual HDs to work. I'm using MyDos 4.53/4 and I
>can get the files to list, but it will not load them. Do I need a different
>dos to access the HD emulation?

I can't get em to work with MyDOS either. They work fine with DOS 2.0/2.5
though.....

2141. Re: YOGI's site?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <331ca194.2399960@news.injersey.com>
Source record: 75180

```
-Hi there!
-
-What's actually the correct address of YOGI's ftp-site?
-
-Ulf
-
ftp://ftp.hackerz.com/hackerz/atari/web/index.html
(web page)
ftp://ftp.hackerz.com/hackerz/atari/jellystone
(direct link to archive)
```

2142. Re: Xl-it! 0.18 Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: ddahl@tiac.net
Message-ID: <331caa21.1146043@news.tiac.net>
Source record: 75181

This confirms my experience too.

Dave

On Tue, 04 Mar 97 17:56:42 GMT, monkfish@kwll.demon.co.uk (Lawrence
Staveley) wrote:

>In article <01bc28ad$cecb1440$5dbd89ce@P100.webbernet.net>, "Dominik Zielinski"
<mumin@webbernet.net> wrote:

>I can't get em to work with MyDOS either. They work fine with DOS 2.0/2.5
>though.....

2143. Re: Yogi's hackerz site

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <331ca07b.2119084@news.injersey.com>
Source record: 75182

```
-
-You need to have three PLAs,since you always have to specify one
argument
-to USR().
-The point is that you can't use USR to call OS routines.
-And the XIO command is too limited and there's no SIO command.
-(and yet there are useless commands like GRAPHICS)
---
- The Doctor

You can do this, though:

Poke your sector numbers in $30A, $30B
Poke the Read command $52 into $302
Set all the other ones.....
Have a short code PLA PLA PLA,
then JSR $E453
Then you can play with the bytes wherever you put them.
I think there is a program example like this on my page (you know, i
dont even remember!)
ftp://ftp.hackerz.com/hackerz/atari/web/index.html
```

2144. Internals of USR() function (was: Yogi's hackerz site)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <331cb2d5.2671937@news.tudelft.nl>
Source record: 75183

Hi,

>You need to have three PLAs,since you always have to specify one argument
>to USR().
>The point is that you can't use USR to call OS routines.
>And the XIO command is too limited and there's no SIO command.
>(and yet there are useless commands like GRAPHICS)

You are mistaken. First, only one PLA is needed. Atari BASIC actually pushes the number of arguments on the stack, followed by two-byte entries for data supplied to the USR() function after the first argument, which is the called address. In this way, it is possible to make USR() calls which can actually process a variable number of arguments.

By the way: the USR() function returns the value which is put into the addresses 212-213, enabling you to communicate result codes back to BASIC, for example.

Using this mechanism, it is actually very much possible to call whichever OS routine from BASIC, like CIO, SIO, DISKIO, SETVBV, etcetera.

Hope this helps,

Sidney Cadot

2145. APE & Modem usage

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <5fid8l$5k9$1@xmission.xmission.com>
Source record: 75184

Hmmm. I have a 386/40 running as my APE server, it has connected to COM2:
a Hayes Ultra 9600 modem.

My Atari will ONLY access that modem through APE, if I set the baud rate
(within bobterm, etc..) to the maximum of 19200. However, when I connect
to a BBS, I get what appears to be buffer overruns, because I get a ton of
dropped characters, etc..

Off the top of my head, I can think of a couple fixes: Hyperspeed handler
for my Atari, Ensure that data compression, etc.. is turned OFF on the
modem.

Can somebody help me out here? Is anybody else doing this successfully
without data loss when using the PC's modem on the atari via APE?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

2146. Re: Starfleet I

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <5fid2g$du@sjx-ixn4.ix.netcom.com>
Source record: 75185

In article <5fhdn7$14k@login.freenet.columbus.oh.us>, dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
>Vidar Olavesen (olavese@online.no) wrote:
>: Does anybody know if Starfleet I is cracked in Yogi's archive ? I would
>: like to buy this game if anybody has it, but I if not, it's the next best
>: thing to get it at Jellystone. Anyway, the game is manual protected after
>: you played a level or so!
>
>One time I started it up forgetting that you needed a manual and got that
>damn copy protection.In my frustration,I typed "HELLO" and I got in!
>You may have to try a few times before it accepts it.
>(like three times)
>--
> The Doctor

Also try typing ALIEN, it uses that one an awful lot.

-=-=-=

2147. Some of the SEXIEST women alive!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: exere@wstarztv.net
Message-ID: <5fi77c$13n@bolivia.earthlink.net>
Source record: 75186

-(10,000 pictures of beautiful hot sexy Celebrities CD-ROM - ME#3)-
Questions? CALL US! The number is listed on our website:
http://www.nude-celebs.com

Just SOME of the features-ME3 CDROM:

600+ pictures of Cindy Crawford
400+ pics of Pamela Anderson
250+ pics of Elle Macpherson
200+ pics of Christina Applegate
200+ pics of Alicia Silverstone -==< 10,000 CELEBRITIES!! >==-
200+ pics of Mariah Carey
200+ pics of Sandra Bullock
150+ pics of Liv Tyler, young star (Web Masters get a FREE CD!)
130+ pics of Niki Taylor
130+ pics of Kate Moss!!! For a list of ALL files on the CD
100+ pics of Madchen Amick goto www.nude-celebs.com
100+ pics of Racquel Darrian - *WOW*
80+ pics of hot model Jenny McCarthy! (Nudity!)
80+ pics of Paulina Poriskova, sexy supermodel!
70+ pics of Bridget Hall, supermodel!
50+ pics of TRACI LORDS, yes! ***6 Celeb CDs in One!***
50+ pics of Daisy Fuentes, hot spanish VJ
50+ pics of Salma Hayek, sexy latina actress! ORDER LINE!
50+ pics of Teri Hatcher 1-757-484-7538
* 4000+ pics of other NUDE stars
* 4000+ pics of PG-13 rated celebrity poses
* 10,000+ pictures total, thats TEN thousand!
* Graphics viewing software for Windows3.1/DOS/Win95
* CD is BBS ready, with descriptions of files! And its Mac readable!
* Many more features and pictures of stars!
* NO AMATURE MODELS! - ONLY Celebs!

This CD represents high quality work. Here is the pricing:
$$$ $34 each (plus $2 shipping, $5 shipping outside USA) $$$
ADULT WEBMASTERS - Get this CD for FREE! Goto our site, find out how!

(For MORE information on content goto http://www.nude-celebs.com/
or call 757-484-7538 in USA to order via phone!
EMAIL: nudecelebs@nude-celebs.com

Other information:
* Packed in white shipper: No signs of nudity (Wife protection plan!)
* There are over 10,000, that's TEN THOUSAND FILES, on ME#3 alone!
* All pictures are high quality at least 640x480!
* Directories on disc are arranged for ease of use!

* Graphics viewing software for Windows/DOS/Win95
* CD is ISO-9660 and Macintosh readable in POWERMACs only
* It's truly BBS-ready with detailed descriptions of all files!
* ME#3 will save you -ALOT- of download/searching TIME & MONEY!
* Sysops! - Has a files.bbs conversion program for different formats!

This CD represents high quality work. Here is the pricing:
$$$ $34 each (plus $2 shipping, $5 shipping outside USA) $$$

(*) For FAST, reliable results goto http://www.nude-celebs
And fill out a order there. We take all methods of payment.

(*) AOL USERS: You must use AOL 3.0 Web Browser or HIGHER to order at our
automated web site, otherwise request an order form via email.

(*) Or call 757-484-7538 to order via credit card over the phone!

(*) Or if your into free cheerleader pictures visit our Naughty Cheerleaders
site at http://www.nude-celebs.com/redhot/cheer.html

(*) If you can not access the World Wide Web and would like an ORDER FORM
sent to you by email, reply to this message at:
nudecelebs@nude-celebs.com
If you have any further questions feel free to email us!

Qualifications: You must be OVER 18 & live somewhere in this UNIVERSE!
Please remember, Foreign orders are $5 for shipping instead of $2

(*) Wholesale/Dealer/Bulk information/prices available upon request.

ME#3 ..'~ T.H.E. Software ~'..

2148. Re: >>need help with BRUCE LEE for atari emu<<

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <857524879.2105.0@kwll.demon.co.uk>
Source record: 75187

In article <3319b3d4.2145490@news.escape.ca>, imarkows@escape.ca wrote:
>Hi, did anyone get this game to work with joystick. I can run the game
>with no problem but how to you move Bruce. If anyone knows how to get
>this game to work with joystick on any ATARI emu please let me know
>which emu works with it.

You can't move Bruce with either Rainbow or XL-it! Strange, but Zorro works fine, and I think it's the same folks who wrote it.....

It ~might~ work with PCXFormer, but it probably doesn't.....

2149. Re: CD in PC Mirror under APE

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5fhgur$gvp@login.freenet.columbus.oh.us>
Source record: 75188

Robert Smith Ely (rely@ix.netcom.com) wrote:
: In <5f3tqs$1if$1@xmission.xmission.com> jeking@xmission.xmission.com
: (James King) writes:
: >
: >Now that I've finally figured out how to change into a directory under
: >APE's PC mirror function, how do I move backwards?
: >
: >Doing a UP. doesnt work.. I know for a while there, it did, and I
: could
: >see an UP directory, but under SpartaDos, forget it. Once you're in a
: >directory, you're stuck there. I usually have to set the drive back
: from
: >within APE itself.
: >
: >
: >--
: > @ @ @ ------------------------------------ @ @ @
: > @ @ @ James King - jeking@xmission.com @ @ @
: > @ @ @ ------------------------------------ @ @ @
: > Atari 8bit Hobbyist by choice, IT Professional by Accident!

: James,
: Use CWD (Change Working Directory). To move up one level use "CWD
: ..". Note the space between the CWD and the "..". The is required. To
: move up to the Root level use "CWD >".If your complete path is
: D2:>GAMES>ADVNTURE>TEXT and you are currently at the ADVNTURE level and
: want to go down to the TEXT level use CWD TEXT. Notice that there is NO
: need for the > if you use it you need to put in the entire path, as I
: listed avove (CWD >D2:>GAMES>ADVNTURE>TEXT). This will allow you to
: move to any directory. It is similar to, but not quite the same as
: MSDOS. The SpartaDOS X version is a little bit closer to MS-DOS than
: the 3.x version.

uh,APE presents a disk as a AtariDOS (not MyDOS!) image.So from
SpartaDOS's point-of-view,there are no directories on the disk.
Even if it emulated MyDOS,only SpartaDOS X can access MyDOS directories.
(and disks with MyDOS intra-sector links)

And I hated the way they tried to make SDX look like MS-DOS.
You can't even access devices through SDX's command processor.
I'd prefer a SpartaDOS with a interface like MyDOS.(including CIO calls)
--
The Doctor

2150. Re: CD in PC Mirror under APE

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5fhgk0$f1l@login.freenet.columbus.oh.us>
Source record: 75189

Steve (read@my.sig) wrote:
: jeking@xmission.xmission.com (James King) wrote:

: >Now that I've finally figured out how to change into a directory under
: >APE's PC mirror function, how do I move backwards?
: >
: >Doing a UP. doesnt work.. I know for a while there, it did, and I could
: >see an UP directory, but under SpartaDos, forget it. Once you're in a
: >directory, you're stuck there. I usually have to set the drive back from
: >within APE itself.

: There is usually a file called "up" which you have to load from DOS
: which will take you back one directory. One thing I have found is if
: you have more than 64 files (or 128 for SpartaDOS?) in the PC mirror
: drive, then you only see that amount and the rest are inaccessable.
: This may account for the loss of the "up" file. Try making more
: directories that contain only up to 64 files (including Sub-Dir
: names).

You have to remember that APE presents a mock AtariDOS disk to the Atari
when reading PC files.
(that's why you can't POINT & NOTE)

I think they should've made a special APE-DOS that simply relayed CIO
commands to the APE programme.Not only would this make for a small DOS,
with all the features of SpartaDOS (and more,without it having to fit into
the OS shadow memory),but it would only have the limits that MS-DOS it self
had.

I'd prefer it be MyDOS compatible since the SpartaDOS interface is just
plain weird.
(the length of the buffer decides where the current directory string and
CHKDSK packet go!This means that there's no way to tell SpartaDOS how
big the buffer is!)
--
The Doctor

2151. FS: Atari Hardware and Software

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: dtrost@iquest.net
Message-ID: <5firgsgah1@news.iquest.net>
Source record: 75190

I've got an Atari 800 and 800XL, the 810 and 1050 disk drives with all cables and power supplies. Also a Touch Tablet, and 850 interface, 3 regular joysticks, 2 handgrip types, joystick extension cable, and a pair of wireless remote joysticks; Atari Basic cartridge and a handfull of game carts; also 200 disks with games, utilities, etc.

I haven't tested everything, but it all worked when I moved up to my ST - course, even that was a few years back.....

$125 plus shipping for the whole lot.

Email me at dtrost@iquest.net

2152. FS: atari 800 system w/ games

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <5fi7p5$p0a@artemis.it.luc.edu>
Source record: 75191

Hi, i have a nice 800, 100% working, no missing keys, nice cosmetically and 1 810 disk drive which also works 100%. Also, there are power supplies for both units, an sio cable and RF cable and switchbox for hooking up to a TV. Also, 2 joysticks are included, one atari, one discwasher joystick. Everything you need to play is included...

games included are:
1 basic cartridge (for playing basic games)
1 pac man cartridge

and 12 disks
1 dos boot disk
disk games: asteroids, cest, webster, lone raider, professor IQ, zone raider, dance fantasy, pitfall II, waxworks, last star fighter (star raiders II beta), wing wars, java jim, jump man jr, arena, blue max, fort apocalypse, megalegs, mogul maniac, h.e.r.o, track n field, mr do's castle, countermeasure, frogger2, baseball, star wars, popeye, blue thunder, centipede (5200 version), q*bert, danger ranger, shamus II, spy strikes back, mr tnt, agent usa, vanguard, millipede, agent, nadral(?), spider city, money, and super zaxxon.
total 41 disk games, multiple games on a disk.

This is one great gaming system and if i hadnt just moved up to an 800XL and sio2pc, i wouldnt be selling it.

First $60 plus shipping takes it all..

Ted B

2153. Re: VSS 0.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: Shuriken@bellsouth.net
Message-ID: <5fl6mi$575@news.msy.bellsouth.net>
Source record: 75192
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

In article <857583637.13691@dejanews.com>, dan.boris@coat.com wrote:
>I have just posted VSS 0.71 (Atari 5200 emulator) to my homepage:
>
>http://www.geocities.com/SiliconValley/9461
>
>This version fixes a major sound initilization bug that was in ver 0.70.
>The sound now works for all my beta testers (where is did not before)
>so this should help out anyone who had a problem with the sound.

Dan,it is running GREAT.Thank you SO MUCH for it.I cannot tell you how much it means to me,to be able to relive my childhood a little,by playing all these great games.

2154. Re: Soft from "Rush Hour"-Party 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970304043300.XAA06928@ladder01.news.aol.com>
Source record: 75253

I DL all the new Orneta 97 Stuff from Taquart, I did love the Unreal demo, if thats the same one your talking about. Its the best so far and should have made first place :) About the 4 sided demo disk is a waste on NTSC system even with a Pal Antic chip.. The Fx dont come over rite how come?
Im looking for more stuff to come from orneta 97 like some kool MPT music files and CMC to! and Maybe a real kool Megademo. Where is "HARD" its been some time since joyride was released. Quasimodo is a great GREAT demo coder, but didnt have anything for the show?

We need more! :)

2155. Re: Enhanced density...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <331ba1de.12518812@news.injersey.com>
Source record: 75254

-
-P.S. The "Imageman"-program still resists in Version 0.3 now for a
long
-time. I don't know, who developed it, but I think it's really useful
and
-aading some functins and clearing some little bugs would be very nice
.
Imageman is written by Ivan Makintosh.... quick little hack.
Use APE to create ED images.
And the reason I use SD images is because the software sits on SD
disks, for the most part.
No sense wasting extra bytes if not needed.

2156. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970304044500.XAA07204@ladder01.news.aol.com>
Source record: 75255

I have it on Star NET bbs in Orlando..
Bob Puff need to update the BBS and or reply to his Email...
He's just to busy. However if you buy a HD from him he"ll send it to ya
with a new VTOCfix for Mydos 4.5

<<Star>>

2157. Collection of porn stars!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: paoiureopu@potwopeiu.com
Message-ID: <5fgg3f$bn4@ecuador.earthlink.net>
Source record: 75256

-(10,000 pictures of beautiful hot sexy Celebrities CD-ROM - ME#3)-
Questions? CALL US! The number is listed on our website:
http://www.nude-celebs.com

Just SOME of the features-ME3 CDROM:

600+ pictures of Cindy Crawford
400+ pics of Pamela Anderson
250+ pics of Elle Macpherson
200+ pics of Christina Applegate
200+ pics of Alicia Silverstone -==< 10,000 CELEBRITIES!! >==-
200+ pics of Mariah Carey
200+ pics of Sandra Bullock
150+ pics of Liv Tyler, young star
130+ pics of Niki Taylor
130+ pics of Kate Moss!!! For a list of ALL files on the CD
100+ pics of Madchen Amick goto www.nude-celebs.com
100+ pics of Racquel Darrian - *WOW*
80+ pics of hot model Jenny McCarthy! (Nudity!)
80+ pics of Paulina Poriskova, sexy supermodel!
70+ pics of Bridget Hall, supermodel!
50+ pics of TRACI LORDS, yes! ***6 Celeb CDs in One!***
50+ pics of Daisy Fuentes, hot spanish VJ
50+ pics of Salma Hayek, sexy latina actress! ORDER LINE!
50+ pics of Teri Hatcher 1-757-484-7538
* 4000+ pics of other NUDE stars
* 4000+ pics of PG-13 rated celebrity poses
* 10,000+ pictures total, thats TEN thousand!
* Graphics viewing software for Windows3.1/DOS/Win95
* CD is BBS ready, with descriptions of files! And its Mac readable!
* Many more features and pictures of stars!
* NO AMATURE MODELS! - ONLY Celebs!

This CD represents high quality work. Here is the pricing:
$$$ $34 each (plus $2 shipping, $5 shipping outside USA) $$$

(For MORE information on content goto http://www.nude-celebs.com/
or call 757-484-7538 in USA to order via phone!
EMAIL: nudecelebs@nude-celebs.com

Other information:
* Packed in white shipper: No signs of nudity (Wife protection plan!)
* There are over 10,000, that's TEN THOUSAND FILES, on ME#3 alone!
* All pictures are high quality at least 640x480!
* Directories on disc are arranged for ease of use!
* Graphics viewing software for Windows/DOS/Win95

* CD is ISO-9660 and Macintosh readable in POWERMACs only
* It's truly BBS-ready with detailed descriptions of all files!
* ME#3 will save you -ALOT- of download/searching TIME & MONEY!
* Sysops! - Has a files.bbs conversion program for different formats!

This CD represents high quality work. Here is the pricing:
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(*) For FAST, reliable results goto http://www.nude-celebs
And fill out a order there. We take all methods of payment.

(*) AOL USERS: You must use AOL 3.0 Web Browser or HIGHER to order at our
automated web site, otherwise request an order form via email.

(*) Or call 757-484-7538 to order via credit card over the phone!

(*) Or if your into free cheerleader pictures visit our Naughty Cheerleaders
site at http://www.nude-celebs.com/redhot/cheer.html

(*) If you can not access the World Wide Web and would like an ORDER FORM
sent to you by email, reply to this message at:
nudecelebs@nude-celebs.com
If you have any further questions feel free to email us!

Qualifications: You must be OVER 18 & live somewhere in this UNIVERSE!
Please remember, Foreign orders are $5 for shipping instead of $2

(*) Wholesale/Dealer/Bulk information/prices available upon request.

ME#3 ..'~ T.H.E. Software ~'..

2158. Re: XL-it 0.18

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: lmcclure@aristotle.net
Message-ID: <5fgumk$51d@socrates.aristotle.net>
Source record: 75257

In article <01bc2762$015112e0$04f7aecc@127.0.0.1>, blackat@direct.ca says...

>My only problem is that I use long filenames for the archives on
>my IOmega ZIP drive. The virtual hard drives make it a breeze to
>access the drive BUT win95 returns a ~ in the filenames. The bad
>thing is that this key doesn't exist on the 8bit! Is there any way
>to fix this?

I recall seeing a tip on my Windows Magazine CD that covers how to get Win95 to eliminate the "~" in the DOS filenames, so it is possible. Unfortunately, it is in Lotus screencam format rather than a text file, so unless I wrote every step down, it would be unlikely I could repost it accurately here.

Their site is at http://www.winmag.com. I checked it while online, but was unable to locate that tip during the 15 minutes or so I spent there.

If no one else is able to supply an answer, e-mail me, and I will run that screencam video again, take notes, and reply to you with the info.

==========
lmcclure@aristotle.net

2159. Re: Looking for BASIC to 6502 Compiler...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5fh2nn$qm1@dfw-ixnews10.ix.netcom.com>
Source record: 75258

In <331B3FD8.3D5A@mail.sas.upenn.edu> Anthony Bufort
<ajbufort@mail.sas.upenn.edu> writes:
>
>I'm not looking for any one compiler in particular, just a really
>good one (e.g. ABC, MGM). Please get back to me if you have one or
>know where I can acquire one.
>
>-AJB

-------I'd be interested also!!!---------

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

2160. Rainbow 95

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: Dominik Zielinski <mumin@webbernet.net>
Message-ID: <01bc2894$8fb97c60$86bd89ce@P100.webbernet.net>
Source record: 75259

I must say that I'm very impressed with the newest version (1.36) of Rainbow 95. On an average I have seen a 50% speed improvement on my Pentium 100 (some games run at full speed with the "every frame" setting). I also don't have to switch my color depth to 256 everytime I wanna use it. It seems that it runs more stuff now too. Now if Chris could add joystick support and fix a few bugs with the sound, Rainbow would be just as good as Xl-it! I find it funny that Emulators Inc. is working on PC Xformer 96, because if it's as good as Xformer 3.6 in emulating the Atari then it has no chance against Rainbow. Maybe they'll surprise us with an emulator that works now?

Dominik

2161. Re: Soft from "Rush Hour"-Party 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <331CA2AB.4BB0@zeus.fh-pforzheim.de>
Source record: 75260

thank you!!! if you mean "really unreal"-intro with the
spinning/twirling face and the burning-vectors???

thanx for your comments... such things make coders proud and they
continue coding ;)

btw. quasimodos are a crew and they are preparing new demo as hard
but...as usual spare-time isnt much for such huge projects...

i am looking forward to orneta 97... which should have some
great releases.... maybe some stuff from taquart

bye HeAvEn/Taquart

ps. why has journey made 1st place????

2162. Re: Soft from "Rush Hour"-Party 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <331CA3B0.3BC9@zeus.fh-pforzheim.de>
Source record: 75261

btw. it was "rush hour"-copy party... not orneta 97
orneta party takes usuly place in august...

bye Heaven++-

2163. Xl-it! 0.18 Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: Dominik Zielinski <mumin@webbernet.net>
Message-ID: <01bc28ad$cecb1440$5dbd89ce@P100.webbernet.net>
Source record: 75262

I don't know if anyone has used it much yet, but I haven't been too succesful at getting the virtual HDs to work. I'm using MyDos 4.53/4 and I can get the files to list, but it will not load them. Do I need a different dos to access the HD emulation?

Dominik

2164. Re: 6502 undocumented opcodes

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: Mark Sandland <sandlandm@sci99.port.ac.uk>
Message-ID: <331CB717.1EE6@sci99.port.ac.uk>
Source record: 75263

Andre Fachat wrote:
> =

> Trevin Beattie (trevin@xmission.com) wrote:
> : A while ago I was looking for information on the undocumented opcodes
> : that Atari computers use...
> =

> There is the 64doc file from the VICE emulator project, written by Marko
> M=E4kel=E4 and John West. It also has tests to be run on a C64, to check
> the opcodes (for emulators).

> =

> hope it helps
> Andr=E9

Now I'm really confused! I now have four different versions of what some =

of these undocumented codes are supposed to do. For example,

LXA $AB (Sometimes called AMA)

According to VICE this performs
A =3D X =3D ANE
or A =3D X =3D (A and #M)
According to Trevin Beattie its
A =3D X =3D (A or $EE) and #M
But others have said its
X04 =3D X04 and M04
then A04 =3D A04 and MO4

Can anyone shed light on this please? Sadly I don't presently have a 6502 =

based machine to experiment with.

Operation:
X =3D (A or &EE) and #M
A =3D (A or &EE) and #M

a=3Dx=3Da or EE and x and m
Description:
C=3DLehti: =

Alternate: =

TXA and TAX have to be responsible for these.
LXA* $AB X <- (A \/ $EE) /\ M (Immediate) 2/2
A <- (A \/ $EE) /\ M

2165. Re: loading exe files - any clear instructions?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5fhd1a$ra1@login.freenet.columbus.oh.us>
Source record: 75264

Robert Smith Ely (rely@ix.netcom.com) wrote:
: In <331206a6.546100@news.demon.co.uk> rbjones@therighside.demon.co.uk
: (RBJ) writes:
: >
: >Well, the message really says it all. All the files for the Atari 800
: >I can find at Jellystone Park are in .exe format. How do I load them
: >into Rainbow, XFormer or Xlit ?
: >
: >Is there a proggy which converts them to atr files?

A "proggy"???

: There are are a couple of ways to do this. I have a program (also
: available at the Umich Archive) called IMY which will copy a file into
: a .XFD image (sorry, at the moment it doesn't do .ATRs. I'm trying to
: get the author to rewrite it to do multiple moves and .ATRs). I will
: e-mail you a copy. You then run the .exes from the ATR as if it was on
: a real Atari. No BASIC and load from DOS.

Or just use a emulator (or "PC upgrade",as we call them) that understands
binary/COM files like Xformer.You can use Xformer and DUP's copy command
to move the binary file from a MS-DOS file to a ATR.

Just type
XF DOS.ATR GAMES.ATR GAME.OBJ
(where DOS=the DOS you are using,GAMES=you ATR which holds your games,and
OBJ=the game you downloaded)
Then the game will appear as a single file on D3:.
--
The Doctor

2166. Re: Yogi's hackerz site

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5fhg14$bsr@login.freenet.columbus.oh.us>
Source record: 75265

Steve (read@my.sig) wrote:
: dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

: >Yogi (noone@nowhere.com) wrote:
: >: On 21 Feb 1997 15:05:47 -0500, dklugh@freenet.columbus.oh.us (Daniel
: >: Klugh) wrote:
: >
: >: -
: >: -Well,they looked like spaces to me.Whatever they are,they interfere
: >: with
: >: -Gopher.Do we really need to prepend "BINARIES" to all the directories
: >: in
: >: -the "BINARIES" directory,
: >: -(actually,it was "EXE",not "BINARIES")
: >: -This would probably affect anyone else using the Freenet.
: >: -Is there another gopher server that would have no problem with
: >: hackerz.com?
: >: ---
: >: - The Doctor
: >
: >: Oops, they were space. The sysadmin there must have changed them (he
: >: had to restore a few weeks ago.)
: >: At any rate, I changed them all to -
: >: This should help out a bit. i.e. EXE-AtoI rather than the space.
: >
: >Thanks a billion!
: >Now to just get a ATR-to-disk converter.I could probably just write one in
: >BASIC if I can't find one.
: >(and it will use XIO instead of GET to read the ATR file so it won't be slow)
: >I'll have to adapt my (really Mapping the Atari's) CIO routine to call the
: >SIO.
: >(you can't just use USR() since it will corupt the stack)
: >--
: > The Doctor

Well I found a programme to do convert ATRs with.But you still need a
1050 since it's Xmodem capability won't accept CRCs.

: You can call a USR function if you have a PLA ($68) as the first byte
: in the machine language code you are calling into use. It will then
: proceed with the code until an RTS ($60), which then returns you to
: BASIC. I think I will have a go at modifying a program I wrote a few
: years back to include ATR/XFD file conversion. This program I wrote to
: convert Multi-Menu files into DOS files, and also can convert disks
: into files. All I have to do is add a reverse procedure of the disk

: converter, but it may be a little more complicated than it seems. I'll
: keep you posted...

You need to have three PLAs,since you always have to specify one argument
to USR().
The point is that you can't use USR to call OS routines.
And the XIO command is too limited and there's no SIO command.
(and yet there are useless commands like GRAPHICS)
--
The Doctor

2167. Re: Starfleet I

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5fhdn7$14k@login.freenet.columbus.oh.us>
Source record: 75266

Vidar Olavesen (olavese@online.no) wrote:
: Does anybody know if Starfleet I is cracked in Yogi's archive ? I would
: like to buy this game if anybody has it, but I if not, it's the next best
: thing to get it at Jellystone. Anyway, the game is manual protected after
: you played a level or so!

One time I started it up forgetting that you needed a manual and got that
damn copy protection.In my frustration,I typed "HELLO" and I got in!
You may have to try a few times before it accepts it.
(like three times)
--
The Doctor

2168. Re: Itay and IceT 2.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5fhfj2$9ko@login.freenet.columbus.oh.us>
Source record: 75267

GUY1015 (guy1015@aol.com) wrote:
: I have it on Star NET bbs in Orlando..
: Bob Puff need to update the BBS and or reply to his Email...
: He's just to busy. However if you buy a HD from him he"ll send it to ya
: with a new VTOCfix for Mydos 4.5

uh,please post that new VTOCFIX.Or send it to umich.
--
The Doctor

2169. Re: fff

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-04 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5fhd90$smu@login.freenet.columbus.oh.us>
Source record: 75268

```
Ulf Petersen (ULF.PETERSEN@KIEL.netsurf.de) wrote:
: ff

: ## CrossPoint v3.11 ##

What,"Fantastic Four"?

--
The Doctor
```

2170. Re: Image to floppy disk- - IMG2DISK.ARC

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-05 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970305013300.UAA06301@ladder01.news.aol.com>
Source record: 75193

This is a good program, indeed.

Only two things bother me. First, if docs are going to be written for later versions, it would pay to include a line about the fact that .ATRs are a little bigger than the Atari floppies they will produce. Hence, you need an enhanced density disk to download a single density .ATR, etc. But once you're using the program to convert, the disk to which the conversion will be written should be the same size that you'd expect.

Second, the program doesn't work under SDX. I haven't tried it under disk-based Sparta, BEWE Dos or Mydos yet. I'm not really a programmer, so I don't know how difficult it would be, but it would save a lot of complaining if the program was aware of all DOSs.

Beside those two objections, we're looking at a very useful program! I intend to show it to my two user groups in April (we already had a joint meeting for March.) Some of the guys are just getting on the Internet with their 8-bits and this will help.

2171. Re: XL-it 0.18

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-05 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5fjmp3$75c@dfw-ixnews4.ix.netcom.com>
Source record: 75194

In <5fgumk$51d@socrates.aristotle.net> lmcclure@aristotle.net writes:
>
>In article <01bc2762$015112e0$04f7aecc@127.0.0.1>, blackat@direct.ca says...
>
>>My only problem is that I use long filenames for the archives on
>>my IOmega ZIP drive. The virtual hard drives make it a breeze to
>>access the drive BUT win95 returns a ~ in the filenames. The bad
>>thing is that this key doesn't exist on the 8bit! Is there any way
>>to fix this?
>
>I recall seeing a tip on my Windows Magazine CD that covers how to get Win95
>to eliminate the "~" in the DOS filenames, so it is possible. Unfortunately,
>it is in Lotus screencam format rather than a text file, so unless I
wrote
>every step down, it would be unlikely I could repost it accurately
here.
>
>Their site is at http://www.winmag.com. I checked it while online, but
was
>unable to locate that tip during the 15 minutes or so I spent there.
>
>If no one else is able to supply an answer, e-mail me, and I will run
that
>screencam video again, take notes, and reply to you with the info.
>
>
>=======================
>lmcclure@aristotle.net
>
Blackat,
Here's another thought... Simply use 8.3 filenames on the Zip disk
that has your 8-bit files, including the directory names. This works
great for me. I use Win 3.11/MS-DOS 6.22 at work and Win95 at home.
I've gotten so use to the 8.3 file name format that I still use it for
everything under Win95. Actually, I don't particularly like the Win 95
version of the long filenames. Too long. The Amiga version is better
(IHMO). The 8.3 format makes it easy for programs to do searches and
the like. The 95 long name always seem to have the stupid tilde in the
name. You'd think that if they were writing an OS that is suppose to
use long filename, they's make all of the apps (especially File
Manager) to shoe the full names. Oh well, back the the Atari 8-bit
program, already in progress.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

2172. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-05 00:00:00 UTC
From: ken@condor.circa.ufl.edu
Message-ID: <ken.1302.0006E4F7@condor.circa.ufl.edu>
Source record: 75195

In article <330C7291.6971@uofrlaw.urich.edu> Falcon <wfalcon@uofrlaw.urich.edu> writes:

<snip>

>And I don't want to hear any bleeding heart crap about how pirates sunk
>the Atari Corporation...mismanagement killed it as much as anything
>else.

<snip>

>(and shrinking) community. And furthermore, this is not a "Warez
>environment", since 99.9% of the people in the world (unlike yourself)
>don't give a crap that some 30 year old kid that never grew up would
>like to play a pirated copy of E.T. Phone Home just one more time.

Sniffle.

After reading this, I have one thing to say "I love you man".

Piracy didn't kill the 8-bit. Atari killed the 8-bit.

Sometimes I miss my old 130xe (my 800 blew up, and well my 800xl turned into a
wierd science experiment).

I can't describe the joy I've recently found in the emulators..

Now does anyone have a copy of "applekill"?

2173. DCM-File-Format

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-05 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <331E0A0D.4416@zeus.fh-pforzheim.de>
Source record: 75196

hi guys... who can tell me how a dc3-file generated by the disk
communicator is stored??? or where can i find docs about it??

bye heaven/taquart

"brother killing brother,
for the profit of another,
buisness, the american way..." queensryche "empire"

2174. Re: >>need help with BRUCE LEE for atari emu<<

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-05 00:00:00 UTC
From: read@my.sig
Message-ID: <331e96a8.3226459@news.networx.net.au>
Source record: 75197

monkfish@kwll.demon.co.uk (Lawrence Staveley) wrote:

>In article <3319b3d4.2145490@news.escape.ca>, imarkows@escape.ca wrote:
>>Hi, did anyone get this game to work with joystick. I can run the game
>>with no problem but how to you move Bruce. If anyone knows how to get
>>this game to work with joystick on any ATARI emu please let me know
>>which emu works with it.
>
>You can't move Bruce with either Rainbow or XL-it! Strange, but Zorro works
>fine, and I think it's the same folks who wrote it.....
>
>It ~might~ work with PCXFormer, but it probably doesn't.....

I tried "Bruce Lee" under PC Xformer 3.6, and it runs just fine if the
"turbo mode" (scroll-lock) is turned off. Maybe Bruce is being
over-sped?? :)

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

2175. European Scene: where are you????

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-05 00:00:00 UTC
From: Martin Mielke <martin@jaleo.idecnet.com>
Message-ID: <331D98CB.2781@jaleo.idecnet.com>
Source record: 75198

Hello everybody!!

some years went by since I put my hands on my 8-bitter, which still rests in a nice box, well packed. I've been disconnected from this XL/XE scene for a long time and now I'd like to know where do all the big names in the (european) 8-bitter scene are hiding... I won't type any names here, as you already know who you are (har!) =B)

Please reply and tell me about your activities! Thanx!

Greetings from the sunny side of the screen =B-)

-Pimpf-

e-mail: martin@jaleo.idecnet.com

2176. Re: Image to floppy disk- - IMG2DISK.ARC

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-05 00:00:00 UTC
From: read@my.sig
Message-ID: <331f97b3.3493614@news.networx.net.au>
Source record: 75199

asharkis@aol.com wrote:

>This is a good program, indeed.
>
>Only two things bother me. First, if docs are going to be written for later versions,
> it would pay to include a line about the fact that .ATRs are a little bigger than the
> Atari floppies they will produce. Hence, you need an enhanced density disk to
> download a single density .ATR, etc. But once you're using the program to
> convert, the disk to which the conversion will be written should be the same size
> that you'd expect.
>
>Second, the program doesn't work under SDX. I haven't tried it under disk-based
>Sparta, BEWE Dos or Mydos yet. I'm not really a programmer, so I don't know how
>difficult it would be, but it would save a lot of complaining if the program was aware
>of all DOSs.
>
>Beside those two objections, we're looking at a very useful program! I intend to
>show it to my two user groups in April (we already had a joint meeting for March.)
>Some of the guys are just getting on the Internet with their 8-bits and this will help.

Thats cool, thanks for responding. As a first release I was expecting
some feedback just like this...I'm not really much of a programmer
myself, so the program does need a bit of cleaning up :)
I don't have SpartaDOS X, so if you could let me know what happens
when trying to run the program I could have a go at getting it
working. I was using SuperDOS 2.9 at the time of writing, and tested
it under MyDOS without any hassles, so I assume that it will run ok
under any normal Atari DOS as well. I'll see how it runs under Sparta
3.2g, and try to make any modifications needed (if any).

Steve.

>

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

2177. VSS 0.71

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-05 00:00:00 UTC
From: dan.boris@coat.com
Message-ID: <857583637.13691@dejanews.com>
Source record: 75200
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

I have just posted VSS 0.71 (Atari 5200 emulator) to my homepage:

http://www.geocities.com/SiliconValley/9461

This version fixes a major sound initilization bug that was in ver 0.70.
The sound now works for all my beta testers (where is did not before)
so this should help out anyone who had a problem with the sound.

There are also a few other minor bug fixes. Check the 5200.txt file
for more info.

Dan Boris

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2178. Troubles with joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-05 00:00:00 UTC
From: Lane Grayston <lgraysto@es.com>
Message-ID: <331DBCE0.E8B@es.com>
Source record: 75201

I have been having troubles with joysticks where I constanty have
to push the joystick connecter back into the computer because
on of the directions, or the fire button, quit working.

Is this usually the fault of the joystick connector or the
computer?

Thanks for any info.

Lane

2179. Re: >>need help with BRUCE LEE for atari emu<<

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-05 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <857587392.12165.0@kwll.demon.co.uk>
Source record: 75202

```
In article <331e96a8.3226459@news.networx.net.au>, read@my.sig (Steve) wrote:
>I tried "Bruce Lee" under PC Xformer 3.6, and it runs just fine if the
>"turbo mode" (scroll-lock) is turned off. Maybe Bruce is being
>over-sped?? :)

Is this a first or what? It ~works~ with PCXF but not Rainbow or XLit!
Wowsers, watch out Markus and Chris ;-)
```

2180. Re: >>need help with BRUCE LEE for atari emu<<

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-05 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <5fkcj8$jkf@crl10.crl.com>
Source record: 75203

: monkfish@kwll.demon.co.uk (Lawrence Staveley) wrote:

: >You can't move Bruce with either Rainbow or XL-it! Strange, but Zorro works
: >fine, and I think it's the same folks who wrote it.....
: >

BTW, anybody know how to get past the first few playscreens of Zorro?
I could never figure out what you were supposed to do. There's various
objects lying around, like a bottle, a couch to bounce off to get to
other levels, a plant, and a blacksmith's thingie. The only thing I
could figure out is to put objects on one platform that would make
another raise or lower.

John
jvogel@crl.com

2181. Re: Limiting My Options - WAS Re: Problem with 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-05 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <331DB735.13728473@fir.fbc.com>
Source record: 75204

Graham,

If you have a 1200XL, there is a quick fix for it to be compatible.
Buy or trade or get an Atari 400/800 OS board, take the ROMs from it, 2
will get stacked one top of each other and go into U13, the other ROM
will go into U12. The instructions on how to do this are on the Atari
Gamming headquarters, do an Excite or Yahoo search for their URL.

Curt

2182. Re: >>need help with BRUCE LEE for atari emu<<

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-05 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <857595442.10804.0@kwll.demon.co.uk>
Source record: 75205

In article <5fkcj8$jkf@crl10.crl.com>, jvogel@crl.com (John M. Vogel) wrote:
>BTW, anybody know how to get past the first few playscreens of Zorro?
>I could never figure out what you were supposed to do. There's various
>objects lying around, like a bottle, a couch to bounce off to get to
>other levels, a plant, and a blacksmith's thingie. The only thing I
>could figure out is to put objects on one platform that would make
>another raise or lower.

I remember finishing it about 10 years ago.... can't remember how though, but
you had to rescue the girl who appears in the window at the start screen. I
know you need the cannon ball for something though.

2183. looking for a modem for my Arari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-05 00:00:00 UTC
From: joey@kite.ml.org
Message-ID: <slrn5hrtco.ta.joey@kite.ml.org>
Source record: 75206

My Atari 130XE's manual says it supports a modem, and i need to transfer some data off of it and onto a PC, and via modem looks like the best way.

Anyone want to sell me a modem? Or know of some place I could but one? I'd also need communications software for it.

(Please cc replies to me.)

--
#!/bin/perl -sp0777i<X+d*lMLa^*lN%0]dsXx++lMlN/dsM0<j]dsj # RSA-3-lines-perl
$/=unpack('H*',$_);$_=`echo 16dio\U$k"SK$/SM$n\EsN0p[lN*1 # Joey Hess
lK[d2%Sa2/d0$^Ixp"|dc`;s/\W//g;$_=pack('H*',/((..)*)$/) # joey@kite.ml.org
"He. He. He." - - Herman Toothrot

2184. Rainbow/Horizon website has moved!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-05 00:00:00 UTC
From: chris@shenleyfields.demon.co.uk
Message-ID: <chris-0503972323500001@shenleyfields.demon.co.uk>
Source record: 75207
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

```
Rainbow/Horizon website has moved!

Dear all,

Please note that the official Rainbow and Horizon website has moved to

http://www.shenleyfields.demon.co.uk/

and my new e-mail address is

chris@shenleyfields.demon.co.uk

The old e-mail address will be okay for a few weeks yet but please start
using the new one.

The postal address for registration has not changed.

Many thanks,

--------------------------------------------------------------------------
Chris Lam,
Rainbow/Horizon Keeper.

E-mail: chris@shenleyfields.demon.co.uk
WWW: http://www.shenleyfields.demon.co.uk/
--------------------------------------------------------------------------
```

2185. Re: opcodes 6502c

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-05 00:00:00 UTC
From: stephenc@cs.utexas.edu
Message-ID: <5fl85h$dgg@mindy.cs.utexas.edu>
Source record: 75208

Ivo van Poorten (ipoorten@cs.vu.nl) wrote:
: Markus Gietzen <iig05-1@htw.uni-sb.de> writes:

: >Hi !

: >A complete listing of the undocumented opcodes that work on
: >the Atari can be found in the Mega Magazine (a disk-mag from the
: >Netherlands): issue #1-#3

: >(I've no URL handy because I've it on CD but I'm sure that there
: >is a WWW-site with images)

: It's :

: http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/

: l8r,
: Ivo

: --
: Ivo van Poorten
: ipoorten@cs.vu.nl ivo@let.vu.nl
: http://pmwww.cs.vu.nl/home/ipoorten/
: Mega Magazine -- The Atari 8-Bit Homepage
--
Stephen Cheung
512-916-8324 anytime.
stephenc@cs.utexas.edu

2186. Re: Limiting My Options - WAS Re: Problem with 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-05 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970305173042.4537C-100000@fissure.scar>
Source record: 75209

> > Also consider, on the outside, that whoever the machine belonged to
> > before may have been a power user, and had the OS ROMs re burned so
> > that the OPTION key at bootup has the opposite effect. He should,
> > just for the hell of it, hold in the OPTION when he boots up, to see
> > if he then gets the built in BASIC.
> >
> Does anyone have any details on how to do this? Having to hold down
> the Option key at start-up annoyes the heck out of me, so much so that
> I eventually bought a 1200XL instead. Trouble is, there's a whole
> bunch of software that the 1200XL doesn't run.
>
> Any help much appreciated.

Why don't you remove the internal basic? I think Basic is on an IC inside
your 8bit (can't remmber which one, but you can remove it and the computer
runs fine.. (or at least my 800Xl ran fine..)\

Alan

2187. 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-05 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970305172519.4537B-100000@fissure.scar>
Source record: 75210

Hi there!

With all this talk about 8bit Atari emulation on the PC has sparked my interest. I don't have a Pentium or Windows 95. Is there a decent emulator out there that would run off a 486 DX33 with 24 megs/ram??? If so, where could I get it?

I have ATMODEM.ZIP which is an Atascii emulator. It's a lousy terminal program but the Atascii emulation is decent enough to watch Atascii movies.. Now there is a blast from the past, Atascii movies. Anybody old enough to remmber watching those at 300 baud with a 1030 or Xm301 modem?

Alan

2188. Re: XL-it 0.18

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-06 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <331f359c.703449@news.abest.com>
Source record: 75119

On 6 Mar 1997 12:24:32 GMT, rely@ix.netcom.com(Robert Smith Ely)
wrote:

> The use of the tilde under DOS does work, but the 256 character
>long names is a bit rediculous. 32 characters is more than enough to
>name anything. Heck, a filename could actually be longer than the file
>itself. BTW any long filename can include spaces as long as the name is
>put in quotes. I don't think many people realize this and tend to use

The command interpreter will only recognise long file names if you're
running a DOS session under Win95.....if you boot up in command (DOS)
mode without the Win95 shell, all of your long filenames (including
the ones for directories) will be truncated to the 6 characters,
tilde, and number.

>underbars and dashes, which is fine, but not really necessary. Can
>Win95 use multiple extensions like AmigaDOS?
>Ex.:"Work:DOpus/LHA_DOpus.addin.info"

Yes, you can. (But if you're booted up in DOS-only mode, it won't.)

> I seem to be a creature of habit. Since I have used the 8.3 format
>since 1982, it's a hrad habit to break. I have worked with the long
>names on the Amiga and under Win95. I really don care much for the
>shrunken version of the long filename. It isn't ver conducive to
>finding things in a hurry.

You don't need to stick with the 8.3 filename format unless you boot
up in DOS mode often and manipulate the files that way. In a DOS
session under Win95, long filenames are supported.

2189. Re: Atari Classics?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-06 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6SL0Ltl$zHB@peter.soemtron.sb.sub.de>
Source record: 75120

In article <Re: Atari Classics?>, jjessop1@home.com (Jerry Jessop) wrote:

Howdy Jerry,

> It's availible on the Playstation from Williams. It's a must have for
> any PSX owner, excellent translations despite the lack of proper
> controllers for some games.

and what games are integrated?

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

2190. WTB: SIO2PC Hard&Soft

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-06 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6SL0Mq64zHB@peter.soemtron.sb.sub.de>
Source record: 75121

Howdy !

I'm looking for a SIO2PC cable and a registred version of APE or SIO2PC.

If you are living outside europe, remember the high shipping fees to
germany me :(

thx!

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !
CrossPoint v3.11

2191. Re: 6502 undocumented opcodes

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-06 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6SL0N1MKzHB@peter.soemtron.sb.sub.de>
Source record: 75122

In article <6502 undocumented opcodes>, trevin@xmission.com (Trevin Beattie) wrote:

Howdy Trevin,

sorry. I'm not that assembler insider..

> * BRK $00 Stack <- PC, PC <- ($fffe) (Implied) 1/7
> * ORA $01 A <- (A) V M (Ind,X) 6/2
> JAM $02 [locks up machine] (Implied) 1/-
> SLO $03 M <- M >> 1, A <- A \/ M (Ind,X) 2/8
> NOP $04 [no operation] (Z-Page) 2/3

what are your trying to say with that ^^^^^^^^^^ A,M/?\() and so on?

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !
CrossPoint v3.11

2192. FS: Complete 1040ST System

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-06 00:00:00 UTC
From: Rich Salkin <rsalkin@worldnet.att.net>
Message-ID: <331F88BD.8B0@worldnet.att.net>
Source record: 75123

I have a complete 1040ST system for sale. Includes 1040ST w/4 meg.
memory, color monitor, hard drive and lots of software. If interested,
please e-mail me at: rsalkin@worldnet.att.net and I will send you a
complete list.

2193. Re: 6502 undocumented opcodes

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-06 00:00:00 UTC
From: Trevin Beattie <trevin@xmission.com>
Message-ID: <331F8559.7A87@xmission.com>
Source record: 75124

Thomas Havemeister wrote:
> > * BRK $00 Stack <- PC, PC <- ($fffe) (Implied) 1/7
> > * ORA $01 A <- (A) V M (Ind,X) 6/2
> > JAM $02 [locks up machine] (Implied) 1/-
> > SLO $03 M <- M >> 1, A <- A \/ M (Ind,X) 2/8
> > NOP $04 [no operation] (Z-Page) 2/3
>
> what are your trying to say with that ^^^^^^^^^^ A,M/?\() and so on?
>
Oh, my gosh! I can't believe I left that typo in there. Thanks for pointing it out. The corrected version of the tables will be available at http://www.xmission.com/~trevin/atari/atari.html. Please point out any other typos I might make.

BTW, for those who aren't familiar with the symbolics: << stands for shift 1 bit left (a math operator taken from C); >> stands for shift 1 bit right; \/ stands for bitwise logical OR (the V symbol from Boolean algebra); /\ stands for bitwise logical AND (the upsidedown V); and \-/ is supposed to be bitwise exclusive OR (originally a V with a bar going through it).

Trevin Beattie "Do not meddle in the affairs of wizards,
trevin@xmission.com for you are crunchy and good with ketchup."
{:-> --unknown

2194. Re: fff

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-06 00:00:00 UTC
From: Ulf.Petersen@KIEL.netsurf.de
Message-ID: <6SMk9OronhB@ulf.kiel.netsurf.de>
Source record: 75125

On 04 Mar 97, dklugh@freenet.columbus.oh.us wrote ...

> Ulf Petersen (ULF.PETERSEN@KIEL.netsurf.de) wrote:
> : ff
>
> : ## CrossPoint v3.11 ##
>
> What,"Fantastic Four"?
That was only a test! Sorry!

Ulf

2195. Re: Soft from "Rush Hour"-Party 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-06 00:00:00 UTC
From: Ulf.Petersen@KIEL.netsurf.de
Message-ID: <6SMk9l13nhB@ulf.kiel.netsurf.de>
Source record: 75126

On 04 Mar 97, guy1015@aol.com wrote ...

> I DL all the new Orneta 97 Stuff from Taquart, I did love the Unreal
> demo, if thats the same one your talking about. Its the best so far and
> should have made first place :) About the 4 sided demo disk is a waste
> on NTSC system even with a Pal Antic chip.. The Fx dont come over rite
> how come?
> Im looking for more stuff to come from orneta 97 like some kool MPT music
> files and CMC to! and Maybe a real kool Megademo. Where is "HARD"
> its been some time since joyride was released. Quasimodo is a great GREAT
> demo coder, but didnt have anything for the show?
>
> We need more! :)

Does anybody have a list of all sites with demos for the ATARI 8bit?

Ulf

2196. Test! Please ignore!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-06 00:00:00 UTC
From: John Collins <bosco@inficad>
Message-ID: <5fo6t1$qko@lana.zippo.com>
Source record: 75127

Just a test. Wondering if Zippo really posts my messages.

```
---------------------------------
I LOVE SPAM! postmaster@127.0.0.1
JUNK EMAIL, TOO! abuse@127.0.0.1
---------------------------------
```

2197. Re: 6502 undocumented opcodes

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-06 00:00:00 UTC
From: Trevin Beattie <trevin@xmission.com>
Message-ID: <331F87A5.5F9@xmission.com>
Source record: 75128

Mark Sandland wrote:
> Now I'm really confused! I now have four different versions of what some
> of these undocumented codes are supposed to do. For example,
>
> LXA $AB (Sometimes called AMA)
>
> According to VICE this performs
> A = X = ANE
> or A = X = (A and #M)
> According to Trevin Beattie its
> A = X = (A or $EE) and #M
> But others have said its
> X04 = X04 and M04
> then A04 = A04 and MO4
>
> Can anyone shed light on this please? Sadly I don't presently have a 6502
> based machine to experiment with.

The first description from VICE is only partially correct; in fact, it
is precisely 25% correct. The third description is completely correct,
but it only describes the result for one bit, and doesn't cover the
other 7 bits.

> TXA and TAX have to be responsible for these.
> LXA* $AB X <- (A \/ $EE) /\ M (Immediate) 2/2
> A <- (A \/ $EE) /\ M

Actually, it is LDA (Imm) and TAX that are responsible. According to a
COMPUTE! magazine article I received (thanks, Geert LOOSE) the
instructions ending in 3, 7, B, and F all combine the microcode from the
previous two instructions -- in this case A9 and AA. The origin of the
EE value is unclear (as is the 07 in other instructions), and is
probably a purely Atari anomaly.

By the way, Thomas Havemeister pointed out an error I left in my last
posting. I have formatted and corrected tables available at
http://www.xmission.com/~trevin/atari/atari.html.

Trevin Beattie "Do not meddle in the affairs of wizards,
trevin@xmission.com for you are crunchy and good with ketchup."
{:-> --unknown

2198. Re: Limiting My Options - WAS Re: Problem with 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-06 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <331E8D84.279F@kawo2.rwth-aachen.de>
Source record: 75129

Jon D. Melbo wrote:
>
> On Tue, 04 Mar 1997 11:19:43 -0600, Graham Thornton
> <"gt$z1d1"@cat.e-mail.com> wrote:
>
> >Jon D. Melbo wrote:
> >>
> >>
> >> Also consider, on the outside, that whoever the machine belonged to
> >> before may have been a power user, and had the OS ROMs re burned so
> >> that the OPTION key at bootup has the opposite effect. He should,
> >> just for the hell of it, hold in the OPTION when he boots up, to see
> >> if he then gets the built in BASIC.
> >>
> >Does anyone have any details on how to do this? Having to hold down
> >the Option key at start-up annoyes the heck out of me, so much so

I did so last time and have an image here to use it with the emulators.
There is the function of Option toggled and the fast Hyper E: handler
installed.
The only thing you would not like, is that the y and z keys are changed.
(for German layout)

Matt

--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

2199. Re: XL-it 0.18

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-06 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc29c6$e2a72700$bef7aecc@127>
Source record: 75211

> Blackat,
> Here's another thought... Simply use 8.3 filenames on the Zip disk
> that has your 8-bit files, including the directory names. This works
> great for me. I use Win 3.11/MS-DOS 6.22 at work and Win95 at home.
> I've gotten so use to the 8.3 file name format that I still use it for
> everything under Win95. Actually, I don't particularly like the Win 95
> version of the long filenames. Too long. The Amiga version is better
> (IHMO). The 8.3 format makes it easy for programs to do searches and
> the like. The 95 long name always seem to have the stupid tilde in the
> name. You'd think that if they were writing an OS that is suppose to
> use long filename, they's make all of the apps (especially File
> Manager) to shoe the full names. Oh well, back the the Atari 8-bit
> program, already in progress.
>
> rsely@dhs.state.nj.us -or- rely@ix.netcom.com

The purpose of the tilde (or the squiggle as i call it) is to provice backwards compatability with older programs. If you are using File Manager in Win95 as opposed to Explorer then I guess you have to use the old 8.3 format. Long filenames are a blessing that has been much to long in coming for Windows. You can even use them in a Dos Box while under Win95, just place the long filename in quotes: "C:\Program Files" There is a patch that lets you replace the ~ with something else I've been told, so since I never use the _ character anymore, and since it exists on the 8bit that's what I am gonna try to do. That way I can have disk names like "AR The City 1a.atr" and "AR The City 1b.atr" etc and have them show up as ARTHEC_1.ATR and ARTHEC_2.atr in XLit!

Will

2200. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-06 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <331e5327.48555707@news.inc.net>
Source record: 75212

On Wed, 5 Mar 1997 06:53:37, ken@condor.circa.ufl.edu (Ken Sallot)
wrote:

>I can't describe the joy I've recently found in the emulators..
>
>Now does anyone have a copy of "applekill"?

As a matter of fact... I do. Also have COMIKILL too!

Jon

2201. Re: Limiting My Options - WAS Re: Problem with 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-06 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <331f5da8.51244993@news.inc.net>
Source record: 75213

On Tue, 04 Mar 1997 11:19:43 -0600, Graham Thornton
<"gt$z1d1"@cat.e-mail.com> wrote:

>Jon D. Melbo wrote:
>>
>>
>> Also consider, on the outside, that whoever the machine belonged to
>> before may have been a power user, and had the OS ROMs re burned so
>> that the OPTION key at bootup has the opposite effect. He should,
>> just for the hell of it, hold in the OPTION when he boots up, to see
>> if he then gets the built in BASIC.
>>
>Does anyone have any details on how to do this? Having to hold down
>the Option key at start-up annoyes the heck out of me, so much so that
>I eventually bought a 1200XL instead. Trouble is, there's a whole
>bunch of software that the 1200XL doesn't run.
>
>Any help much appreciated.
>
>Graham

There was a guy I knew once who was real handy with the 8-bit, and he had an EPROM burner. He took a hex editor and changed the OS code a little and burned it into an EPROM & that is what I have in my system. It has been so long since I used my 800XL that I forget if I did the option thing or if I only did something else. I remember I had him do something he thought was a little strange but I wanted it... wish I knew what mod it was now. I really need to dig out my old 8-bit eqp and try it out.

If I did that, I could even probably make an image of the ROM that I have now.

Cheers,

Jon

2202. Re: European Scene: where are you????

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-06 00:00:00 UTC
From: dhor <dhor@student.uci.agh.edu.pl>
Message-ID: <331E9D65.3BC3@student.uci.agh.edu.pl>
Source record: 75214

hi
:)
have u seen latest polish's groups demonstrations ?
well.. get them and see the bests....

dhor

2203. Re: XL-it 0.18

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-06 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5fmd20$bff@sjx-ixn8.ix.netcom.com>
Source record: 75215

In <01bc29c6$e2a72700$bef7aecc@127> "Will Fisher" <blackat@direct.ca> writes:
>
>> Blackat,
>> Here's another thought... Simply use 8.3 filenames on the Zip disk
>> that has your 8-bit files, including the directory names. This works
>> great for me. I use Win 3.11/MS-DOS 6.22 at work and Win95 at home.
>> I've gotten so use to the 8.3 file name format that I still use it for
>> everything under Win95. Actually, I don't particularly like the Win 95
>> version of the long filenames. Too long. The Amiga version is better
>> (IHMO). The 8.3 format makes it easy for programs to do searches and
>> the like. The 95 long name always seem to have the stupid tilde in the
>> name. You'd think that if they were writing an OS that is suppose to
>> use long filename, they's make all of the apps (especially File
>> Manager) to shoe the full names. Oh well, back the the Atari 8-bit
>> program, already in progress.
>>
>> rsely@dhs.state.nj.us -or- rely@ix.netcom.com
>
>The purpose of the tilde (or the squiggle as i call it) is to provice
>backwards compatability with older programs. If you are using File
>Manager in Win95 as opposed to Explorer then I guess you have to use
>the old 8.3 format. Long filenames are a blessing that has been much
>to long in coming for Windows. You can even use them in a Dos Box while
>under Win95, just place the long filename in quotes: "C:\Program Files"
>There is a patch that lets you replace the ~ with something else I've
>been told, so since I never use the _ character anymore, and since it
>exists on the 8bit that's what I am gonna try to do. That way I can
have
>disk names like "AR The City 1a.atr" and "AR The City 1b.atr" etc and
>have them show up as ARTHEC_1.ATR and ARTHEC_2.atr in XLit!
>
>Will
>
Will,
The use of the tilde under DOS does work, but the 256 character
long names is a bit rediculous. 32 characters is more than enough to
name anything. Heck, a filename could actually be longer than the file
itself. BTW any long filename can include spaces as long as the name is
put in quotes. I don't think many people realize this and tend to use
underbars and dashes, which is fine, but not really necessary. Can
Win95 use multiple extensions like AmigaDOS?
Ex.:"Work:DOpus/LHA_DOpus.addin.info"
I seem to be a creature of habit. Since I have used the 8.3 format
since 1982, it's a hrad habit to break. I have worked with the long

names on the Amiga and under Win95. I really don care much for the shrunken version of the long filename. It isn't ver conducive to finding things in a hurry.

As for the tilde character, it can be generated from a combo key press on the 8-bit. It is ASCII character 126 which is [Esc][Back Space] on the 8-bit and it looks like a left pointing triangle. I haven't actually tried it for filenames, so if anyone tries it, report back with your results.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

2204. Re: >>need help with BRUCE LEE for atari emu<<

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-06 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <331EBCC9.532C@htw.uni-sb.de>
Source record: 75216

Marco wrote:

> this game to work with joystick on any ATARI emu please let me know
> which emu works with it.
XFormer 3.6 but you must enter Atari800 Mode.

Bye,
Markus

--
Markus Gietzen

E-Mail: iig05-1@htw.uni-sb.de
WWW : http://myst.slcc.edu/~markus

"What? Is man merely a mistake of God's? Or God merely a mistake of
man's?"
---F. Nietzsche

2205. TEST! PLEASE REPLY!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-06 00:00:00 UTC
From: Ulf.Petersen@KIEL.netsurf.de
Message-ID: <6SMgXOwZnhB@ulf.kiel.netsurf.de>
Source record: 75217

```
Hi!

This is a test to see if UKA_PPP actually works! Please send me a short
reply via e-mail :)!

Ulf
```

2206. Re: >>need help with BRUCE LEE for atari emu<<

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-06 00:00:00 UTC
From: Richard Forester <forester@blarg.net>
Message-ID: <01bc29f4$77574ba0$589072ce@snowball_2>
Source record: 75218

I have been successful in getting Bruce Lee to work with Xformer. I have played it with the keyboard but not the joystick yet.

Richard

Lawrence Staveley <monkfish@kwll.demon.co.uk> wrote in article <857524879.2105.0@kwll.demon.co.uk>...
> In article <3319b3d4.2145490@news.escape.ca>, imarkows@escape.ca wrote:
> >Hi, did anyone get this game to work with joystick. I can run the game
> >with no problem but how to you move Bruce. If anyone knows how to get
> >this game to work with joystick on any ATARI emu please let me know
> >which emu works with it.
>
> You can't move Bruce with either Rainbow or XL-it! Strange, but Zorro works
> fine, and I think it's the same folks who wrote it.....
>
> It ~might~ work with PCXFormer, but it probably doesn't.....
>

2207. Atari Estate Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-07 00:00:00 UTC
From: Jayne Bryant <randolph@erinet.com>
Message-ID: <5fnmks$grv@server1.erinet.com>
Source record: 75130

Hello,

Due to the recent death of my father, I have a lot of Atari Hardware &
Software that I would like to see someone use. I have attached an itemized
listing, please e-mail if you are interested.

Thanks,

Jayne

COMPUTER ITEMS:
FOR SALE
QTY DESCRIPTION ASKING PRICE
1 ATARI MEGA STE 68000, 16MHZ COMPUTER (16 BIT) 4M MEM.INTERNAL 3.5 HD 1.4 FLOPPY;
TV/MONITOR HOOK-UP; KEYBOARD & 2 MICE; EXTRA 1M MEM; 3.5, 720K FLOPPY W/ ROMS; 2 SERIAL/2
SCSI HOOK-UPS $150.00

1 ATARI, IB DRIVE EXT. 5 1/4, 360X FLOPPY $ 40.00
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(W/WHOLE SYSTEM OR SEPARATELY)

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ORIGINAL PROGRAMS $ 1.00 PER DISK

COPIES OF DISKS, UNMARKED OR BACKUPS $ .25 Ea.

2208. Re: 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-07 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <331f7241.26199368@news.inc.net>
Source record: 75131

On Wed, 5 Mar 1997 22:27:35 GMT, Alan Christie
<94chrisv@scar.utoronto.ca> wrote:

>Hi there!
>
> With all this talk about 8bit Atari emulation on the PC has sparked my
>interest. I don't have a Pentium or Windows 95. Is there a decent
>emulator out there that would run off a 486 DX33 with 24 megs/ram??? If
>so, where could I get it?
>
>I have ATMODEM.ZIP which is an Atascii emulator. It's a lousy terminal
>program but the Atascii emulation is decent enough to watch Atascii
>movies.. Now there is a blast from the past, Atascii movies. Anybody old
>enough to remmber watching those at 300 baud with a 1030 or Xm301 modem?

They all will run on that machine, except Rainbow 95 which requires
Windows 95. Your hardware is capable of running Windows 95. The
fastet emulator is PC Xformer for DOS. The best (well maybe a tie
with Rainbow) one is XL-it for DOS. XL-it is not as fast as Xformer,
but it has better emulation.

Now for a bit of advice.... dude get yourself a 486DX-4/100 or at
least a 486DX-2/66. They go SOOOOO cheap these days. Everyone's
getting Pentiums, or at least 486DX-4/100s. There is almost no excuse
you don't have at least a DX-2/66 in that machine!

I know I know.... you'll probably reply that advice has nothing to do
with Atari, or that your DX/33 is soldered to the board or
something... Oh well.

Cheers,

Jon

2209. Wild & Wacky Atari Auction (Update #7)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-07 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970307043700.XAA24204@ladder01.news.aol.com>
Source record: 75132

```
Wild & Wacky Atari Auction (Update #7)

Rules and stuff:
----------------
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing
your package and adding $1 for materials - Priority stuff <2 lbs will
be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP
and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
8. If you only want an update for one particular system or want to be
taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will
be accepted. I would NOT reccomend sending cash, but some people seem
to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March
15th.
One final post will be made to newgroups. A bidder who is not
on the update list may bid on a G1 item, but not a G2 item. Any
raise to an item in the G1 or G2 phase will result in the item
staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html
--------------------------------------------------------------------------
-------------------------------------------------

Atari "Centipede" T-Shirt (Brand New) $9 mderolle
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $5 DisKountrs
Atari "Centipede" hanging multi-piece mobile (Brand New) $9 mderolle
Atari "Millipede" hanging multi-piece mobile (Brand New) $7 insane
Atari red "Kite" (Brand New) $3 DisKountrs
Atari Service Center Ice Scrapper $2 sumguy
Atari Grey Service Center Coffee Mug $7 mderolle
```

Atari "Power Without the Price" Balsa Wood Glider $1.50 terryb
Atari Red with Gold Lettering Pen holder $3 smedley
Atari Laser Art solid wood paper holder (Brand New) $8 mderolle
Atari solid Brass Belt Buckle (Brand New) $5 TRADED
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Antic Dec/Feb 1983 Vol 1, Issue 5 $3 tmw11
Antic Feb/March 1983 Vol 1, Issue 6 $3 tmw11
Antic June 1983 Vol 2, Issue 3 $2 tmw11
Antic July 1983 Vol 2, Issue 4 $2 tmw11
Analog Computing October 1986 $1.50 tmw11
Hi-Res Magazine Premiere Issue $5.00 slapdash

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

2210. Mydos source/update

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-07 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <331f99bc.12961373@news.injersey.com>
Source record: 75133

Heres an idea: Any one have the source code for Mydos?
How about updating it so that you can have any size image with as many
files as you like (none of this subdirectory stuff)?
Anyone game?

2211. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-07 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_857721907@rtfm.mit.edu>
Source record: 75134
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 3, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.landfield.com/faqs/atari-8-bit/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.landfield.com/faqs/atari-8-bit/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

2212. SALE!! Lots of 8bit Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-07 00:00:00 UTC
From: gripman@netcom.com
Message-ID: <gripmanE6o6Aq.n39@netcom.com>
Source record: 75135
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Dear Fellow Atarians,

My friend at work has a bunch of 8-bit Atari computers and stuff
that he wants to get rid of to someone who can appreciate them. He is
willing to let them go for a reasonable amount but would prefer to unload
the whole shebang at one go. Here is what he has.
3 800XL's
1 130XE
6 disk drives
2 monitors
3 printers
all manuals and power supplies and cables
His name is Bob Salopek and his phone # is 415-333-2165.
Please do not e-mail me as I can't help you out on this. Just call him
and negotiate directly. He has no e-mail address so you must use the
phone to contact him.

Happy Shopping

--
gripman@netcom.com

2213. Re: Soft from "Rush Hour"-Party 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-07 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <3320793A.483E@zeus.fh-pforzheim.de>
Source record: 75136

try our ftp-site or the "standard"-umich archive...

http://calia.daewoo.lublin.pl/~nic0/klub.html

bye HeAvEn/Taquart

2214. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-07 00:00:00 UTC
From: VICTOR GARCIA MU&#65533;OZ <vgarcia@renfe.es>
Message-ID: <331FFF5B.3E5F@renfe.es>
Source record: 75137

esto es una prueba

2215. Re: XL-it 0.18

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-07 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc2af2$c7cbb680$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 75138

Robert Smith Ely <rely@ix.netcom.com> wrote in article
<5fmd20$bff@sjx-ixn8.ix.netcom.com>...
> 32 characters is more than enough to name anything.

It certainly is not. 128 would be okay, I guess.

> Can Win95 use multiple extensions like AmigaDOS?
> Ex.:"Work:DOpus/LHA_DOpus.addin.info"

They're not extensions in that sense, but you can have any number of "." in
a filename you want now.

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

2216. Re: XL-it 0.18

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-07 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <3320335b.561894@news.abest.com>
Source record: 75139

On 4 Mar 1997 10:48:52 GMT, lmcclure@aristotle.net wrote:

>I recall seeing a tip on my Windows Magazine CD that covers how to get Win95
>to eliminate the "~" in the DOS filenames, so it is possible. Unfortunately,
>it is in Lotus screencam format rather than a text file, so unless I wrote
>every step down, it would be unlikely I could repost it accurately here.

From what I hear, it's not a good idea to get it to remove the tildes,
because many programs still look for the directories by expecting it
to have the tildes. If you take them off, the progrmas might get
confused and will stop working.....

2217. Re: Mydos source/update

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-07 00:00:00 UTC
From: read@my.sig
Message-ID: <33223f0c.6495540@news.networx.net.au>
Source record: 75140

noone@nowhere.com (Yogi) wrote:

>Heres an idea: Any one have the source code for Mydos?
>How about updating it so that you can have any size image with as many
>files as you like (none of this subdirectory stuff)?
>Anyone game?
>

Break the 64 filename barrier? Now that's food for thought...
Can you imagine how long it would take to scroll through a directory
that has over 5000 files? (Thats approx the amount I have in a MyDOS
image). Hmm, it certainly would be nice to have more than 64 files per
DIR tho...life would be much simpler.. :)

One thing comes to mind. The difference between single and double
density disk directories. Why can't we have 128 filenames on a D/D
disk? (Sparta excluded, it already does?). I have noticed that any of
the Atari DOS's that use double density still only use 128 bytes per
sector for the DIR, even tho the sectors are 256 bytes long. This just
seems an absolute waste of usable directory space. Maybe this could be
used to increase the DIR space somehow?. If I were a decent programmer
I'd be straight onto this, but.....
Glad you brought it up Yogi, very good point..

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

2218. Re: XF551:how fast is it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-07 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970307174001.MAA20882@ladder01.news.aol.com>
Source record: 75141

>Well everyone knows that the XF551 was supossed to have a "super-speed"
>like the US Doubled 1050,but that it used a different protocol.
>
>But I read in the FAQ that it only went at 32000bps (38400?),instead of
>the USD1050's 53200bps.
>
>And there were supossed to be european drives that went at 72000bps!!!

The XF551 does have a "superspeed" mode, that runs at 38,908 bps(NTSC) or 38553 bps (PAL). But the only ways I know to take advantage of it are DOS XE (excuse me while I puke), SpartaDOS X, or a patched SpartaDOS 3.2d. The patch is called XFPATCH, and works ONLY with 3.2d, not with 3.2c, f, g, or 3.3a or b. It overwrites the USDoubler autodetect code, so if you reconfigure your drives, you have to run the patch program again. And the patch is only for USD and XF551, not for the IndusGT.

The IndusGT drive's "superspeed" mode is about 76,000 bps according to the documentation I have (I haven't confirmed this, but I doubt it). The only ways I know to take ad vantage of this one are SpartaDOS X (the BEST way!) and DOS XL with the "synchromesh" file (I THINK that's the name).

Hope this helps.

2219. Re: Atari XL Graphics Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-07 00:00:00 UTC
From: zaphod@coffey.com
Message-ID: <331ec920.30798974@news.tcd.net>
Source record: 75142

On Sun, 02 Mar 1997 06:37:05 GMT, mauricem@phonewave.net (Maurice Molyneaux) wrote:

>Hello everyone,
>
>I recently acquired a 1200XL and have found that I've forgetten quite
>a but about the 8bit Atari's since I parted company with mine a decade
>ago. I'm a little rusty on some of the graphics capabilities, so if
>anyone can point me to a FAQ or site which has the information I'm
>after, I've be very grateful.
>
>A couple of things I'm looking for...
>
>1. Am I correct in recalling there were 4 players and 2 missiles?
>
>2. How many players/missiles could appear in a horizontal line?
>
>3. How large are the players? I recall 8x8, but seem to recall tricks
>that could "stretch" them to the full height of the screen.
>
>4. Since players and missiles are single color items, can HBI's be
>used to change the palette on eahc line of the player?
>
>Thanks in advance.
>

Yer answers...

1. 4 players 8 bits wide, 4 missles 2 bits wide. OR... 5 8bit wide players!!! (GTIA only?)

2&3. All players & missles can appear on a horizontal line. All players and missles can appear on ALL horizontal lines (Just use a large definition table).

4. HBIs (Actually ANTIC DLIs) will change player color.

A footnote. If I remember right, looking at an o-scope in the past, poking 0 into a player will not only produce black, but SUB-BLACK. YES KIDDIES! All you need to do is after the last displaying DLI put in 2 DLIs. One to put a missle 1/2 of the way through the vertical blank & synchronizing line, and one to page flip to DLI & SCREEN #2, and viola! IWNOTWECROLOALC!E (interlace wow cool!).

FOR BRAVE PROGRAMMERS ONLY!!!
TRY THIS....

there should be ways to change the, or a, color by poking the hardware (NOT SHADOW REGISTERS) color registers several times along a single scan line, while using a look-up table from memory. HMMMM... Can we say HAM, or perchance at least a whack at 256 color mode (not just DLI tricks, but a whole screen generated by fiddling with the background register with ANTIC DMA off!!!)

Did anyone get an idea of what nasty tricks that can be played with our old gnarly lovable ATARI's? ;-)

zaphod@coffey.com

Casper_Wyoming

2220. XL-it! 0.18

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-07 00:00:00 UTC
From: Mike Weber and Chris Tabacco <mweber@li.net>
Message-ID: <3320E843.28DE@li.net>
Source record: 75143
Body handling: HTML body converted to readable text

Can some direct me to another location of XL-it 0.18.. Markus's
download link is bad .... Thanks

Can some direct me to another location of XL-it 0.18.. Markus's
download link is bad .... Thanks

2221. Atari Stuff 4 Sale!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-07 00:00:00 UTC
From: John Collins <bosco@inficad.d.o.t.com>
Message-ID: <5fquhg$rcc@lana.zippo.com>
Source record: 75144

Yes, I have stuff for sale once again.

Visit my web page at:

http://www.inficad.com/~bosco
or http://www.inficad.com/~bosco/vault/index.html

==========
Hey spambots! Try these on for size!
postmaster@127.0.0.1
abuse@127.0.0.1
==========

2222. Atari 410 Program Recorder Help Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-07 00:00:00 UTC
From: Jared Falvo <luposian@keyway.net>
Message-ID: <33210E1B.62E3@keyway.net>
Source record: 75145

I just bought an Atari 410 Program Recorder to dink around with (it only cost $5, so... why not?), but I can only get Rewind to work. Fast Forward barely moves the right spindle and Play does absolutely nothing. It doesn't even make any motor noise at all!

I don't have it (the 410) plugged into anything except the AC outlet.

I would appreciate any help anyone can offer, including any schematics, information, etc. related to the 410 recorder.

Please reply to: luposian@keyway.net

Thanks you...

Jared

2223. Re: Soft from "Rush Hour"-Party 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-08 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970308053200.AAA28896@ladder01.news.aol.com>
Source record: 75146

On Tuesday mar 4, 1997 nadkar wrote:

-I am looking fowards to Ornetta 97.

You mean that this last copy party this month wasn't it?
If so, when is Ornetta 97 going to happen?

By the way, I agree with guy1015@aol.com, all the demos and intros were great, however some of the files on the ftp site were corrupted. (like the several disk demo)
All I can say is keep the demos coming, you got many 8-bitters here in America and the rest of the world looking fowards to them!!

2224. Wild & Wacky Atari Auction (Update #8)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-08 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970308053900.AAA29261@ladder01.news.aol.com>
Source record: 75147

Wild & Wacky Atari Auction (Update #8)

Rules and stuff:
---
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing your package and adding $1 for materials - Priority stuff <2 lbs will be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
8. If you only want an update for one particular system or want to be taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will be accepted. I would NOT reccomend sending cash, but some people seem to
anyway. Checks will be held for approximately 1 week to clear. MO orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March 15th.
One final post will be made to newgroups. A bidder who is not on the update list may bid on a G1 item, but not a G2 item. Any raise to an item in the G1 or G2 phase will result in the item staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html

Atari "Centipede" T-Shirt (Brand New) $15 bstucky
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $10 cstrong
Atari "Centipede" hanging multi-piece mobile (Brand New) $10 cstrong
Atari "Millipede" hanging multi-piece mobile (Brand New) $10 cstrong
Atari red "Kite" (Brand New) $3 DisKountrs
Atari Service Center Ice Scrapper $5 cstrong
Atari Grey Service Center Coffee Mug $10 cstrong

Atari "Power Without the Price" Balsa Wood Glider $3 J.kock
Atari Red with Gold Lettering Pen holder $10 cstrong
Atari Laser Art solid wood paper holder (Brand New) $9 DisKounters
Atari solid Brass Belt Buckle (Brand New) $5 TRADED
Atari 5200 "Gremlins" with Special Edition Atari Gremlins Pin TRADED
Atari Holographic "Centipede" Stick-On Decal: TRADED

BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

All 10 Patches bid $40 Kevates

Activision OINKERS: Kevates
Activision RIVER RADIERS: Kevates
Activision GRAND PRIX DRIVING TEAM: Kevates
Activision SUB CLUB: Kevates
Activision SPIDER FIGHTERS: Kevates
Activision TRAIL DRIVE: Kevates
Activision EXPLORERS' CLUB: Kevates
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM: Kevates
Activision MEGAMANIACS: Kevates
Activision FLYING ACES: Kevates

Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
$7 slapdash

Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $3 tmw11
Antic Feb/March 1983 Vol 1, Issue 6 $3 tmw11
Antic June 1983 Vol 2, Issue 3 $2 tmw11
Antic July 1983 Vol 2, Issue 4 $2 tmw11
Analog Computing October 1986 $1.50 tmw11
Hi-Res Magazine Premiere Issue $5.00 slapdash

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

2225. Re: Atari XL Graphics Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-08 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <857807015.28060.0@kwll.demon.co.uk>
Source record: 75148

> TRY THIS....
> there should be ways to change the, or a, color by poking the
>hardware (NOT SHADOW REGISTERS) color registers several times along a
>single scan line, while using a look-up table from memory. HMMMM...
>Can we say HAM, or perchance at least a whack at 256 color mode (not
>just DLI tricks, but a whole screen generated by fiddling with the
>background register with ANTIC DMA off!!!)

Didn't Red Rat's Technicolour Dream art(?) package do this? I know it had some
very odd video modes!

2226. Re: XL-it! 0.18

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-08 00:00:00 UTC
From: Markus Gietzen <magi@stud.uni-sb.de>
Message-ID: <3321411C.7A27@stud.uni-sb.de>
Source record: 75149

Mike Weber and Chris Tabacco wrote:

> Can some direct me to another location of XL-it 0.18.. Markus's
> download link is bad .... Thanks
I just fixed it.

Bye,
Markus

--
Markus Gietzen
E-Mail: iig05-1@htw.uni-sb.de
WWW : http://myst.slcc.edu/~markus

"What? Is man merely a mistake of God's? Or God merely a mistake of
man's?"
----------F. Nietzsche

2227. Re: 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-08 00:00:00 UTC
From: ut13@ab292.rz.uni-karlsruhe.de
Message-ID: <5frrpseqp1@nz12.rz.uni-karlsruhe.de>
Source record: 75150

Hello!

I haven't ever worked on a 8 bit Atari. I have an Atari Mega 2 ST now, and, from time to time i can work on the PCs of two other people (as in the moment).

I hear that there is a lot of Atari 8bit stuff on the net, and that it keeps the platform live.

Could someone who has experience with 8bit software tell me if it is worth (i mean interesting, exciting, useful, whatever) installing an Atari 8bit emulator?

Gerards.

Guentcho

--
Guentcho Skordev *** eMail ut13@rz.uni-karlsruhe.de *** 1996/1997
Waldhornstr. 36, Zimmer B 303, 76131 Karlsruhe, Tel. 0721-377356
http://www.uni-karlsruhe.de/~ut13 (Last modified: 28.2.1997) ******

2228. Journey to the Planets

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-08 00:00:00 UTC
From: Matthew Haas <mthbbs@light.lightlink.com>
Message-ID: <Pine.SUN.3.95.970308122746.28251A-100000@light.lightlink.com>
Source record: 75151

Does anyone remember JV/Roklan's Journey to the Planets game for the Atari computers? It is one of my favorite games, (have the cart, box, instructions, all good condition) but I have been unable to beat the game as I have not been able to get past a certain world (the Ruby Ring planet I believe, where there is a flashy door thing you must go through, and shoot down a circle or block, and a screen where there's this boat-looking-thingy going around disappearing then reappearing) ..JV/Roklan said they had a cheat guide, but I don't think they're around anymore. If anyone has the cheat guide, let me know please!

Thanks.

2229. Game Hints, Cheats & Tricks?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-08 00:00:00 UTC
From: John Collins <bosco@inficad.d.o.t.com>
Message-ID: <5fs35u$9u1@lana.zippo.com>
Source record: 75152

Hey gang! I am looking for any and all game hints that you may know of. I have a bunch of them already, but I know there's got to be more.

Can anyone help in this arena?

Thanks!

John Collins

==========
Spambots! Try these on for size!
postmaster@127.0.0.1
abuse@127.0.0.1
==========

2230. Atari 800 item for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-08 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5fse8ushl1@news2.voicenet.com>
Source record: 75153
Cross-posted to: comp.sys.atari.8bit,alt.forsale,ca.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,misc.forsale.computers.other.systems,nj.forsale,ny.forsale,pa.forsale,pa.hbg.forsale,pa.ne.forsale,pgh.forsale,us.forsale.computers

```
Atari Items for Sale plus shipping

Atari 850 Interface no power supply..................... $39
Atari XMM801 printer.................................... $24
Atari 1020 Printer...................................... $15
Atari XM301 Modem....................................... $15
Atari 410 Program Recorder (tape deck) (2).............. $14
Atari 400 Program Recorder (tape deck).................. $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ................... $ 8 each
Paddles (2 sets)........................................ $12 each
Atari Controllers (2)................................... $ 8 each
DVE Printer Power Supply Model DV-2412A................. $10
50 5-1/4 diskettes ..................................... $10
50 3-1/2 diskettes...................................... $12.50
.....................................................................
Wishbringer from Infocom on Disktte w/box & docs.... $18
.....................................................................

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
```

Page Designer from XLEnt Software
Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International

Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor Donkey Kong
Jungle Hunt Missile Command
Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing

Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....
Atari Books $6.95 each (4 for $25)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari
Computes Second Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Machine Language for Beginners by Richard Mansfield
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

2231. Re: Atari 410 Program Recorder Help Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-08 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <3321bdd6.489888@news.tudelft.nl>
Source record: 75154

Hi Jared,

>I would appreciate any help anyone can offer, including any schematics,
>information, etc. related to the 410 recorder.

Take a look at
http://www.northcoast.com/savetz/antic/v2n1/tapetopics.html, in the
'digitized Antic' project, which has (I think) just the info you need!

Regards,
Sidney Cadot

2232. ATARI RETAILER GONE OUT OF BUSINESS (CLEARING OUT SOFTWARE)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-08 00:00:00 UTC
From: modemkid@gate.net
Message-ID: <3321838f.572327@news.gate.net>
Source record: 75155

ATARI RETAILER CLOSED DOWN. LOOKING TO SELL ALL TITLES OF SOFTWARE CHEAP. 8-BIT CARTS AND DISKS. EMAIL YOUR WANTS FROM THE LIST OF CARTS. 1000'S OF DISK BASED 8-BIT GAMES. BUT NO LIST. EMAIL YOUR WANTS OF 8-BIT DISK BASED SOFTWARE. WE WILL RESPOND IN 1 TO 2 DAYS. THE MORE YOU BUY THE BETTER THE PRICING. EMAIL OR CALL US AT 1PM - 9PM EST. MONDAY THRU SATURDAY (CLOSED SUNDAY). ASK FOR GARY. 561-464-0019. ALSO 5200, 2600, 7800, COLECO ITEMS. ENCLOSED IS ALL CART LISTS.

8-BIT CARTS

ARCHON
BLUE MAX
SKY WRITER
MINER 2049ER
KRAZY ANTICS
BASEBALL
MUSIC COMPOSER
STARRAIDERS
DEFENDER
MATH ENCOUNTER
MOON PATROLL
JOUST
DK JR
SUPERBREAKOUT
DELUXE INVADERS
REAL SPORTS FOOTBALL
RIVERRAID
CHICKEN
SUPERCOBRA
QBERT
SKYWRITER
DIGDUG
MICRO FILER
ALPHA SHEILD
KRAZY SHOOTOUT
WAZ OF WAR
CROSSFIRE
KABOMB
STARRAIDERS2
ACE OFACES
CRIMEBUSTER
BATTLE ZONE

DAVIDS MID MAGIC
INTO EAGLES NEST
FOOD FIGHT
DESERT FALCON
NEOROMANCER
CHOPLIFTER
THUNDER FOX
FIGHT NIGHT
1 ON 1
SUMMER GAMES
RESCUE ON FRACTIONS
BARN YARD BLASTER
ATARI LIGHT GUN
FACEMAKER
UP FOR GRABS
COSMIC LIFE
ADVENTURE CREATOR
DELTA DRAWING
BASIC XL
DESIGNERS PENCIL
CROSS FIRE
ASSEMBLER EDITOR

USED

JUMBOJET
SUB COMMANDO
PACMAN
HARDBALL
ATARI ARTIST
QIX
BUGHUNT
MILLIPEDE
MEGAMANIA
BASKETBALL

2600

DONKEY KONG JR
KEYSTONE
ICE HOCKEY
CROSSBOW
MOON PARTROL
TENNIS
DESERT FALCON
MILLIPEDE
FOOTBALL
SUPER BASEBALL
RIVERRAID
REAL SPORTS BOXING
REAL SPORTS FOOTBALL(SOCCER)

REAL SPORTS BASEBALL
VENTURE
CIRCUS ATARI
DONKEY KONG
GRAVITAR
SPRINT MASTER
DECATHALON
COMMANDO
KUNG FU MASTER
SKAREBOARDING
RAMPAGE
TITLEMATCH WRESTLING
BATTLEZONE
CRYSTAL CASTLES
PHOENIX
PACMAN
SPACE INVADERS
BACKGAMMON
JUNGLE HUNT
WINTER GAMES
SUMMER GAMES

NEW 5200

VANGUARD
QIX
DEFENDER
KABOOM
POPEYE
REAL SPORTS SOCCER
BLUEPRINT
QBERT
COUNTER MEASURE
PACMAN

USED 5200

POLE POSITION
STARRAIDERS
TENNIS
PACMAN
RIVERRAID
QIX
ZAXXON
GALAXIAN
BASEBALL
ROBOTRON
DECATHALON
MARIO BROTHERS
DEFENDER
QBERT

FOOTBALL
CENTIPEDE
SUPER BREAK OUT
BASKETBALL (PROTO)

7800

XEVIOUS
ROBOTRON
MS PACMAN
JOUST
TOWER TOPOLER
ION 1
SUPER HUEY
FOOD FIGHT
IMP.MISSION
ASTERODS
DONKEY KONG
DONKEY KONG JR
FIGHTNIGHT

COLECO

ZAXXON
FOOTBALL
SUPERCOBRA
MOONSWEEPER
VICTORY
SPACEFURY
FACEMAKER
FORTUNE BUILDER
FRACTION FEVER
CAMPAINQUE 84
ROLL OVERTURE
QBERT
GHOSTBUSTER
BEAMRIPER
PEPPER2
FONTLINE
MOUSETRAP
DESTRUCTOR
LOOPING
DEFENDER
SPACE PANIC
JUMPMAN JR

2233. Re: 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-08 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970308221201.RAA08038@ladder01.news.aol.com>
Source record: 75156

On mar 8 1997 Guentcho wrote:

Could someone who has experience with Atari-8 bit software tell me if its worth it to run an emulator?

I would have to say that there's probably no substitute for the real thing. With 8-bit computers going for $20 on the net and $5 at the thrift stores, you might want to look into it. I just got a Commodore 1084 monitor with the 3 rgb inputs. If you do the super video upgrade you will be able to use the crome input. I get a picture that kicks you know what, as good as vga on any clone.
I bought PCxformer about a year ago and have yet to use it (won't run a lot of things). you're probably better off if you must with another of the emulators (Rainbow, Xl-it). That raises another question:

Has anyone gotten any of the european games to run on these emulators?
I am talking such as A.K. Avalon's Fred, Hawkmoon, Mission Shark, or Rockman (now there's a game!)

2234. Digital Streams...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-08 00:00:00 UTC
From: Jared Falvo <luposian@keyway.net>
Message-ID: <3321CE24.2A9@keyway.net>
Source record: 75157

Is it possible to send a pure digital signal from an Atari 8-bit computer to an Atari 410 Program Recorder? As well, what modifications would be required (if necessary) in order to get the digital signal out (off the tape) without the filtering process it (the 410) has built-in (to translate an FSK signal into a digital one) getting in the way?

Any help greatly appreciated.

Jared

2235. XL-it and 133k 180k Disk Image Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-09 00:00:00 UTC
From: knave@usa.net
Message-ID: <387cd$d017.305@NEWS>
Source record: 75069

I got the latest XL-it .018 and am totally impressed by the GUI. I had some trouble: my 133k and 180k disk images that I used with Xformer won't seem to run on it! Am I messing up somehow?

Also noticed that XL-it is running a lot faster since v. .016.

I love XL-it though I am strictly a casual user. I intend to kick in some cash for it soon (I know Markus is probably thinking "yeah right" but just wait.)

---knave

2236. Re: Soft from "Rush Hour"-Party 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-09 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970309073701.CAA07509@ladder01.news.aol.com>
Source record: 75158

Hi!!

Thanks for the fast reply, There are a LOT of Atari users and I mean
A LOT of us good old 8bit'ers that love to see new graphics and sound for
the 8bit. I run a BBS in Florida (USA) and have monitor my ATARI 8bit
DEMO sig.. It seem that most users enjoy them as much as (Games).. I
get lots of feedback from users asking, "Got any new demos from Poland?"
Theres still a large group of Atari 8bit users that dont have access to
the Internet and depend on Local or even Long Distance BBS to find Stuff
to run on there 8bit. While Im not blind to the clone platform, I do
have a 586-133 :(But still my 8bit machines are #1 and will only
support the 8bit.

Im thrilled to see such Demos on Atari 8bit like "Shake/Joyride" that are
just as good as clone demos.

8bit demo coders.... Your wonderfull Demos are not invain!! and Thanks
for Showing us what the Atari 8 can do!!

2237. Atari 8-Bit Computers: Frequently Asked Questions

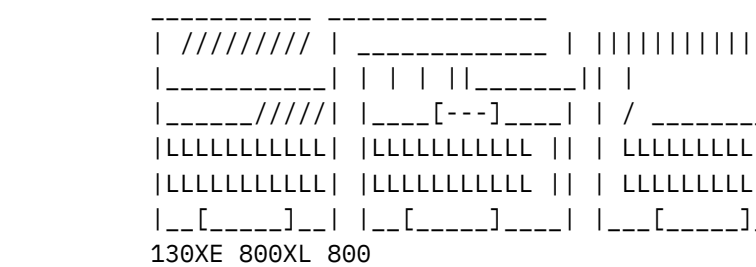
Newsgroup: comp.sys.atari.8bit
Date: 1997-03-09 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_857894285@rtfm.mit.edu>
Source record: 75159
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

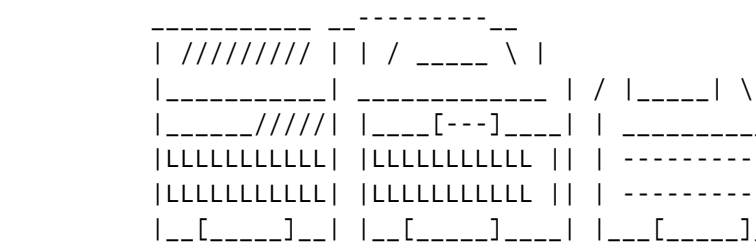
Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: March 8, 1997

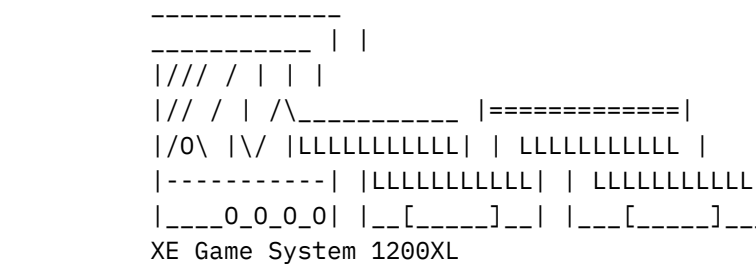
Welcome to the comp.sys.atari.8bit / INFO-ATARI8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List







Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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that portion reproduced is not modified, and so long as credit is given to this
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given.

This FAQ list is in a constant state of development and comes with no guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible! Available via these locations and Usenet FAQ archives everywhere:

http://www.landfield.com/faqs/atari-8-bit/

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: 0.1) Table of contents

0.1) Table of contents

Introduction to the Atari
1.1) What is an Atari 8-bit computer?
1.2) What can I do with an 8-bit Atari?
1.3) What are the performance specifications of the 8-bit Atari?
1.4) What is the internal layout of the 8-bit Atari?

Usenet newsgroups
2.1) What is comp.sys.atari.8bit?
2.2) What other Usenet newsgroups cover the 8-bit Atari?

E-Mail lists
3.1) What is INFO-ATARI8?
3.2) What is the Independent Atari 8bit Network?

Software Archives
4.1) What is the University of Michigan Archive?
4.2) What is the Boston Archive?
4.3) What is the PVV Archive?
4.4) What is the ClarkNet Archive?
4.5) What is the Gatekeeper's Archive?
4.6) What is the Polish Demo Archive?
4.7) What is the Slovakian Archive?

Telnet sites
5.1) What is the Cleveland Free-Net Atari SIG?
5.2) What is the National Capital FreeNet Atari Users SIG?
5.3) What is the Victoria Telecommunity Network Atari Users SIG?

World Wide Web pages
7.1) What WWW pages support the 8-bit Atari?

IRC channels
8.1) What IRC channels discuss the 8-bit Atari?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

9.2) What is an .arc file?
9.3) What are the .DCM, .ATR, and .XFD file formats?
9.4) What are the .XMO and .BIN file formats?

File Transfer Solutions
11.1) What are the best terminal emulators available?
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?
11.3) Can I read/write MS-DOS disks on an 8-bit Atari?
11.4) How do I transfer files using a null modem cable?

Storage Media
12.1) What 5.25" floppy disk drives are available?
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?
12.3) What do I need to connect a hard drive to my 8-bit Atari?
12.4) What is SIO2PC?

General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What versions of Atari BASIC or the C/GTIA chip do I have?
13.7) Which versions of the Operating System (OS) are there?
13.8) What games support 4 simultaneous players on the 400/800?
13.9) Why should I disconnect the 810/1050 power supply before connecting or disconnecting SIO cables?
13.10) What is Omnimon?
13.11) What is the difference between NTSC and PAL machines?

Other FAQ Lists for the 8-bit Atari
14.1) What vendors, developers, or publishers support the 8-bit Atari?
14.2) Where is my nearest 8-bit Atari BBS?
14.3) Where is my nearest 8-bit Atari user group?
14.4) I'm new to the Atari. How do I use this thing?
14.5) Can I use an emulator to run my old Atari software on my new computer?
14.6) What hardware upgrades, modifications and add-ons are available?
14.7) What is the HARD-Interlacing-Picture (HIP) format?
14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

Reader-suggested topics, unwritten as yet: (volunteers?!)
How fast of a modem can my Atari display keep up with?
-with Ultraspeed roms?
-with XEP-80
-with any particular terminal program

What is the XEP 80?

What programming languages are available for the Atari?

What kinds of monitors can I use with my Atari?
-Color Composite with separate chroma\luminance
-Commodore 1702

-Commodore 1084/1084s(stereo)
-can be used with ST or Amiga _and_ 8-bit
-monitor cable requirements
-400/600XL lack monitor port entirely
-800XL lacks separate chroma/lumi (can be added) as 800/XE
-XEGS totally different plug (RCA jacks) lacks chroma\lumi
-XEP80 has composite monochrome

Video Upgrades
-Adding chroma\lumi to 800XL

How can I make my commercial boot disk (tape, cart)
into a load file or disk image?

What is APE?

Why does some European software (especially demos) flicker?

Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE XE Game System

It was 1979 when Atari, Inc. entered the home computer market with the introduction of the 800 and the 400 computer systems. (The 400/800 models were first shown publicly in November 1978). These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 256 colors displayable simultaneously, up to 320x192 graphics resolution and up to 40x24 text resolution in 11 graphics modes and 5 text modes. Video may be displayed either on a composite video monitor in the case of the 800, or on a standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM, but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

The introduction of the 1200XL in 1982 marks the single largest advance in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface, providing direct memory access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus a few special new graphics capabilities. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface, continuing the powerful feature of direct memory access.

In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game, while offering 64K RAM and full compatibility with the 65XE.

Atari Corp. officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

On July 31, 1996, Atari Corp. (http://www.atari.com/) became a division of JTS Corp. (AMEX:JTS). JTS Corporation, with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer market. The company currently employs more than 5,800 people worldwide including manufacturing facilities in Madras, India.

JTS Corporation
166 Baypointe Pkwy
San Jose CA 95134-1621
Phone, 408-468-1800
Fax, 408-468-1619.

Subject: 1.2) What can I do with an 8-bit Atari?

What can you do with an 8-bit Atari computer system? Virtually anything you can do with any other type of computer!

Programming? Pascal, C, BASIC, Logo, Pilot, Forth, Lisp, 6502 assembler... Plus powerful unique languages like Action! and QUICK...

Word Processing? Try AtariWriter, Letter Perfect, Paperclip, TextPro, Bank Street Writer, 1st EXLent, TurboWord, Cut & Paste, Letter Wizard, Panther, Superscript...

Database? Try TurboBase, TurboFile, Synfile, Data Perfect, MicroFiler, MegaFiler, Homebase, Super Data Base 1-2-3, Small Business System...

Speadsheet? Look at Syncalc, Visicalc, TurboBase, Calc Magic, Turbo-Calc, SAM Budget...

Communications? There's Express!, BobTerm, Kermit-65, Omnicom, VT850, Chameleon, Ice-T, FlickerTerm 80, Term80...

Graphics? Print Shop, Newsroom, Blazing Paddles, Video Title Shop, Virtuoso, Movie Maker, News Station, Publishing Pro, Awardware, Page Designer, ChromaCAD, Rambrandt...

Music? Virtuoso, Music Studio, Music Construction Set, Songwriter, Electronic Drummer, Music Painter, Music Composer, AtariMusic, MIDI-Track, Digital Music System, Chaos Music Composer...

Alternate Operating Systems? There's the Diamond Graphic Operating System; SpartaDOS X, the 64K DOS on a "supercartridge"; the S.A.M. (Screen Aided Management) 80 column Desktop System; the Ultra Speed Plus OS; the TurBoss! High Speed O/S...

Hardware? A plethora of upgrades and add-ons are available, realizing improvements in speed, memory, sound, graphics, storage media...you name it!

Education? Colorful graphics, exciting sounds and full-screen editing give rise to hundreds of quality educational software titles.

Entertainment? The 8-bit Atari has long been famous for thousands of great games.

If you want to do something with a computer, chances are you can do it on an 8-bit Atari computer. While slower than today's PC's, the 8-bit Atari is far less costly than any of these, is easier to program at the machine level or alter at the hardware level, and has been documented more thoroughly than any of the newer computing platforms. The relative simplicity in design of the 8-bit Atari also means that many people find the systems more reliable than their modern counterparts.

The software for the 8-bit Atari is sometimes more powerful than on any other platform. For example, some Bulliten Board Systems are still run on 8-bit Ataris specifically because the BBS software available can be better than that for any other type of computer. There is a reason for the relative quality of software on the 8-bit Atari. People program commercially for the latest PC's to make money; people program the 8-bit Atari because they want to -- they enjoy producing good software. It takes a team of specialized programmers to develop a major piece of software for those other systems; with the 8-bit Atari, a single person has the chance to learn the entire system, thereby developing greater pride in his programming abilities and his final product. The character of the programmer can shine through.

The 8-bit Atari owner can take pride that his/her computer platform was developed years before the IBM PC or Apple Macintosh were even on the drawing boards, but remains as useful today as it was in 1979.

For these reasons and more, the 8-bit Atari remains a popular alternative in today's home computer marketplace.

Subject: 1.3) What are the performance specifications of the 8-bit Atari?

Some of this section by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick).

Clock Speed:
NTSC machines: 1.78979 MHz
PAL machines: 1.773447 MHz

Graphics:
Mode Horiz.xVert.xColors text/graphics
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 2 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:
60 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.
All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

Sound:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

Subject: 1.4) What is the internal layout of the 8-bit Atari?

The following text was written by Chris Crawford and appears in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

GTIA is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

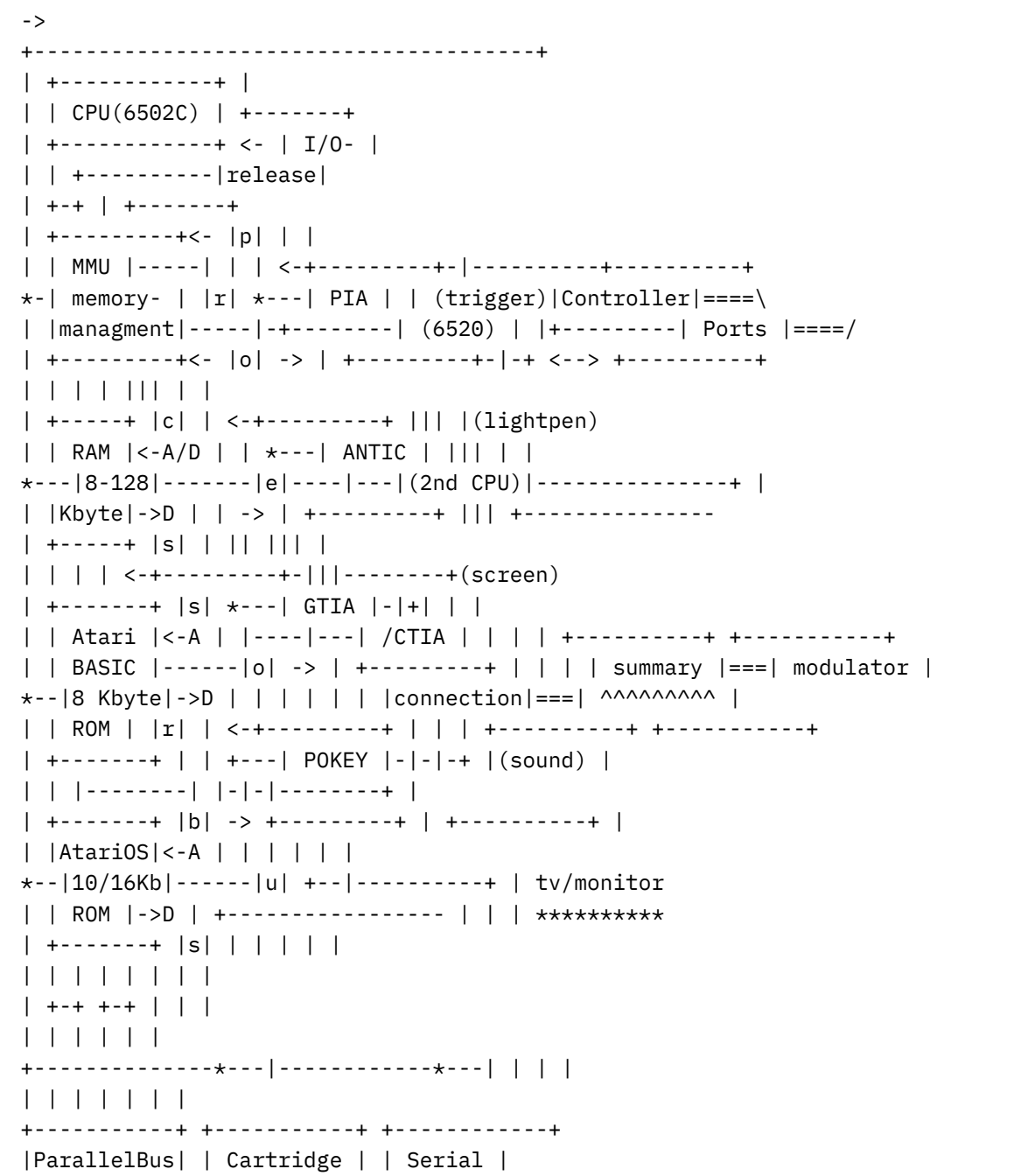
POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexer. According to mailto:sup8pdct@closer.brisnet.org.au (James Bradford), "Freddy is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. Freddy also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a freddy but it doesn't have the extended RAM. Even if it did, you would still need the chip that

does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from freddy, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to freddy for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say freddy does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO freddy) and an extra 8 RAM chips."

Hardware Arrangement (With thanks to mailto:peter@soemtron.sb.sub.de (Peter))



```
|Interface/ | | Slot | |Input/Output|
| Enhanced | | ROM | | (SIO) |
| Cartridge | +-----------+ +------------+
| Interface | | |
+-----------+ | |
| | |
- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos ) - modem
```

NOTES
* RAM: 400/800:8/16/48K, 1200XL/800XL/65XE/XEGS:64K, 600XL:16K, 130XE:128K
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE only

According to Doug Neubauer (by way of mailto:finneganj@delphi.com (James Finnegan), here is the team that originally designed the Atari 400/800:
<quote>

The A800 VLSI hardware guys include:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators (from the grass valley group)
Joe Decuir - Antic and system and creator
???A french guy (whose name I forget) - Antic logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - Pokey logic design
Mark Shieu - Pokey chip design
Steve Stone - Pokey layout design
Steve Smith - Technician for antic and gtia
Delwin Pearson - Technician for Pokey

There were a number of other people whoses names I have forgotten.
I have lost touch with most of them.

<end quote>

According to mailto:jjessop@ix3.ix.netcom.com (Jerry Jessop), the original 400/800 OS programmers were:

Larry Kaplan
David Crane
Bob Whitehead
Al Miller

Subject: 2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion about the Atari 8-bit family of computers, including the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System!

All postings to comp.sys.atari.8bit appear on the INFO-ATARI8 list.

comp.sys.atari.8bit was born around 1986 when the earlier comp.sys.atari newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st.

To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

comp.sys.atari.8bit postings are archived by the INFO-ATARI8 list server.

Subject: 2.2) What other Usenet newsgroups cover the 8-bit Atari?

news:comp.sys.atari.advocacy
Opinionated discussions about Atari computers. Unmoderated.

news:comp.sys.atari.announce
Announcements related to Atari computers. Dead newsgroup?
Moderated by Yat Siu, mailto:lexicor@world.std.com

news:comp.sys.atari.programmer
Programming Atari computers. Unmoderated.

news:rec.games.video.classic
Orphan home video game systems. Unmoderated.

news:comp.emulators.misc
Emulating one kind of computer on another. Unmoderated.

news:comp.emulators.announce
Announcements related to computer emulators.
Moderated by Qualcomm, mailto:emulators-request@qualcomm.com

news:alt.binaries.atari
uuencoded software for Atari computers. Unmoderated.

news:alt.binaries.atari.d
Descriptions/discussions on software posted on alt.binaries.atari. Unmoderated.

news:alt.binaries.comp.atari8bit
uuencoded software just for the 8-bit Atari. Not widely available.

Subject: 3.1) What is INFO-ATARI8?

INFO-ATARI8 is the e-mail list for discussion about the Atari 8-bit family of computers, including the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System!

To subscribe to INFO-ATARI8, send a message to:
mailto:listserv@vm.marist.edu
that says:
subscribe info-atari8

All postings to comp.sys.atari.8bit appear on the INFO-ATARI8 list.

Postings mailed to INFO-ATARI8 do NOT presently appear on comp.sys.atari.8bit. Therefore, to contribute to discussion threads in INFO-ATARI8 you must send your posting directly to comp.sys.atari.8bit via a Mail-to-Usenet gateway. For a current list of such gateways, refer to The Accessing the Internet by E-Mail FAQ, maintained by "Doctor Bob" Rankin, mailto:BobRankin@MHV.net or see:

http://www.landfield.com/faqs/internet-services/access-via-email/

Contributions sent to this list are automatically archived. You can get a list of the available archive files by sending an "INDEX INFO-ATARI8" command to LISTSERV@VM.MARIST.EDU. You can then order these files with a "GET INFO-ATARI8 LOGxxxx" command, or using LISTSERV's database search facilities. Send an "INFO DATABASE" command for more information on the latter.

INFO-ATARI8 is moderated by mailto:snyder10@MAILHOST.TCS.TULANE.EDU (Mike Todd)

INFO-ATARI8 was created on December 9, 1986.

Subject: 3.2) What is the Independent Atari 8bit Network?

Date: Fri, 29 Nov 1996 10:37:26 GMT
From: mailto:tomhunt@bright.net (Tom Hunt)

Closer To Home Enterprises is happy to announce the grand opening of the IA8N's QWKNET. IA8N = Independent Atari 8bit Network. This network is ran by a group of volunteers that are dedicated, hard core 8bit owners.

I am seeking more individuals to join the network.
Individuals who join this network will receive weekly, or biweekly QWK packets through internet email. These packets contain messages from member 8bit bulletin boards and from individual members of the network. These packets are ARCed and UU enocoded. Both ARC and UU encoders are readily available for almost every type of computer system, including the Atari 8bit.

Highlights from recent message threads include:

A member's recent pilgrimage to Poland to meet with various developers. He reports about a new IDE interface and Sparta Dos X clone for the 8bit.

Discussions about the new HIP graphic format. Announcment of the release of the new HIP slideshow program, and where to download it.

Discussion about David Hunt's (no relation) release of
Carina 2.7 into shareware, and where to download it.

Discussions about how to use the 8bit to access the internet,
including hot 8bit places to visit. There are tips about
which lynx servers are the best to use, how to do dns lookups,
and free telnet bbses.

Discussions about Larry Black's soon to be released ZSEND
program.

Message bases that are currently available are:

General
Internet
Programming
Hardware
User's Groups
Whine Base
Recipe
Pets

When an individual sends back a REPly packet to the network,
ARC must be used for compressing the packet. But UU, HEX, and MIME
encoding of REPlies is allowed.

The message bases have thousands of messages, many of which
contain information and references to programs that cannot be found
anywhere, even on the internet. So join the QWK Net today. This is
a FREE service to the 8bit community. Ask about a sample QWK packet,
so that you can see for yourself.

Send inquiries to: mailto:tomhunt@bright.net

"QWK Net, an Atari 8bit network, 100% managed, maintained, and
published via internet email on an Atari 8bit computer."

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of
files for many computing platforms, including the Atari 8-bit computers. For
more information:

Bill Kendrick, mailto:kendrick@zippy.sonoma.edu (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich
Archive. The Archivists request you use these mechanisms in this order of
preference:

1) The number one way to get into the UMich archives is via AFS. If you have AFS, all our files are kept in the directory "/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT! Specifically, use:

file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software Archives" choice. Specifically, use:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/
gopher://gopher.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.edu/atari/8bit

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/ Specifically, use:

http://www.umich.edu/~archive/atari/8bit/

A mirror web site:
http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory. Specifically, use:

ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are several mirror sites which are all updated from the home site regularly:
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit/
ftp://barnone.citi.umich.edu/atari/8bit/ (<-- RECOMMENDED)
ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
ftp://ftp.toad.net/pub/umich/8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You might also suggest what permanent 8bit subdirectory you'd like your file to

end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to mailto:lenn@atari.archive.umich.edu (Jody Lenn). Please
name the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is
maintained by Adam Bryant, mailto:adb@albert.bu.edu . This site seems to
have seen no uploads for years, but there are some files here that aren't
on any of the other sites. [IS THIS SITE LOST? - 10/13/95]

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no
(Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software
Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate
directory. Please include a readme file with each upload, so people know
what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson,
mailto:kevina@clark.net .

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

A mirror of the ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari
8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The
Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only)
on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

Subject: 4.7) What is the Slovakian Archive?

This FTP site contains some demos, games, utils, zines from all the world.
Here you can also find some Slovak or Czech stuff.

Contact: mailto:mchorvat@econ.umb.sk (Marco, of GMG)

ftp://svs.scsss.sk/pub/atari/

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

Internet access to the Cleveland Free-Net (Cleveland, Ohio, USA):

telnet://freenet-in-a.cwru.edu or
telnet://freenet-in-b.cwru.edu or
telnet://freenet-in-c.cwru.edu

Type "go atari" at any menu.

Contact:
mailto:xx004@cleveland.freenet.edu (Atari SIG)

Subject: 5.2) What is the National Capital FreeNet Atari Users SIG?

Internet access to the National Capital FreeNet (Ottawa, Ontario, Canada):

telnet://telnet.ncf.carleton.ca (Type "go atari" at any menu) or
gopher://gopher.ncf.carleton.ca or
http://www.ncf.carleton.ca/

Contact:
mailto:ac382@freenet.carleton.ca (Jack Kitowicz) or
mailto:aa728@freenet.carleton.ca (Blair Dea)

Subject: 5.3) What is the Victoria Telecommunity Network Atari Users SIG?

Internet access to the Victoria Telecommunity Network (Victoria, British
Columbia, Canada):

telnet://freenet.victoria.bc.ca (Type "go atari" at any menu)

Contact:
mailto:ua558@freenet.victoria.bc.ca (Gordon Hooper) or
mailto:ud264@freenet.victoria.bc.ca (Ted Skrecky)

Subject: 7.1) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

VENDORS/DEVELOPERS/PUBLISHERS:
See my companion vendor/developer list

USER GROUPS:

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Wolfgang Burger, mailto:wburger@cww.de
http://home.t-online.de/home/WBurger/

Atari Boise User Group (ABUG)
Ron Whittam, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus (ACEC)
Michael Steve, mailto:msteve@magnus.acs.ohio-state.edu
http://hcgl1.eng.ohio-state.edu/~steve/ATARI/acec.html

The Atari Exchange of Louisville (AEL)
http://ourworld.compuserve.com/homepages/rlink/

Central Atari Information Network (CAIN)
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Edmonton Atari Computer Hobbyists (EACH)
Leslie Hartmier, mailto:leslieh@tibalt.supernet.ab.ca
http://www.compdirect.com/each/

Queensland Atari Computer Enthusiasts (QACE)
mailto:qace@closer.brisnet.org.au

http://www.closer.brisnet.org.au/atari/atari.html

St. Paul Atari Computer Enthusiasts (SPACE)
Michael Current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

Toronto Atari Federation (TAF)
mailto:taf@io.org
http://www.io.org/~schrist/taf.html

OTHER HOME PAGES:

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-System
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

ATARI XL/XE - Homepage
Stefan Lausberg, mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

The good old Atari Computers (1978-1985)
Sacha Hofer, mailto:hofer@iamexwi.unibe.ch
http://iamexwi.unibe.ch/studenten/hofer/atari1.html

Beyond ....The Black Stump Atari Page
mailto:pdg@alexia.net.au
http://werple.net.au/~lions/atari.htm

Alternate Reality Homepage
Robert Hagenstrom, mailto:rob@ksk.sala.se
http://www.ksk.sala.se/~rob/dungeon/

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

La cueva de los 8 bits
Mariano Domnguez Molina, mailto:mariano@ce.fciencias.unam.mx
http://graf.fciencias.unam.mx:100/~mariano/atari.html

Alternate Reality The Classic Role Playing Game
Matt Roller, kirk.webb@m.cc.utah.edu
http://www.cc.utah.edu/~krw8466

Atari 8-bit Emulator Page
Tony Smolar, mailto:asmolar@ma.ultranet.com
http://www.ultranet.com/~asmolar/atari8/

Atari 8-bit Utilities (emulators/SIO2PC/APE)
Preston Crow, mailto:crow@cs.dartmouth.edu
http://www.cs.dartmouth.edu/~crow/atari/

BRiTiSH Underground Atari 8-bit
Craig Lisowski, mailto:clisowsk@mcs.kent.edu
http://intrepid.mcs.kent.edu/~clisowsk/8bit.html

Homepage Nyman: Atari 8 bit
Peter Nyman, mailto:N94PetNy@Midgard.Liu.Se
http://www.geocities.com/SiliconValley/2741/8bit.html

Atari 8-bit Emulator utilities
Ivan Mackintosh, mailto:ivan@dales.rmplc.co.uk
http://dales.rmplc.co.uk/ivan/atari/

Draco's Atari area
Konrad M. Kokoszkiewicz, mailto:conradus@plearn.edu.pl
http://www.orient.uw.edu.pl/~conradus/atari.html

8-Bit Atari Emulation and Games
David Grieve, mailto:DavidG@bagend.otago.ac.nz
http://www.otago.ac.nz/Web_menus/User_Homepages/david/

Cartridge List for the Classic Atari 800/XL/XE Computers
Andrew Krieg, mailto:krieg@execpc.com
http://www.execpc.com/~krieg/VidGames.htm

The M*U*L*E Web
David L. Tucker, mailto:dtucker@dtucker.ultranet.com
http://www.ultranet.com/~dtucker/

The Digital Antic Project
Kevin Savetz, mailto:savetz@northcoast.com
http://www.northcoast.com/savetz/antic/dap.html

TIGHT group - Atari 8-bit stuff
Michal Franczak, mailto:mfranczak@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~mfranczak/atari/

The Atari 400/800 and OSS
Paul Laughton, mailto:paul@laughton.com
http://www.laughton.com/paul/abps/oss/oss.html

InfoMan's Atari Page
Trevor Holyoak, mailto:infoman@poboxes.com
http://www.holyoak.com/atari/

BKproductions 8bit Power!
Will Fisher, mailto:blackat@direct.ca
http://www.ogopogo.com/blackat/8bit/

Atari Gaming Headquarters
Keita Iida, John Hardie & Les Caron, mailto:atari@mindspring.com
http://www.mindspring.com/~keita/agh.html

Phoenix Atari Connection
John Collins, mailto:irata@aztec.asu.edu
http://www.inficad.com/~bosco

Morbid Guy's Atari 8-bit Manual Archive
Morbid Guy, mailto:morbid@best.com
http://www.best.com/~morbid/manuals/

ATARI XL/XE Computer - Welcome / Willkommen / Bienvenue
Ulf Petersen, mailto:ulf@antic.cls.de
http://members.aol.com/upetersen/atari.htm

Classic Video Game High Score List
Russ Melanson, mailto:rfm@primenet.com
http://www.primenet.com/~rfm/cvhigh.html

Nordic Atari Show (NAS) and Convention
Rolf Johansson, mailto:rojo@tripnet.se
http://www.tripnet.se/sak/nas/

Atari 8-Bit
Marcus Phillips, mailto:marcusphillips@geocities.com.
http://www.geocities.com/RainForest/4677/Atari8.html

Alternate Reality on the Web
mailto:seaner@exo.com
http://www.pacificone.com/sean/

Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

==> #rgvc - Classic Games and Systems Collectors. "Rec.Games.Video.Classic"

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server

(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
mailto:76702.1076@compuserve.com for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.

ATR - Atari disk image format. Invented by Nick Kennedy,
mailto:nkennedy@cswnet.com for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
mailto:emulators@msn.com for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
mailto:classics@nacs.net for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load
files. Like .xmo, use of .bin is discouraged.

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version

Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
filename: ?????

Ice-T XE v. 2.72 (128K) or Ice-T 1.1 (48K) by Itay Chamiel
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download
Autodial: Yes (2.7 XE) or No (1.1)
Backscroll buffer: Yes--8 screens (2.7 XE) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.7 XE) or No (1.1)
Summary: Excellent for high-speed VT100 emulation

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz, mailto:conradus@plearn.edu.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:

- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:crow@cs.dartmouth.edu (Preston Crow),
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe

Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard floppy drives to be used on the Atari. A utility is included to read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C
port.
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o
25 14

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:sup8pdct@closer.brisnet.org.au (James Bradford)
mailto:draco@mi.com.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track
buffering

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super Products. Compatiable with SuperDOS and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,

chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 67000 bps

CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2001
SS SD/ED/DD 19200 bps or 38400 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps

- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades (CSS)
- Floppy Board (CSS)
- Percom drive upgrades

==> Atari XF521
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need to obtain one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Rare.
Fast but still relatively slow I/O, kludge through joystick ports for 800.

==> KPI Hard Disk Drive Interface (formerly Supra)
from K-Products (bobkla19@mail.tcd.net - Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (ftooned@crl.com - Mike Hohman)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Black Box
from Computer Software Services (CSS) (76702.1076@compuserve.com - Bob Puff)
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html)
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE-Harddisk-Controller
created by Steve Birmanns and Matthias Belitz in Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at
one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

Subject: 12.4) What is SIO2PC?

Original text by Dave Paterson, mailto:davepat@total.net

SIO2PC is a cable and software combination that lets you use your PC as up
to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to
16 megs. SIO2PC also lets you redirect the printer output to your PC
printer or to a file on the PC. High speed drives are emulated (a la US
Doubler).

All these functions are transparent at the Atari end; you never notice the
difference between SIO2PC and regular drives, except that the SIO2PC drives

are faster than any others (except Ramdisks and PBI interface drives).

Several different designs for the SIO2PC hardware are floating around. Best contact the author for the latest details.

SIO2PC 4.13 is shareware by Nick Kennedy, mailto:nkennedy@cswnet.com

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Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/developer list). SpartaDOS 3.3a and 3.3b were rewritten by Stephen J. Carden for use with BBS Express PRO!.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Any other versions of DOS all 8-bit Atari users should be aware of??

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI

130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)~same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missile Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I software
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term software
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
600 600XL, all black case
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
800XLF late 800XL with a redesigned motherboard, & FREDDY (from the XE's)
1250XLD Earlier name for the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
1600XL ????
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE/AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor

XF521 -5.25" floppy drive - 1050 compatible, in XE style
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

Thanks to Matthias Belitz, mailto:matz@kawo2.rwth-aachen.de for the European data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have.

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030
9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830
5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System

5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE
6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220V AC, 50 Hz
==========
5V DC 1,8 A, CO#61763-107: 800 XL
5V DC 7,5 VA (1,5 A) CO#61763-34 : 800 XL (U.K., 240 V AC in)
5V DC 1,5 A, CO#61763-11 :
I own two ones with the same part number, but different cases and different
input Values :#1, 65 XE (Poland, made in Taiwan), Input 22 VA
#2, 800 XL, Input 26 VA
9V AC 3 A, CO#60592 : 1050
9V AC 0,5 A, CO#61516 : 1010
9,3V AC, 1,66 A CO# (not printed), FW 6799: 800

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12,ICD/FTe P:R:Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out

47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6

7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section by mailto:winston@merk.com (Winston Smith)

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that

performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial programs. I haven't heard anything about OASIS IV and CARINA for a while, but BBS Express! Professional is presently sold and supported by K-Products.

Subject: 13.6) What versions of Atari BASIC or the C/GTIA chip do I have?

Atari BASIC:

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga, mailto:offen300@hio.tem.nhl.nl adds:

there's another good answer (IMO):

You can also take a look at the part numbers on the IC's inside your Atari and compare them with the numbers from the following table:

Part#	Version
CO12402 + CO14502	A
CO60302A	B
CO24947A	C

CTIA or GTIA installed?

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the GTIA chip. If it stays blue, you have the old CTIA chip.

Subject: 13.7) Which versions of the Operating System (OS) are there?

This section written by Freddy Offenga, mailto:offen300@hio.tem.nhl.nl

The following Operating Systems exist for the Atari 8-bit:

Rev.	System(s)	Models	Size	Part Nr(s)
A	NTSC	400/800	10kB	CO12499B, CO14599B, 12399B (*)
A	PAL	400/800	10kB	CO15199, CO15299, CO12399B
B	NTSC	400/800	10kB	(?)

B PAL 400/800 10kB (?) (*)
1 A NTSC/PAL 1200XL 16kB CO60616A, CO60617A
1 B NTSC/PAL 1200XL 16kB CO60616B, CO60617B (?) (*)
1 NTSC/PAL 600XL 16kB CO62024
2 NTSC/PAL XL/XE 16kB CO61598B
3 NTSC/PAL XE 16kB C300717
4 NTSC/PAL XEGS 16kB C101687

(?) more information or confirmation required

(*) these versions should exist, although I've not seen them.
If you have one (or more?) of these, please contact me.

NOTE:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).

Subject: 13.8) What games support 4 simultaneous players on the 400/800?

The following games support 4 player head-to-head play. Remember, only the 400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Breakout, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor.

Thanks to mailto:jlodoen@shell.portal.com (Jeff M Lodoen) for initial info.

Subject: 13.9) Why should I disconnect the 810/1050 power supply before connecting or disconnecting SIO cables?

Rich Mier writes:

You've been plugging and unplugging the SIO cable with the 1050 power pack plugged in, right? That's a no-no. Most of the time it's Okay, but about 1 in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right, rear of the main board. A 14 pin DIL chip. Actually it is an array of 5 transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

Subject: 13.10) What is Omnimon?

--This section was written by Scott Charles, mailto:scharles@blast.net

Omnimon is a add in board for the Atari 400/800 series of computers and a replacement OS chip for the xl/xe series of computers. The original Omnimon board fit onto the OS board in the 800 series and had a switch attached to it to disable the board. The 400 series required you to bend the circuit board into a right angle for it to fit inside the 400's case. (It was designed to do this.). The Xl/Xe version replaces the OS Rom chip inside the computer with one that contains the Omnimon code, and a revised OS to make the XL more compatible (no translator disks needed).

Omnimon itself is a machine language monitor residing from $C000-$CFFF, with a few variations. It was designed in 1981 by David C. Young (who also wrote Cartcopy, a copier for the right slot of the 800) of CDY Consulting in Texas. The first software revision of Omnimon had a few basic commands and was only 4K long, only for the 400/800. The second revision required the addition of a bank select switch, and was 8K long. Since it was addressed by the 400/800 as 4K, when you needed to use the code in the other bank, all the text on the screen flips upside down, you flip the switch and hit any key. The Xl and Xe versions of Omnimon do their bank selecting through the normal XL port for this function, so it is seamless.

So what can you use Omnimon for? Its main claim to fame is its ability to interupt any running program by pressing and holding the SELECT-OPTION-RESET keys. Depending on the sequence you press determines what kind of warm boot the Atari does. SELECT+RESET does NO warm boot, preserving the stack and flag values of the 6502. OPTION+RESET allows a warm boot (as if you had just pressed RESET) and interupts the vector at $C (initialation vector).

I think you can see where we are going with this - Omnimon was developed as a machine language developer's tool, much in the same way that the Happy modification was developed for legitimate backups. I.E. far more people use both products for software piracy. If you have an Omnimon! in your machine and you try to boot up an Electronic Arts program, for example, you will get a message that says "REMOVE ROM AT $C000", and the program hangs. (Hence,the need for the disable switch on the 400/800 version. There is no way to disable the xl/xe version, just switch it to an alternative OS.) The 400/800 version, since the disable switch just deselects the mapping of Omnimon to $c000 area, can be switched on and off at will.

I myself did not know what Omnimon was used for until I was using a sector editor on a program called Pharaoh's Pyramid, from Master Control Software. On it is a sector that reads, "REMOVE OMNIMON YOU DIRTY PIRATE". This got me to thinking, what does that mean? After about 5 months of playing around with the Omnimon board, I figured out how to use it to pirate software. In fact, it can be used to make most boot disks into binary files, and remove copy protection from countless more.

At the risk of sounding melodramatic, I can safely say that Omnimon hastened the demise of the Atari 8 bit computer by 2-3 years, because of its power.

Subject: 13.11) What is the difference between NTSC and PAL machines?

Wayne Booth, mailto:trek@ihgp15.ih.att.com writes:

The differences with PAL and NTSC have to do with the number of lines displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they refresh the screen 50 times a second doing 1/2 the lines each refresh so they effectively repaint the screen 25 times a second. NTSC is 525 lines/screen with a 60 times a second refresh - again only half the lines each refresh so a 30 times a second frame rate. This would change the amount of time available during vertical sync pulse, and the number of lines that need to be redrawn each time.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List."

Available via these locations and Usenet FAQ archives everywhere:

http://www.landfield.com/faqs/atari-8-bit/

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: 14.2) Where is my nearest 8-bit Atari BBS?

InfoMan (Trevor Holyoak), mailto:infoman@poboxes.com maintains a list called "Atari 8bit Support BBS's."

http://www.holyoak.com/atari/ATARIBBS.TXT

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rick Detlefsen is presently compiling a new comprehensive Atari computers user groups list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: USER GROUP SURVEY
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.4) I'm new to the Atari. How do I use this thing?

"The Unofficial Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms. See:

http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

Subject: 14.5) Can I use an emulator to run my old Atari software on my new computer?

"The Unofficial Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms. See:

http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

Subject: 14.6) What hardware upgrades, modifications and add-ons are available?

The Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ is maintained by David A. Paterson, mailto:davepat@total.net or see:

http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Subject: 14.7) What is the HARD-Interlacing-Picture (HIP) format?

HIP is a new method to displaing pictures on small atari...

HIP stands for HARD-Interlacing-Picture and was found by
Members of HARD Software, Hungary in June, July 1996...

It enables to display 160 x 240 Pixels with 30 shades without
nearly all flickering (depends on the source-picture you use)...
HARD stands not for HARD or HEAVY Interlacing, just for the
inventors...

For more information, see the HIP-FAQ, located at:
http://www.uni-karlsruhe.de/~Marek.Tomczyk/Atari8/hipfaq.html

or contact HeAvEn at mailo:nadkar@fh-pforzheim.de

Subject: 14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

The Accessing the Internet by E-Mail FAQ is maintained by "Doctor Bob" Rankin, mailto:BobRankin@MHV.net or see:

http://www.landfield.com/faqs/internet-services/access-via-email/

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==========================================================================
End of atari-8-bit/faq
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2238. Wild & Wacky Atari Auction (Update #9)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-09 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970309081700.DAA08734@ladder01.news.aol.com>
Source record: 75160

```
Wild & Wacky Atari Auction (Update #9)

Rules and stuff:
----------------
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing
your package and adding $1 for materials - Priority stuff <2 lbs will
be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP
and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
8. If you only want an update for one particular system or want to be
taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will
be accepted. I would NOT reccomend sending cash, but some people seem
to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March
15th.
One final post will be made to newgroups. A bidder who is not
on the update list may bid on a G1 item, but not a G2 item. Any
raise to an item in the G1 or G2 phase will result in the item
staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html
--------------------------------------------------------------------------
-------------------------------------------------

Atari "Centipede" T-Shirt (Brand New) $15 bstucky
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $10 cstrong
Atari "Centipede" hanging multi-piece mobile (Brand New) $11 insane
Atari "Millipede" hanging multi-piece mobile (Brand New) $11 insane
Atari red "Kite" (Brand New) $3 DisKountrs
Atari Service Center Ice Scrapper $6 J.Kock
Atari Grey Service Center Coffee Mug $10 cstrong
```

Atari "Power Without the Price" Balsa Wood Glider $3 J.kock
Atari Red with Gold Lettering Pen holder $10 cstrong
Atari Laser Art solid wood paper holder (Brand New) $9 DisKounters
Atari solid Brass Belt Buckle (Brand New) TRADED
Atari 5200 "Gremlins" with Special Edition Atari Gremlins Pin TRADED
Atari Holographic "Centipede" Stick-On Decal: TRADED

BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

All 10 Patches bid $50 bworkman

Activision OINKERS: Kevates
Activision RIVER RADIERS: Kevates
Activision GRAND PRIX DRIVING TEAM: Kevates
Activision SUB CLUB: Kevates
Activision SPIDER FIGHTERS: Kevates
Activision TRAIL DRIVE: Kevates
Activision EXPLORERS' CLUB: Kevates
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM: Kevates
Activision MEGAMANIACS: Kevates
Activision FLYING ACES: Kevates

Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
$7 slapdash

Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $3 tmw11
Antic Feb/March 1983 Vol 1, Issue 6 $3 tmw11
Antic June 1983 Vol 2, Issue 3 $2 tmw11
Antic July 1983 Vol 2, Issue 4 $2 tmw11
Analog Computing October 1986 $1.50 tmw11
Hi-Res Magazine Premiere Issue $5.00 slapdash

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

2239. Re: atari laser printer??

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-09 00:00:00 UTC
From: Dan Mazurowski <smedley@gte.net>
Message-ID: <3322AB03.167E@gte.net>
Source record: 75161

Robert Smith Ely wrote:
> Laserjet to your 8-bit with a normal parallel printer cable. The Atari
> laser printer used the ACSI (ST parallel) port not a regular printer
> port.

Actually, the ACSI (Atari Computer System Interface) port is also called
the DMA port. The ST has a standard parallel port as well. But of course
ST I/O really doesn't belong here, so I'll stop now.

--
-=-
-=-=-=-=- Dan Mazurowski -=-=-=-=-
-=-=-=-=- smedley@gte.net -=-=-=-=-
-=-

"There's a fine line between clever and stupid."
- David St. Hubbins (lead singer, Spinal Tap)

Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

2240. Atari Books

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-09 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5fubc1$8hq$1@news2.voicenet.com>
Source record: 75162
Cross-posted to: comp.sys.atari.8bit,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,phl.forsale,us.forsale.computers,sdnet.forsale

Atari Items for Sale plus shipping

.....

Atari Books $6.95 each (4 for $25)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari
Computes Second Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Machine Language for Beginners by Richard Mansfield
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....

Pre-paid only
Shipping $3 each, add $1 for each additional.

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

2241. F/S Q*bert - Frogger - Ms. Pac-Man

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-09 00:00:00 UTC
From: gleis67@aol.com
Message-ID: <19970309184201.NAA00236@ladder01.news.aol.com>
Source record: 75163

For sale, complete with original boxes:

Atari Ms. Pac-Mac cartridge
Parker Bros Q*bert cartridge
Parker Bros Frogger cartridge

Best offer by April 9, 1997
Shipping extra

Send offers by E-Mail to gleis67@aol.com

2242. Rainbow v1.4 (for Apple Mac) is now ready!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-09 00:00:00 UTC
From: chris@shenleyfields.demon.co.uk
Message-ID: <chris-0903972134350001@shenleyfields.demon.co.uk>
Source record: 75164
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

Rainbow v1.4 (for Apple Mac) is now ready!

Hello all,

Version 1.4 is now available. New features include the use of POKEY samples for even better sounds, hide desktop feature, prompts to save modified disk images and more.

Registered users with v1.3 please download the updater(s) from the Rainbow page. Do *not* e-mail me for updates.

Those registered users with v1.2 or earlier (heaven forbid) please e-mail me for the new v1.4.

A free, cut-down demo of v1.4 is, as ever, available for you to try out.

Regards,

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: chris@shenleyfields.demon.co.uk
WWW: http://www.shenleyfields.demon.co.uk/

2243. Re: Internals of USR() function (was: Yogi's hackerz site)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-09 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5fvfb7$g34@login.freenet.columbus.oh.us>
Source record: 75165

Sidney Cadot (sidney@ch.twi.tudelft.nl) wrote:
: Hi,

: >You need to have three PLAs,since you always have to specify one argument
: >to USR().
: >The point is that you can't use USR to call OS routines.
: >And the XIO command is too limited and there's no SIO command.
: >(and yet there are useless commands like GRAPHICS)

: You are mistaken. First, only one PLA is needed. Atari BASIC actually
: pushes the number of arguments on the stack, followed by two-byte
: entries for data supplied to the USR() function after the first
: argument, which is the called address. In this way, it is possible to
: make USR() calls which can actually process a variable number of
: arguments.

As I remember,USR() PHA's the number of arguments.
And then PHA's a 16-bit number for each argument.Since the least you can
have is one argument,there's always three bytes to PLA.
(PHA=PusH Accumalator,PLA=PulL Accumalator)
You might make a routine that takes the first argument and simply JMP to it.
But you need more than this for CIO.(you need to fill in the X register)

: By the way: the USR() function returns the value which is put into the
: addresses 212-213, enabling you to communicate result codes back to
: BASIC, for example.

I always wondered why the index registers weren't simply used for that.

: Using this mechanism, it is actually very much possible to call
: whichever OS routine from BASIC, like CIO, SIO, DISKIO, SETVBV,
: etcetera.

Still,BASIC commands to do this (and a better XIO that used AUX3-AUX6)
should've been implemented instead of "macro" commands like GRAPHICS and
NOTE&POINT.
And commands to move data around (or else a DIM/COM that let you assign a
memory address as the storage space for a varrible) as well as a way to
have a varrible point into the BASIC text itself.
(so that A$="r744hxdfw4hsnf7):REM ML ROUTINE wouldn't waste 15 bytes)
And a way to define new functions (like Microsoft's DEF command) so that
commands like GRAPHICS wouldn't need to be built into the cartridge.
--
The Doctor

2244. Re: APE & Modem usage

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-09 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5fvfla$hgl@login.freenet.columbus.oh.us>
Source record: 75166

James King (jeking@xmission.xmission.com) wrote:
: Hmmm. I have a 386/40 running as my APE server, it has connected to COM2:
: a Hayes Ultra 9600 modem.

: My Atari will ONLY access that modem through APE, if I set the baud rate
: (within bobterm, etc..) to the maximum of 19200. However, when I connect
: to a BBS, I get what appears to be buffer overruns, because I get a ton of
: dropped characters, etc..

If it's a modem with compression,then 19200 would be the corect speed to use.
An example of the CONNECT (and CARRIER and so forth) string would help.

The APE R: handler most probably generates it's own baud rate instead of
letting the hardware(POKEY chip) do it.This means it can't go nearly as
fast as a disk drive since not only does it send a single bit at a
time,but it must time the sending of the bits exactly.So it's not very fast.
Since 19200 is the one speed suported by the POKEY chip,I don't why why
APE's R: handler doesn't switch to using the POKEY when the user switches
to 19200.

: Off the top of my head, I can think of a couple fixes: Hyperspeed handler
: for my Atari, Ensure that data compression, etc.. is turned OFF on the
: modem.

What's HyperSpeed.
--
The Doctor

2245. Re: Mydos source/update

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-09 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5fvg45$jsk@login.freenet.columbus.oh.us>
Source record: 75167

Steve (read@my.sig) wrote:
: noone@nowhere.com (Yogi) wrote:

: >Heres an idea: Any one have the source code for Mydos?
: >How about updating it so that you can have any size image with as many
: >files as you like (none of this subdirectory stuff)?
: >Anyone game?
: >

You'd have to update APE as well.Why not just update APE to allow PC
mirror to provide a SpartaDOS image?
Better yet,let APE be the DOS and D: would be a networked file system.
(ala UNIX's nfs)

: Break the 64 filename barrier? Now that's food for thought...
: Can you imagine how long it would take to scroll through a directory
: that has over 5000 files? (Thats approx the amount I have in a MyDOS
: image). Hmm, it certainly would be nice to have more than 64 files per
: DIR tho...life would be much simpler.. :)

I don't know about that,but allowing sub-directory size to be specified
upon creation would be nice.Since the size of a sub-directory is kept in
the directory entry for it,this could be used to tell DOS how many sectors
are in the directory.
(of course sub-directories would still be made up of contigous sectors)

: One thing comes to mind. The difference between single and double
: density disk directories. Why can't we have 128 filenames on a D/D
: disk? (Sparta excluded, it already does?). I have noticed that any of
: the Atari DOS's that use double density still only use 128 bytes per
: sector for the DIR, even tho the sectors are 256 bytes long. This just
: seems an absolute waste of usable directory space. Maybe this could be
: used to increase the DIR space somehow?. If I were a decent programmer
: I'd be straight onto this, but......
: Glad you brought it up Yogi, very good point..

It was done that way for AtariDOS compatibility.Why Atari made it that way
is anybody's guess.
It would be nice if that space was used for something.
(it basicly means that reading the directory of a double density disk is
slow than one of a single density disk)
--
The Doctor

2246. Wanted in CT: Atari 8-bit gear

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-09 00:00:00 UTC
From: kzimmerman@wesleyan.edu
Message-ID: <kzimmerman-0903972029060001@ppp19.subnet252.wesleyan.edu>
Source record: 75168

Hey all...

I'm a poor college student in CT and I was wondering if anyone in the CT/western MASS area is ditching any Atari gear, please consider donating it to me. Im interested in doing a little hacking, and if you have no use for these items any more, Ill be more than happy to clean out your attic/closet for you =)

regards, Kreig

2247. TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5fvo2s$8gq@narses.hrz.tu-chemnitz.de>
Source record: 75070
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

Hi!

I have written a TCP/SLIP stack for 6502 computers!
It runs on several platforms, on the operating system OS/A65.

Currently the echo, discard and chargen ports are implemented
Also a kind of NFS has been implemented, to use the server
as a disk for the 6502 (Currently only reading works).

If you want to have a look at it:

http://www.tu-chemnitz.de/~fachat/csa

and

http://www.tu-chemnitz.de/~fachat/csa/README.slip

so long
Andre

--
Andre Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit&#65533;t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

2248. Schreiersgr&#65533;n Ger/ East

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: schallt@worms.fh-rpl.de
Message-ID: <5g0fj1$pbn@widukind.fh-worms.de>
Source record: 75071

Hallo,

Die Schreiersgr&#65533;n Messe findet immer noch am Samstag statt, besucht uns dort!

Bis Donnerstag kann man mich E - Mailen. Wer Informationen will einfach schallt@fh-worms probieren.

Grusz an alle Atari 8 Bit System User, die noch nicht dem Emu-Wahn verfallen sind.

Torsten Schall
schallt@fh-worms.de

English

A few lines for german Atari 8 Bit User`s. They should try to visit our little Atari 8 Bit fair (very little).

BYE

2249. FS/T: Atari 8-bit computer items [03/10/97]

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <5g0hbt$j5j@dfw-ixnews9.ix.netcom.com>
Source record: 75072

If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it). Also, please be sure to read the entire message carefully before you ask me any questions. This will save us both some time. Thanks! -- MJN

*****

All VGA FS/T lists are updated weekly and are available on the WWW at http://www.io.com/~vga2000/

This list was last updated on 03/10/97

NOTE: There are currently 1483 ORIGINAL game screen shots available on my web site, including 52 for the Atari 8-bit computers!

I have the following Atari 8-bit software, hardware, and accessories for sale or trade.

There are a few items that are listed as untested. When I bought these items I was told that they all worked, but due to a lack of time, I have been unable to test them myself.

SALE CONDITIONS:

1) Sales are first come, first served. Please include your full postal mailing address in your reply, along with a list of the item(s) that you are interested in. This information is for internal VGA use ONLY, and will NOT be sold! Also, you will only be added to the VGA mailing list at your request!

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless specified.

NOTE: Since all cartridges are used, some labels will have small defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 5.00 Atariwriter
$ 5.00 Basic -- for use with the Atari 400 and 800
$10.00 Delta Drawing (Spinnaker)
$ 3.00 Missile Command
$ 3.00 Space Invaders
$ 5.00 Star Raiders

Cartridges with case and manual:
$15.00 Alphabet Zoo (Spinnaker)

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers -- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers (14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3 (100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog (32 pages).

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex connector cable.

$32.00

*****

LOT #2

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex connector cable.

This item has not been tested.

$ 5.00

*****

LOT #3

ATARI 820 PRINTER, with one (1) roll of paper and built-in power cord.

This item has not been tested.

$12.00

*****

LOT #4

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print" Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for 400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

$15.00

*****

To reserve any item(s) listed here, please contact me (please read
the SALES CONDITIONS section first). Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

2250. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: mvw@ozemail.com.au
Message-ID: <5g0keq$pge@reader1.reader.news.ozemail.net>
Source record: 75073
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

>I have written a TCP/SLIP stack for 6502 computers!

And some people say Germans have no sense of humour. Will he port it to
LS TTL next, or go straight to relay logic?

2251. Re: APE & Modem usage

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5g0ji2$25t@freenet-news.carleton.ca>
Source record: 75074

Daniel Klugh (dklugh@freenet.columbus.oh.us) writes:
> James King (jeking@xmission.xmission.com) wrote:
> : Hmmm. I have a 386/40 running as my APE server, it has connected to COM2:
> : a Hayes Ultra 9600 modem.
>
> : My Atari will ONLY access that modem through APE, if I set the baud rate
> : (within bobterm, etc..) to the maximum of 19200. However, when I connect
> : to a BBS, I get what appears to be buffer overruns, because I get a ton of
> : dropped characters, etc..
>
> If it's a modem with compression,then 19200 would be the corect speed to use.
> An example of the CONNECT (and CARRIER and so forth) string would help.
>
> The APE R: handler most probably generates it's own baud rate instead of
> letting the hardware(POKEY chip) do it.This means it can't go nearly as
> fast as a disk drive since not only does it send a single bit at a
> time,but it must time the sending of the bits exactly.So it's not very fast.
> Since 19200 is the one speed suported by the POKEY chip,I don't why why
> APE's R: handler doesn't switch to using the POKEY when the user switches
> to 19200.

Is there any particular reason you like to followup posts
about APE when you have no idea what your talking about? I try to
answer peoples questions correctly when I have time, but your posting
this kind of nonsense is not helping anyone. You frankly have no idea
what your talking about, and I would appricate it if you would not
follow up posts about APE with garbage I just have to correct later.

Since you have decided to help everyone with your vast
knowledge once again, could you please explain how to generate a 'baud rate'
by 'sending a single bit at a time' without using the POKEY? Please
include working code examples to demonstrate.

Also, please include examples of how 'disk drives do it', and why
that method is so much faster than the method you documented above. Please
include working code examples.

Please also explain how the POKEY only supports the baud rate
of 19200, how to 'switch to it' from your 'single bit' method, and how to
use it in an R: handler.

Thanks for your helping once again.

Steve

2252. Re: Mydos source/update

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5g0kb5$2bo@freenet-news.carleton.ca>
Source record: 75075

Daniel Klugh (dklugh@freenet.columbus.oh.us) writes:
> Steve (read@my.sig) wrote:
> : noone@nowhere.com (Yogi) wrote:
>
> : >Heres an idea: Any one have the source code for Mydos?
> : >How about updating it so that you can have any size image with as many
> : >files as you like (none of this subdirectory stuff)?
> : >Anyone game?
> : >
>
> You'd have to update APE as well.

No, I would. :)

> Why not just update APE to allow PC mirror to provide a SpartaDOS image?

Because spartados would have to be hacked or changed to make it work. Thats
why not.

> Better yet,let APE be the DOS and D: would be a networked file system.
> (ala UNIX's nfs)

Yeah, since were re-writing Mydos and Spartados, to hell with compatibility
all together. Great idea.

> : Break the 64 filename barrier? Now that's food for thought...
> : Can you imagine how long it would take to scroll through a directory
> : that has over 5000 files? (Thats approx the amount I have in a MyDOS
> : image). Hmm, it certainly would be nice to have more than 64 files per
> : DIR tho...life would be much simpler.. :)
> :
> : One thing comes to mind. The difference between single and double
> : density disk directories. Why can't we have 128 filenames on a D/D
> : disk? (Sparta excluded, it already does?). I have noticed that any of
> : the Atari DOS's that use double density still only use 128 bytes per
> : sector for the DIR, even tho the sectors are 256 bytes long. This just
> : seems an absolute waste of usable directory space. Maybe this could be
> : used to increase the DIR space somehow?. If I were a decent programmer
> : I'd be straight onto this, but......
> : Glad you brought it up Yogi, very good point..

I'm sure it was kept at 64 filenames to mantain some level of
backward compatibility with Atari DOS. If your willing to
introduce a host of compatibility problems, then anything is
possible, including directories of any size.

If you go for incompatible-but-cool, you could make disk images
as big as you want, gigabytes, terabytes. Huge 10k sectors, a decent
FAT system, growing subdirectories, etc.

Maintaining compatibility while providing additional functionality is
not easy, and I think reclaiming those extra 64 directory entries would
be more trouble than its worth.

Steve

2253. Re: Soft from "Rush Hour"-Party 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33248273.2166@zeus.fh-pforzheim.de>
Source record: 75076

```
thanx... thanx a lot... stay tuned for future productions by
us, taquart-crew...

bye heaven/tqa
```

2254. Re: 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5g1158$qo9@dfw-ixnews4.ix.netcom.com>
Source record: 75077

In <5frrpseqp1@nz12.rz.uni-karlsruhe.de> ut13@ab292.rz.uni-karlsruhe.de
(Guentcho Skordev) writes:
>
>Hello!
>
>I haven't ever worked on a 8 bit Atari. I have an Atari Mega 2 ST now, and,
>from time to time i can work on the PCs of two other people (as in the
>moment).
>
>I hear that there is a lot of Atari 8bit stuff on the net, and that it keeps
>the platform live.
>
>Could someone who has experience with 8bit software tell me if it is
worth
>(i mean interesting, exciting, useful, whatever) installing an Atari
8bit
>emulator?
>
>Gerards.
>
>Guentcho
>
>--
>Guentcho Skordev *** eMail ut13@rz.uni-karlsruhe.de *** 1996/1997
>Waldhornstr. 36, Zimmer B 303, 76131 Karlsruhe, Tel. 0721-377356
>http://www.uni-karlsruhe.de/~ut13 (Last modified: 28.2.1997) ******

Gerards,
IHMO, absolutely! I have bothe a real 130XE and PC Xfromer 3.60.
There are loads of games that will run on either format. I started out
with the 800XL and did mostly BASIC programming. I still love it! Some
of that stuff is still amazing to me, even after all these years. BTW,
I use PCs all the time and from time to time run the PCXf at work to do
some simple programming in BASIC. I haven't had the time to even think
about learning a PC platform language.
In any case. PC Xformer 3.60 is FREE from www.emulators.com and
there are many sites to get software. Even if you decide that you don't
like it, it's worth the time to at least try it!

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

2255. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5g0t16$deh@narses.hrz.tu-chemnitz.de>
Source record: 75078
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

Michael Warner (mvw@ozemail.com.au) wrote:

: >I have written a TCP/SLIP stack for 6502 computers!

: And some people say Germans have no sense of humour. Will he port it to
: LS TTL next, or go straight to relay logic?

Well. I'm not the only german to do the TCP/SLIP stuff.
Have a look at Daniel Dallman's page, where he has a telnet client
for the C64 (He also is a german guy ;-)
http://wwwcip.rus.uni-stuttgart.de/~etk10217/c64.html

But I'm not planning to build a 6502 in TTL logic ;-)
(Although I don't want to build a CPU myself, there is a discussion
about it in alt.comp.hardware.homebuilt, I think)

so long
Andre

--
Andre Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit&#65533;t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

2256. Re: 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5g11gb$jh7@dfw-ixnews10.ix.netcom.com>
Source record: 75079

In <19970308221201.RAA08038@ladder01.news.aol.com> euskara@aol.com (Euskara) writes:
>
>On mar 8 1997 Guentcho wrote:
>
>Could someone who has experience with Atari-8 bit software tell me if its
>worth it to run an emulator?
>
>I would have to say that there's probably no substitute for the real
>thing. With 8-bit computers going for $20 on the net and $5 at the thrift
>stores, you might want to look into it. I just got a Commodore 1084
>monitor with the 3 rgb inputs. If you do the super video upgrade you will
>be able to use the crome input. I get a picture that kicks you know what,
>as good as vga on any clone.

> I bought PCxformer about a year ago and have yet to use it (won't run
>a lot of things). you're probably better off if you must with another of
>the emulators (Rainbow, Xl-it). That raises another question:

------some stuff deleted-----

Try a different DOS, like SpartDOS 3.3. If you need a copy, e-mail
me and I will send you an ATR image with sume additional files. PCXf
3.6 does a pretty fair job if you get the right combination of DOS and
programs.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

2257. Re: Internals of USR() function (was: Yogi's hackerz site)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: mratari01@aol.com
Message-ID: <19970310135300.IAA19675@ladder01.news.aol.com>
Source record: 75080

In article <5fvfb7$g34@login.freenet.columbus.oh.us>, dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

>And commands to move data around (or else a DIM/COM that let you assign a
>memory address as the storage space for a varrible) as well as a way to
>have a varrible point into the BASIC text itself.
>(so that A$="r744hxdfw4hsnf7):REM ML ROUTINE wouldn't waste 15 bytes)
>And a way to define new functions (like Microsoft's DEF command) so that
>commands like GRAPHICS wouldn't need to be built into the cartridge.
>--
> The Doctor

Try MLX=ADR("r744hxdfw4hsnf7") then you don't have to DIM anything, or waste string space.

The Shadow

2258. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5g140j$f2k@narses.hrz.tu-chemnitz.de>
Source record: 75081
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

```
Andre Fachat (fachat@physik.tu-chemnitz.de) wrote:
: Michael Warner (mvw@ozemail.com.au) wrote:
: : And some people say Germans have no sense of humour. Will he port it to
: : LS TTL next, or go straight to relay logic?
[...]
: But I'm not planning to build a 6502 in TTL logic ;-)
: (Although I don't want to build a CPU myself, there is a discussion
: about it in alt.comp.hardware.homebuilt, I think)

Well, look what I found just now: a complete mailing list for
homebrew CPUs!

http://www.eece.unm.edu/staff/ahvezda/hardware/hotwired.html
```

so long
Andre
--
Andre Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit&#65533;t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

2259. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: Wayland Sothcott <sothcott@sothcott.demon.co.uk>
Message-ID: <01bc2d5c$93a904e0$325b989e@smokey>
Source record: 75082
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

Andre Fachat <fachat@physik.tu-chemnitz.de> wrote in article
<5g0t16$deh@narses.hrz.tu-chemnitz.de>...
> Michael Warner (mvw@ozemail.com.au) wrote:
>
> : >I have written a TCP/SLIP stack for 6502 computers!
>
> : And some people say Germans have no sense of humour. Will he port it to
> : LS TTL next, or go straight to relay logic?
>
> Well. I'm not the only german to do the TCP/SLIP stuff.
> Have a look at Daniel Dallman's page, where he has a telnet client
> for the C64 (He also is a german guy ;-)
> http://wwwcip.rus.uni-stuttgart.de/~etk10217/c64.html
>
> But I'm not planning to build a 6502 in TTL logic ;-)
> (Although I don't want to build a CPU myself, there is a discussion
> about it in alt.comp.hardware.homebuilt, I think)
>
> so long
> Andre
>
> --
> Andre Fachat |"I do not feel obliged to believe
that the
> Institute of physics, | same God who has endowed us with
sense,
> Technische Universit&#65533;t Chemnitz | reason, and intellect has intended
us to
> http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei
>

Andre,

TCP/SLIP on a 6502. Thats amazing. Will you do it for other proccessors.
What applications have you in mind. I am wondering if something to serve
HTML to a PC over a dial up connection. How about a BMS with HTML. Have I
got the wrong end of the stick or am I on the right lines? You could have
this in a place you visit infrequently and check the Alarms and Temperature
and Ocupency of the building, all displayed neatly in the Browser. Do you
also know SNMP?

Regards,
Wayland.

2260. Re: Game Hints, Cheats & Tricks?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: Martin Mielke <martin@jaleo.idecnet.com>
Message-ID: <33241683.167E@jaleo.idecnet.com>
Source record: 75083

John, Collins wrote:
>
> Hey gang! I am looking for any and all game hints that you may know of. I have a bunch of them already, but I know there's got to be more.
>
> Can anyone help in this arena?
>
> Thanks!
>
> John Collins
>
> ==========
> Spambots! Try these on for size!
> postmaster@127.0.0.1
> abuse@127.0.0.1
> ==========

Hello there, John!

try with Mega Magazine. You can order it under:

Mega Magazine
P.O. Box 164
8800 FR Franeker
The Netherlands (Europe)

or download it from:

http://pmwww.cs.vu.nl/home/ipoorten (look for the Mega Magazine corner)

Greetings from the sunny side of the screen =B-)

M@rtin <martin@jaleo.idecnet.com>

2261. Re: Game Hints, Cheats & Tricks?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: Martin Mielke <martin@jaleo.idecnet.com>
Message-ID: <33241666.41C6@jaleo.idecnet.com>
Source record: 75084

John, Collins wrote:
>
> Hey gang! I am looking for any and all game hints that you may know of. I have a bunch of them already, but I know there's got to be more.
>
> Can anyone help in this arena?
>
> Thanks!
>
> John Collins
>
> ==========
> Spambots! Try these on for size!
> postmaster@127.0.0.1
> abuse@127.0.0.1
> ==========

Hello there, John!

try with Mega Magazine. You can order it under:

Mega Magazine
P.O. Box 164
8800 FR Franeker
The Netherlands (Europe)

or download it from:

http://pmwww.cs.vu.nl/home/ipoorten (look for the Mega Magazine corner)

Greetings from the sunny side of the screen =B-)

M@rtin <martin@jaleo.idecnet.com>

2262. toggling function of OPTION key

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <33241C75.2BD7@kawo2.rwth-aachen.de>
Source record: 75085

```
Hallo!

Someone was asking for a ROM with a toggled OPTION-key function.
I now uploaded one to my download area.

Enjoy it
Matt
--
| | | ___________________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /___________________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/download/roms
```

2263. Re: XL-it and 133k 180k Disk Image Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <33241B2A.4ADB@kawo2.rwth-aachen.de>
Source record: 75086

```
Dave Navajo wrote:
>
> I got the latest XL-it .018 and am totally impressed by the GUI. I had
> some trouble: my 133k and 180k disk images that I used with Xformer
> won't seem to run on it! Am I messing up somehow?
```

You didn't write, if you use xfd or atr files !

One wish to all users:
Because all known (to me) programs will now support atr-files, please
don't use xfd-files any longer.
Is a great disadvantage of xfd's, that the size and the density of the
files isn't stored somewhere in the file. this causes trouble everywhere
you use it ...
There are some programs out now to convert between it - so try them and
in cases this won't work, copy all files to atrs now !!!

```
Please !

Matt
```

2264. XL-it for W95 users

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <33241DB5.51ED@kawo2.rwth-aachen.de>
Source record: 75087

Hallo !

I&#65533;ve created a inf files now to install XLit automatically on your
machine now adding some features in the context menu:
- starting XL-it by double clicking on any atr/xfd-file
- starting XL-it with the "Yogi"-menu-atr and any atr/xfd-file by
right-clicking on it
...

Try and enjoy it.
Please send me any comments - especially about the readme-file - my
english is not the best and so I don&#65533;t know, if everybody will
understand, what I mean. I also only use the German version of W95 and
so don&#65533;t know, how the menu-entries are named originally .

Matt

--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/download/emulators

2265. Re: Mydos source/update

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: read@my.sig
Message-ID: <33242938.3545958@news.networx.net.au>
Source record: 75088

ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:

>
>Daniel Klugh (dklugh@freenet.columbus.oh.us) writes:
>> Steve (read@my.sig) wrote:
>> : noone@nowhere.com (Yogi) wrote:
>>
>> : >Heres an idea: Any one have the source code for Mydos?
>> : >How about updating it so that you can have any size image with as many
>> : >files as you like (none of this subdirectory stuff)?
>> : >Anyone game?
>> : >
>>
>> You'd have to update APE as well.
>
>No, I would. :)
>
>> Why not just update APE to allow PC mirror to provide a SpartaDOS image?
>
>Because spartados would have to be hacked or changed to make it work. Thats
> why not.
>
>> Better yet,let APE be the DOS and D: would be a networked file system.
>> (ala UNIX's nfs)
>
>Yeah, since were re-writing Mydos and Spartados, to hell with compatibility
> all together. Great idea.
>
>> : Break the 64 filename barrier? Now that's food for thought...
>> : Can you imagine how long it would take to scroll through a directory
>> : that has over 5000 files? (Thats approx the amount I have in a MyDOS
>> : image). Hmm, it certainly would be nice to have more than 64 files per
>> : DIR tho...life would be much simpler.. :)
>> :
>> : One thing comes to mind. The difference between single and double
>> : density disk directories. Why can't we have 128 filenames on a D/D
>> : disk? (Sparta excluded, it already does?). I have noticed that any of
>> : the Atari DOS's that use double density still only use 128 bytes per
>> : sector for the DIR, even tho the sectors are 256 bytes long. This just
>> : seems an absolute waste of usable directory space. Maybe this could be
>> : used to increase the DIR space somehow?. If I were a decent programmer
>> : I'd be straight onto this, but......
>> : Glad you brought it up Yogi, very good point..
>

>I'm sure it was kept at 64 filenames to mantain some level of
> backward compatibility with Atari DOS. If your willing to
> introduce a host of compatibility problems, then anything is
> possible, including directories of any size.
>
>If you go for incompatible-but-cool, you could make disk images
> as big as you want, gigabytes, terabytes. Huge 10k sectors, a decent
> FAT system, growing subdirectories, etc.
>
>Maintaining compatibility while providing additional functionality is
> not easy, and I think reclaiming those extra 64 directory entries would
> be more trouble than its worth.
>
>Steve
>

Yeh, you got a point there. It was just a passing idea......

2266. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5g1a3m$fv8@narses.hrz.tu-chemnitz.de>
Source record: 75089
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

```
Wayland Sothcott (sothcott@sothcott.demon.co.uk) wrote:
: Andre,

: TCP/SLIP on a 6502. Thats amazing. Will you do it for other proccessors.
: What applications have you in mind. I am wondering if something to serve
: HTML to a PC over a dial up connection. How about a BMS with HTML. Have I
: got the wrong end of the stick or am I on the right lines? You could have
: this in a place you visit infrequently and check the Alarms and Temperature
: and Ocupency of the building, all displayed neatly in the Browser. Do you
: also know SNMP?

I will not do it for other processors, maybe except the 65816.

Hm. WWW. That's indeed possible. You can easily register a service for port 80,
which is the http port for the WWW. Although the dial-up connection needs
some more work (dial-in server etc), but compared to TCP, that's nothing.

And then you can easily hold a html template and fill in the stuff
when needed. That is a good idea actually. You should find a nice
code template in the "chargen" port code, that sends a continous
stream of characters when telneted to.

Currently the problem is that all the port servers don't run as
separate programs, but as part of the SLIP client.
That will probably change in kernel 2.0 only.
(The current interprocess communication in my OS is way too slow)

I don't know about SNMP, sorry.

so long
Andre

--
Andre Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit�t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei
```

2267. Making bad sectors

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: idavis@comland.com
Message-ID: <858010105.25748@dejanews.com>
Source record: 75090

I don't know if this will help anyone, but I had a little time this weekend and decided to put something on the internet that would be of some use for the atari. Some of you veteran atari users might already know how to do this, but this might be of help to someone who is new to atari's. I have put up a web page with pictures describing how to create bad sectors with a 1050 disk drive.

The url is http://www.comland.com/~idavis/atari.html

No gimmicks, just plain information.
Hope this helps someone.
Isaac Davis
idavis@comland.com

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2268. WTT: my 8bit stuff for other systems & toys.

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: acroyear2@aol.com
Message-ID: <19970310180800.NAA01311@ladder01.news.aol.com>
Source record: 75091

I have alot of atari 8bit, c-64 & vic-20 stuff that I want to trade for
home gaming cartridges (vectrex, 2600, 5200, 8bit carts, handhelds, etc.)
or older toys (micronauts, star wars, japanese stuff, etc.) Get in touch.

2269. Re: Probably a dumb question....

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5g1lem$169@login.freenet.columbus.oh.us>
Source record: 75092

julie (70707.3430@compuserve.com) wrote:
: Sorry if this is a dumb question, but.....

: I'm just now looking into an Atari 8-bit emulation package for my PC. I
: have tried the shareware versions of Xformer and Rainbow, but I would
: like to try some actual programs (O.K., games) before buying anything. I
: think I understand how to use the various disk images, but I downloaded
: some files with .EXE extensions and I was wondering if anyone could give
: me a clue how to use them. I can't seem to figure it out, and I haven't
: seen anything about .EXE files in any FAQs I've looked in.

Since there's no such thing as a EXE file on the Atari (though SDX has
something like that),I'd assume they were COM files.
(refered to as OBJ in some extention lists)
Just use them with Xformer like you would a ATR file.But you'll need to
use a ATR with DOS in it as well.You can use Xformer to copy COM files to
ATRs using MyDOS's "C" command.

XFORMER MYDOS.ATR GAME.COM GAMES.ATR

Then from DUP (if you're in BASIC,type "DOS" to get to the Disk Utility
Package) type "CD2:GAME.COM,D3:" to copy it.Note that DUP will automaticly
put a RETURN after the first "C".

Only SpartaDOS's DUP (the "command processor") understands the extention
"COM".MyDOS's DUP makes you type the filename & extention regardless of
what it is,so you might as well leave the extention off.

If you type a filename (under MyDOS only!) that's more than 8 characters
long,it assumes that the extra characters are part of the extention.
So "FILENAME.BAS" can be refered to as "FILENAMEBAS".
(but "FILE.BAS" still has to be called "FILE.BAS")
So you can use this to emulate long (11 character) filenames.
Also:MyDOS allows you to use lower-case characters in a filename where
other DOSes only allow upper-case.
--
The Doctor

2270. Re: APE & Modem usage

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5g1n0r$8uc@login.freenet.columbus.oh.us>
Source record: 75093

Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:

: Daniel Klugh (dklugh@freenet.columbus.oh.us) writes:
: > James King (jeking@xmission.xmission.com) wrote:
: > : Hmmm. I have a 386/40 running as my APE server, it has connected to COM2:
: > : a Hayes Ultra 9600 modem.
: >
: > : My Atari will ONLY access that modem through APE, if I set the baud rate
: > : (within bobterm, etc..) to the maximum of 19200. However, when I connect
: > : to a BBS, I get what appears to be buffer overruns, because I get a ton of
: > : dropped characters, etc..
: >
: > If it's a modem with compression,then 19200 would be the corect speed to use.
: > An example of the CONNECT (and CARRIER and so forth) string would help.
: >
: > The APE R: handler most probably generates it's own baud rate instead of
: > letting the hardware(POKEY chip) do it.This means it can't go nearly as
: > fast as a disk drive since not only does it send a single bit at a
: > time,but it must time the sending of the bits exactly.So it's not very fast.
: > Since 19200 is the one speed suported by the POKEY chip,I don't why why
: > APE's R: handler doesn't switch to using the POKEY when the user switches
: > to 19200.

: Is there any particular reason you like to followup posts
: about APE when you have no idea what your talking about? I try to
: answer peoples questions correctly when I have time, but your posting
: this kind of nonsense is not helping anyone. You frankly have no idea
: what your talking about, and I would appricate it if you would not
: follow up posts about APE with garbage I just have to correct later.

I did say "probably".All SIO interfaces that I've seen generate their own
baud rates.
I'm not sure when I mis-answered a APE question before,but where's my
correction this time?

: Since you have decided to help everyone with your vast
: knowledge once again, could you please explain how to generate a 'baud rate'
: by 'sending a single bit at a time' without using the POKEY? Please
: include working code examples to demonstrate.

The POKEY sends the bit (i.e.alters the voltage on the SIO line(s)),but
it's up to the handler to set this bit with precise timing so as to remain
in "sync" with the modem.(or whatever)

: Also, please include examples of how 'disk drives do it', and why
: that method is so much faster than the method you documented above. Please

: include working code examples.

The SIO handler just puts the byte into a POKEY register and the POKEY
does the "shifting" of the byte down the SIO line,a bit at a time.
(note:this is how the PC asynchronous comunications adapter works)

: Please also explain how the POKEY only supports the baud rate
: of 19200, how to 'switch to it' from your 'single bit' method, and how to
: use it in an R: handler.

The point of the handler handling the SIO lines directly (instead of
letting POKEY do it) is to generate baud rates that are compatible with
modems.This was alright for the 850,since it only went up to 9600bps.
But with newer interfaces,the software shifting method is too slow.
(though the problem with the P:R:C may just be bad programming)
Since POKEY can obviously do 19200bps (it's what disk drives do,and the
SIO2PC as well),it would be better to use hardware shifting (i.e.letting
the POKEY chip handle the timing rather than just toggleing voltages) for
19200.Further more,the APE docs claim to go at 38400 and 57600,so the
POKEY would seem to handle those speeds as well.

Since the POKEY R: handler only went up to 19200,I assumed that it was
like the 850.

I've also read something about a "CLOCK IN" line that would seem to sugest
that a external device can provide timing for the Atari(presumably the
POKEY).OF course atari had the handler provide the timing rather than
making their 850 more complex.

: Thanks for your helping once again.

Hey,where's my correction.You said you had to correct me!
--
The Doctor

2271. Re: 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5g1nas$adc@login.freenet.columbus.oh.us>
Source record: 75094

Alan Christie (94chrisv@scar.utoronto.ca) wrote:
: Hi there!

: With all this talk about 8bit Atari emulation on the PC has sparked my
: interest. I don't have a Pentium or Windows 95. Is there a decent
: emulator out there that would run off a 486 DX33 with 24 megs/ram??? If
: so, where could I get it?

Xformer would be more than fast enough.At least for utility programmes.
XLit would be too slow on a 80486-33 for games.
You could use it for text adventures.
I coulnd't run POKEY because it required a math co-processor.

: I have ATMODEM.ZIP which is an Atascii emulator. It's a lousy terminal
: program but the Atascii emulation is decent enough to watch Atascii
: movies.. Now there is a blast from the past, Atascii movies. Anybody old
: enough to remmber watching those at 300 baud with a 1030 or Xm301 modem?

But it doesn't handle the escape character corectly.So you can't see control
characters like TAB or CLEAR.Also the screen colour is wrong.
(can you change it?)
--
The Doctor

2272. xfSIO v1.18 - The *Ultimate* shell for XL-it!, PC XFormer, SIO2PC and APE

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <858029076.13714.0@kwll.demon.co.uk>
Source record: 75095

The new version is available at:

http://www.kwll.demon.co.uk

far too many features to list - go check it out yourself.....

2273. jellystone off the air?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <33247cf7.5232637@news.tudelft.nl>
Source record: 75096

Hi all,

Anybody know when jellystone will be back online at
ftp.hackerz.com? I can't get thru for one!

Also, has anybody noticed that a lot of the files have extra bytes at
the end (probably caused by transfer by xmodem or something)? This
could cause them to fail on loading! I plan to try to recover such
files (have already written some progs to analyse and repair them).

It would, I think, be a good idea if there were a list of all known
game files, along with a checksum of their contents. It would be a
good starting point if yellystone had such a file in each directory.

YOGI, if you're reading this, and think this is a good idea, please
contact me as I have written some nice programs which could be useful
for this.

Regards,
Sidney Cadot

2274. Re: Mydos source/update

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <3324838d.1983717@news.injersey.com>
Source record: 75097

On 9 Mar 1997 18:12:05 -0500, dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

-Steve (read@my.sig) wrote:
-: noone@nowhere.com (Yogi) wrote:
-
-: >Heres an idea: Any one have the source code for Mydos?
-: >How about updating it so that you can have any size image with as many
-: >files as you like (none of this subdirectory stuff)?
-: >Anyone game?
-: >
-
-You'd have to update APE as well.Why not just update APE to allow PC
-mirror to provide a SpartaDOS image?

Why? APE already supports disks up to 16 MB. (# sectors=$FFFF) which is the max the ATari can support (NO, I dont want to write a new OS! for the 8 bit OR the disk drives)

-: Break the 64 filename barrier? Now that's food for thought...
-: Can you imagine how long it would take to scroll through a directory
-: that has over 5000 files? (Thats approx the amount I have in a MyDOS
-: image). Hmm, it certainly would be nice to have more than 64 files per
-: DIR tho...life would be much simpler.. :)

Well, so does my PC, and the tree there works fine. I am looking at it in terms of, why should I have to flip through 20 mega image disks to get at one game? I want to have as many as possible in each image, and 64 just doesnt cut it. It should be possible to modify atari dos even to work over 64 (the limititation of 64 is caused by 8 entries in each directory sector*8 sectors=64 max. Does mydos only permit 64 ROOT entries? Actually, for that matter, doesnt MS Dos only support 256 root files?)

-: One thing comes to mind. The difference between single and double
-: density disk directories. Why can't we have 128 filenames on a D/D
-: disk?

8*8, see above..... but should be DD? Strange.....

-It would be nice if that space was used for something.

How about longer filenames?

-(it basicly means that reading the directory of a double density disk
is
- slow than one of a single density disk)

Can you imagine what a nightmare drive that would be that would have
to format the whole disk in DD, write the first 3 sectors in SD, then
write only the directory sectors in SD (1/2 the track) then switch
back to DD? Ugh

2275. Re: 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5g22sm$or3@freenet-news.carleton.ca>
Source record: 75098

Daniel Klugh (dklugh@freenet.columbus.oh.us) writes:
> Alan Christie (94chrisv@scar.utoronto.ca) wrote:
> : Hi there!
>
> : With all this talk about 8bit Atari emulation on the PC has sparked my
> : interest. I don't have a Pentium or Windows 95. Is there a decent
> : emulator out there that would run off a 486 DX33 with 24 megs/ram??? If
> : so, where could I get it?
>
> Xformer would be more than fast enough.At least for utility programmes.
> XLit would be too slow on a 80486-33 for games.
> You could use it for text adventures.
> I coulnd't run POKEY because it required a math co-processor.

There were a few protected mode programs for the 386 that emulated
the math coprocessor? I think they were distributed alot with the
first generation of JPG viewers. Possibly this would work?

Steve

2276. Re: APE & Modem usage

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5g24j2$pl9@freenet-news.carleton.ca>
Source record: 75099

```
Daniel Klugh (dklugh@freenet.columbus.oh.us) writes:
> Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:
>
> : Daniel Klugh (dklugh@freenet.columbus.oh.us) writes:
> : > James King (jeking@xmission.xmission.com) wrote:
> : > : Hmmm. I have a 386/40 running as my APE server, it has connected to COM2:
> : > : a Hayes Ultra 9600 modem.
> : >
> : > : My Atari will ONLY access that modem through APE, if I set the baud rate
> : > : (within bobterm, etc..) to the maximum of 19200. However, when I connect
> : > : to a BBS, I get what appears to be buffer overruns, because I get a ton of
> : > : dropped characters, etc..
> : >
> : > If it's a modem with compression,then 19200 would be the corect speed to use.
> : > An example of the CONNECT (and CARRIER and so forth) string would help.
> : >
> : > The APE R: handler most probably generates it's own baud rate instead of
> : > letting the hardware(POKEY chip) do it.This means it can't go nearly as
> : > fast as a disk drive since not only does it send a single bit at a
> : > time,but it must time the sending of the bits exactly.So it's not very fast.
> : > Since 19200 is the one speed suported by the POKEY chip,I don't why why
> : > APE's R: handler doesn't switch to using the POKEY when the user switches
> : > to 19200.
>
> : Is there any particular reason you like to followup posts
> : about APE when you have no idea what your talking about? I try to
> : answer peoples questions correctly when I have time, but your posting
> : this kind of nonsense is not helping anyone. You frankly have no idea
> : what your talking about, and I would appricate it if you would not
> : follow up posts about APE with garbage I just have to correct later.
>
> : Since you have decided to help everyone with your vast
> : knowledge once again, could you please explain how to generate a 'baud rate'
> : by 'sending a single bit at a time' without using the POKEY? Please
> : include working code examples to demonstrate.
>
> The POKEY sends the bit (i.e.alters the voltage on the SIO line(s)),but
> it's up to the handler to set this bit with precise timing so as to remain
> in "sync" with the modem.(or whatever)

Where is the code? Clue: your almost right here.

> : Also, please include examples of how 'disk drives do it', and why
> : that method is so much faster than the method you documented above. Please
> : include working code examples.
```

>
> The SIO handler just puts the byte into a POKEY register and the POKEY
> does the "shifting" of the byte down the SIO line,a bit at a time.
> (note:this is how the PC asynchronous comunications adapter works)

Thanks for clarifying, this is not anywhere near what you said previously.

> : Please also explain how the POKEY only pports the baud rate
> : of 19200, how to 'switch to it' from your 'single bit' method, and how to
> : use it in an R: handler.
>
> The point of the handler handling the SIO lines directly (instead of
> letting POKEY do it) is to generate baud rates that are compatible with
> modems.This was alright for the 850,since it only went up to 9600bps.
> But with newer interfaces,the software shifting method is too slow.
> (though the problem with the P:R:C may just be bad programming)

Look at what you said above and what you have written here. This part
is nonsense. Clue: All communation involves the POKEY AND SOFTWARE LOADING.

> Since POKEY can obviously do 19200bps (it's what disk drives do,and the
> SIO2PC as well),it would be better to use hardware shifting (i.e.letting
> the POKEY chip handle the timing rather than just toggleing voltages) for
> 19200.Further more,the APE docs claim to go at 38400 and 57600,so the
> POKEY would seem to handle those speeds as well.

The POKEY is a very flexable chip, you might be suprised how fast it
can communicate if its loaded and unloaded fast enough. Again the
toggling of voltages via software is nonsense.

> Since the POKEY R: handler only went up to 19200,I assumed that it was
> like the 850.

All R: handlers are POKEY R: handlers, unless they use the joystick ports
or some other interface. The 850 interface is limited not by the
abilities of the Atari, but by the design of the interface itself.

> I've also read something about a "CLOCK IN" line that would seem to sugest
> that a external device can provide timing for the Atari(presumably the
> POKEY).OF course atari had the handler provide the timing rather than
> making their 850 more complex.

An external device can provide its own clock for the pokey, or it can
derive its own clock from the system clock. Once again, the handler does
not ever generate any baud rates by 'switching voltage levels'. Ever.

> : Thanks for your helping once again.
>
> Hey,where's my correction.You said you had to correct me!

You should have corrected yourself in the original post, or in the many
posts you previously have made on the subject.

Steve

2277. Re: APE & Modem usage

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <5g2a8pljr1@xmission.xmission.com>
Source record: 75100

In comp.sys.atari.8bit Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote:

Now that maybe you two have finished thumping your chests, one of you
could answer my question.

How do I resolve character droppage and loss of data when using an APE
connected modem on my Atari via APE 1.11?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

2278. Re: XL-it for W95 users

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: Christer Bergstr�m <cri@teracom.se>
Message-ID: <01bc2da3$739fc160$2cf1c6c3@u92000249>
Source record: 75101

Matthias Belitz <matz@kawo2.rwth-aachen.de> skrev i inl�gg
<33241DB5.51ED@kawo2.rwth-aachen.de>...
> Hallo !
>
> I�ve created a inf files now to install XLit automatically on your
> machine now adding some features in the context menu:

Well!
I think that this is a great developement to easy install of Marcus�
welldone XL-it!.
However, I prefer to add -nobasic and -lock50 to the values in MENU in reg.
This is easily done in regedit.

Another thing, what is the differerne betweem MENU and MENU2? Some ATR
won�t work with MENU and vice versa?

/Greetings from Lule�
Christer

2279. Re: Atari XL Graphics Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: davepat@total.net
Message-ID: <33237942.0@news.total.net>
Source record: 75102

In an article dated Sat, 08 Mar 97 03:10:43 GMT, someone named Lawrence Staveley says...
>
>> TRY THIS....
>> there should be ways to change the, or a, color by poking the
>>hardware (NOT SHADOW REGISTERS) color registers several times along a
>>single scan line, while using a look-up table from memory. HMMMM...
>>Can we say HAM, or perchance at least a whack at 256 color mode (not
>>just DLI tricks, but a whole screen generated by fiddling with the
>>background register with ANTIC DMA off!!!)
>
>Didn't Red Rat's Technicolour Dream art(?) package do this? I know it had some
>very odd video modes!

Look for John Harris' GED program at Umich - it does just that for about 20 odd colors on each line. Really neat.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
There are two major products that come out of Berkeley: LSD and UNIX.
We don't believe this to be a coincidence. - Jeremy S Anderson

2280. Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970310141128.17182B-100000@fissure.scar>
Source record: 75103

I got an opportunity to see Xformer and Xl-it in action. I was impressed. I ran a couple of music demos (one from AR: THE Dungeon) and the 486 I have emulated the music of an 8bit nearly perfectly. Some of the demos (the Atari SWAN demo ran well too.) Never got a chance to run any games or applications) But I just wanted to thank the emulator programmers for the blast from the past, a real shocker to see the 40 col 8bit blue screen on my PC. Now only if I had free time to play around with it... :)

Alan
U of T, Comp Sci

2281. Re: 6502 undocumented opcodes

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: Cathryn Mataga <cathrynm@aol.com>
Message-ID: <01bc2da1$3bcff400$030b15cf@cathryn.ccnet>
Source record: 75104

```
> > * BRK $00 Stack <- PC, PC <- ($fffe) (Implied) 1/7
> > * ORA $01 A <- (A) V M (Ind,X) 6/2
> > JAM $02 [locks up machine] (Implied) 1/-
> > SLO $03 M <- M >> 1, A <- A \/ M (Ind,X) 2/8
> > NOP $04 [no operation] (Z-Page) 2/3
>

Do SLO and SRE change carry when they shift right?

I assume:

clc
slo one ; for the one without the '5 flag.
bcs alwaydoesthis
neverdoesthis:
one .da #1

right?
```

2282. Atari ST and Monitor For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: emr <emr@loop.com>
Message-ID: <3325007B.3344@loop.com>
Source record: 75105
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I have a 1040STf and an SC1224 color monitor for sale.
The ST is is in great shape electronically and cosmetically.
It comes with the mouse and power cable, but that's about it (maybe a game or two).
The monitor works fine as well, but every now and then it suffers horizontal squeeze (not extreme). It fixes itself, or goes away with a tiny tap.
I'd like to sell the 2 together for $80 + shipping (probably a total of about $110). Local pick up would be best (pasadena, CA) and might consider some interesting trades (midi gear, a Jag system, etc)

Thanks!
Rhett Brown
emr@loop.com

2283. Re: Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-10 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6Sa5VdJKzHB@peter.soemtron.sb.sub.de>
Source record: 75106

```
Howdy !

what happened with subject 3.3 to 3.5 ?
```

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

2284. Re: xfSIO v1.18 - The *Ultimate* shell for XL-it!, PC XFormer, SIO2PC and APE

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <858082394.7090.0@kwll.demon.co.uk>
Source record: 75020

In article <858029076.13714.0@kwll.demon.co.uk>, monkfish@kwll.demon.co.uk (Lawrence Staveley) wrote:
>The new version is available at:
>
>http://www.kwll.demon.co.uk
>
>far too many features to list - go check it out yourself.....

and now you can actually download it (ooops!) becasue the links are fixed.....
and it now also works with netscape 2.0 (and above?) - Damn netscape not being able to cope with spaces in the paths......

2285. Re: XL-it and 133k 180k Disk Image Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: read@my.sig
Message-ID: <33277536.2874609@news.networx.net.au>
Source record: 75021

lovecraft@aol.com (Lovecraft) wrote:

>My whole understanding of newsgroups like this is for information. I don't
>know something, I ask a question, and someone with the knowledge posts a
>nice and freindly response. I have just started looking into Atari 8-bit
>emulators since the 800 XE was my first computer eons ago. I don't have a
>clue as to what to do, how to load a file, etc. And I am certainly not
>savvy enough to know the difference between atr and xfd files. Of course I
>am 39 so maybe it has something to do with maturity. Could we please have
>a group where it's safe to ask a question that does not get some 15 year
>old geek attitude answer. I am now afraid to ask any questions due to
>Matthius Belitz's snotty attitude. Let me know this is not the rule.
>
>Sincerely,
>Nick Nova

I know what you mean... I asked a question about having more than 64
files on a disk, and got told in no uncertain terms that it would
generate too many incompatabilities to do so..... I think I'll leave
it at that!
Ummm, not that I'm being picky or anything, but an 800 XE?
Sorry, but I think you mean 800 XL. They brought out the 65XE and
130XE, and before them were the 600XL and 800XL. and going even
further back were the 400 and 800 series computers. oops, I almost
forgot the 1200XL, and another series that they should have produced
was the 1450XLD (and others, but this is as far as my knowledge goes).

Ok, to the question at hand, the ATR file! Well, if you were to place
a disk into a disk drive on the Atari and turn it on, this is basicly
the same as when you start an Emulator with the .ATR file on the
command line. That's what they are, disk images. They contain all the
data copied straight from a floppy disk, except for the first 16 bytes
which are data pertaining to the size of the "floppy image".
If you are using XLit or Xformer just include any bootable ATR file on
the command line, and away you go... You can specify up to 8 atr files
too, they simply appear as drives 2-8 when the emulator is running.
If you want to copy files from the PC hard drive into a disk image,
simply specify them as you would an ATR file, and they will show up as
a disk with only that file in it. You can then copy it into another
disk image and load it from DOS when you want to run it.
If you want any more help just gimme a email ok?

Steve.

ps. don't let others worry you about posting a question, their just
jealous :)

```
-------------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-------------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
-------------------------------------------------------------
```

2286. Re: Does Rainbow support a joystick?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: read@my.sig
Message-ID: <33297e03.5128182@news.networx.net.au>
Source record: 75022

Please@D.ont (Stephan) wrote:

>I don't understand rainbow.
>It seems you have to buy some other driver
>just to get the program to work.
>The web page was confusing.
>
>I think buying 2 programs in order to
>get 1 to work would stink.
>
>Why bother with rainbow if it
>does not provide excellant joystick
>support? Heck, I can use a joystick on
>tons of games. Then I read a load of
>BS saying I need some other shareware
>program so I can use joystick: imbjoy.
>That sounds like a big jip. I never heard
>of anthing but free/built in drivers. Geeesh.
>

This sounds like a Windows 95 problem. I don't use W95, but it's my
understanding that you need a device driver for W95 to actually use a
joystick? If this is the case I'm sure that there would be a WEB site
that has the necessary driver files for you. Try using Lycos
(www.lycos.com) to search for "device drivers" or something similar.

Hope this helps somewhat....
Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

2287. 800 XE (was Re: XL-it and 133k 180k Disk Image Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <3325A242.46F5@kawo2.rwth-aachen.de>
Source record: 75023

Steve wrote:

> Ummm, not that I'm being picky or anything, but an 800 XE?
> Sorry, but I think you mean 800 XL.
Nope, he's completely right ! I don't know, why but f.e. in germany they sold lots of 800 XE computers. Maybe it was never released in other places than europe. I own one and it's scematically the same as an 130 XE - but the second bank of RAM and the second MMU-chip are not installed.

Matt

2288. Re: Atari 410 Program Recorder Help Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970311193801.OAA09638@ladder01.news.aol.com>
Source record: 75024

>I just bought an Atari 410 Program Recorder to dink around with (it only
>cost $5, so... why not?), but I can only get Rewind to work. Fast
>Forward barely moves the right spindle and Play does absolutely
>nothing. It doesn't even make any motor noise at all!
>
>I don't have it (the 410) plugged into anything except the AC outlet.

Don't have any schematics to it, but maybe I can help. (This is from memory so I might not remember everything.) The spindle drive is definitely a mechanical problem. You might want to clean the drive tire or the rim on the spindle. If the tire is worn out you might have to scavenge another 410 for parts.

As for PLAY mode, the 410 (and 1010) is designed NOT to run unless the computer commands it. There is a line in the SIO labeled MOTOR GO that when asserted starts the recorder running. This line is controlled from address $D302 (54018 decimal from BASIC), bit 3, which is "active-low" (0 turns on, 1 turns off). To test it and make sure it works, do this:

from the READY prompt:
POKE 54018,52 (Do not use any other number, or it messes up several things)
The motor should start running.

POKE 54018,60

The motor should stop.

Hope this helps, let me know otherwise. dB^)

2289. Re: XL-it and 133k 180k Disk Image Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: Markus Gietzen <magi@stud.uni-sb.de>
Message-ID: <3325B9EF.577E@stud.uni-sb.de>
Source record: 75025

Lovecraft wrote:

> old geek attitude answer. I am now afraid to ask any questions due to
> Matthius Belitz's snotty attitude. Let me know this is not the rule.
I'm sorry but I don't think that Matthias's response was offending.
He just asked for more details and please take a look at the poster's
domain. He is German ! For us it's sometimes a bit tricky to find the
right words. We don't have the "inner feelings" like native speakers.
E.g. English is my 3rd foreign language and I have learned most on the
Net.
I think it's similar for Matthias.

Bye,
Markus

--
Markus Gietzen
E-Mail: iig05-1@htw.uni-sb.de
WWW : http://myst.slcc.edu/~markus

"What? Is man merely a mistake of God's? Or God merely a mistake of
man's?"
----------F. Nietzsche

2290. Re: XL-it and 133k 180k Disk Image Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: JDC <nospam2091744@mcimail.com>
Message-ID: <01bc2e5c$b271c280$d56425a6@jcolbert.cr.mci.com>
Source record: 75026

Matt is German, so his problems with English might cause you to miss-read
his intentions. His posts are quite informational, and he has come across
to me as being rather friendly.

Jeff

Lovecraft <lovecraft@aol.com> wrote in article
> old geek attitude answer. I am now afraid to ask any questions due to
> Matthius Belitz's snotty attitude. Let me know this is not the rule.

2291. wish to all DOS/program developers

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <3325D3A9.635C@kawo2.rwth-aachen.de>
Source record: 75027

Hallo !

Here is another great wish of mine, inspired by the usage of the German
130 XE-Ass.
If you develop new programs dealing with directories, have a look at the
different output scemes for directories by My-DOS and Sparta-DOS.
The problem I have is the following:
The program (130 XE Ass) was written for MyDOS, so it's
file-selector-box expect the ":" before the name to identify
directories. But SPARTA-DOS put an inverse "DIR"-extender to mark an
directory in the "DIRS" (compatibility)-mode. So this program will not
recognize subdirectories.

So my wish to further development of DOS:
Please implement the MyDOS-sceme for the compatibility-mode for the
following reason:
- Programs written especially for SPARTA will use the special
SPARTA-command every time to get time/date feature I think, so this will
not cause any incompatibilities with such programs.
- Programs written for MyDOS get the chance to work too, then.

Then please note that there are different CIO functions for loading and
starting files, but both support this feature.

Thanx, Matt

--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

2292. Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: Chris Allen <Scanman@dial.pipex.com>
Message-ID: <01bc2e6a$fde9cba0$eaf482c1@ScanmaN.dial.pipex.com>
Source record: 75028

I'm looking for the Wilderness disks,areana and palace disks does anybody have them or know where i can get them?

Cheers

Scanman@dial.pipex.com

2293. This is cool!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: Chris Cholette <cholette.chris@acd.net>
Message-ID: <3325EA05.2A83@acd.net>
Source record: 75029

Hey everyone,

I'm an Atari fan from way back, and I'm glad to see that people still think they are worthy machines to use. I enjoy reading all the technobabble that I had no access to when I owned an Atari. Being the only kid in town who owned an Atari, I had to rely on Compute! and ANALOG/Antic (when I could find them) to get progs and advice. Thanks for bringing back some cool memories.

Chris
cholette@pilot.msu.edu

2294. Thompson PROBURNER Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: dougm@freenet.edmonton.ab.ca
Message-ID: <5g4o9u$em8$2@news.sas.ab.ca>
Source record: 75030

```
LAST UPDATED 3/11/97

Up For Auction.....
=-=-=-=-=-=-=-=-=-=
PROBURNER by Thompson Electronics (Toronto, Canada)

-EPROM/EEPROM Programmer (Just the Cartrigde)
For use with Atari models:400, 800, XL and XE
(24 PIN Devices or 28 PIN Devices)
(I tried it out on an Atari 800 and menu's etc came up great)

+40.00 idavis ONCE

RULES
=-=-=
Auction ENDS SOON!!
Prices are U.S. Funds
Canada and U.S. Only Please
Shipping is $2.00
Bid Increment is $2.00 above previous bid
******* This will be updated regularly on my homepage *******
http://www.freenet.edmonton.ab.ca/~dougm
Thanks

DougM's Super Summer Homepage
http://www.freenet.edmonton.ab.ca/~dougm

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(______) (_____) (_____) (_____) (_) (_)
@freenet.edmonton.ab.ca
```

2295. Emulators for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970311134827.3387A-100000@fissure.scar>
Source record: 75031

Hello I was wondering if anyone out there would tell me how to get a DD
.XFD file running? I have a couple emulators, Xformer and Xlit and
neither of them will load the MYDOS.XFD which is in DD?

WHat am I doing wrong? Also, does SpartaDos work on either of these
emulators???

Alan

2296. Re: APE & Modem usage

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: davepat@total.net
Message-ID: <3325a4a8.0@news.total.net>
Source record: 75032

In an article dated 9 Mar 1997 18:04:10 -0500, someone named Daniel Klugh says...
>: Off the top of my head, I can think of a couple fixes: Hyperspeed handler
>: for my Atari, Ensure that data compression, etc.. is turned OFF on the
>: modem.
>
>What's HyperSpeed.

It's an E: accellerator - ups speed by around 50-75% in text modes. I've burnt it into an EPROM, along with the fast math routines and a GR.0 screen dump. No more international character set, but I've still got about 700 bytes free for more add-ins.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
There are two major products that come out of Berkeley: LSD and UNIX.
We don't believe this to be a coincidence. - Jeremy S Anderson

2297. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: Ernie Murphy <murphye@peak.org>
Message-ID: <Pine.SUN.3.91.970311231754.16511A-100000@kira>
Source record: 75033
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

On Wed, 12 Mar 1997, Doug Cotton wrote:

>
> Maybe someone should mention how all those Rockwell chipset modems have a
> 6502 core, as well as many of the Franklin pocket dictionaries and
> translators... or that there's one company out there that will put the 6502
> core in an ASIC along with whatever else you need running at up to 50
> MHz...
>
> The 6502 is hardly a dead processor, and it is finding new uses even today
> in applications where low cost and efficient processing are key
> requirements.
>
>
> Doug Cotton
> E-mail: doug.cotton@the-spa.com
>
>
> ==
> | Creative Micro Designs, Inc. | Orders: (800) 6383-CMD |
> | P.O. Box 646 | Support: (413) 525-0023 |
> | East Longmeadow, MA 01028 | Fax: (413) 525-0147 |
> --
> | Visit our WWW Site at: http://www.cmdweb.com/ |
> ==
>
Thanks Doug It looks like you have mentioned some facts I wasn't aware of.
If Rockwell uses the 6502 there is probably a lot of life in it.
Ernie Murphy<murphye@peak.org>

2298. Re: 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: knave@usa.net
Message-ID: <3a7cd$91f31.1f6@NEWS>
Source record: 75034

dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>Alan Christie (94chrisv@scar.utoronto.ca) wrote:
>: Hi there!

>: With all this talk about 8bit Atari emulation on the PC has sparked my
>: interest. I don't have a Pentium or Windows 95. Is there a decent
>: emulator out there that would run off a 486 DX33 with 24 megs/ram??? If
>: so, where could I get it?

>Xformer would be more than fast enough.At least for utility programmes.
>XLit would be too slow on a 80486-33 for games.

I think that Markus has sneaked XL-it's speed past that of Xformer
with the latest versions.

---knave

2299. Re: Problem with 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970311005201.TAA22672@ladder01.news.aol.com>
Source record: 75107

The better guess is that the 130XE has a memory problem, This would cause the machine to but up in the "SELF-TEST" mode. Ever block of the memory test should turn green when it is tested. It will turn RED if it is bad. The Self-test mode with continue to cycle over and over if left unattendant.

2300. Re: atari laser printer??

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970311005700.TAA23036@ladder01.news.aol.com>
Source record: 75108

The Atari Laser printer was designed for use with the ST line of computers, and would be of no use to you as an 8-bit user. They (the laser printer) relaid on the raw computing power of the 68000 processor and the memory of the ST to do the job. If you really want a nice cheap laser printer get the Sharp JX-9500 or the TI Microlaser Plus (both are the same machines) up to 8 megs memory onboard (optional) the use of Postscript (optional) and a Scsi hard drive to hold all your new fonts (optional), and it does work on the 8-bit the ST or an Apple of god forbid the IBM

2301. Re: atari laser printer??

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970311005800.TAA23097@ladder01.news.aol.com>
Source record: 75109

Sorry this is going to happen on the IBM.

2302. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: "Bruce R. McFarling" <ecbm@cc.newcastle.edu.au>
Message-ID: <Pine.PMDF.3.95.970311121634.654474578B-100000@cc.newcastle.edu.au>
Source record: 75110
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

On 10 Mar 1997, Michael Warner wrote:

> >I have written a TCP/SLIP stack for 6502 computers!

> And some people say Germans have no sense of humour. Will he port it to
> LS TTL next, or go straight to relay logic?

Since this was sent to 3 6502-specific newsgroups, and
comp.arch.embedded, I'll assume the foolish reply came from
comp.arch.embedded.

See Western Design home page for more info on modern 6502 chips
(fully non-static, up to 20MHz, microcontroller versions with several
VIA's and parallel ports, 192 bytes RAM, and ample room on the mask for 8K
ROM.
But the question is, what microprocessor are you thinking is that
much better, and how many transistors does it require to do what the 6502
can do? Keep in mind that the more real-estate your chip wastes, the less
is available for adding other circuitry to the same mask for single-chip
embedded solutions.

Virtually,

Bruce R. McFarling, Newcastle, NSW
ecbm@cc.newcastle.edu.au

2303. Re: XL-it for W95 users

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: "Tronix Inc. (Joe)" <tronix2@worldnet.att.net>
Message-ID: <3324F057.422B@worldnet.att.net>
Source record: 75111

Christer Bergstr&#65533;m wrote:
>
> Matthias Belitz <matz@kawo2.rwth-aachen.de> skrev i inl&#65533;gg
> <33241DB5.51ED@kawo2.rwth-aachen.de>...
> > Hallo !
> >
> > I&#65533;ve created a inf files now to install XLit automatically on your
> > machine now adding some features in the context menu:
>
> Well!
> I think that this is a great developement to easy install of Marcus&#65533;
> welldone XL-it!.
> However, I prefer to add -nobasic and -lock50 to the values in MENU in reg.
> This is easily done in regedit.
>
> Another thing, what is the differerne betweem MENU and MENU2? Some ATR
> won&#65533;t work with MENU and vice versa?
>
> /Greetings from Lule&#65533;
> Christer

I agree - it's really a good loader, however, is there an easy way to
invoke -nobasic and -lock60 (NTSC) without going into reg.? I went into
the xlit.ini file, and added it next to -modex, but that didn't seem to
do anything. Thanks for any help.

JC

--

T R O N I X http://www.tronixweb.com 212.447.5980
PlayStation * Saturn * Nintendo 64 * PC * Imports

Join the Tronix Mail-List by sending E-mail to:
tronix2@worldnet.att.net - in the Topic/Subject
Field, simply type "subscribe" - - that's it!

2304. Re: XL-it and 133k 180k Disk Image Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: lovecraft@aol.com
Message-ID: <19970311052901.AAA09537@ladder01.news.aol.com>
Source record: 75112

My whole understanding of newsgroups like this is for information. I don't know something, I ask a question, and someone with the knowledge posts a nice and freindly response. I have just started looking into Atari 8-bit emulators since the 800 XE was my first computer eons ago. I don't have a clue as to what to do, how to load a file, etc. And I am certainly not savvy enough to know the difference between atr and xfd files. Of course I am 39 so maybe it has something to do with maturity. Could we please have a group where it's safe to ask a question that does not get some 15 year old geek attitude answer. I am now afraid to ask any questions due to Matthius Belitz's snotty attitude. Let me know this is not the rule.

Sincerely,
Nick Nova

2305. Ex. Atari Programmer's Garage Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <3326e375.1235959@news.earthlink.net>
Source record: 75113

ATARI INVENTORY 3/97

Please make offers on any items of interest

HARDWARE:

STUNT CYCLE stand-alone Atari Game. New including everything.
I opened this box and tried the game to make sure it worked. Put right back in the box. This unit includes handle-bar slyle grips for "riding" your stunt cycle. Mint

VIDEO PINBALL stand-alone Atari Game. New including everything. I opened this box and tried the game to make sure it worked. Put right back in the box.
. Mint

Atari 800 My personal system. Complete with 2 Happy drives (one works, one needs a tune-up), Axalon Ramdisk, and Omnimon! debugger chip.. The 128 k Ramdisk takes the place of a 16 k memory board, and has wires soldered from it to another memory module. The Omnimon is piggybacked on another 16 k memory board, and has wires internally to the computer sonsole where a swich is mounted. All the power supplys and cables are included. AXALON RAMDISK 128K MEMORY SYSTEM by Axalon Inc (a Nolan Bushnell company). The manual is a xerox in an official Axalon 3 ring notebook. Floppy disk included OMNIMON! plus User's Guide. OMNIMON! is a resident machine language monitor (on a chip) which is useful for assembly language programmers. 13 xerox pages. OMNIMON! Installation Instructions. See above. 6 pages includes instructions for the version to use with the Axalon Ramdisk.
Excellent

STAR MICRONICS UNIVERSAL/ATARI PARALLEL INTERFACE
Excellent

ATARI 1200XL COMPUTER. No cables, just the computer
Excellent

Atari 1050 Floppy drive. No cable
Excellent

Atari 400 computer
Excellent

Atari 400 with real keyboard, plus this is the equilivant of the 800 inside Excellent

Happy computers Happy drive with software, manuals
Excellent

Happy computers Happy drive, with software, manuals, doesn't
work, but nothing is broken...needs an alignment.

HAPPY 810 ENHANCEMENT WARP SPEED SOFTWARE INSTRUCTIONS.
Instructions on how to use the Happy Drives. Happy drives are fast
floppy drives made for the 800 and can copy most protected software of
that day. I have 2 of the drives as well. 26 printed pages, stapled.
2 copies.
Good

HAPPY 810 ENHANCEMENT INSTALLATIUON INSTRUCTIONS. See above.
12 pages. Good

WARP SPEED SOFTWARE official floppy frpm Happy Computers
Excellent

HAPPY BACKUP official floppy frpm Happy
Computers Excellent

HAPPY 5.2 floppy (copy)

WARP DOS- ATARI WRITER fLOPPY (COPY)

SLOW IT DOWN AND DIAGNOSTIC PROGRAM INSTRUCTIONS FOR USING THE
810 HAPPY DRIVE. 12 pages. See above. More instructions for the Happy
Drive.
Good

WARP SPEED DOS MODULE PRE-RELEASE INSTRUCTIONS. 6 pages. see
above Good

SOLD--- VOICEBOX SPEECH SYNTHESIZER. from Alien Group. Plugs int
Serial I/O socket. Software and manual included.

Good

Atari 850 Interface plus User's Manual
Excellent

16 K RAM- ATARI CX853 memory module
Excellent

POINTMASTER JOY STICKS (2)
Very Good

WICO COMMAND CONTROL TRACBALLs (2)
Excellent

RGA REMOTE CONTROL JOY STICKS 2 joustics plus control module,
works on 9 volt batteries or 9 volt transormer. Batteries not included
Excellent

GEMSTICK Joystick
Excellent

ATARI 810 SIDEBOARD CARD
???

ATARI 800 MOTHERBOARD ??? CODE # CA018087
???

ATARI POWER SUPPLY 5 VOLT # 61982 This is bigger than the 800
ps. For a 5200??? ???

SOLD--- DATARASE from Walling Company in Tempe Arizona. Eprom
eraser plus 1 page instructions Good

SOLD--- BYTEWRITER by Convologic. Manual , hardware, floppy plus 8
eproms plus 8 carts to house the eproms (2 eproms per cart)
Excellent

SOLD-----------------ATARI LASER INTERFACE from the Eric Project.
(2). In addition there is another card taken from a coinop game and a
heavy (20 lbs.) power supply . Lots of wires connect everything. Needs
a Pioneer VP-1000 video disk player a, an Atari 800, and an Atari 850
interface.

SOLD--- I have several floppys for the Laser Disk interface. Some
are the code I wrote to play Space Ace and DragonsLair using the
official coin-op Laser Disks (I have these), and an Atari 800. There
are 4 others I can't remember what are for:

SOLD-- SOFT LASER IFACE ???
SOLD-- LASER.BAS; 850 HANDLER; XXX.MAC ???
SOLD--- ERIC.SRC; ERIC.OBJ this must be the code I wrote to control
the Eric laser disk. I have the disk as well
SOLD--- ERIC ???

Pioneer VP-1000 Laser disk player. with remote
Excellent

ROM CARDS FOR THE 400/800 COMPUTER

ATARI LOGO including manual (xerox) plus cart from Atari
plus the box Good

PACMAN, plus manual, plus old syyle box, with cute graphics.
rare box. Excellent

PACMAN

PACMAN

ASSEMBLER EDITOR cart plus manual
Excellent

STAR RAIDERS plus manual plus old stlye box with great
graphics Excellent

STAR RAIDER

BASIC

BASIC

VIDEO EASEL

QIX cart,box, manual, registration card
Excellent

CENTIPEDE, plus manual
Excellent

DEFENDER, plus manual plus old stlye box with nice graphics
Excellent

DEFENDER

MISSILE COMMAND plus Manual plus old style box with nice graphics Excellent

PENGO. Game box, cart, maunal, warranty card
Good

REAL SPORTS FOOTBALL CART, MANUAL PLAYCARD and Box
Excellent

SUBMARINE COMMANDER from Thorn EMI ,inc. box and manual (a beta vcr tape box converted for software) Excellent

KICKBACK from Thorn EMI

JUMBO JET PILOT from Thorn EMI,inc. box and manual (a beta vcr tape box converted for software) Excellent

DIAMOND MINE from Roklan

CHESS by Parker Bros. , Guide plus cart, plus box
Excellent

MILLIPEDE . Game box, cart, maunal, warranty card
Good

ATARIWRITER Release software. Cart, manual, warranty card, box Excellent

ROBOTRON 2084 manual and box plus cart
Excellent

TENNIS only the box.
Good

ORC ATTACK only the box and manual (a beta vcr tape box converted for software) from EMI Excellent

DOCUMENTS ONLY

ATARI ,INC. Incentive Unit Agreement. 1000 units. This is similar to a stock certificate (looks like on with the fancy border). This is about an 8 1/2 by 11" certificate, which is the official

document of the "Atari Phantom Stock Appreciation Incentive Plan." This was Warner's phony version of stock options for Atari engineers. After the VCS division programmers started to quit and form their own competing companies, (Activision and Imagic), management panicked and gave those guys bonuses and royalties. This is what they gave us. I tried to change divisions, but found out management had a secret agreement with each other not to allow division changes (the other division was the coin-op division). This certificate was issued on July 9, 1982 and was signed (stamped) by Raymond Kassar, the soon to be disgraced CEO who was caught selling his Warner stock a few days before the big announcement that Atari earnings were in fact losses...big losses. The value of these share were to be based on Atari Earnings and the market price of Warner stock, and the 1000 units were vested a few hundred each year through 1987. I quit in Jan. 1983, soon after I collected my X-mas bonus. Todd Fry, the programmer who did "Flickerman---I mean Pac-man" for the VCS (2600) collected a hair less than $1 million in royalties. He got the assignment because all the other programmers all wanted to write their own games and was 6 months along with the project when management came out with the royalty plan.
Mint

WEST magazine, San Jose Mercury News, Sunday Magazine,
November 6, 1983. "WHAT WENT WRONG AT ATARI, Lessons for the Silicon Valley" is the cover story. Artistically enhanced Photo of Ray Kassar on the cover. This is a lengthy and in depth analysis of the history of Atari to date from a businessman's view of things.
Good

$5.00 COUPON from Atari. Offers a check for $5.00 if you buy something and fill out coupon. Don't try it. Mint

DATASOFT catalog from 1983. 6 colorful pages of stuff.
Excellent

DATASOFT 8 1/2 by 11" glossy color game announcements
ZAXXON
Mint
PACIFIC COAST HIGHWAY, CANYON CLIMBER< CLOWNS AND
BALLOONS , SHOOTING ARCADE Mint
ATLANTIS from Imagic. Manual, catalog box, and warranty registration card. Mint

POOL 400 from IDSI. Box only
Excellent

POLE POSITION from Atari. Manual and box only
Mint

E.T. PHONE HOME. Box only
` Excellent

MISSILE COMMAND. Box only. old style box with nice graphics
Excellent

DEMON ATTACK from Imagic. Manual and box plus product
catalog Excellent

QIX from Atari. Manual and box only
Excellent

CENTIPEDE from Atari. Manual plus box. This is the "old style"
box with a beautiful graphic of an old man sitting on muchrooms
looking at a centipede.
Excellent

CENTIPEDE from Atari. Box only. This is the "old style" box
with a beautiful graphic of an old man sitting on muchrooms looking at
a centipede.
Excellent

ATARI LOGO box only
Excellent

ATARI MAILING LIST. Box only
Good

DONKEY KONG by Nintendo for the Atari 800. Manual plys box
only. Mint

APX (Atari Program Exchange) Product Catalog. Winter Edition
1983-84> Complete with address label to Me. Screen shots of the 14
games offered. I'll bet you never heard of any of them!
Mint

Assembler Editor Errata Guide....this is about 20 pages and
is a pre-release version of this manual which eventually rivaled the
user's Guide in size (yes there were that many errors in the Guide).

OMNIMON! Installation Instructions. See above. 6 pages
includes instructions for the version to use with the Axalon Ramdisk.

Atari 800 Mailing List (computer program manual).
Excellent

MUSIC COMPOSER manual and Box only
Excellent

Q*bert from Parker Bros. Box and Manual only
Excellent

Koala Ware Coloring Series 1 box
Excellent

Koala WareMicro Illustrator box
Excellent

De Re Atari Programming guide written by Chris Crawford sold
through APX (Atari Program Exchange)
code APX-90008
Good

Atari Microsoft Basic Instruction Manual copyright 1981
Excellent

Disk Compare Program Version 2.0.....This is a 1 page
typewritten instruction guide for the program whose files are:
DISKCOMP.OBJ and DISKCOMP.SRC
Excellent

PRELIMINARY FORMS REFERENCE MANUAL REV.3.0 by Dale Yocum,
11/26/80...this is a xerox of 8 pages.

ATARI PERSONAL COMPUTER REFERENCE MANUAL COPYRIGHT 10/80
This is my working copy. Poor

ATARI 400/800 OPERATING SYSTEM SOURCE LISTING This is the
original (copy of) June 1979 listing, etc. Printing quality is poor,
This was printed for use inhouse.
Good

Operating System Manual...I forget the title...is missing the
ciner and starts on page 1-3 Good

SOLD--- Memo from Larry Nicholson dated 20 October, 1982. Cyan
Engineering leterhead (an Atari Subsidary or maybe subcontractor).
Larry did the hardware interface card. Title of memo: Improvements for
Future Eric Production. Distribution of this memo has 9 names
including my own and Alan Kay, the guru who hung around Santa Monica
coffee shops to get his ideas (too much caffiene?)

HITCHHIKER'S GUIDE TO THE GALAXY HINT BOOK from Infocom. Rub a
yellow magic marker over page to reveal answers. 2/3 of the book has
been "used" with a marker.
Excellent

KOALA PAD TOUCH TABLET OWNER'S MANUAL
Excellent

FONTEDIT from IRIDIS. 56 pagr manual for an interesting
package that was on Cassette tape..I think I have the program on
diskette.I'll check if I get any interest in the package.
Excellent

TRACK AND FIELD from Atari. Manual only
Excellent

PENGO box only
Excellent

BUCK ROGERS PLANET OF ZOOM manual, box and Warranty Card from
Sega Excellent

F-15 STRIKE EAGLE FLIGHT OPERATIONS MANUAL. 36 pages. cheap printing job Good

LODE RUNNER USER'S GUIDE cheaply printed guide to a good game. 4 copys. 1 is FAIR, 3 are Excellent

ATARI MUSIC CONSTRUCTION SET REFERENCE CARD xerox of about 10 pages Good

SPIDER EATER Just the box from Koala Ware . "turn your touch tablet into a musical instrument." Good

Atari Printer Driver fact sheet...This is a description of compatible printers and useful information. I don't know the title of this document. It is 27 pages and mine starts on page 6
Good

ATARI BASIC REFERENCE MANUAL
Good

ATARI MACRO ASSEMBLER MANUAL
Excellent

ATARI ASSEMBLER EDITOR manual slight tear on cover
Good

SOLD----BITS AND BYTES-ATARI I/O. This is a nicely printed 4 page internal document stamped "Atari confidential" on the cover. The subject is: INTERNATIONAL SOFTWARE CONSIDERATIONS: NTSC VS. PAL SYSTEMS Excellent

SOLD--- VIDEO DISK INTERFACE COMMAND SET -10/21/82. A 3 page xerox showing how to instruct the Eric Project's video disk interface card.
Good

SOLD--- PROGRAMMER'S CARD. This is an 8.5 x 11" cardboard printed on both sides with useful info for the assembly language programmer
Fair

K-RAZY SHOOT-OUT manual and box from CBS
Excellent

K-RAZY ANTICS manual and box from CBS
Excellent

K-RAZY KRITTERS manual and box from CBS
Excellent

MOUNTAIN KING manual and box from CBS
Excellent

BOULDERS AND BOMBS box from CBS
Excellent

CASTLE HASSLE manual and box from Roklan
Excellent

3-D-TIC-TAC-TOE manual from Atari
Excellent

SUPER BREAKOUT manual from Atari
Excellent

PENGO manual from Atari
Fair

MATCHBOXES instruction card from Broderbund
Very Good

4 8 1/2 by 11" color display sheets announcing new products
from Sierra On-Line:
APPLE CIDER SPIDER
Mint
FROGGER
Excellent
MR. COOL
Mint
SAMMY LIGHTFOOT
Mint

EPYX 1983 catalog 8 pages fold out. 8 1/2 by 11" color
brochure Mint

SIERRA ON-LINE catalog from 1983? 4 by 7" for Atari and Apple.
Mint

PLANE WRAP SOFTWARE box from Rantom Software. This box doesnt
say what was inside cause they used the same box for all their
products. I forget how you were supposed to figure out what was in the
box Good

FLOPPY SOFTWARE

Ultima IV, Quest of the Avatar by Lord British, from Origin
Systems. Everything is included, the floppys, the manuals, even the
map (cloth), and the box. The box is torn for 2' on one edge,
otherwise this is mint Excellent

VEGAS POKER User's Guide plus floppy of the same game. One
floppy stamped "Atari Company Trade Secrets Enclosed". I guess I had
one of those stamps.This is the program I wrote at night while a Game
tester. It led to my being promoted to programmer, but I refused to
"give" it to the company so it never got published. User's Guide is 1
page printout. The game is the first Poker Slot Simulation ever
written (to my knowledge)
Excellent (naturally)

MICRO ILLUSTRATOR from Koala by Steve Dompier. Floppy plus
manual Excellent

CARTOON MAKER 1982 by me. 5 page instructions for a
stupid little software toy I put together using routines I had written

for the PLAYER MISSILE EDITOR. Floppy plus manual
Good

ATARI MUSIC II. Release software. 2 diskettes, manual,
warranty card, box Excellent

FAMILY FINANCES 1 & 2. Official Atari release on 2 floppys.
User's Guide included.
Excellent

PREPPIE II. Floppy plus Very colorful cover to manual, plus
very colorful plastic box.
Excellent

SOUND AND MUSIC TRICKY TUTORIAL #6 manual and casette tape
from Educational Software Excellent

CROSSFIRE Floppy Disk in official dust jacket plus manual
from ONLINE SYSTEMS (later became Sierra OnLine)
Excellent

REALM OF IMPOSSIBILITY by Mike Edwards from Electronic
Arts.......Floppy only Excellent

THE E FACTOR Floppy and manual and box from Cosmi
Excellent

SWEAT SYSTEM Rev #3 Serial #24 stamped "Atari Company Private
Trade Secrets Enclosed". There are 5 floppys in the set. The trade
secret stamp is on a sticker that has been removed from disks 1 and 2
only. Disks are labeled as follows:
disk 1: Screen, Dledit, and Sstrans
disk2: Screen, Cedit and Sstrans
disk3: Pmedit and Sstrans
disk4: Sound and Sstrans
disk 5:P/M Animation Driver
Excellent

EXCALIBUR 1.0 the official floppy by Crawford, Summers,
Atkinson, from APX (Atari Program Exchange) Excellent

A.E. floppy from Broderbund. Stamped Dealer Demo, not for
resale. In a Broderbund dust jacket plus manual
Excellent

BANK STREET WRITER floppy from Broderbund. Stamped Dealer
Demo, not for resale. Excellent

LABYRINTH floppy from Broderbund. Stamped Dealer Demo, not for
resale. Excellent

SKY BLAZER floppy from Broderbund stamped "dealer demo, not
for resale:" in Broderbund dust jacket Excellent.

GENETIC DRIFT floppy from Broderbund stamped "dealer demo,
not for resale:" Excellent.

S.A.M. serial # 19722 from Don't Ask Software. Speech
synthesis Excellent

SEA FOX floppy from Broderbund stamped "dealer demo, not for
resale:" in Broderbund dust jacket Fair

CASTLE WOLFENSTEIN floppy from Muse Software.
Excellent

MICKEY IN THE GREAT OUTDOORS. From Walt Disney Personal
Computer Software. in Dust Jacket, plus manual and box. The box is
about 8x10", plastic, with Mickey on both sides (and as with many
games from this period, is the best part of the package).
Mint

COIN-OP CONSOLE PLASTIC TITLE
PLATES
I'm sure there is a more official way to describe these. They would
have been part of the game console, except they must have made too
many, so they sold them in the company store. They are all from 1 1/2
to 2 feet long and 5 to 6" wide, and are made of 1/4" plastic. They
have decals on the backside and are meant to have a light shining
through them to announce what game it is.

SKYRAIDER from 1977...this one has a little bit of the paint
(decal on back) chipped off. Good

BATTLEZONE from 1980....this one has a little bit of the paint
(decal on back) chipped off. Very Good

BATTLEZONE from 1980....this one also has a little bit of the
paint (decal on back) chipped off. Very Good

BATTLEZONE from 1980....this one is almost half the size of
the other two. Very Good

STARSHIP 1 from 1976
Excellent

SUPER BUG from KEY Games, copyright Atari, Inc. 1977
Good

BUTTONS, TRINKETS

ATARI VIDEO GAMES, "campaign button" style pin about 2.5 " in
diameter Excellent

Plastic 3" stick-on button. Works like a hologram. head-on it
says "ASK ABOUT THE..." Tilted slightly it says: "ATARI 5200" along
with the Atari logo. I have 2 of these
Mint

WOMAN OF THE YEAR. MS. PAC-MAN paper sticker. Nice graphic of
Ms. Pac-man. Crack'n Peel on back is intact. I have 4 of these.
Excellent

WICO COMMAND CONTROL. I SCORED AT CES. 3" metal pin-on button
Excellent

CENTIPEDE. A 2" long centipede made of 3 fuzzy balls with eyes
and antennae, stick-on paper on bottom, and a white ribbon which
says: "Centipede. New and only from Atari."
Mint

"ATARI" Official California License Plate. Yes, I had the
one, the only ATARI custom license plate. Except that I have 2 of
them. One is blue with orange letters, and had the registration
stickers March, 83 as the last one visible. Registration # is f2058788
in case you want to check me out through DMV. The other plate was
issued later. It is beige with blue letters, and the word "California"
in red letters and the words "The Golden State", in orange letters.
Last stickers are March 1985 and the DMV # is N3218896.
Considering these were on my van I can't call them "mint" even though
they look that good
Excellent

ATARI 2600 Special Items

GEMINI Video Game System from Coleco. Uses Game carts for the
Atari 2600. New in box, never opened. Says it includes Donkey Kong and
Mouse Trap carts. Originall priced by Pennys at $79.95, looks like I
got it on sale for $19.95Has a small puncture hole in the box.
otherwise----------Mint

ATARI 2600 KID's CONTROLLER. This is about 6x8" and plugs inta
joystick port. New but in a beat-up box. This square keypad has 12
rubber keys, 1-0 plus # and *.
Excellent

STARRAIDERS special pak. Includes 2 boxes. One is a "video
touch pad" which uses an overlay for use with this game. The other box
has the cart and claims to have "the Atari first edition action-packed
Comic Book by DC comics." the package also says "New Inside Vol.3." I
can't verify unless I break the seal, and I won't because this box has
NEVER been opened. Mint

ZZyzx

"We're not flying....we're falling with style."
(Buzz Lightyear)

2306. Re: Making bad sectors

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <332501e9.2838675@news.injersey.com>
Source record: 75114

-have put up a web page with pictures describing how to create bad
sectors
-with a 1050 disk drive.
-
-The url is http://www.comland.com/~idavis/atari.html
-
-No gimmicks, just plain information.
-Hope this helps someone.

Yes, it helps me ruin my drives. (just kidding)
I guess if I needed to create bad sectors, I would use APE and .PRO
format to do so, but I'm much more likely to just remove the copy
protection instead. Its easier on the drive

2307. Re: XL-it for W95 users

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <3325141E.72AA@kawo2.rwth-aachen.de>
Source record: 75115

Tronix Inc. (Joe) wrote:
>
> Christer Bergstr�m wrote:
> >
> > Matthias Belitz <matz@kawo2.rwth-aachen.de> skrev i inl�gg
> > <33241DB5.51ED@kawo2.rwth-aachen.de>...
> > > Hallo !
> > >
> > > I�ve created a inf files now to install XLit automatically on your
> > > machine now adding some features in the context menu:
> >
> > Well!
> > I think that this is a great developement to easy install of Marcus�
> > welldone XL-it!.
> > However, I prefer to add -nobasic and -lock50 to the values in MENU in reg.
> > This is easily done in regedit.
> >
> > Another thing, what is the differerne betweem MENU and MENU2? Some ATR
> > won�t work with MENU and vice versa?
> >
> > /Greetings from Lule�
> > Christer
>
> I agree - it's really a good loader, however, is there an easy way to
> invoke -nobasic and -lock60 (NTSC) without going into reg.? I went into
> the xlit.ini file, and added it next to -modex, but that didn't seem to
> do anything. Thanks for any help.
First you have to change it, before you install it !
The section [Strings] must look as follows:
[Strings]
MARKUS="Markus Gietzen"
VERSION="XL-it V 0.18"
COMMANDLINE="-modex -nobasic -lock60"
DESDIR="Atari\XLit"
IMAGEDIR="Atari\Images"
REGINS="Atari-Image"
UNINSTALL="SOFTWARE\Microsoft\Windows\CurrentVersion\Uninstall\XLit"

```
And here is a second way, I did before writing the script:
How to make ATR-Images autostarting XL-it with Win95
```

1.Open the directory XL-it is located in.
2.Make a new pif-file for Atari.exe by right-clicking on Atari.exe and
choose "Verknuepfung erstellen"

("create link ?"; sorry, I don't know, how it is named in the English Version)
3.Right-click on the new Atari.exe - pif and choose properties. Give it a name and an icon of your choice.

4. Open the Explorer.
5. Choose "Ansicht" (View ?), then "Optionen" (options ?), then the register card "File types".
6. Choose "New Type", then use a description of your choice, set extension to "ATR".
7. Choose "New" below the actions, then you can set a name of choice for the action. Set your pif-file as action (with full path).
Then add the switches you want (f.e. -nobasic) and then add %1%, so that XL-it get to know, which file to load.
f.e C:\atari\xlit\xlit.pif -nobasic %1%
Thats all and should work.
Tip 2:

Do this procedure from part 7 again and set another command, adding as action the same, but with another file name as first parameter.
So you can start an ATR with a DOS as disk 1 and the selected ATR as disk 2.
f.e C:\atari\xlit\xlit.pif -nobasic c:\atari\images\gamedos.atr %1%

If you have XL-it installed with the script, an entry "ATR" alredy exists. So you can start at (4) and skip (6).

Enjoy it
Matt

--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

2308. Experimental WWW server for 6502/C64

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5g33or$o6i@narses.hrz.tu-chemnitz.de>
Source record: 75116
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

```
Hi there!

Someone asked about using the TCP/IP stack for reading device info
via WWW (i.e. the http port 80).

Well. I implemented a (buggy, very alpha!) little WWW server for the
OS/A65 operating system (which also runs on the C64).

It's now on oa-1.3.13b.tar.gz

See http://www.tu-chemnitz.de/~fachat/csa

so long
Andre

P.S.: It's really buggy - that's all I got together overnight...
I'm away from this project for a few weeks now, so I wanted to show
you before that

P.S.: Cool way to increase the WWW page hit count, isn't it ;-)
```

--
Andre Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit&#65533;t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

2309. Re: XL-it and 133k 180k Disk Image Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <332517E0.48E2@kawo2.rwth-aachen.de>
Source record: 75117

Lovecraft wrote:
>
> My whole understanding of newsgroups like this is for information. I don't
> know something, I ask a question, and someone with the knowledge posts a
> nice and freindly response. I have just started looking into Atari 8-bit
> emulators since the 800 XE was my first computer eons ago. I don't have a
> clue as to what to do, how to load a file, etc. And I am certainly not
> savvy enough to know the difference between atr and xfd files. Of course I
> am 39 so maybe it has something to do with maturity. Could we please have
> a group where it's safe to ask a question that does not get some 15 year
> old geek attitude answer. I am now afraid to ask any questions due to
> Matthius Belitz's snotty attitude. Let me know this is not the rule.

Hallo !
Just have to say I�m sorry. I didn�t wan�t that. Seems that I have to
think over longer about my posts to this group.
Second, my english is not so good, so I often cant formulate exact, what
I want ...

Now to your question:
I guess that you were using xfd-files of atari-images ...
Now here the differences as I know:
At the beginning of the ninetees two wonderful programs were developed -
SIO2PC and XFormer. Both are running on PC and had to emulate
Atari-diskdrives as far. But how to store they went different ways.
XFormer uses xfd-files, plain files just contaning the raw data sectors
of an Atari Single Density or Enhanced Density disk. SIO2PC uses ATR -
Images containing an 16-byte fileheader, with the number of sectors and
the density stored in it.
So you can see the problem caused by xfd-files - you can guess the
density only by length - not so good.
If this is your problem, try some conversion program (f.e. "Imagic" by
Steven Tucker), maybe they better guess the density 8-).
Note : an Enhanced density atr file should be exact 133.136 bytes, an
xfd must exact 133.120 bytes
and be sure if using an ATR that they are named ".ATR" I think Markus
wrote, that anything else would cause, that XL-it use it as xfd instead.

So if you a new user, please read the "freqeuntly asked questions"
carefully, and if I�m remeber correctly, there should be one version for
emulator usage too.

Hope this helped and sorry again

Matt

2310. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-11 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5g39n6$p0v@narses.hrz.tu-chemnitz.de>
Source record: 75118
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

Wayland Sothcott (sothcott@sothcott.demon.co.uk) wrote:
: What applications have you in mind. I am wondering if something to serve
: HTML to a PC over a dial up connection. How about a BMS with HTML. Have I
: got the wrong end of the stick or am I on the right lines? You could have
: this in a place you visit infrequently and check the Alarms and Temperature
: and Ocupency of the building, all displayed neatly in the Browser. Do you
: also know SNMP?

Well. You challenged me. A simple, Alpha (what you get overnight)
WWW server is now included in a newer version (1.3.13b) of the
OS/A65 archive.
It serves files from a given drive and directory to the Web
(no directory listing, multiple connections at the same time
are broken blabla...)

When registering a filesystem process that can generate files on the fly
and keeps up system information / temperature in a building and other
stuff, this is probably what you want :-)

I'm away from the project for three weeks now, so be patient.

so long
Andre

--
Andre Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit&#65533;t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

2311. Re: Does Rainbow support a joystick?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: mvh@worldnet.att.net
Message-ID: <3325f7b9.2966334@netnews.worldnet.att.net>
Source record: 75035

Windows 95 and NT Workstation 4.0 support joysticks out of the box.
Nothing extra is needed, unless you have a newer, special joystick,
which should include a driver to calibrate it properly. The only
joystick reference I saw on the Rainbow page was
something for the MAC. The only other thing Rainbow
for 95 needs is Direct X, which are special graphics
libraries from microsoft, and they are free. I think the
Rainbow Demo for 95 doesn't support sound or
joystick and other features. A shame. I hope this helps...

Mike

On Tue, 11 Mar 1997 15:50:59 GMT, read@my.sig (Steve) wrote:

>Please@D.ont (Stephan) wrote:
>
>>I don't understand rainbow.
>>It seems you have to buy some other driver
>>just to get the program to work.
>>The web page was confusing.
>>
>>I think buying 2 programs in order to
>>get 1 to work would stink.
>>
>>Why bother with rainbow if it
>>does not provide excellant joystick
>>support? Heck, I can use a joystick on
>>tons of games. Then I read a load of
>>BS saying I need some other shareware
>>program so I can use joystick: imbjoy.
>>That sounds like a big jip. I never heard
>>of anthing but free/built in drivers. Geeesh.
>>
>
>This sounds like a Windows 95 problem. I don't use W95, but it's my
>understanding that you need a device driver for W95 to actually use a
>joystick? If this is the case I'm sure that there would be a WEB site
>that has the necessary driver files for you. Try using Lycos
>(www.lycos.com) to search for "device drivers" or something similar.
>
>Hope this helps somewhat....
>Steve.
>
>
> ----------

```
>/ If you want to email me, please remove the asterisks. \
> reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
>\ http://www.geocities.com/SiliconValley/Heights/9364/ /
> ----------------------------------------------------------
> ATARI Lives!! From one Decade to another- GO ATARI 8!!!
> ----------------------------------------------------------
>
```

2312. Re: jellystone off the air?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <3325edf4.1392255@news.injersey.com>
Source record: 75036

On Mon, 10 Mar 1997 21:36:28 GMT, sidney@ch.twi.tudelft.nl (Sidney Cadot) wrote:

-
- Hi all,
-
- Anybody know when jellystone will be back online at
-ftp.hackerz.com? I can't get thru for one!
-
Whenever the sysadmin can restart the FTP server. I think he may have been unprepared for the flood of people using the site.

-Also, has anybody noticed that a lot of the files have extra bytes at
-the end (probably caused by transfer by xmodem or something)? This

On the atari all the files have this problem, the byte count is supposed to take care of it (when there are less than $7D bytes in the sector) but I know that this is not always the case. Error 136's abound!

-
-It would, I think, be a good idea if there were a list of all known
-game files, along with a checksum of their contents. It would be a
-good starting point if yellystone had such a file in each directory.
-
Possibly, but the files are fluid.... Many people have different versions of the same file, especially if they were like me who either (A) re filed the stuff or (B) are obsessive about saving disk sectors (albeit at expense of loading time) by running binaries through a program called "Bloc" which removes excess 00 00 00 00 ....etc. to save disk space.
Checksum will be different. Also, PLEASE, no one erase your old disks unless YOU'RE sure the archived image works fine. I cannot test 100% 1000's of pieces of software.

-YOGI, if you're reading this, and think this is a good idea, please
-contact me as I have written some nice programs which could be useful
-for this.
-
I would like to see the programs at any rate. Do they run on the PC or on the Atari?

yogi

2313. Re: Does Rainbow support a joystick?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <5g4tnf$19f@dfw-ixnews4.ix.netcom.com>
Source record: 75037

In article <33297e03.5128182@news.networx.net.au>, read@my.sig (Steve) wrote:
>Please@D.ont (Stephan) wrote:
>
>>tons of games. Then I read a load of
>>BS saying I need some other shareware
>>program so I can use joystick: imbjoy.
>>That sounds like a big jip. I never heard
>>of anthing but free/built in drivers. Geeesh.
>>
>
>This sounds like a Windows 95 problem. I don't use W95, but it's my
>understanding that you need a device driver for W95 to actually use a
>joystick? If this is the case I'm sure that there would be a WEB site
>that has the necessary driver files for you. Try using Lycos
>(www.lycos.com) to search for "device drivers" or something similar.

95 has built in joystick drivers. The problem is that Rainbow simply does not
support a joystick in its current incarnation. To get around this limitation,
you can use a device that allows keymapping such as the Gravis GamePad Pro.
Hopefully this will be fixed soon.

-=
"The death of the warrior or the old man or the little
child, this I understand, and I take away the pain and
end the suffering. I do not understand this death of
mind" - Death (The Light Fantastic / Terry Pratchett)

Check out -> http://www.netcom.com/~chelm/main.html

NMA Rules
-=

2314. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: trashman@aci.net
Message-ID: <33272689.96207093@nntp.net>
Source record: 75038

On 11 Mar 1997 22:25:17 GMT, "Chris Allen" <Scanman@dial.pipex.com>
wrote:

>I'm looking for the Wilderness disks,areana and palace disks does anybody
>have them or know where i can get them?
>
>Cheers
>
>Scanman@dial.pipex.com

Only 2 disks were made of the Alternate Reality series. But check
this out, there will be a new version done by the original 2 authors
and others for a game called Alternate Reality Online! I think you
can find out more info at www.monolith.com and if that is not correct,
e-mail me at trashman@aci.net and I will get the correct URL for you!

Seth Lee Straughan

2315. Ex. Atari Programmer's Garage Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <33272e21.433139@news.earthlink.net>
Source record: 75039

ATARI INVENTORY 3/97

Please make offers on any items of interest

HARDWARE:

STUNT CYCLE stand-alone Atari Game. New including everything.
I opened this box and tried the game to make sure it worked. Put right back in the box. This unit includes handle-bar slyle grips for "riding" your stunt cycle.
Mint

VIDEO PINBALL stand-alone Atari Game. New including everything. I opened this box and tried the game to make sure it worked. Put right back in the box.
. Mint

Atari 800 My personal system. Complete with 2 Happy drives (one works, one needs a tune-up), Axalon Ramdisk, and Omnimon! debugger chip.. The 128 k Ramdisk takes the place of a 16 k memory board, and has wires soldered from it to another memory module. The Omnimon is piggybacked on another 16 k memory board, and has wires internally to the computer sonsole where a swich is mounted. All the power supplys and cables are included. AXALON RAMDISK 128K MEMORY SYSTEM by Axalon Inc (a Nolan Bushnell company). The manual is a xerox in an official Axalon 3 ring notebook. Floppy disk included OMNIMON! plus User's Guide. OMNIMON! is a resident machine language monitor (on a chip) which is useful for assembly language programmers. 13 xerox pages. OMNIMON! Installation Instructions. See above. 6 pages includes instructions for the version to use with the Axalon Ramdisk.
Excellent

STAR MICRONICS UNIVERSAL/ATARI PARALLEL INTERFACE
Excellent

ATARI 1200XL COMPUTER. No cables, just the computer
Excellent

Atari 1050 Floppy drive. No cable
Excellent

Atari 400 computer
Excellent

Atari 400 with real keyboard, plus this is the equilivant of the 800 inside

Excellent

Happy computers Happy drive with software, manuals
Excellent

Happy computers Happy drive, with software, manuals, doesn't
work, but nothing is broken...needs an alignment.

HAPPY 810 ENHANCEMENT WARP SPEED SOFTWARE INSTRUCTIONS.
Instructions on how to use the Happy Drives. Happy drives are fast
floppy drives made for the 800 and can copy most protected software of
that day. I have 2 of the drives as well. 26 printed pages, stapled.
2 copies.
Good

HAPPY 810 ENHANCEMENT INSTALLATIUON INSTRUCTIONS. See above.
12 pages.
Good

WARP SPEED SOFTWARE official floppy frpm Happy Computers
Excellent

HAPPY BACKUP official floppy frpm Happy
Computers
Excellent

HAPPY 5.2 floppy (copy)

WARP DOS- ATARI WRITER FLOPPY (COPY)

SLOW IT DOWN AND DIAGNOSTIC PROGRAM INSTRUCTIONS FOR USING THE
810 HAPPY DRIVE. 12 pages. See above. More instructions for the Happy
Drive.
Good

WARP SPEED DOS MODULE PRE-RELEASE INSTRUCTIONS. 6 pages. see
above
Good

SOLD--- VOICEBOX SPEECH SYNTHESIZER. from Alien Group. Plugs int
Serial I/O socket. Software and manual included.

Good

Atari 850 Interface plus User's Manual
Excellent

16 K RAM- ATARI CX853 memory module
Excellent

POINTMASTER JOY STICKS (2)
Very Good

WICO COMMAND CONTROL TRACBALLs (2)
Excellent

RGA REMOTE CONTROL JOY STICKS 2 joystics plus control box
Excellent

GEMSTICK Joystick
Excellent

ATARI 810 SIDEBOARD CARD
???

ATARI 800 MOTHERBOARD ??? CODE # CA018087
???

ATARI POWER SUPPLY 5 VOLT # 61982 This is bigger than the 800
ps. For a 5200???
???

SOLD--- DATARASE from Walling Company in Tempe Arizona. Eprom
eraser plus 1 page instructions

SOLD--- BYTEWRITER by Convologic. Manual , hardware, floppy plus 8
eproms plus 8 carts to house the eproms (2 eproms per cart)

SOLD-----------------ATARI LASER INTERFACE from the Eric Project.
(2). In addition there is another card taken from a coinop game and a
heavy (20 lbs.) power supply . Lots of wires connect everything. Needs
a Pioneer VP-1000 video disk player a, an Atari 800, and an Atari 850
interface.

SOLD--- I have several floppys for the Laser Disk interface. Some
are the code I wrote to play Space Ace and DragonsLair using the
official coin-op Laser Disks (I have these), and an Atari 800. There
are 4 others I can't remember what are for:

SOLD-- SOFT LASER IFACE ???
SOLD-- LASER.BAS; 850 HANDLER; XXX.MAC ???
SOLD--- ERIC.SRC; ERIC.OBJ this must be the code I wrote to control
the Eric laser disk. I have the disk as well
SOLD--- ERIC ???

Pioneer VP-1000 Laser disk player. with remote
Excellent

ROM CARDS FOR THE 400/800 COMPUTER

ATARI LOGO including manual (xerox) plus cart from Atari
plus the box
Good

PACMAN, plus manual, plus old syyle box, with cute graphics.
rare box.
Excellent

PACMAN

PACMAN

ASSEMBLER EDITOR cart plus manual
Excellent

STAR RAIDERS plus manual plus old stlye box with great graphics
Excellent

STAR RAIDER

BASIC

BASIC

VIDEO EASEL

QIX cart,box, manual, registration card
Excellent

CENTIPEDE, plus manual
Excellent

DEFENDER, plus manual plus old stlye box with nice graphics
Excellent

DEFENDER

MISSILE COMMAND plus Manual plus old style box with nice graphics
Excellent

PENGO. Game box, cart, maunal, warranty card
Good

REAL SPORTS FOOTBALL CART, MANUAL PLAYCARD and Box
Excellent

SUBMARINE COMMANDER from Thorn EMI ,inc. box and manual (a beta vcr tape box converted for software)
Excellent

KICKBACK from Thorn EMI

JUMBO JET PILOT from Thorn EMI,inc. box and manual (a beta vcr tape box converted for software)
Excellent

DIAMOND MINE from Roklan

CHESS by Parker Bros. , Guide plus cart, plus box
Excellent

MILLIPEDE . Game box, cart, maunal, warranty card
Good

ATARIWRITER Release software. Cart, manual, warranty card, box
Excellent

ROBOTRON 2084 manual and box plus cart
Excellent

TENNIS only the box.
Good

ORC ATTACK only the box and manual (a beta vcr tape box
converted for software) from EMI
Excellent

DOCUMENTS ONLY

ATARI ,INC. Incentive Unit Agreement. 1000 units. This is
similar to a stock certificate (looks like on with the fancy border).
This is about an 8 1/2 by 11" certificate, which is the official
document of the "Atari Phantom Stock Appreciation Incentive Plan."
This was Warner's phony version of stock options for Atari engineers.
After the VCS division programmers started to quit and form their own
competing companies, (Activision and Imagic), management panicked and
gave those guys bonuses and royalties. This is what they gave us. I
tried to change divisions, but found out management had a secret
agreement with each other not to allow division changes (the other
division was the coin-op division). This certificate was issued on
July 9, 1982 and was signed (stamped) by Raymond Kassar, the soon to
be disgraced CEO who was caught selling his Warner stock a few days
before the big announcement that Atari earnings were in fact
losses...big losses. The value of these share were to be based on
Atari Earnings and the market price of Warner stock, and the 1000
units were vested a few hundred each year through 1987. I quit in Jan.
1983, soon after I collected my X-mas bonus. Todd Fry, the programmer
who did "Flickerman---I mean Pac-man" for the VCS (2600) collected a
hair less than $1 million in royalties. He got the assignment because
all the other programmers all wanted to write their own games and was
6 months along with the project when management came out with the
royalty plan.
Mint

WEST magazine, San Jose Mercury News, Sunday Magazine,
November 6, 1983. "WHAT WENT WRONG AT ATARI, Lessons for the Silicon
Valley" is the cover story. Artistically enhanced Photo of Ray Kassar
on the cover. This is a lengthy and in depth analysis of the history
of Atari to date from a businessman's view of things.
Good

$5.00 COUPON from Atari. Offers a check for $5.00 if you buy
something and fill out coupon. Don't try it.
Mint

DATASOFT catalog from 1983. 6 colorful pages of stuff.
Excellent

DATASOFT 8 1/2 by 11" glossy color game announcements
ZAXXON
Mint

PACIFIC COAST HIGHWAY, CANYON CLIMBER< CLOWNS AND
BALLOONS , SHOOTING ARCADE
Mint
ATLANTIS from Imagic. Manual, catalog box, and warranty
registration card.
Mint

POOL 400 from IDSI. Box only
Excellent

POLE POSITION from Atari. Manual and box only
Mint

E.T. PHONE HOME. Box only
` Excellent

MISSILE COMMAND. Box only. old style box with nice graphics
Excellent

DEMON ATTACK from Imagic. Manual and box plus product
catalog
Excellent

QIX from Atari. Manual and box only
Excellent

CENTIPEDE from Atari. Manual plus box. This is the "old style"
box with a beautiful graphic of an old man sitting on muchrooms
looking at a centipede.
Excellent

CENTIPEDE from Atari. Box only. This is the "old style" box
with a beautiful graphic of an old man sitting on muchrooms looking at
a centipede.
Excellent

ATARI LOGO box only
Excellent

ATARI MAILING LIST. Box only
Good

DONKEY KONG by Nintendo for the Atari 800. Manual plys box
only.
Mint

APX (Atari Program Exchange) Product Catalog. Winter Edition
1983-84> Complete with address label to Me. Screen shots of the 14
games offered. I'll bet you never heard of any of them!
Mint

Assembler Editor Errata Guide....this is about 20 pages and
is a pre-release version of this manual which eventually rivaled the
user's Guide in size (yes there were that many errors in the Guide).

OMNIMON! Installation Instructions. See above. 6 pages
includes instructions for the version to use with the Axalon Ramdisk.

Atari 800 Mailing List (computer program manual).
Excellent

MUSIC COMPOSER manual and Box only
Excellent

Q*bert from Parker Bros. Box and Manual only
Excellent

Koala Ware Coloring Series 1 box
Excellent

Koala WareMicro Illustrator box
Excellent

De Re Atari Programming guide written by Chris Crawford sold
through APX (Atari Program Exchange)
code APX-90008
Good

Atari Microsoft Basic Instruction Manual copyright 1981
Excellent

Disk Compare Program Version 2.0.....This is a 1 page
typewritten instruction guide for the program whose files are:
DISKCOMP.OBJ and DISKCOMP.SRC
Excellent

PRELIMINARY FORMS REFERENCE MANUAL REV.3.0 by Dale Yocum,
11/26/80...this is a xerox of 8 pages.

ATARI PERSONAL COMPUTER REFERENCE MANUAL COPYRIGHT 10/80
This is my working copy. Poor

ATARI 400/800 OPERATING SYSTEM SOURCE LISTING This is the
original (copy of) June 1979 listing, etc. Printing quality is poor,
This was printed for use inhouse.
Good

Operating System Manual...I forget the title...is missing the
ciner and starts on page 1-3
Good

SOLD--- Memo from Larry Nicholson dated 20 October, 1982. Cyan
Engineering leterhead (an Atari Subsidary or maybe subcontractor).
Larry did the hardware interface card. Title of memo: Improvements for
Future Eric Production. Distribution of this memo has 9 names
including my own and Alan Kay, the guru who hung around Santa Monica
coffee shops to get his ideas (too much caffiene?)

HITCHHIKER'S GUIDE TO THE GALAXY HINT BOOK from Infocom. Rub a
yellow magic marker over page to reveal answers. 2/3 of the book has
been "used" with a marker.

Excellent

KOALA PAD TOUCH TABLET OWNER'S MANUAL
Excellent

FONTEDIT from IRIDIS. 56 pagr manual for an interesting
package that was on Cassette tape..I think I have the program on
diskette.I'll check if I get any interest in the package.
Excellent

TRACK AND FIELD from Atari. Manual only
Excellent

PENGO box only
Excellent

BUCK ROGERS PLANET OF ZOOM manual, box and Warranty Card from
Sega
Excellent

F-15 STRIKE EAGLE FLIGHT OPERATIONS MANUAL. 36 pages. cheap
printing job
Good

LODE RUNNER USER'S GUIDE cheaply printed guide to a
good game. 4 copys. 1 is FAIR, 3 are
Excellent

ATARI MUSIC CONSTRUCTION SET REFERENCE CARD xerox of about 10
pages
Good

SPIDER EATER Just the box from Koala Ware . "turn your
touch tablet into a musical instrument."
Good

Atari Printer Driver fact sheet...This is a description of
compatible printers and useful information. I don't know the title of
this document. It is 27 pages and mine starts on page 6
Good

ATARI BASIC REFERENCE MANUAL
Good

ATARI MACRO ASSEMBLER MANUAL
Excellent

ATARI ASSEMBLER EDITOR manual slight tear on cover
Good

SOLD----BITS AND BYTES-ATARI I/O. This is a nicely printed 4 page
internal document stamped "Atari confidential" on the cover. The
subject is: INTERNATIONAL SOFTWARE CONSIDERATIONS: NTSC VS. PAL
SYSTEMS

SOLD--- VIDEO DISK INTERFACE COMMAND SET -10/21/82. A 3 page xerox
showing how to instruct the Eric Project's video disk interface card.

SOLD--- PROGRAMMER'S CARD. This is an 8.5 x 11" cardboard printed on
both sides with useful info for the assembly language programmer

K-RAZY SHOOT-OUT manual and box from CBS
Excellent

K-RAZY ANTICS manual and box from CBS
Excellent

K-RAZY KRITTERS manual and box from CBS
Excellent

MOUNTAIN KING manual and box from CBS
Excellent

BOULDERS AND BOMBS box from CBS
Excellent

CASTLE HASSLE manual and box from Roklan
Excellent

3-D-TIC-TAC-TOE manual from Atari
Excellent

SUPER BREAKOUT manual from Atari
Excellent

PENGO manual from Atari
Fair

MATCHBOXES instruction card from Broderbund
Very Good

4 8 1/2 by 11" color display sheets announcing new products
from Sierra On-Line:
APPLE CIDER SPIDER
Mint
FROGGER
Excellent
MR. COOL
Mint
SAMMY LIGHTFOOT
Mint

EPYX 1983 catalog 8 pages fold out. 8 1/2 by 11" color
brochure
Mint

SIERRA ON-LINE catalog from 1983? 4 by 7" for Atari and Apple.
Mint

PLANE WRAP SOFTWARE box from Rantom Software. This box doesnt
say what was inside cause they used the same box for all their

products. I forget how you were supposed to figure out what was in the box
Good

FLOPPY SOFTWARE

Ultima IV, Quest of the Avatar by Lord British, from Origin Systems. Everything is included, the floppys, the manuals, even the map (cloth), and the box. The box is torn for 2' on one edge, otherwise this is mint
Excellent

VEGAS POKER User's Guide plus floppy of the same game. One floppy stamped "Atari Company Trade Secrets Enclosed". I guess I had one of those stamps.This is the program I wrote at night while a Game tester. It led to my being promoted to programmer, but I refused to "give" it to the company so it never got published. User's Guide is 1 page printout. The game is the first Poker Slot Simulation ever written (to my knowledge)
Excellent (naturally)

MICRO ILLUSTRATOR from Koala by Steve Dompier. Floppy plus manual
Excellent

CARTOON MAKER 1982 by me. 5 page instructions for a stupid little software toy I put together using routines I had written for the PLAYER MISSILE EDITOR. Floppy plus manual
Good

ATARI MUSIC II. Release software. 2 diskettes, manual, warranty card, box Excellent

FAMILY FINANCES 1 & 2. Official Atari release on 2 floppys. User's Guide included.
Excellent

PREPPIE II. Floppy plus Very colorful cover to manual, plus very colorful plastic box.
Excellent

SOUND AND MUSIC TRICKY TUTORIAL #6 manual and casette tape from Educational Software
Excellent

CROSSFIRE Floppy Disk in official dust jacket plus manual from ONLINE SYSTEMS (later became Sierra OnLine)
Excellent

REALM OF IMPOSSIBILITY by Mike Edwards from Electronic Arts.......Floppy only
Excellent

THE E FACTOR Floppy and manual and box from Cosmi
Excellent

SWEAT SYSTEM Rev #3 Serial #24 stamped "Atari Company Private Trade Secrets Enclosed". There are 5 floppys in the set. The trade secret stamp is on a sticker that has been removed from disks 1 and 2 only. Disks are labeled as follows:
disk 1: Screen, Dledit, and Sstrans
disk2: Screen, Cedit and Sstrans
disk3: Pmedit and Sstrans
disk4: Sound and Sstrans
disk 5:P/M Animation Driver
Excellent

EXCALIBUR 1.0 the official floppy by Crawford, Summers, Atkinson, from APX (Atari Program Exchange)
Excellent

A.E. floppy from Broderbund. Stamped Dealer Demo, not for resale. In a Broderbund dust jacket plus manual
Excellent

BANK STREET WRITER floppy from Broderbund. Stamped Dealer Demo, not for resale.
Excellent

LABYRINTH floppy from Broderbund. Stamped Dealer Demo, not for resale.
Excellent

SKY BLAZER floppy from Broderbund stamped "dealer demo, not for resale:" in Broderbund dust jacket Excellent.

GENETIC DRIFT floppy from Broderbund stamped "dealer demo, not for resale:"
Excellent.

S.A.M. serial # 19722 from Don't Ask Software. Speech synthesis
Excellent

SEA FOX floppy from Broderbund stamped "dealer demo, not for resale:" in Broderbund dust jacket
Fair

CASTLE WOLFENSTEIN floppy from Muse Software.
Excellent

MICKEY IN THE GREAT OUTDOORS. From Walt Disney Personal Computer Software. in Dust Jacket, plus manual and box. The box is about 8x10", plastic, with Mickey on both sides (and as with many games from this period, is the best part of the package).
Mint

COIN-OP CONSOLE PLASTIC TITLE PLATES

I'm sure there is a more official way to describe these. They would have been part of the game console, except they must have made too many, so they sold them in the company store. They are all from 1 1/2 to 2 feet long and 5 to 6" wide, and are made of 1/4" plastic. They have decals on the backside and are meant to have a light shining through them to announce what game it is.

SKYRAIDER from 1977...this one has a little bit of the paint (decal on back) chipped off.
Good

BATTLEZONE from 1980....this one has a little bit of the paint (decal on back) chipped off.
Very Good

BATTLEZONE from 1980....this one also has a little bit of the paint (decal on back) chipped off.
Very Good

BATTLEZONE from 1980....this one is almost half the size of the other two.
Very Good

STARSHIP 1 from 1976
Excellent

SUPER BUG from KEY Games, copyright Atari, Inc. 1977
Good

BUTTONS, TRINKETS

ATARI VIDEO GAMES, "campaign button" style pin about 2.5 " in diameter
Excellent

Plastic 3" stick-on button. Works like a hologram. head-on it says "ASK ABOUT THE..." Tilted slightly it says: "ATARI 5200" along with the Atari logo. I have 2 of these
Mint

WOMAN OF THE YEAR. MS. PAC-MAN paper sticker. Nice graphic of Ms. Pac-man. Crack'n Peel on back is intact. I have 4 of these.
Excellent

WICO COMMAND CONTROL. I SCORED AT CES. 3" metal pin-on button
Excellent

CENTIPEDE. A 2" long centipede made of 3 fuzzy balls with eyes and antennae, stick-on paper on bottom, and a white ribbon which says: "Centipede. New and only from Atari."
Mint

"ATARI" Official California License Plate. Yes, I had the one, the only ATARI custom license plate. Except that I have 2 of them. One is blue with orange letters, and had the registration

stickers March, 83 as the last one visible. Registration # is f2058788
in case you want to check me out through DMV. The other plate was
issued later. It is beige with blue letters, and the word "California"
in red letters and the words "The Golden State", in orange letters.
Last stickers are March 1985 and the DMV # is N3218896.
Considering these were on my van I can't call them "mint" even though
they look that good
Excellent

ATARI 2600 Special Items

GEMINI Video Game System from Coleco. Uses Game carts for the
Atari 2600. New in box, never opened. Says it includes Donkey Kong and
Mouse Trap carts. Originall priced by Pennys at $79.95, looks like I
got it on sale for $19.95Has a small puncture hole in the box.
otherwise----------
----------Mint

ATARI 2600 KID's CONTROLLER. This is about 6x8" and plugs inta
joystick port. New but in a beat-up box. This square keypad has 12
rubber keys, 1-0 plus # and *.
Excellent

STARRAIDERS special pak. Includes 2 boxes. One is a "video
touch pad" which uses an overlay for use with this game. The other box
has the cart and claims to have "the Atari first edition action-packed
Comic Book by DC comics." the package also says "New Inside Vol.3." I
can't verify unless I break the seal, and I won't because this box has
NEVER been opened.
Mint

ZZyzx

"We're not flying....we're falling with style."
(Buzz Lightyear)

2316. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: doug.cotton@the-spa.com
Message-ID: <doug.cotton-ya023180001203970028160001@news2.the-spa.com>
Source record: 75040
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

In article
<Pine.PMDF.3.95.970311121634.654474578B-100000@cc.newcastle.edu.au>, "Bruce
R. McFarling" <ecbm@cc.newcastle.edu.au> wrote:

> On 10 Mar 1997, Michael Warner wrote:
>
> > >I have written a TCP/SLIP stack for 6502 computers!
>
> > And some people say Germans have no sense of humour. Will he port it to
> > LS TTL next, or go straight to relay logic?
>
> Since this was sent to 3 6502-specific newsgroups, and
> comp.arch.embedded, I'll assume the foolish reply came from
> comp.arch.embedded.
>
> See Western Design home page for more info on modern 6502 chips
> (fully non-static, up to 20MHz, microcontroller versions with several
> VIA's and parallel ports, 192 bytes RAM, and ample room on the mask for 8K
> ROM.
> But the question is, what microprocessor are you thinking is that
> much better, and how many transistors does it require to do what the 6502
> can do? Keep in mind that the more real-estate your chip wastes, the less
> is available for adding other circuitry to the same mask for single-chip
> embedded solutions.
>
> Virtually,
>
> Bruce R. McFarling, Newcastle, NSW
> ecbm@cc.newcastle.edu.au

Maybe someone should mention how all those Rockwell chipset modems have a
6502 core, as well as many of the Franklin pocket dictionaries and
translators... or that there's one company out there that will put the 6502
core in an ASIC along with whatever else you need running at up to 50
MHz...

The 6502 is hardly a dead processor, and it is finding new uses even today
in applications where low cost and efficient processing are key
requirements.

Doug Cotton
E-mail: doug.cotton@the-spa.com

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| Creative Micro Designs, Inc. | Orders: (800) 6383-CMD |

| P.O. Box 646 | Support: (413) 525-0023 |
| East Longmeadow, MA 01028 | Fax: (413) 525-0147 |

| Visit our WWW Site at: http://www.cmdweb.com/ |
==========

2317. Re: XL-it and 133k 180k Disk Image Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: lovecraft@aol.com
Message-ID: <19970312054200.AAA14365@ladder01.news.aol.com>
Source record: 75041

Thanks for the response. Now I remember I had the 130XE (I knew there was an XE in there somewhere.) The original author wrote to me and apologized and now I feel that I reacted to quickly. I just get stressed out with some of the newsgroups. They seem to be populated by children with nothing better to do than flame. Anyway, would you happen to know if I can run an EXE file? I found one on an ftp site for Atari of Archon, one of the games that destroyed my social life for all time. I don't know if it's for an emulator or not. It doesn't run by itself or with an emulator. I've tried XL-It! and PC XFormer. There's also alot of stuff in these emualtors about HD# and D#. I thnik I'm getting the hang of the disk drive emu but I'm not sure. And what do you do with the Hard Drive emu? Thanks for any info you care to send.

Nick Nova

message copied to newsgroup

2318. Re: xfSIO v1.18 - The *Ultimate* shell for XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: lovecraft@aol.com
Message-ID: <19970312054701.AAA14645@ladder01.news.aol.com>
Source record: 75042

Hi, I have downloaded your program and I can't seem to get it to work. It just flashes and dumps me back in file selection. I'm very new to this emulation stuff although I was an Atari junkie in the early 80's with my 130 XE. Is this program to be used to run disk images from my hard drive or do I need some sort of Atari peripheral like a disk drive or something. I'm using both XL-It! and PC XFormer but neither seems to work with xfSIO. I tried the most basic config and autoexec but to no avail. Also, how do you run an EXE file if possible? I found Archon.exe on an 8-bit Atari ftp site but it does nothing but crash my system. Thansk for any input.

Nick Nova

Message copied to newsgroup

2319. Alien Voicebox

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <BFFZK8z.rldetlefsen@delphi.com>
Source record: 75043

Ward, I can make up a set of Alien Voice Box disks. The current set only works on the org 800 because it wants port 3, so I was planning to dump the routines and change them to port 2. I think thats all thats needed.

There are others ways:S.A.M. is software only.
The SLCC magazine had an intro article on digitizing speech and saying it back using a joystick port. I have a much better input circuit here somewhere.
Analog and/or Antic had an article on building a speech synth with a couple of chips and and amp.

I'll work on the Alien VB mod and let you know when it works.

Rick D.

2320. Re: XL-it and 133k 180k Disk Image Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5g5kge$ml7@freenet-news.carleton.ca>
Source record: 75044

Steve (read@my.sig) writes:
> lovecraft@aol.com (Lovecraft) wrote:
>
>>a group where it's safe to ask a question that does not get some 15 year
>>old geek attitude answer. I am now afraid to ask any questions due to
>>Matthius Belitz's snotty attitude. Let me know this is not the rule.
>>
>>Sincerely,
>>Nick Nova
>
> I know what you mean... I asked a question about having more than 64
> files on a disk, and got told in no uncertain terms that it would
> generate too many incompatabilities to do so..... I think I'll leave
> it at that!

I wasn't aware I was being rude suggesting it would create incompatibilities,
I was just pointing out a fact nobody else did. Perhaps in the future
I should use more smiley faces to avoid sounding snotty ;)

Steve

2321. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5g5t0c$9k9@narses.hrz.tu-chemnitz.de>
Source record: 75045
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

```
Peter (z80@dserve.com) wrote:

: >>I have written a TCP/SLIP stack for 6502 computers!

: If he writes a 80x86 version which *works* he could perhaps approach
: Microsoft ...

Linux rules! Its TCP/IP stack for 80x86 works really well!

Sorry, couldn't resist. Followups redirected to comp.os.linux.advocacy
```

--
Andre Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit&#65533;t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

2322. Re: xfSIO v1.18 - The *Ultimate* shell for XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <858173061.25782.0@kwll.demon.co.uk>
Source record: 75046

> Hi, I have downloaded your program and I can't seem to get it to
> work. It just flashes and dumps me back in file selection.

No problems here that can't be fixed by reading the TXT file, but as
I'm a nice guy here's some answers......

This is because you probably don't have enough BASE-RAM to hold the
shell and the emulator. Try only booting with HIMEM.SYS and your
soundcard drivers and you should have enough RAM. I find if I load
EMM386.EXE as well (yes, I know it degrades system performance) I can
load my soundcard drivers, cd-rom drivers, mouse, scanner, walking
machine, dish washer and electric toothbrush drivers and still have a
load of RAM free.

> I'm very new to this emulation stuff although I was an Atari
> junkie in the early 80's with my 130 XE.

Emulation can be quite confusing to the newbies. Asking for help on a
simple point can get you seriously flamed in other groups, but I
think you'll find that in comp.sys.atari8 we're all quite
friendly.... certainly much more so than in comp.emulators.misc! Ask
and you'll probably get an answer.

> Is this program to be used to run disk images from my hard drive
> or do I need some sort of Atari peripheral like a disk drive or something.

The answer is yes, and no sort of yes. Yes, you can use it to run
disk images from your hard drive with XL-it! and XFormer, but you can
also use it with a cable connected to a real atari (or 1050/810 disk
drive) with APE, SIO2PC and PCXFormer 3.6. APE & SIO2PC are
peripheral emulators for the Atari8 which allow you to use your PC
hardware as virtual disk drives/hard drives/printers/modems etc on
your 8bit.

> I'm using both XL-It! and PC XFormer but neither seems to work with xfSIO.

After it's in the file selector press the 'Z' key (Does this work in
Germany, or you you have to press 'Y'?) and a configuration screen
will appear. Check the following paths:

[1] Path to XFORMER.EXE:

This is where you have installed Emulators Inc PC XFormer
eg, C:\ATARI\PCFX\XFORMER.EXE

[4] Path to XLiT!:

This is where you have installed Markus Gietzen's XL-iT!
eg, C:\ATARI\XLIT\ATARI.EXE

***If you don't tell xfSIO where the emulators are it can't run
them***

To test it it's ok press F1 and F4 - both emulators will run, athough
XLit won't autostart (as of 0.18) but will drop into it's own shell.
Simply select Emulator (I think) from the first menu!

> I tried the most basic config and autoexec but to no avail.

See memory management. But check the PATH settings first, it may be
just that!

> Also, how do you run an EXE file if possible? I found Archon.exe on an 8-bit
Atari ftp
> site but it does nothing but crash my system.

ARCHON.EXE is (probably) an Atari 8bit EXE file and not a PC file.
You need to run it in an Atari emulator. Do do this try the following
(and I am not suggesting this is the only way, just a simple, easy to
describe way!)

1) Make sure you have XLit 0.18 (or above) and a copy of the needed
ROMs.

2) Download a copy of DOS2.5 or DOS 2.0 from somewhere (Jellystone FTP?)
as an .ATR file

3) Run xfSIO after you have it all set up.

4) Set the DOS.ATR disk in drive D1: by highlighting it in the file
selector and pressing '1'. The filename will appear in the D: table.

5) Press 'H' to toggle H: mounting.

6) Change into the path that contains ARCHON.EXE in the file selector
and press '1' again. The path will appear in the H: table.

7) Run XL-iT! and start the emulation with BASIC *DISABLED*

8) From the DOS menu select 'L' Load binary file and type:

H:ARCHON.EXE

it should then run.

> Thansk for any input.
Thanks for taking an interest..... ;')

Answer e-mailed and posted to group.

PS: Anyone else confused by xfSIO? Should I write a more up-to-date
manual with complete examples?

2323. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: Jim Hartmann <hartm017@tc.umn.edu>
Message-ID: <3326B3BB.4290@tc.umn.edu>
Source record: 75047
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

The 6502 is also the basis for the Mitsubishi 8 bit family which is I
believe one of the highest volume microcontroller families in the
world. The family has an enhanced 6502 instruction set.

<snip>
> The 6502 is hardly a dead processor, and it is finding new uses even today
> in applications where low cost and efficient processing are key
> requirements.
>
> Doug Cotton
> E-mail: doug.cotton@the-spa.com
>
> ==
> | Creative Micro Designs, Inc. | Orders: (800) 6383-CMD |
> | P.O. Box 646 | Support: (413) 525-0023 |
> | East Longmeadow, MA 01028 | Fax: (413) 525-0147 |
> --
> | Visit our WWW Site at: http://www.cmdweb.com/ |
> ==

--
Jim Hartmann
mailto:hartm017@tc.umn.edu

2324. Re: Experimental WWW server for 6502/C64

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: Wayland Sothcott <sothcott@sothcott.demon.co.uk>
Message-ID: <01bc2ef3$9237eac0$325b989e@smokey>
Source record: 75048
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

Andra,

So this means you can make a dial up web page box based on a 6502.

Cool or what!

Wayland.

Andre Fachat <fachat@physik.tu-chemnitz.de> wrote in article
<5g33or$o6i@narses.hrz.tu-chemnitz.de>...
> Hi there!
>
> Someone asked about using the TCP/IP stack for reading device info
> via WWW (i.e. the http port 80).
>
> Well. I implemented a (buggy, very alpha!) little WWW server for the
> OS/A65 operating system (which also runs on the C64).
>
> It's now on oa-1.3.13b.tar.gz
>
> See http://www.tu-chemnitz.de/~fachat/csa
>
> so long
> Andre
>
> P.S.: It's really buggy - that's all I got together overnight...
> I'm away from this project for a few weeks now, so I wanted to show
> you before that
>
> P.S.: Cool way to increase the WWW page hit count, isn't it ;-)
>
>
> --
> Andre Fachat |"I do not feel obliged to believe
that the
> Institute of physics, | same God who has endowed us with
sense,
> Technische Universit&#65533;t Chemnitz | reason, and intellect has intended
us to
> http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei
>

2325. Re: Atari 800 things

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: PABEAR4U <damien@cybrmk.com>
Message-ID: <3326CBC6.2198@cybrmk.com>
Source record: 75049
Cross-posted to: comp.sys.atari.8bit,alt.forsale,ca.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,misc.forsale.computers.other.systems,nj.forsale,ny.forsale,pa.forsale,pa.hbg.forsale,pa.ne.forsale,pgh.forsale,us.forsale.computers

Gene Ehrich wrote:
>
> Atari Items for Sale plus shipping

Give you $5.00 for all, that is if you have the computer........

2326. Re: 800 XE (was Re: XL-it and 133k 180k Disk Image Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: read@my.sig
Message-ID: <3326d8cc.1530155@news.networx.net.au>
Source record: 75050

Matthias Belitz <matz@kawo2.rwth-aachen.de> wrote:

>Steve wrote:
>
>> Ummm, not that I'm being picky or anything, but an 800 XE?
>> Sorry, but I think you mean 800 XL.
>Nope, he's completely right ! I don't know, why but f.e. in germany they
>sold lots of 800 XE computers. Maybe it was never released in other
>places than europe. I own one and it's scematically the same as an 130
>XE - but the second bank of RAM and the second MMU-chip are not
>installed.
>
>Matt

oops, I stand corrected.... So there IS an 800 XE after all? well,
well, that's another piece of trivia to keep in the memory halls :)
Thanks.

Steve.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

2327. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: dgy@rtd.com
Message-ID: <5g6lsf$nmn@baygull.rtd.com>
Source record: 75051
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

In article <3326B3BB.4290@tc.umn.edu>,
Jim Hartmann <hartm017@tc.umn.edu> wrote:
>The 6502 is also the basis for the Mitsubishi 8 bit family which is I
>believe one of the highest volume microcontroller families in the
>world. The family has an enhanced 6502 instruction set.
>
><snip>
>> The 6502 is hardly a dead processor, and it is finding new uses even today
>> in applications where low cost and efficient processing are key
>> requirements.

The reason the 6502 is so well suited for use in ASIC's, etc. is that
it really is a trivial architecture. I wouldn't be surprised if some
professor somewhere isn't using this as a homework assignment in
a digital design class:
"Design a 6502"

--don

2328. Click here for Extreme Net Toolz

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: goextreme@hotmail.com
Message-ID: <3326b7b2.1@news1.betacom.net>
Source record: 75052

WELCOME And Go To
www.GoExtreme.com

The Premiere Site on the Internet for EXTREME NET TOOLZ,
Internet Relay Chat (IRC) help, and Newsgroup help without
the clutter!

A large group of irc operators and newsgroup gurus
have tested and evaluated the best internet toolz
and HERE are their choices to become
an EXTREME Net user!

All of this software is FREE!!
It is either shareware or freeware!
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Best newsgroup reader: Free Agent!...Freeware!!!
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Become your own FTP site! WAR-FTP 1.55 ....Freeware!!!!
Fastest jpeg\gif viewer ACDSEE!...Shareware!!!
Best E-Mail Program Eudora Lite 3.01!...Freeware!!!
Winzip 6.2 takes the chore out of these zip
files!...Shareware!!!
CuteFTP 1.8 makes "browsing" FTP sites a
snap!...Shareware!!!
Fastest Web Browser Netscape 3.01!...Shareware!!!

(`.(`.!BOSnet: Voted The MOST EXTREME Internet
Provider!!.)).)

Great Page for Extreme Net Toolz! All listed software
here!
Get Extreme `Net Toolz here!

Great Help Page for IRC!!! Fserve, Flood Protection, New
IRC Servers!
IRC Help here!

Great Help Page for News Groups! How To Do It! Big List of
Public Servers!
Newsgroup Help here!

This information provided so that we may all enjoy the
Internet, IRC, and Newsgroups better!

!We receive no money!!

Members of
[freespeech]
Campaign

and

[AOL SUX Get a REAL ISP Campaign]

2329. Re: XL-it and 133k 180k Disk Image Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: read@my.sig
Message-ID: <3327d99a.1736124@news.networx.net.au>
Source record: 75053

ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:

>
>Steve (read@my.sig) writes:
>> lovecraft@aol.com (Lovecraft) wrote:
>>
>>>a group where it's safe to ask a question that does not get some 15 year
>>>old geek attitude answer. I am now afraid to ask any questions due to
>>>Matthius Belitz's snotty attitude. Let me know this is not the rule.
>>>
>>>Sincerely,
>>>Nick Nova
>>
>> I know what you mean... I asked a question about having more than 64
>> files on a disk, and got told in no uncertain terms that it would
>> generate too many incompatabilities to do so..... I think I'll leave
>> it at that!
>
>I wasn't aware I was being rude suggesting it would create incompatibilities,
> I was just pointing out a fact nobody else did. Perhaps in the future
> I should use more smiley faces to avoid sounding snotty ;)
>
>Steve

Thats ok Steve, it must have been that little "ape" war that occurred?
And actually it was more than just the incompatabilities, it was also
to do with saying (and I paste)

>If you go for incompatible-but-cool, you could make disk images
> as big as you want, gigabytes, terabytes. Huge 10k sectors, a decent
> FAT system, growing subdirectories, etc.

Ok it would be cool :)

I was just asking (or maybe I should have rephrased) if it would be
possible to use the extra 64 filenames, thats all... Yogi was first
with the question about ANY sized dir....
I really can't see why this would be so incompatible, I mean... any
decent DOS recognises what density a disk drive is in, so why can't it
use all the space it has allotted? Ok, most software is based on a
single density disk, so I figure that not many people actually use
double density for storage. I don't, simply because the disks get full
of filenames before they are actually used up...

Ahh, anyway, I like MyDOS just the way it is :)
I don't think that trying to change it would make it any better....

Getting on to another point ---> :)
I'm using APE (yes, great program Steve, oops- not registered :) maybe in a couple of weeks when I can afford it - moving house at the moment). sorry.... back to the point :)
ok, set up APE to use US doubler speed, and having problems with SuperDOS 2.9. It boots and loads the SDOS.SYS, and then when it tries to get a drive status from all the images I have loaded, gets NO status from any drive and sits there looking stupid. After RESETing it gets the drive's status and is happy again. Then I try to access an image and again it loses the drive status. If I have the APE+ mode set, there are no problems whatsoever. Of course not being the REG version disk writes are disabled in APE+ mode, so I don't really know if there are any other problems related to writing a disk. As 2.9 is my favorite DOS, (besides MyDOS of course) I hope to be able to use it again...

Sorry for the long winded reply....

Steve. (another point, just so we don't get mixed up, I will be signing "Stevo" to all my postings hereafter)

p.s. Thanks for APE, it really is a great program. I really will register it one day. I can't wait for that day :)

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

2330. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: cheer@i.hate.spam
Message-ID: <5g6r2s$i5v@inet-nntp-gw-1.us.oracle.com>
Source record: 75054
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

It was Wed, 12 Mar 1997 00:28:16 -0600. I was reading instead of working. And
Doug Cotton <doug.cotton@the-spa.com> said:

>Maybe someone should mention how all those Rockwell chipset modems have a
>6502 core, as well as many of the Franklin pocket dictionaries and
>translators...

This should come as no surprise, since Franklin got into the business by making
Apple II clones!
--
Christopher D. Heer - cheer at us dot oracle dot com
My opinions are my own and do not reflect those of Oracle Corp.
SPAMProtect: You'll need to fix my email address before replying.

2331. Eprom burning information

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: idavis@comland.com
Message-ID: <858191664.1655@dejanews.com>
Source record: 75055

I was wondering if someone could point me to some information about burning eproms for the 400/800/xl cartridges. I was wondering what types of eproms do I need, and probably any other general information that can be found. I am working on getting a burner, and my father is an electronic technician who has burned eproms before for other equipment so I will not be totally in the dark, but I would like to have a little information beforehand. I have taken the cover off of a couple of spare atari carts that I have, and the chips are already socketed, so no need to perform that operation, but I found there are two chips, a left and a right. I assume one is odd, and one is even, and being new to the chip making process, I might be totally wrong. I am dying to get a burner, put my own program on a cartridge, put it in, and watch it run. I guess some people have the weirdest dreams, or maybe I need to get a life. Thanks in advance for any help.
Isaac Davis
idavis@comland.com

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2332. What can I do with my 850 interfaces?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: Anthony Bufort <ajbufort@mail.sas.upenn.edu>
Message-ID: <3326FFCE.5EA2@mail.sas.upenn.edu>
Source record: 75056

Recently, in a deal for other stuff, a person I recently did business with threw in two Atari 850 interface modules. Will the ports on the 850 let me take advantage of any modern-day powerful peripherals in any way, or am I barking up the wrong tree here?

-Tony

2333. Atari 1020 Printer/Plotter Ink Pens

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: Anthony Bufort <ajbufort@mail.sas.upenn.edu>
Message-ID: <3327002C.3FEA@mail.sas.upenn.edu>
Source record: 75057

Does anyone know where I can get some refill ink pens for my
recently-acquired 1020 Plotter at a decent price?

-Tony

2334. Re: XL-it and 133k 180k Disk Image Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: Markus Gietzen <magi@stud.uni-sb.de>
Message-ID: <332704F3.4C6D@stud.uni-sb.de>
Source record: 75058

Lovecraft wrote:

> better to do than flame. Anyway, would you happen to know if I can run an
> EXE file? I found one on an ftp site for Atari of Archon, one of the games
> that destroyed my social life for all time. I don't know if it's for

That's for XL-it!:

1. Create a directory under MS-DOS where you want to place your
BINs,EXEs,OBJs etc. to (if you don't have it already).
2. Enter XL-it!'s userinterface
3. Disable BASIC (that's needed by most prgs.)
4. Put DOS 2.5 in D1: (MyDOS and SpartaDOS don't work properly with H:)
This file is called "dos25.xfd" or similar.
5. Select the directory from 1. as H1:
6. Enter the emulation
7. DOS 2.5 appears
8. L + RETURN
9. H1:foo.exe

Hope it helps,

Markus

PS: Of course you don't have to do that everytime. The settings
will be saved. Next time you can directly enter the emulation.

--
Markus Gietzen
E-Mail: iig05-1@htw.uni-sb.de
WWW : http://myst.slcc.edu/~markus

"What? Is man merely a mistake of God's? Or God merely a mistake of
man's?"
----------F. Nietzsche

2335. Re: 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970312180305.14852A-100000@fissure.scar>
Source record: 75059

> Xformer would be more than fast enough.At least for utility programmes.
> XLit would be too slow on a 80486-33 for games.
> You could use it for text adventures.
> I coulnd't run POKEY because it required a math co-processor.

Xformer and XLIT both worked fine, like I said earlier I never tried any
games, but music software came out nearly perfectly and dos 2.5 of course
worked with basic programs.

> But it doesn't handle the escape character corectly.So you can't see control
> characters like TAB or CLEAR.Also the screen colour is wrong.
> (can you change it?)

Hmm.. I don't remember. I haven't used ATMODEM in 2 years..

Alan
U of T, Comp Sci

2336. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-12 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6Si7QJj$zHB@peter.soemtron.sb.sub.de>
Source record: 75060

In article <Alternate Reality>, Scanman@dial.pipex.com (Chris Allen) wrote:

Howdy Chris,

> I'm looking for the Wilderness disks,areana and palace disks does anybody
> have them or know where i can get them?

afaik never released ... too bad -(

--
6502 R&#65533;SC power! ||| &#65533;ntel Outs&#65533;de! | ,- _ C64 II - alternate
(MEGA) 8-b&#65533;t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b&#65533;t power !
CrossPoint v3.11

2337. binary executable format

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <3327c768.589727@news.tudelft.nl>
Source record: 74971

Hello all,

As I'm writing some Atari DOS binary executable format utilities I
am curious about the exact format and meaning. As I have no DOS
reference I'd like you to have a look at the following algorithm,
which implements (I think) the DOS "load binary" command:

(1) put address to RETURN TO DUP routine in RUNAD ($2E0,$2E1)

(2) open file; CHECK FOR FAILURE --> ERROR if FAIL

(3) read first 2 bytes; CHECK FOR FAILURE --> ERROR 136 IF FAIL

(4) first 2 bytes are $FF,$FF? NO --> FAIL with ERROR 136

(5) read 2 bytes BLOCKSTART ERROR if FAIL

(6) read 2 bytes BLOCKEND ERROR if FAIL

(7) put address of an RTS into INITAD ($2E2,$2E3)

(8) read BLOCKEND-BLOCKSTART+1 bytes from BLOCKSTART to BLOCKEND
ERROR if FAIL!

(9) execute sub pointed to by INITAD (most of the time, just RTS)

(10) if END-OF-FILE, JSR (RUNADR)

(11) read 2 bytes into BLOCKSTART; ERROR on FAIL

(12) bytes are $FFFF? goto (5)

(13) otherwise, goto (6)

Is this about correct? Anybody have suggestions for improvements?

Kind regards, Sidney

2338. Re: jellystone off the air?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <3327c561.70175@news.tudelft.nl>
Source record: 74972

Hi Yogi,

>-Also, has anybody noticed that a lot of the files have extra bytes at
>-the end (probably caused by transfer by xmodem or something)? This

>On the atari all the files have this problem, the byte count is
>supposed to take care of it (when there are less than $7D bytes in the
>sector) but I know that this is not always the case. Error 136's
>abound!

I've ftp'ed all executables from jellystone so I -could- start to mend
these broken files. I will post another message to inquire if anybody
knows something about the binary executable format that I don't know,
to check if my notion of a mended file is ok.

>-It would, I think, be a good idea if there were a list of all known
>-game files, along with a checksum of their contents. It would be a
>-good starting point if yellystone had such a file in each directory.

>Possibly, but the files are fluid.... Many people have different
>versions of the same file, especially if they were like me who either
>(A) re filed the stuff or (B) are obsessive about saving disk sectors
>(albeit at expense of loading time) by running binaries through a
>program called "Bloc" which removes excess 00 00 00 00 ....etc. to
>save disk space.

For this case, however, it is quite possible to make a program which
"checks" two files against each other to see if they are actually the
same, apart from the compressed zeros. If so, it would be possible to
designate the file with the smallest amount of blocks as the
"original", discarding the compressed one (as for the purpose of
archiving, it's most likely to be the original).

Another possible problem is that guys like me thought, once upon a
time looong ago, it was cool to put your name somewhere in somebody
else's program. By careful examination of different versions of
executables, however, it is probably possible to decide on the
original.

>I would like to see the programs at any rate. Do they run on the PC or
>on the Atari?

They run on the PC or UNIX. My proposal is not to use a "standard"
program like "md5sum" because

(1) it will generate 128-bit checksums, written in 64 ASCII bytes.
this is overkill.

(2) it does not display file length, which is a very neat feature to have.

I have written a (small) program in GNU C (can be run on DOS machines too, by means of the DJGPP / GNU C compiler which produces lists like these (format: LENGTH/CRC-32/PATH+NAME)

```
(.....)
14666 FA5C2D23 /home/atari/ftp/yogi/images/games001/preppie2
14801 B4FFD5A1 /home/atari/ftp/yogi/images/games001/preppie
30929 07961793 /home/atari/ftp/yogi/images/games001/spaceegg.s
21269 68B90E17 /home/atari/ftp/yogi/images/games001/boulderd.sh2
16907 6F0A0842 /home/atari/ftp/yogi/images/games001/crystalc.ast
5232 5FEE892C /home/atari/ftp/yogi/images/games001/avalanch.e
16733 96A22D93 /home/atari/ftp/yogi/images/games001/berzerk
12408 49F686C3 /home/atari/ftp/yogi/images/games001/frogger.ii
19852 4C8AD6BC /home/atari/ftp/yogi/images/games001/frogger
16524 4F146676 /home/atari/ftp/yogi/images/games001/joust
(.....)
```

The fun of this format is, that it is very easy to use standard tools like SORT, GREP, UNIQ and the like to extract interesting information. For example I've been able to extract in about 3 minutes, the following inconsistency list between your MEGA-IMAGES and your BINARIES (for example: files which are on your images but not in your binaries directory):

```
32 B6F13DE4 binaries/EXE-StoZ/Unicum.txt
42 51424769 binaries/EXE-JtoR/Rollem.txt
47 DB8095B8 binaries/EXE-AtoI/DriversSeat.txt
80 2904B607 binaries/EXE-JtoR/Mongoose.txt
81 CA73E867 binaries/EXE-JtoR/QueenofHearts.txt
328 8EA85DC1 images/games003/prexor
578 A4E6D0BA images/games003/milliped.e
912 9C3DA6E7 images/games013/rollem.maz
1025 113072EF images/games013/mongoose.set
3838 950A8AB5 binaries/EXE-JtoR/Prexor.exe
4380 FE7128DE binaries/EXE-AtoI/JumpingJim.exe
4830 E87EFD1B binaries/EXE-AtoI/Anteater.exe
7500 05BE290B binaries/EXE-AtoI/FrogsandFlies.exe
7754 CC51BC6E binaries/EXE-JtoR/Millipede.exe
8356 1021E9A1 binaries/EXE-JtoR/MissMind.exe
8381 EA2BD61E binaries/EXE-JtoR/LaserAnts3.exe
10505 20263A19 binaries/EXE-JtoR/Legionaire.exe
12605 97B6CF69 binaries/EXE-StoZ/Target.exe
12716 8436A95D binaries/EXE-JtoR/Omidor.exe
16479 8D799F1F binaries/EXE-JtoR/Kickback.exe
17164 5D2D929C binaries/EXE-JtoR/Miner2049er_CHT.exe
18370 D4969AC5 images/games005/legionai.re
18429 749454E5 binaries/EXE-StoZ/Strzyga.exe
20364 2C8ADC7A binaries/EXE-JtoR/Kikstart2.exe
```

```
25946 3ABCD465 binaries/EXE-StoZ/TacTic.exe
27661 DF19D012 images/games012/queenofh.rts
28938 4271D7BD binaries/EXE-StoZ/Sidewinder3.exe
31016 8A76FD2E binaries/EXE-AtoI/CenturionDefenderOfRome.exe
31744 2E229FC9 binaries/EXE-JtoR/LordOfTheOrb.exe
32768 EDDDAD29 binaries/EXE-AtoI/HenrysHouse.exe
32895 3A068485 binaries/EXE-StoZ/Zorro_CV2.exe
33516 DC5AC0EA binaries/EXE-AtoI/srala.exe
34553 34B0F595 binaries/EXE-AtoI/F15StrikeEagle.exe
35013 1F26581F binaries/EXE-StoZ/Tarzan.exe
36562 24070AFF binaries/EXE-AtoI/BattleShip.exe
39165 78CE71C3 images/games016/henrysho.use
40938 C265130F binaries/EXE-AtoI/BountyBobStrikesBack.EXE
56467 562CB8BC binaries/EXE-StoZ/SuperForce.exe
```

In this way, my program could be used as a powerful maintenance tool too.

Anyway, if you're still interested, let me know.

Greetings, Sidney Cadot

2339. Re: XL-it and 133k 180k Disk Image Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33277934.2693142@news.injersey.com>
Source record: 74973

-Ummm, not that I'm being picky or anything, but an 800 XE?

800XE=800 xl model made for UK, europe (?)

PICKY!

:)

2340. Re: Experimental WWW server for 6502/C64

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5g8mpd$n32@narses.hrz.tu-chemnitz.de>
Source record: 74974
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

```
Wayland Sothcott (sothcott@sothcott.demon.co.uk) wrote:
: Andra,

: So this means you can make a dial up web page box based on a 6502.

Yes.
```

--
Andre Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit&#65533;t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

2341. Re: What can I do with my 850 interfaces?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5g8q1r$9nh@dfw-ixnews4.ix.netcom.com>
Source record: 74975

In <3326FFCE.5EA2@mail.sas.upenn.edu> Anthony Bufort
<ajbufort@mail.sas.upenn.edu> writes:
>
>Recently, in a deal for other stuff, a person I recently did business
>with threw in two Atari 850 interface modules. Will the ports on the
>850 let me take advantage of any modern-day powerful peripherals in
>any way, or am I barking up the wrong tree here?
>
>-Tony

Tony,
The 850 is a relatively slow speed I/O box that connects to the SIO
port of the 8-bit Ataris. It gives you RS-232 (basically the same as
that on a PC (db-9), but in a sligftly different pin-out from the PC)
and a uni-diredtional db-15 parallel printer port. The unidirectional
part means you don't have full duplex communications with devices on
that port--such as an HP deskjet or Laserjet printer. This is generally
not a problem, but you can't get many of the error codes back, like
paper out, ink low, paper jam... Other than that, it is a very useful
interface.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

2342. New? 8 Bit Carts

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: malay@tds-gn.lmco.com
Message-ID: <5g952v$s5k15@news.tds-gn.lmco.com>
Source record: 74976

Got off the phone with Video 61 (612)462-2500

He has the following (or did) new 8 bit carts - apparently
shelved and never released by Atari.

Tower Toppler (XE) - more levels than the 7800 version
Deflector (XE)
Superman 3 (XL/XE)
Kangaroo (XL/XE)
Berserk (XL/XE)
Letter Tutor (Lightpen/XL/XE)
Stargate (XL/XE)
Pacman JR (XL/XE)
Animated Puzzle (XL/XE)

Looks like Atari is cleaning house and finally releasing
some of this stuff.

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@tds-gn.lmco.com /
/ 703.367.2403 /
/ /
//

2343. Re: Atari 1020 Printer/Plotter Ink Pens

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: Wes Hinsley <wrh1@doc.ic.ac.uk>
Message-ID: <332824BD.6CFC@doc.ic.ac.uk>
Source record: 74977

Anthony Bufort wrote:
>
> Does anyone know where I can get some refill ink pens for my
> recently-acquired 1020 Plotter at a decent price?
>
> -Tony

You could try Derek Fern at Micro Discount

265 Chester Road, Streetly, West Midlands, B74 3EA. UK.
e-mail: 101755.2443@Compuserve.com

--
****
* Wes Hinsley, wrh1@doc.ic.ac.uk
*
* WCT Entertainment, http://www.geocities.com/SiliconValley/Lakes/1133
*
****

2344. Best eeprom burner?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: heller@socko.cdnow.com
Message-ID: <5g978j$q57@netaxs.com>
Source record: 74978

What various types of prom burners were there for the 8bits and what is considered the best?

I'm looking into getting one and I would rather get an Atari 8bit one than a stupid PC one. (Although, I have a nice eprom emulation kit for the PC...).

Karl

2345. Re: Atari 1020 Printer/Plotter Ink Pens

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970313192300.OAA15986@ladder01.news.aol.com>
Source record: 74979

>Does anyone know where I can get some refill ink pens for my
>recently-acquired 1020 Plotter at a decent price?

You can try Radio Shaft. If they don't have them in stock you might still
be able to special-order them. Of course, it's been a while since I've
bought any so this may be old information...

2346. Re: Mydos source/update

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: rfunk@peri.acs.ohio-state.edu
Message-ID: <5g9rh1$ir2$1@charm.magnus.acs.ohio-state.edu>
Source record: 74980

In article <3324838d.1983717@news.injersey.com>,
Yogi <noone@nowhere.com> wrote:
>-It would be nice if that space was used for something.
>
>How about longer filenames?

ANALOG once published an article/program on getting 128 directory
entries on a DD disk -- probably in DOS XL.
And there was another program that used the extra space at the end of
an enhanced density disk to store file descriptions; I used that one
for a while before I switched to Sparta.

--
============== R o b F u n k ==============|=========> funk+@osu.edu <========
| http://er4www.eng.ohio-state.edu/~funkr/ | rfunk@peri.acs.ohio-state.edu |
| "What is the use of understanding how to grow corn when your neighbors |
\ are starving and you don't share that knowledge?" -- Dhyani Ywahoo /

2347. Re: I have some questions-800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <33288250.2992776@news.tudelft.nl>
Source record: 74981

Hi,

>1. Buy a new floppy drive and go from there.
>2. Use one of the emulators to read the floppies with a PC.

>Is #2 possible? Would I have to have an emulator and the atariwriter
>software on the PC?

Emulators don't read Atari floppies - tough luck.

>Even if we get a new floppy drive, could these files somehow be
>transferred to a PC, into
>another program? (even just as a .txt file?)

Possibly... If your mother used Atari Writer, it should be quite easy
(if you're able to get your files to the PC).

>If anyone has done this or has any ideas, any help is greatly
>appreciated.

Ok, the story is this. If your mom used single density disks, you're
OK. If she used enhanced density you're in trouble. The only way to
find out is to try the following procedure (which is, as a matter of
fact, partially described in the FAQ):

(1) Get the program ANADISK. Version 2.07 is available in the Umich
atari archive. However, I had trouble with this version -- for some
reason it barfed on initialising the floppy controller of the PC.
Therefore, try Anadisk 2.05 or Anadisk 2.06 (try to find it using
archie or something).

(2) Get the program DEANA.COM. In the UMICH archive.

(3) Use ANADISK to read the single density floppy. The procedure is
outlined in the FAQ. Also type DEANA.COM without params to get some
help.

Note that in my experience, you have the best chance of getting things
to work is by using floppies which are formatted single density on
BOTH sides.

(4) Use DEANA.COM to make a .XFD image.

(5) Get the relevant files out of the image (f.e., by using Imageman -
again: see FAQ!)

(6) Translate the atari-ascii to standard ascii. Most notably, the $9B
character should be turned into a newline on the PC.

(7) You may now be ready (but you probably got stuck somewhere in the middle).

In other words: unless you are both VERY lucky (your mother using SD floppies and all that) and QUITE computer-savvy (finding Anadisk, translating ASCII codes), you're in trouble.

In that case, probably the best thing is to find somebody with an Atari who is willing to help. I would be, except I'm in Holland. If you're serious about it, consider mailing the floppies to me -- I'd be happy to do it for you and send the files back over e-mail. For a few dollars you'd be out of trouble.

Regards,
Sidney Cadot

2348. Re: Question regarding Atari 8-bit cart

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: Rod Booty <bwheat@webb.genesisnetwork.net>
Message-ID: <3328C62D.A8E@webb.genesisnetwork.net>
Source record: 74982
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Timothy Krueger wrote:
>
> Hello everybody!
>
> I picked up a strange copy of Atari Graphics today. Weird part is, in place
> of a the regular Atari-type label the carts usually have, it has a 3/4" x
> 2" co mputer printed white label with the following text:
>
> Atari Graphics
> (c) 1984 Atari Inc.
> Rev# 0
> Serial# 74
>
> my question is this...what the hell is it? If it's a proto, wouldn't it say
> property of Atari? And if some schmoe printed this label on his home pc,
> would he really have included the copyright, rev#, & serial#? Or did every
> copy of Atari Graphics come like this? The label is obviously really old,
> more than likely from 1984.
>
> Anybody have any carts like this? Did I stumble across something really
> cool?
>
> Confused Gus
> kinggus@ix.netcom.com
> http://pw1.netcom.com/~kinggus/

I picked up 2 boxed Atari light pens a couple weeks ago. They come with
the Atari Graphics cart. I'm pretty sure you have to have the light pen
to use the cart, as there is no mention of any other controllers in the
manual. Anyway, both carts have the standard 8 bit "silver" labels
(second generation?). Sounds like you might have a proto. If you send
me a description of at least the starting screen I'll compare it with
mine. Or I can e-mail you a scan of the screen from the manual.
And...while looking in the box at the cart, I just noticed it has a
copyright date of _1983_. Hmmm, curiouser and curiouser.

Rod

2349. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970313170158.17109C-100000@fissure.scar>
Source record: 74983

On 11 Mar 1997, Chris Allen wrote:

> I'm looking for the Wilderness disks,areana and palace disks does anybody
> have them or know where i can get them?
>

The Wilderness, Arena and Palace were never released! I don't think any
of them were ever finished. Best bet would be to ask the original
authors.. Price and Gilbertson. (I hope I got the last names right!)

Alan

2350. Re: This is cool!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970313170400.17109D-100000@fissure.scar>
Source record: 74984

On Tue, 11 Mar 1997, Chris Cholette wrote:

> Hey everyone,
>
> I'm an Atari fan from way back, and I'm glad to see that people still
> think they are worthy machines to use. I enjoy reading all the
> technobabble that I had no access to when I owned an Atari. Being the
> only kid in town who owned an Atari, I had to rely on Compute! and
> ANALOG/Antic (when I could find them) to get progs and advice. Thanks
> for bringing back some cool memories.

Yeah, I know what you mean! I felt the same way when I found this message base at school. I love it. Brings back fantastic memories.. and I still have about 60 issues or so of COMPUTE! and about 40 antics. Amazing.

They just don't make computers like they used too!

Alan
U of T, Comp Sci

2351. Re: What can I do with my 850 interfaces?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970313171247.17109E-100000@fissure.scar>
Source record: 74985

On Wed, 12 Mar 1997, Anthony Bufort wrote:

> Recently, in a deal for other stuff, a person I recently did business
> with threw in two Atari 850 interface modules. Will the ports on the
> 850 let me take advantage of any modern-day powerful peripherals in
> any way, or am I barking up the wrong tree here?
>
> -Tony

Yes and No.. the 850 interface will allow you to use non-Atari modems and printers. (I beleive 19,200 bd modems, I know at least 9600 for sure. and Centronics parallel style pritners (epson, panasonics dot matrix) I don't think you can get a laser or bubble jet working on an 8bit, that would be agood question to ask. The 850 interface cannot allow you to run a hard drive though. For that reason I would recommend Bob Puff's Black Box. It allows you to run SASI or SCSI hard disks, 19,200 modems and Centronics printers.. also the 850 was prone to errors in transfers (well the early ones anyway..) The 850 is a VERY old piece of hardware. Probably turned green with age..

ALan
COmp Sci, U of T

2352. Re: XL-it and 133k 180k Disk Image Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <9703131758.05i0@pianosa.demon.co.uk>
Source record: 74986

In article <33277934.2693142@news.injersey.com> noone@nowhere.com (Yogi) writes:

>800XE=800 xl model made for UK, europe (?)

Not UK, mostly Eastern Europe. That is, ex-iron curtain.

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

2353. Classic Computers List

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: bill@booster.bothell.washington.edu
Message-ID: <5g7k1g$qtl@nntp1.u.washington.edu>
Source record: 75061

Please excuse the preceding screwed up posts - I'm using
an unfamiliar editor.

Hi all.

I have just started a new discussion list for people who
collect/maintain old computers. If this kind of thing
interests you read on...

CLASSICCMP - The "Classic Computers" Discussion List

NAQ (Never Asked Questions) 0.1

What is it?

This list is for the discussion of Classic Computers -
primarily for those people who collect and restore
old machines. It is brand new - no subscribers yet
so sign up. The collection and restoration of computers
is becoming a big enough hobby that I felt a need for
a place to talk about it.

What is a classic computer?

Well that's hard to say but since I created the list I'll
do it anyway. A classic computer is a machine that has not
been produced for 10 years or more. It's an arbitrary
definition but at least uncomplicated.

What are the guidelines?

The list is designed for discussion of collecting, restoring,
and maintaining old computers. I'm not going to be heavy
handed with restricting discussion. I'd just like it to be
clear that the list is not the proper place for discussion
of technical problems with the standard PCs and Macs (other
than the really old stuff). Anyone can lurk - if you're
going to post, just use your own good judgement.

This IS NOT and will NEVER BE a list for discussion of "which
computer is best?" and anyone who posts the ubiquitous "why
don't you just go buy a PC you moron" will be immediately
unsubbed.

Beyond this - have fun! That what keeps us going with these
old machines.

How do I subscribe?

Subscribing to this list is slightly more challenging than
most. Read the instructions below.

1. Send a message to listproc@u.washington.edu with the line

subscribe CLASSICCMP your-address

in the body of the message.

2. Send a message to bill@booster.u.washington.edu introducing
yourself and explaining why you wish to be added to the list.

That's it. I require the letter of introduction for several
reasons. 1 - Only people who really want to be on the list
will bother. 2 - If you can't follow directions I won't hear
from you. 3 - It helps me get an idea of who's on the list
and what they hope to get out of it. 4 - I like to respond
personally to new members rather than run a robot list.

2354. Atari Garage Sale update

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <33287ae6.2645831@news.earthlink.net>
Source record: 75062

ATARI INVENTORY 3/97

Please make offers on any items of interest. Don't ask me what I want.
It will save time.

HARDWARE:

STUNT CYCLE stand-alone Atari Game. New including everything.
I opened this box and tried the game to make sure it worked. Put right
back in the box. This unit includes handle-bar slyle grips for
"riding" your stunt cycle.
Mint

VIDEO PINBALL stand-alone Atari Game. New including
everything. I opened this box and tried the game to make sure it
worked. Put right back in the box.
. Mint

Atari 800 My personal system. Complete with 2 Happy drives
(one works, one needs a tune-up), Axalon Ramdisk, and Omnimon!
debugger chip.. The 128 k Ramdisk takes the place of a 16 k memory
board, and has wires soldered from it to another memory module. The
Omnimon is piggybacked on another 16 k memory board, and has wires
internally to the computer sonsole where a swich is mounted. All the
power supplys and cables are included. AXALON RAMDISK 128K MEMORY
SYSTEM by Axalon Inc (a Nolan Bushnell company). The manual is a
xerox in an official Axalon 3 ring notebook. Floppy disk included
OMNIMON! plus User's Guide. OMNIMON! is a resident machine language
monitor (on a chip) which is useful for assembly language programmers.
13 xerox pages. OMNIMON! Installation Instructions. See above. 6
pages includes instructions for the version to use with the Axalon
Ramdisk.
Excellent

STAR MICRONICS UNIVERSAL/ATARI PARALLEL INTERFACE
Excellent

ATARI 1200XL COMPUTER. No cables, just the computer
Excellent

Atari 1050 Floppy drive. No cable
Excellent

Atari 400 computer
Excellent

Atari 400 with real keyboard, plus this is the equilivant of
the 800 inside
Excellent

Happy computers Happy drive with software, manuals
Excellent

Happy computers Happy drive, with software, manuals, doesn't
work, but nothing is broken...needs an alignment.

HAPPY 810 ENHANCEMENT WARP SPEED SOFTWARE INSTRUCTIONS.
Instructions on how to use the Happy Drives. Happy drives are fast
floppy drives made for the 800 and can copy most protected software of
that day. I have 2 of the drives as well. 26 printed pages, stapled.
2 copies.
Good

HAPPY 810 ENHANCEMENT INSTALLATIUON INSTRUCTIONS. See above.
12 pages.
Good

WARP SPEED SOFTWARE official floppy frpm Happy Computers
Excellent

HAPPY BACKUP official floppy frpm Happy
Computers
Excellent

HAPPY 5.2 floppy (copy)

WARP DOS- ATARI WRITER FLOPPY (COPY)

SLOW IT DOWN AND DIAGNOSTIC PROGRAM INSTRUCTIONS FOR USING THE
810 HAPPY DRIVE. 12 pages. See above. More instructions for the Happy
Drive.
Good

WARP SPEED DOS MODULE PRE-RELEASE INSTRUCTIONS. 6 pages. see
above
Good

SOLD--- VOICEBOX SPEECH SYNTHESIZER. from Alien Group. Plugs int
Serial I/O socket. Software and manual included.

Good

Atari 850 Interface plus User's Manual
Excellent

16 K RAM- ATARI CX853 memory module
Excellent

POINTMASTER JOY STICKS (2)
Very Good

WICO COMMAND CONTROL TRACBALLs (2)
Excellent

RGA REMOTE CONTROL JOY STICKS 2 joystics plus control box
Excellent

GEMSTICK Joystick
Excellent

ATARI 810 SIDEBOARD CARD
???

ATARI 800 MOTHERBOARD ??? CODE # CA018087
???

ATARI POWER SUPPLY 5 VOLT # 61982 This is bigger than the 800
ps. For a 5200???
???

SOLD--- DATARASE from Walling Company in Tempe Arizona. Eprom
eraser plus 1 page instructions

SOLD--- BYTEWRITER by Convologic. Manual , hardware, floppy plus 8
eproms plus 8 carts to house the eproms (2 eproms per cart)

SOLD----------ATARI LASER INTERFACE from the Eric Project.
(2). In addition there is another card taken from a coinop game and a
heavy (20 lbs.) power supply . Lots of wires connect everything. Needs
a Pioneer VP-1000 video disk player a, an Atari 800, and an Atari 850
interface.

SOLD--- I have several floppys for the Laser Disk interface. Some
are the code I wrote to play Space Ace and DragonsLair using the
official coin-op Laser Disks (I have these), and an Atari 800. There
are 4 others I can't remember what are for:

SOLD-- SOFT LASER IFACE ???
SOLD-- LASER.BAS; 850 HANDLER; XXX.MAC ???
SOLD--- ERIC.SRC; ERIC.OBJ this must be the code I wrote to control
the Eric laser disk. I have the disk as well
SOLD--- ERIC ???

Pioneer VP-1000 Laser disk player. with remote
Excellent

ROM CARDS FOR THE 400/800 COMPUTER

ATARI LOGO including manual (xerox) plus cart from Atari
plus the box
Good

PACMAN, plus manual, plus old syyle box, with cute graphics.
rare box.
Excellent

PACMAN

PACMAN

ASSEMBLER EDITOR cart plus manual
Excellent

STAR RAIDERS plus manual plus old stlye box with great
graphics
Excellent

STAR RAIDER

BASIC

BASIC

VIDEO EASEL

QIX cart,box, manual, registration card
Excellent

CENTIPEDE, plus manual
Excellent

DEFENDER, plus manual plus old stlye box with nice graphics
Excellent

DEFENDER

MISSILE COMMAND plus Manual plus old style box with nice
graphics
Excellent

PENGO. Game box, cart, maunal, warranty card
Good

REAL SPORTS FOOTBALL CART, MANUAL PLAYCARD and Box
Excellent

SUBMARINE COMMANDER from Thorn EMI ,inc. box and manual (a
beta vcr tape box converted for software)
Excellent

KICKBACK from Thorn EMI

JUMBO JET PILOT from Thorn EMI,inc. box and manual (a beta
vcr tape box converted for software)
Excellent

DIAMOND MINE from Roklan

CHESS by Parker Bros. , Guide plus cart, plus box
Excellent

MILLIPEDE . Game box, cart, maunal, warranty card
Good

ATARIWRITER Release software. Cart, manual, warranty card,
box
Excellent

ROBOTRON 2084 manual and box plus cart
Excellent

TENNIS only the box.
Good

ORC ATTACK only the box and manual (a beta vcr tape box
converted for software) from EMI
Excellent

DOCUMENTS ONLY

ATARI ,INC. Incentive Unit Agreement. 1000 units. This is
similar to a stock certificate (looks like on with the fancy border).
This is about an 8 1/2 by 11" certificate, which is the official
document of the "Atari Phantom Stock Appreciation Incentive Plan."
This was Warner's phony version of stock options for Atari engineers.
After the VCS division programmers started to quit and form their own
competing companies, (Activision and Imagic), management panicked and
gave those guys bonuses and royalties. This is what they gave us. I
tried to change divisions, but found out management had a secret
agreement with each other not to allow division changes (the other
division was the coin-op division). This certificate was issued on
July 9, 1982 and was signed (stamped) by Raymond Kassar, the soon to
be disgraced CEO who was caught selling his Warner stock a few days
before the big announcement that Atari earnings were in fact
losses...big losses. The value of these share were to be based on
Atari Earnings and the market price of Warner stock, and the 1000
units were vested a few hundred each year through 1987. I quit in Jan.
1983, soon after I collected my X-mas bonus. Todd Fry, the programmer
who did "Flickerman---I mean Pac-man" for the VCS (2600) collected a
hair less than $1 million in royalties. He got the assignment because
all the other programmers all wanted to write their own games and was
6 months along with the project when management came out with the
royalty plan.
Mint

WEST magazine, San Jose Mercury News, Sunday Magazine,
November 6, 1983. "WHAT WENT WRONG AT ATARI, Lessons for the Silicon
Valley" is the cover story. Artistically enhanced Photo of Ray Kassar
on the cover. This is a lengthy and in depth analysis of the history
of Atari to date from a businessman's view of things.
Good

$5.00 COUPON from Atari. Offers a check for $5.00 if you buy
something and fill out coupon. Don't try it.
Mint

DATASOFT catalog from 1983. 6 colorful pages of stuff.
Excellent

DATASOFT 8 1/2 by 11" glossy color game announcements
ZAXXON
Mint
PACIFIC COAST HIGHWAY, CANYON CLIMBER< CLOWNS AND
BALLOONS , SHOOTING ARCADE
Mint
ATLANTIS from Imagic. Manual, catalog box, and warranty
registration card.
Mint

POOL 400 from IDSI. Box only
Excellent

POLE POSITION from Atari. Manual and box only
Mint

E.T. PHONE HOME. Box only
` Excellent

MISSILE COMMAND. Box only. old style box with nice graphics
Excellent

DEMON ATTACK from Imagic. Manual and box plus product
catalog
Excellent

QIX from Atari. Manual and box only
Excellent

CENTIPEDE from Atari. Manual plus box. This is the "old style"
box with a beautiful graphic of an old man sitting on muchrooms
looking at a centipede.
Excellent

CENTIPEDE from Atari. Box only. This is the "old style" box
with a beautiful graphic of an old man sitting on muchrooms looking at
a centipede.
Excellent

ATARI LOGO box only
Excellent

ATARI MAILING LIST. Box only
Good

DONKEY KONG by Nintendo for the Atari 800. Manual plys box
only.
Mint

APX (Atari Program Exchange) Product Catalog. Winter Edition
1983-84> Complete with address label to Me. Screen shots of the 14
games offered. I'll bet you never heard of any of them!
Mint

Assembler Editor Errata Guide....this is about 20 pages and
is a pre-release version of this manual which eventually rivaled the
user's Guide in size (yes there were that many errors in the Guide).

OMNIMON! Installation Instructions. See above. 6 pages
includes instructions for the version to use with the Axalon Ramdisk.

Atari 800 Mailing List (computer program manual).
Excellent

MUSIC COMPOSER manual and Box only
Excellent

Q*bert from Parker Bros. Box and Manual only
Excellent

Koala Ware Coloring Series 1 box
Excellent

Koala WareMicro Illustrator box
Excellent

De Re Atari Programming guide written by Chris Crawford sold
through APX (Atari Program Exchange)
code APX-90008
Good

Atari Microsoft Basic Instruction Manual copyright 1981
Excellent

Disk Compare Program Version 2.0.....This is a 1 page
typewritten instruction guide for the program whose files are:
DISKCOMP.OBJ and DISKCOMP.SRC
Excellent

PRELIMINARY FORMS REFERENCE MANUAL REV.3.0 by Dale Yocum,
11/26/80...this is a xerox of 8 pages.

ATARI PERSONAL COMPUTER REFERENCE MANUAL COPYRIGHT 10/80
This is my working copy. Poor

ATARI 400/800 OPERATING SYSTEM SOURCE LISTING This is the
original (copy of) June 1979 listing, etc. Printing quality is poor,
This was printed for use inhouse.
Good

Operating System Manual...I forget the title...is missing the
ciner and starts on page 1-3
Good

SOLD--- Memo from Larry Nicholson dated 20 October, 1982. Cyan
Engineering leterhead (an Atari Subsidary or maybe subcontractor).
Larry did the hardware interface card. Title of memo: Improvements for
Future Eric Production. Distribution of this memo has 9 names
including my own and Alan Kay, the guru who hung around Santa Monica
coffee shops to get his ideas (too much caffiene?)

HITCHHIKER'S GUIDE TO THE GALAXY HINT BOOK from Infocom. Rub a
yellow magic marker over page to reveal answers. 2/3 of the book has
been "used" with a marker.
Excellent

KOALA PAD TOUCH TABLET OWNER'S MANUAL
Excellent

FONTEDIT from IRIDIS. 56 pagr manual for an interesting
package that was on Cassette tape..I think I have the program on
diskette.I'll check if I get any interest in the package.
Excellent

TRACK AND FIELD from Atari. Manual only
Excellent

PENGO box only
Excellent

BUCK ROGERS PLANET OF ZOOM manual, box and Warranty Card from
Sega
Excellent

F-15 STRIKE EAGLE FLIGHT OPERATIONS MANUAL. 36 pages. cheap
printing job
Good

LODE RUNNER USER'S GUIDE cheaply printed guide to a
good game. 4 copys. 1 is FAIR, 3 are
Excellent

ATARI MUSIC CONSTRUCTION SET REFERENCE CARD xerox of about 10
pages
Good

SPIDER EATER Just the box from Koala Ware . "turn your
touch tablet into a musical instrument."
Good

Atari Printer Driver fact sheet...This is a description of
compatible printers and useful information. I don't know the title of
this document. It is 27 pages and mine starts on page 6
Good

ATARI BASIC REFERENCE MANUAL
Good

ATARI MACRO ASSEMBLER MANUAL
Excellent

ATARI ASSEMBLER EDITOR manual slight tear on cover
Good

SOLD----BITS AND BYTES-ATARI I/O. This is a nicely printed 4 page
internal document stamped "Atari confidential" on the cover. The
subject is: INTERNATIONAL SOFTWARE CONSIDERATIONS: NTSC VS. PAL

SYSTEMS

SOLD--- VIDEO DISK INTERFACE COMMAND SET -10/21/82. A 3 page xerox showing how to instruct the Eric Project's video disk interface card.

SOLD--- PROGRAMMER'S CARD. This is an 8.5 x 11" cardboard printed on both sides with useful info for the assembly language programmer

K-RAZY SHOOT-OUT manual and box from CBS
Excellent

K-RAZY ANTICS manual and box from CBS
Excellent

K-RAZY KRITTERS manual and box from CBS
Excellent

MOUNTAIN KING manual and box from CBS
Excellent

BOULDERS AND BOMBS box from CBS
Excellent

CASTLE HASSLE manual and box from Roklan
Excellent

3-D-TIC-TAC-TOE manual from Atari
Excellent

SUPER BREAKOUT manual from Atari
Excellent

PENGO manual from Atari
Fair

MATCHBOXES instruction card from Broderbund
Very Good

4 8 1/2 by 11" color display sheets announcing new products from Sierra On-Line:
APPLE CIDER SPIDER
Mint
FROGGER
Excellent
MR. COOL
Mint
SAMMY LIGHTFOOT
Mint

EPYX 1983 catalog 8 pages fold out. 8 1/2 by 11" color brochure
Mint

SIERRA ON-LINE catalog from 1983? 4 by 7" for Atari and Apple.
Mint

PLANE WRAP SOFTWARE box from Rantom Software. This box doesnt
say what was inside cause they used the same box for all their
products. I forget how you were supposed to figure out what was in the
box
Good

FLOPPY SOFTWARE

Ultima IV, Quest of the Avatar by Lord British, from Origin
Systems. Everything is included, the floppys, the manuals, even the
map (cloth), and the box. The box is torn for 2' on one edge,
otherwise this is mint
Excellent

VEGAS POKER User's Guide plus floppy of the same game. One
floppy stamped "Atari Company Trade Secrets Enclosed". I guess I had
one of those stamps.This is the program I wrote at night while a Game
tester. It led to my being promoted to programmer, but I refused to
"give" it to the company so it never got published. User's Guide is 1
page printout. The game is the first Poker Slot Simulation ever
written (to my knowledge)
Excellent (naturally)

MICRO ILLUSTRATOR from Koala by Steve Dompier. Floppy plus
manual
Excellent

CARTOON MAKER 1982 by me. 5 page instructions for a
stupid little software toy I put together using routines I had written
for the PLAYER MISSILE EDITOR. Floppy plus manual
Good

ATARI MUSIC II. Release software. 2 diskettes, manual,
warranty card, box Excellent

FAMILY FINANCES 1 & 2. Official Atari release on 2 floppys.
User's Guide included.
Excellent

PREPPIE II. Floppy plus Very colorful cover to manual, plus
very colorful plastic box.
Excellent

SOUND AND MUSIC TRICKY TUTORIAL #6 manual and casette tape
from Educational Software
Excellent

CROSSFIRE Floppy Disk in official dust jacket plus manual
from ONLINE SYSTEMS (later became Sierra OnLine)
Excellent

REALM OF IMPOSSIBILITY by Mike Edwards from Electronic
Arts.......Floppy only
Excellent

THE E FACTOR Floppy and manual and box from Cosmi
Excellent

SWEAT SYSTEM Rev #3 Serial #24 stamped "Atari Company Private Trade Secrets Enclosed". There are 5 floppys in the set. The trade secret stamp is on a sticker that has been removed from disks 1 and 2 only. Disks are labeled as follows:
disk 1: Screen, Dledit, and Sstrans
disk2: Screen, Cedit and Sstrans
disk3: Pmedit and Sstrans
disk4: Sound and Sstrans
disk 5:P/M Animation Driver
Excellent

EXCALIBUR 1.0 the official floppy by Crawford, Summers, Atkinson, from APX (Atari Program Exchange)
Excellent

A.E. floppy from Broderbund. Stamped Dealer Demo, not for resale. In a Broderbund dust jacket plus manual
Excellent

BANK STREET WRITER floppy from Broderbund. Stamped Dealer Demo, not for resale.
Excellent

LABYRINTH floppy from Broderbund. Stamped Dealer Demo, not for resale.
Excellent

SKY BLAZER floppy from Broderbund stamped "dealer demo, not for resale:" in Broderbund dust jacket Excellent.

GENETIC DRIFT floppy from Broderbund stamped "dealer demo, not for resale:"
Excellent.

S.A.M. serial # 19722 from Don't Ask Software. Speech synthesis
Excellent

SEA FOX floppy from Broderbund stamped "dealer demo, not for resale:" in Broderbund dust jacket
Fair

CASTLE WOLFENSTEIN floppy from Muse Software.
Excellent

MICKEY IN THE GREAT OUTDOORS. From Walt Disney Personal Computer Software. in Dust Jacket, plus manual and box. The box is about 8x10", plastic, with Mickey on both sides (and as with many games from this period, is the best part of the package).
Mint

COIN-OP CONSOLE PLASTIC TITLE PLATES

I'm sure there is a more official way to describe these. They would have been part of the game console, except they must have made too many, so they sold them in the company store. They are all from 1 1/2 to 2 feet long and 5 to 6" wide, and are made of 1/4" plastic. They have decals on the backside and are meant to have a light shining through them to announce what game it is.

SKYRAIDER from 1977...this one has a little bit of the paint (decal on back) chipped off.
Good

BATTLEZONE from 1980....this one has a little bit of the paint (decal on back) chipped off.
Very Good

BATTLEZONE from 1980....this one also has a little bit of the paint (decal on back) chipped off.
Very Good

BATTLEZONE from 1980....this one is almost half the size of the other two.
Very Good

STARSHIP 1 from 1976
Excellent

SUPER BUG from KEY Games, copyright Atari, Inc. 1977
Good

BUTTONS, TRINKETS

ATARI VIDEO GAMES, "campaign button" style pin about 2.5 " in diameter
Excellent

Plastic 3" stick-on button. Works like a hologram. head-on it says "ASK ABOUT THE..." Tilted slightly it says: "ATARI 5200" along with the Atari logo. I have 2 of these
Mint

WOMAN OF THE YEAR. MS. PAC-MAN paper sticker. Nice graphic of Ms. Pac-man. Crack'n Peel on back is intact. I have 4 of these.
Excellent

WICO COMMAND CONTROL. I SCORED AT CES. 3" metal pin-on button
Excellent

CENTIPEDE. A 2" long centipede made of 3 fuzzy balls with eyes and antennae, stick-on paper on bottom, and a white ribbon which says: "Centipede. New and only from Atari."
Mint

"ATARI" Official California License Plate. Yes, I had the one, the only ATARI custom license plate. Except that I have 2 of them. One is blue with orange letters, and had the registration

stickers March, 83 as the last one visible. Registration # is f2058788
in case you want to check me out through DMV. The other plate was
issued later. It is beige with blue letters, and the word "California"
in red letters and the words "The Golden State", in orange letters.
Last stickers are March 1985 and the DMV # is N3218896.
Considering these were on my van I can't call them "mint" even though
they look that good
Excellent

ATARI 2600 Special Items

GEMINI Video Game System from Coleco. Uses Game carts for the
Atari 2600. New in box, never opened. Says it includes Donkey Kong and
Mouse Trap carts. Originall priced by Pennys at $79.95, looks like I
got it on sale for $19.95Has a small puncture hole in the box.
otherwise----------
----------Mint

ATARI 2600 KID's CONTROLLER. This is about 6x8" and plugs inta
joystick port. New but in a beat-up box. This square keypad has 12
rubber keys, 1-0 plus # and *.
Excellent

STARRAIDERS special pak. Includes 2 boxes. One is a "video
touch pad" which uses an overlay for use with this game. The other box
has the cart and claims to have "the Atari first edition action-packed
Comic Book by DC comics." the package also says "New Inside Vol.3." I
can't verify unless I break the seal, and I won't because this box has
NEVER been opened.
Mint

ZZyzx

"We're not flying....we're falling with style."
(Buzz Lightyear)

2355. Wild & Wacky Atari Auction (Update #11)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970313061600.BAA20112@ladder01.news.aol.com>
Source record: 75063

```
Wild & Wacky Atari Auction (Update #11)

Rules and stuff:
----------------
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing
your package and adding $1 for materials - Priority stuff <2 lbs will
be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP
and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
8. If you only want an update for one particular system or want to be
taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will
be accepted. I would NOT reccomend sending cash, but some people seem
to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March
15th.
One final post will be made to newgroups. A bidder who is not
on the update list may bid on a G1 item, but not a G2 item. Any
raise to an item in the G1 or G2 phase will result in the item
staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html
--------------------------------------------------------------------------
-------------------------------------------------

Atari "Centipede" T-Shirt (Brand New) $17 rwagner
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $10 cstrong
Atari "Centipede" hanging multi-piece mobile (Brand New) $11 insane
Atari "Millipede" hanging multi-piece mobile (Brand New) $11 insane
Atari red "Kite" (Brand New) $3 DisKountrs
Atari Service Center Ice Scrapper $6 J.Kock
Atari Grey Service Center Coffee Mug $10 cstrong
```

Atari "Power Without the Price" Balsa Wood Glider $3 J.kock
Atari Red with Gold Lettering Pen holder $11 fenris
Atari Laser Art solid wood paper holder (Brand New) $10 mderolle
Atari solid Brass Belt Buckle (Brand New) TRADED
Atari 5200 "Gremlins" with Special Edition Atari Gremlins Pin TRADED
Atari Holographic "Centipede" Stick-On Decal: TRADED

BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

All 10 Patches bid $50 bworkman

Activision OINKERS:
Activision RIVER RADIERS:
Activision GRAND PRIX DRIVING TEAM:
Activision SUB CLUB:
Activision SPIDER FIGHTERS:
Activision TRAIL DRIVE:
Activision EXPLORERS' CLUB:
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM:
Activision MEGAMANIACS:
Activision FLYING ACES:

Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
$7 slapdash

Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $3 tmw11
Antic Feb/March 1983 Vol 1, Issue 6 $3 tmw11
Antic June 1983 Vol 2, Issue 3 $2 tmw11
Antic July 1983 Vol 2, Issue 4 $2 tmw11
Analog Computing October 1986 $1.50 tmw11
Hi-Res Magazine Premiere Issue $5.00 slapdash

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

2356. Wild & Wacky Atari Auction (Update #11)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970313061700.BAA20159@ladder01.news.aol.com>
Source record: 75064

```
Wild & Wacky Atari Auction (Update #11)

Rules and stuff:
----------------
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
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$1 - $5 ==> .50
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If you think you may want to trade, e-mail me your trade list ASAP
and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
8. If you only want an update for one particular system or want to be
taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will
be accepted. I would NOT reccomend sending cash, but some people seem
to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March
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One final post will be made to newgroups. A bidder who is not
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cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html
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Atari Service Center Ice Scrapper $6 J.Kock
Atari Grey Service Center Coffee Mug $10 cstrong
```

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Activision RIVER RADIERS:
Activision GRAND PRIX DRIVING TEAM:
Activision SUB CLUB:
Activision SPIDER FIGHTERS:
Activision TRAIL DRIVE:
Activision EXPLORERS' CLUB:
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM:
Activision MEGAMANIACS:
Activision FLYING ACES:

Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
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Antic June 1983 Vol 2, Issue 3 $2 tmw11
Antic July 1983 Vol 2, Issue 4 $2 tmw11
Analog Computing October 1986 $1.50 tmw11
Hi-Res Magazine Premiere Issue $5.00 slapdash

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

2357. Wild & Wacky Atari Auction (Update #11)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970313062101.BAA20324@ladder01.news.aol.com>
Source record: 75065

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Wild & Wacky Atari Auction (Update #11)

Rules and stuff:
----------------
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2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing
your package and adding $1 for materials - Priority stuff <2 lbs will
be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP
and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
8. If you only want an update for one particular system or want to be
taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will
be accepted. I would NOT reccomend sending cash, but some people seem
to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March
15th.
One final post will be made to newgroups. A bidder who is not
on the update list may bid on a G1 item, but not a G2 item. Any
raise to an item in the G1 or G2 phase will result in the item
staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html
--------------------------------------------------------------------------
-------------------------------------------------

Atari "Centipede" T-Shirt (Brand New) $17 rwagner
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $10 cstrong
Atari "Centipede" hanging multi-piece mobile (Brand New) $11 insane
Atari "Millipede" hanging multi-piece mobile (Brand New) $11 insane
Atari red "Kite" (Brand New) $3 DisKountrs
Atari Service Center Ice Scrapper $6 J.Kock
Atari Grey Service Center Coffee Mug $10 cstrong
```

Atari "Power Without the Price" Balsa Wood Glider $3 J.kock
Atari Red with Gold Lettering Pen holder $11 fenris
Atari Laser Art solid wood paper holder (Brand New) $10 mderolle
Atari solid Brass Belt Buckle (Brand New) TRADED
Atari 5200 "Gremlins" with Special Edition Atari Gremlins Pin TRADED
Atari Holographic "Centipede" Stick-On Decal: TRADED

BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

All 10 Patches bid $50 bworkman

Activision OINKERS:
Activision RIVER RADIERS:
Activision GRAND PRIX DRIVING TEAM:
Activision SUB CLUB:
Activision SPIDER FIGHTERS:
Activision TRAIL DRIVE:
Activision EXPLORERS' CLUB:
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM:
Activision MEGAMANIACS:
Activision FLYING ACES:

Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
$7 slapdash

Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $3 tmw11
Antic Feb/March 1983 Vol 1, Issue 6 $3 tmw11
Antic June 1983 Vol 2, Issue 3 $2 tmw11
Antic July 1983 Vol 2, Issue 4 $2 tmw11
Analog Computing October 1986 $1.50 tmw11
Hi-Res Magazine Premiere Issue $5.00 slapdash

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

2358. I have some questions-800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: Citori@shotgun.net
Message-ID: <3327A198.27D9@navix.net>
Source record: 75066

Hello,

My mother has an Atari 800XL computer. About 10 years ago, she typed up a whole family
tree with Atari-writer, and saved it to 5.25" floppies. Now, we still have the computer, but
we think the floppy drive has gone bad. I *think* it's a 1050 but I'm not at home to look.
What are the options to get this info back?
I see two ways:

1. Buy a new floppy drive and go from there.
2. Use one of the emulators to read the floppies with a PC.

Is #2 possible? Would I have to have an emulator and the atariwriter software on the PC?
Even if we get a new floppy drive, could these files somehow be transferred to a PC, into
another program? (even just as a .txt file?)

If anyone has done this or has any ideas, any help is greatly appreciated.

Thank you,

Mitch Mittelstaedt
mm41229@navix.net

2359. Atari ramblings

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: Lord Spatula <lbattle@bellsouth.net>
Message-ID: <3327E8E9.320E@bellsouth.net>
Source record: 75067

...I can't believe this... It's like the dream come true.. Back in the olden days of Atari greatness <supremacy?> we would have been laughed at for envisioning such a thing as the WWW...

I still use my Atari 800XL <or did, before I packed it up and moved to a smaller apartment in January> and have recently written a few programs in Turbo BASIC, including an assembler/disassembler <A symbolic assembler, in BASIC... I couldn't get my old MAC/65 disk to work!>

If I can get the time and necessary hardware I will share these programs with anyone interested... Please don't E-mail me, every time I try to read mail I get kicked out of Netscape Nav. <new to this internet thing>

Just got a couple of emulators working.. Is anybody else having problems with IMAGEMAN? Whenever the directory selection window scrolls, the program crashes...

2360. Re: Internals of USR() function (was: Yogi's hackerz site)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-13 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw@reading.ac.uk>
Message-ID: <3327C355.14C1@reading.ac.uk>
Source record: 75068

Daniel Klugh wrote:
> As I remember,USR() PHA's the number of arguments.
> And then PHA's a 16-bit number for each argument.Since the least you can
> have is one argument,there's always three bytes to PLA.

You can have a USR with no arguments. e.g. X=USR(1536) will
not push anything onto the stack except the number of arguments
itself (zero). So at the very least, you always have *one* PLA.
The address of the ML routine is not counted as an argument.

Incidentally, I have a vague memory of 212/213 receiving the
address of the ML routine when the USR is actioned by BASIC;
so if you *really* wanted the address you could use 212/213.
(It would also mean that if you did not change 212/213 then
X, in the example above, would take the value 1536)

2361. Re: I have some questions-800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-14 00:00:00 UTC
From: sf1j2d@scfn.thpl.lib.fl.us
Message-ID: <5gaa45$i97@ns1.thpl.lib.fl.us>
Source record: 74987

Citori@shotgun.net wrote:
: Hello,

: My mother has an Atari 800XL computer. About 10 years ago, she typed up
: a whole family
: tree with Atari-writer, and saved it to 5.25" floppies. Now, we still
: have the computer, but
: we think the floppy drive has gone bad. I *think* it's a 1050 but I'm
: not at home to look.
: What are the options to get this info back?
: I see two ways:

: 1. Buy a new floppy drive and go from there.
: 2. Use one of the emulators to read the floppies with a PC.

: Is #2 possible? Would I have to have an emulator and the atariwriter
: software on the PC?
: Even if we get a new floppy drive, could these files somehow be
: transferred to a PC, into
: another program? (even just as a .txt file?)

: If anyone has done this or has any ideas, any help is greatly
: appreciated.

: Thank you,

: Mitch Mittelstaedt
: mm41229@navix.net

Mitch:

You could find another Atari user in the area to read the disks and upload
them
to a BBS, then download them into your PC. I'd recommend you contact some
other Atari users in your area and see if they can help you. Leave a
message in the base, or check your local library.

2362. Re: Atari 1020 Printer/Plotter Ink Pens

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-14 00:00:00 UTC
From: sf1j2d@scfn.thpl.lib.fl.us
Message-ID: <5ga9ch$i97@ns1.thpl.lib.fl.us>
Source record: 74988

Anthony Bufort (ajbufort@mail.sas.upenn.edu) wrote:
: Does anyone know where I can get some refill ink pens for my
: recently-acquired 1020 Plotter at a decent price?

: -Tony

A simple fix for pens is to take pliers and pull the pen point out of the metal casing, fill the cavity up with ink, and push it back together. I've done it a number of times. I use whatever ink you can find at the work supplies stores, like Sheaffer, in a bottle. In a pinch you can suck ink from a cartridge and use it. Doing it is tricky; I use a syringe and needle. But it has the advantage of using several ink colors, and a bottle of ink lasts a LONG time.

Also, try your local Radio Shack. Some still carry the pens (there was a color computer plotter, used the same mech as the Atari). Worst case, B&C Computervisons probably still has stock...

2363. Question regarding Atari 8-bit cart

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-14 00:00:00 UTC
From: Timothy Krueger <kinggus@ix.netcom.com>
Message-ID: <01bc301f$7ae3cc40$364bbacd@kinggus>
Source record: 74989
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Hello everybody!

I picked up a strange copy of Atari Graphics today. Weird part is, in place of a the regular Atari-type label the carts usually have, it has a 3/4" x 2" co mputer printed white label with the following text:

Atari Graphics
(c) 1984 Atari Inc.
Rev# 0
Serial# 74

my question is this...what the hell is it? If it's a proto, wouldn't it say property of Atari? And if some schmoe printed this label on his home pc, would he really have included the copyright, rev#, & serial#? Or did every copy of Atari Graphics come like this? The label is obviously really old, more than likely from 1984.

Anybody have any carts like this? Did I stumble across something really cool?

Confused Gus
kinggus@ix.netcom.com
http://pw1.netcom.com/~kinggus/

2364. Re: New? 8 Bit Carts

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-14 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <5gamt3$cmv@camel1.mindspring.com>
Source record: 74990

malay@tds-gn.lmco.com (Bob Malay - Loral - X7750) wrote:

>Got off the phone with Video 61 (612)462-2500

>He has the following (or did) new 8 bit carts - apparently
>shelved and never released by Atari.

>Tower Toppler (XE) - more levels than the 7800 version
>Deflector (XE)
>Superman 3 (XL/XE)
>Kangaroo (XL/XE)
>Berserk (XL/XE)
>Letter Tutor (Lightpen/XL/XE)
>Stargate (XL/XE)
>Pacman JR (XL/XE)
>Animated Puzzle (XL/XE)

>Looks like Atari is cleaning house and finally releasing
>some of this stuff.

>Bob Malay

Actually, all but the last 3 have been available for some time. Don't
know how much he wants for them but his prices are always too high.
Give B&C a call. 408-986-9960. Video 61 always overcharges.

John

2365. Re: 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-14 00:00:00 UTC
From: lovecraft@aol.com
Message-ID: <19970314052700.AAA19410@ladder01.news.aol.com>
Source record: 74991

>: With all this talk about 8bit Atari emulation on the PC has sparked
my
>: interest. I don't have a Pentium or Windows 95. Is there a decent
>: emulator out there that would run off a 486 DX33 with 24 megs/ram???
If
>: so, where could I get it?

>Xformer would be more than fast enough.At least for utility programmes.
>XLit would be too slow on a 80486-33 for games.

Actually, I have just recently found these emulators. I have been playing with both XL-It! and PC XFormer. XL-It! seems to be more compatible with the image files I found on the net, but PC XFormer is faster, just not as compatible. I also have not found a way with PC XFormer to load a second image file if there are more than one for a particular game.

Nick Nova

2366. LOTS OF ATARI COMPUTER STUFF FOR TRADE OR SALE!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-14 00:00:00 UTC
From: acroyear2@aol.com
Message-ID: <19970314065500.BAA23545@ladder01.news.aol.com>
Source record: 74992

I have the following items for trade or sale. I am interested in handhelds and rare &/or boxed cartridges for any systems, especially vectrex & 2600. All items are untested and will be sold as-is (most look operable &/or had works good stickers on them). Buyer will pay shipping (some of this stuff is pretty heavy too).
heres the list:

ATARI 600XL W/ POOR BOX
BOOK-ATARI BASIC
ATARI 1030 MODEM W/ OWNERS GUIDE & POWER SUPPLY
ATARI 850 INTERFACE W/ OPERATORS MANUAL
ATARI 1050 DISK DRIVE W/ POWER SUPPLY & OWNERS GUIDE
ATARI 1050 DISK DRIVEW/ REFERENCE MANUAL
ATARI 1050 DISK DRIVE
BOOK- THE ATARI USERS ENCYCLOPEDIA
ATARI 1010 PROGRAM RECORDER W/ POWER SUPPLY & OWNERS GUIDE
ATARI 410 PROGRAM RECORDER
ATARI 800 COMPUTER
BOOK- INSIDE ATARI BASIC

THE BELOW GROUPING WILL GO ONLY AS A LOT:
2 ATARI 400 COMPUTERS (ONE HAS KEYS!) BOTH HAVE BEEN OPENED AND NEED TO BE PUT BACK TOGETHER
UNIDENTIFIED ATARI POWER SUPPLY
UNIDENTIFIED TRACK BALL
OLD COMPUSERVE STARTER KIT
THE BASIC COMPUTER OWNERS GUIDE
ATARI HOME COMPUTERS PRODUCT CATALOG
800XL OWNERS GUIDE
TARGET PRACTICE DISK
SPELLDIVER DISK/ MANUAL
SQUARE PAIRS MANUAL
CARDWARE DISK
MASTER TYPE DISK/ MANUAL
BOOK - ATARI LOGO REFERENCE MANUAL
BOOK - ATARI LOGO INTODUCTION TO PROGRAMMING THROUGH TURTLE GRAPHICS.
MOSAIC 64K RAM SELECT BOX (I THINK IT IS INSTALLED IN ONE OF THE ABOVE SYSTEMS)

2367. Re: Question regarding Atari 8-bit cart

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-14 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5gbe8o$gj4@dfw-ixnews5.ix.netcom.com>
Source record: 74993
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In <01bc301f$7ae3cc40$364bbacd@kinggus> "Timothy Krueger" <kinggus@ix.netcom.com>
writes:
>
>Hello everybody!
>
>I picked up a strange copy of Atari Graphics today. Weird part is, in place
>of a the regular Atari-type label the carts usually have, it has a 3/4" x
>2" co mputer printed white label with the following text:
>
>Atari Graphics
>(c) 1984 Atari Inc.
>Rev# 0
>Serial# 74
>
>my question is this...what the hell is it? If it's a proto, wouldn't
it say
>property of Atari? And if some schmoe printed this label on his home
pc,
>would he really have included the copyright, rev#, & serial#? Or did
every
>copy of Atari Graphics come like this? The label is obviously really
old,
>more than likely from 1984.
>
>Anybody have any carts like this? Did I stumble across something
really
>cool?
>
>Confused Gus
>kinggus@ix.netcom.com
>http://pw1.netcom.com/~kinggus/

Gus,
Here's a funny one for you. When ICD was closing out it's 8-bit
line, I ordered an R-Time8 cart. They didn't have any assembled at the
time, so they asked me if I didn't mine if the cart cam unlabled. I had
no problem with that and sure enough, and to this day I have an R-Time8
cart with NO label straight from ICD.
I've heard of others that had carts like the one you mentioned, but
other titles. If it works, and you have docs for it, you may have a
collector's item.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

2368. c64/6502 WWW server...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-14 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5gbfvn$7h3@narses.hrz.tu-chemnitz.de>
Source record: 74994
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.arch.embedded

```
Well, here it is: from Alpha to Beta state, the

OS/A65 6502 WWW server
(c) 1997 A. Fachat, GNU public license
http://www.tu-chemnitz.de/~fachat/csa

This is a simple WWW server for an OS/A65 computer with serial line
interface (Currently the C64 and selfbuilt computers with a 16550A UART
are supported.) It builds upon the TCP/SLIP stack of the FSTCP filesystem,
with which the OS/A65 can access files on a connected Unix (Linux) box.

It now seems to be quite stable, although extensive testing has still to
be done. But if you like to play around a little bit, have a look at it.

so long
Andre
```

--
Andre Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit&#65533;t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

2369. Re: XL-it and 133k 180k Disk Image Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-14 00:00:00 UTC
From: buesch@srv.net
Message-ID: <m2g1xyfyj7.fsf@caligula.srv.net>
Source record: 74995

noone@nowhere.com (Yogi) writes:

> -Ummm, not that I'm being picky or anything, but an 800 XE?
>
>
> 800XE=800 xl model made for UK, europe (?)
>
> PICKY!
>
> :)

Actually, it's in the FAQ. It's an 800XL with the freddie chip.
Basically a 65XE in an 800XL case.

Brent

2370. Re: XL-it and 133k 180k Disk Image Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-14 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5gbmkn$oji@freenet-news.carleton.ca>
Source record: 74996

```
Steve (read@my.sig) writes:
> ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:
>
>>
>>Steve (read@my.sig) writes:
>>> lovecraft@aol.com (Lovecraft) wrote:
>>>
>>>>a group where it's safe to ask a question that does not get some 15 year
>>>>old geek attitude answer. I am now afraid to ask any questions due to
>>>>Matthius Belitz's snotty attitude. Let me know this is not the rule.
>>>>
>>>>Sincerely,
>>>>Nick Nova
>>>
>>> I know what you mean... I asked a question about having more than 64
>>> files on a disk, and got told in no uncertain terms that it would
>>> generate too many incompatabilities to do so..... I think I'll leave
>>> it at that!
>>
>>I wasn't aware I was being rude suggesting it would create incompatibilities,
>> I was just pointing out a fact nobody else did. Perhaps in the future
>> I should use more smiley faces to avoid sounding snotty ;)
>
> Thats ok Steve, it must have been that little "ape" war that occurred?
> And actually it was more than just the incompatabilities, it was also
> to do with saying (and I paste)
>
>>If you go for incompatible-but-cool, you could make disk images
>> as big as you want, gigabytes, terabytes. Huge 10k sectors, a decent
>> FAT system, growing subdirectories, etc.
>
> Ok it would be cool :)
>
> I was just asking (or maybe I should have rephrased) if it would be
> possible to use the extra 64 filenames, thats all... Yogi was first
> with the question about ANY sized dir....
> I really can't see why this would be so incompatible, I mean... any
> decent DOS recognises what density a disk drive is in, so why can't it
> use all the space it has allotted? Ok, most software is based on a
> single density disk, so I figure that not many people actually use
> double density for storage. I don't, simply because the disks get full
> of filenames before they are actually used up...
>
> Ahh, anyway, I like MyDOS just the way it is :)
```

> I don't think that trying to change it would make it any better....

I guess any dos could use the extra 64 entries if modified properly. I'm sure the orginal 64-fname format was kept as a result of the original hack that let Atari DOS read DD disks. Kind of became a psuedo-standard and other dos systems followed suit to make sure their DD disks could be read by Atari DOS.

If you want ahead and used the 64 entries, they would just be invisible to other, unmodifed dos systems. Thus my ranting about incompatibility. :) People use MyDOS subdirectories, and they only work w/ MyDOS or Spartados X, so I guess it might not be so big of an issue maintaining total compatibility.

> Getting on to another point ---> :)
> I'm using APE (yes, great program Steve, oops- not registered :) maybe
> in a couple of weeks when I can afford it - moving house at the
> moment). sorry.... back to the point :)
>
> ok, set up APE to use US doubler speed, and having problems with
> SuperDOS 2.9. It boots and loads the SDOS.SYS, and then when it tries
> to get a drive status from all the images I have loaded, gets NO
> status from any drive and sits there looking stupid. After RESETing it
> gets the drive's status and is happy again. Then I try to access an
> image and again it loses the drive status. If I have the APE+ mode
> set, there are no problems whatsoever. Of course not being the REG
> version disk writes are disabled in APE+ mode, so I don't really know
> if there are any other problems related to writing a disk. As 2.9 is
> my favorite DOS, (besides MyDOS of course) I hope to be able to use it
> again...

I think I removed some support for SuperDOS at 2x speed because it was conflicting w/ some happy controller function. I guess I figured nobody was using superdos :)

I will see about adding a configuration option to allow you to choose which drive upgrade to emulate by default, so you can decide if you want to use SuperDOS :)

> Steve. (another point, just so we don't get mixed up, I will be
> signing "Stevo" to all my postings hereafter)

Alot of people are named Steve, I doubt anyone will be confused. If they are they can always identify me by my lack of a spelling checker and poor typing skills :)

Steve

2371. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-14 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_858363610@rtfm.mit.edu>
Source record: 74997
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 3, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.landfield.com/faqs/atari-8-bit/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.landfield.com/faqs/atari-8-bit/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

2372. 800 XE (was Re: XL-it and 133k 180k Disk Image Compatibility)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-14 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <3329A24B.5945@kawo2.rwth-aachen.de>
Source record: 74998

Brent Buescher, Jr. wrote:

> Actually, it's in the FAQ. It's an 800XL with the freddie chip.
> Basically a 65XE in an 800XL case.
Nope - basically a 130 XE without the second RAM-bank.

Matt

2373. Re: 800 XE (was Re: XL-it and 133k 180k Disk Image Compatibility)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-14 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970314155333.601A-100000@moose.erie.net>
Source record: 74999

So how is the 800XE different from the 65XE?

On Fri, 14 Mar 1997, Matthias Belitz wrote:

> Brent Buescher, Jr. wrote:
>
> > Actually, it's in the FAQ. It's an 800XL with the freddie chip.
> > Basically a 65XE in an 800XL case.
> Nope - basically a 130 XE without the second RAM-bank.
>
> Matt
>
>

2374. POTGO

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-14 00:00:00 UTC
From: Markus Gietzen <magi@stud.uni-sb.de>
Message-ID: <3329B6CB.6530@stud.uni-sb.de>
Source record: 75000

Maybe someone of you can help me:

I ran into a problem with the POTGO-register:
Altough it's nowhere documented (at least not in the
books/articles that I saw) the POTGO-register changes the
behaviour of VCOUNT.

That's what I did:

```
0 POKE POTGO,0
5 ? PEEK(VCOUNT)
10 GOTO 0
```

If you don't use line 0 you'll get different values on the screen
but if you use line 0 you'll get a regular output. It seems
that a write to POTGO resets VCOUNT.

Does someone know how this exactly works ?

Thanks in advance,

Markus

PS: I've also the intension that's the reason for the problem with
Bruce Lee.

--
Markus Gietzen
E-Mail: iig05-1@htw.uni-sb.de
WWW : http://myst.slcc.edu/~markus

"What? Is man merely a mistake of God's? Or God merely a mistake of
man's?"
----------F. Nietzsche

2375. DCM file format

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-14 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <858378964.22432.0@kwll.demon.co.uk>
Source record: 75001

Anyone have any documentation about the file format for .DCM files?

2376. Re: Question regarding Atari 8-bit cart

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-14 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5gchp3$rio@nnrp1.news.primenet.com>
Source record: 75002
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

A company bought out ICD and reissued carts (including R-time8) without
any labels printed on them. (I have one of these myself).

2377. Re: c64/6502 WWW server...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-14 00:00:00 UTC
From: Wayland Sothcott <sothcott@sothcott.demon.co.uk>
Message-ID: <01bc30cf$e2c8b860$325b989e@smokey>
Source record: 75003
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.arch.embedded

Andre Fachat <fachat@physik.tu-chemnitz.de> wrote in article
<5gbfvn$7h3@narses.hrz.tu-chemnitz.de>...
> Well, here it is: from Alpha to Beta state, the
>
> OS/A65 6502 WWW server
> (c) 1997 A. Fachat, GNU public license
> http://www.tu-chemnitz.de/~fachat/csa
>
> This is a simple WWW server for an OS/A65 computer with serial line
> interface (Currently the C64 and selfbuilt computers with a 16550A UART
> are supported.) It builds upon the TCP/SLIP stack of the FSTCP
filesystem,
> with which the OS/A65 can access files on a connected Unix (Linux) box.
>
> It now seems to be quite stable, although extensive testing has still to
> be done. But if you like to play around a little bit, have a look at it.
>
> so long
> Andre
>
> --
> Andre Fachat |"I do not feel obliged to believe
that the
> Institute of physics, | same God who has endowed us with
sense,
> Technische Universit&#65533;t Chemnitz | reason, and intellect has intended
us to
> http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei
>
Crazy 6502 man!
How hard would it be to make a 6502 cpu TCP/IP widgit to give my products
an HTML front end?
Wayland.

2378. Re: Mydos source/update

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-14 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <3329d7ce.3304143@news.injersey.com>
Source record: 75004

On 13 Mar 1997 21:28:01 GMT, rfunk@peri.acs.ohio-state.edu (Rob Funk)
wrote:

-In article <3324838d.1983717@news.injersey.com>,
-Yogi <noone@nowhere.com> wrote:
->-It would be nice if that space was used for something.
->
->How about longer filenames?
-
-ANALOG once published an article/program on getting 128 directory
-entries on a DD disk -- probably in DOS XL.
-And there was another program that used the extra space at the end of
-an enhanced density disk to store file descriptions; I used that one
-for a while before I switched to Sparta.
-

Yes, I remember this one. I either want to update Mydos OR if someone
can tell me exactly how mydos stores subdirectories I might go that
route.
All the binaries should fit on one HUGE image, making a menu to load
on the emulators MUCH more convenient that loading this disk, then
that disk, etc.
I can then modifiy the menu.atr to handle subdirectories.

2379. cable&modem problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-14 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6Sq8RPuKzHB@peter.soemtron.sb.sub.de>
Source record: 75005

Howdy !

well ICE-T is a very good an complex terminal programm. But I'm a little bit confused.

first: my own builded sio2pc cable won't work with SIO2PC319i or APE, but it work's very well with the computer of a friend ... in this case I can't help my self - so I need some hints. What's wrong with my computer? It's really a brandnew 486 board with 16550A UART an so on!

second: this cable is next to a sio2pc device a RS232 connector. To start and run ICE-T I do need a little handler. It's name is RVerter - a handler original for and from BOBTERM. So my problem is: all the modem commands will work without any problems.

for example 'at&v' sends a little status report and so on. This text will appear without errors. But it won't come any response if I'm connected. After dialing a number the last comment of my modem: connect 9600 ... nothing. No char - nothing... (could it be my modem? It works great with my PC with 8250 UART and 16550A UART, it's an 1414VQE Rockwell-chipset Modem)

thx for any HINTS!

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

2380. FS: Atari Computer Goods! Some Shown! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-14 00:00:00 UTC
From: bensmith@kelly.teleport.com
Message-ID: <5gd6mgqpd1@kelly.teleport.com>
Source record: 75006
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Updated Atari Catalogs and find More Atari stuff! I've got HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers, Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks, Labtec Speakers & Under the Monitor Power Directors to Manage & Protect your Equipment. And Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141 Monitors, Atari 1050 Disk Drives, Indus GT Smart Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: 1040STF Computers, MonoChrome Monitors, Monitor Master Switch Boxes, Hard Drives, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II and Scenery Disks, Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, ST Karate, Ultima V, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

2381. Re: Alien Voicebox

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-14 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-ya02408000R1403972336210001@news.northcoast.com>
Source record: 75007

In article <BFFZK8z.rldetlefsen@delphi.com>, rldetlefsen@delphi.com wrote:

> There are others ways:S.A.M. is software only.
> The SLCC magazine had an intro article on digitizing speech and saying it
> back using a joystick port. I have a much better input circuit here
> somewhere.
> Analog and/or Antic had an article on building a speech synth with a couple
> of chips and and amp.

I found the Antic article on building a speech synth and put it on the
Digital Antic Project. The article is at
http://www.northcoast.com/savetz/antic/v2n4/talkischeap.html

It looks like the code to make the project work wasn't printed until the
next issue, which I don't currently have on hand.

I hope you find it useful.

(The Digital Antic Project is a small crusade to put all of the old issues
of Antic magazine (and eventually its sister magazine, STart) on the
Internet. I have received permission from the publisher of Antic to make
the material available on the Internet for free. The site currently
features the complete text of 7 issues, as well as cover art and memorable
ads from the magazine. More material will be added as time permits.
http://www.northcoast.com/savetz/antic/dap.html)

--Kevin Savetz

--
Digital Antic Project -- Antic magazines on the Web
http://www.northcoast.com/savetz/antic/

2382. POKEYSND 2.0 Released

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-14 00:00:00 UTC
From: Ron Fries <rfries@tcmail.frco.com>
Message-ID: <3329E21C.4231@tcmail.frco.com>
Source record: 75008
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

I finally have the 2.0 release of the POKEYSND routines available for
download. The address is shown below.

The new routines now support up to 4 chips. I've also changed the sound
blaster drivers to be a bit more generic. They sound routines should
now work on most (if not all) sound cards. The sound blaster driver
routines are also available to be downloaded and can be used
separately.

For examples on what the POKEYSND 2.0 can do, check out the following:

EMU2.0 - by Neil Bradley
http://www.synthcom.com/~emu
Classic Arcade Emulator that supports:
Asteroids, Asteroids Deluxe, BattleZone, Black Widow, Gravitar
Lunar Lander, Red Baron, Space Duel, Space Invaders

XL-IT! 0.18 - by Markus Geitzen
http://myst.slcc.edu/~markus
Atari 800XL/XE 8-bit computer emulator

VSS 0.70 - by Dan Boris
http://www.geocities.com/SiliconValley/9461/emulate.htm
Atari 5200 game console emulator

All excellent work! I've greatly appreciated the support, especially
from Neil Bradley who has provided some excellent testing support.
Thanks again Neil!

--
Ron Fries
rfries@tcmail.frco.com

Author of:
TRSF80: TRS-80 Model I Emulator for DOS
http://members.aol.com/trsf80
POKEYSND: POKEY Chip Sound Emulation Library (Atari 8-bit)
ftp://members.aol.com/atari800xl/pokey20.zip
TIASOUND: TIA Chip Sound Emulation Library (Atari 2600 VCS)
ftp://members.aol.com/atari800xl/tiasnd11.zip

2383. Re: Mydos source/update

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: davepat@total.net
Message-ID: <332a40fd.0@news.total.net>
Source record: 74921

In an article dated Fri, 14 Mar 1997 23:39:22 GMT, someone named Yogi
says...
>
>On 13 Mar 1997 21:28:01 GMT, rfunk@peri.acs.ohio-state.edu (Rob Funk)
>wrote:
>

>Yes, I remember this one. I either want to update Mydos OR if someone
>can tell me exactly how mydos stores subdirectories I might go that
>route.
>All the binaries should fit on one HUGE image, making a menu to load
>on the emulators MUCH more convenient that loading this disk, then
>that disk, etc.
>I can then modifiy the menu.atr to handle subdirectories.
>
A MyDos subdir is just a new directory file - 8 sectors long.

What you could do is modify it as follows: store the first 64 as per normal,
then go back and use the second half of the directory sectors. Why this
technique? If you mix up DOSes, you'll at least have access to the first
half.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
There are two major products that come out of Berkeley: LSD and UNIX.
We don't believe this to be a coincidence. - Jeremy S Anderson

2384. Re: POTGO

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <332A91D4.644F@kawo2.rwth-aachen.de>
Source record: 74922

Hallo !
-----lines deleted-----
> > If you don't use line 0 you'll get different values on the screen
> > but if you use line 0 you'll get a regular output.
I�ve modified the program a little bit, to make sure, that there aren�t
as low influences as possible:
0 PRINT "[CLEAR SCREEN]"
5 POKE 18,0: POKE 19,0: POKE 20,0:
10 FOR I=0 TO 1000
20 POKE 53771,0
30 ?PEEK (54283)
40 NEXT I
50 A=PEEK(20):b=PEEK(19)
60 ? (B*256+A)/50

got as result 28.06 sec for 53771, and 28.04 seconds for other memory
locations around this location and 27.34 second for loc 1536 ($0600).
The peeking of the VCOUNT-value is very time critical - so it�s very
difficult, to get exact the same conditions for different locations,
cause the interpreter have to transfer the ASCII-value to hex every
time. So these .02 seconds mean a difference of ca. 36 machine cycles
per loop, could be caused by another transfer.
then I�ve modified the program a little bit:
4 IF PEEK (54283)<>0 THEN 4
10 FOR I=0 TO 18

```
It shows, that there appear similar esults for all figures near 53771:
152, 128, 91, 37, 153, 128, 91, 38, 153, 129, 92, 38, 154, 129, 93, 39,
154, 129, 96

Then I had a look to the scematics, there is no special connection
between POKEY and ANTIC.
```

> > that a write to POTGO resets VCOUNT.
> >
So I cant belive that.
> ...If memory serves correctly <and occasionally it does> the POTGO
> command causes the 6502 to halt until VCOUNT=0...
So I couldn�t imagine that too, cause POKEY is not conneted to the
HALT-line, as ANTIC is.

```
> VCOUNT is counting the
> scan lines on screen, you wouldn't be able to set it to zero in
> mid-frame <or ever>... Will go find my copy of "Mapping" and look it up
> to be sure, but I'm almost certain this info is correct...
```

So the only strange thing I found in my literature, was this:
In "Das ATARI-Profibuch" they wrote at $D20b (POTGO) (try to bring it to English):
" If you'll put any value to this register, the registers POT 0-7 are reseted to 0.
After this (due the building of 228 scanlines at the screen) these registers are read again.
They will have a true value, when the belonging bit in ALLPOT is cleared."

So my question is, what have the POKEY to do with the scanlines ? I guess, this is the time rating for filling up it's capacitors, but where did it get it's information about when a new scanline begins.
Secondarily I've read somewhere, that's possible to read the value of the paddles faster. But I can't remeber exactly, where I have this from and how to swith Pokey to this mode.

One a little bit confused Matt

--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

2385. Re: c64/6502 WWW server...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <332A92EF.126F@kawo2.rwth-aachen.de>
Source record: 74923
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.arch.embedded

Andre Fachat wrote:

> I have _not_ written a HTML browser for the C64, but a WWW _server_!
How hard would it be to port your developments to other 6502-compatible
platforms in your opinion ?
And is the only thing to be transfered the OS or must I ve eyery single
program rewritten ?

Thanx in advance, Matt

2386. Re: 8bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <332af23c.32483520@news.inc.net>
Source record: 74924

On 8 Mar 1997 22:12:47 GMT, euskara@aol.com (Euskara) wrote:

>On mar 8 1997 Guentcho wrote:
>
>Could someone who has experience with Atari-8 bit software tell me if its
>worth it to run an emulator?
>
>I would have to say that there's probably no substitute for the real
>thing. With 8-bit computers going for $20 on the net and $5 at the thrift
>stores, you might want to look into it. I just got a Commodore 1084
>monitor with the 3 rgb inputs. If you do the super video upgrade you will
>be able to use the crome input. I get a picture that kicks you know what,
>as good as vga on any clone.

You know, I am a big 8-bit fan but I just can't let that pass. There
is no way that y/c is better than vga (rgb analog color) on any clone.
I have a y/c modified XL, I've seen y/c 800 output as well as 130XE
output on y/c monitors. I have seen many VGA displays. Y/C is surely
better than straight composite, but does not beat RGB.

2387. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: lmcclure@aristotle.net
Message-ID: <5genet$akf@socrates.aristotle.net>
Source record: 74925

In article <19970315062501.BAA24545@ladder01.news.aol.com> dated 15 Mar 1997 06:25:45 GMT, cvendel@aol.com (Cvendel) says...

>The target price with no disk or hard disk would be around $120. With a >disk drive: $145. With a disk drive & 40 MB IDE har drive $200.

If you could actually pull it off for that price, I for one, would definitely be interested.

==========
lmcclure@aristotle.net

2388. Re: c64/6502 WWW server...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5gf07g$ljn@narses.hrz.tu-chemnitz.de>
Source record: 74926
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.arch.embedded

Matthias Belitz (matz@kawo2.rwth-aachen.de) wrote:
: Andre Fachat wrote:

: > I have _not_ written a HTML browser for the C64, but a WWW _server_!
: How hard would it be to port your developments to other 6502-compatible
: platforms in your opinion ?
: And is the only thing to be transfered the OS or must I ve every single
: program rewritten ?

There no big problem in porting the OS to other platforms.
It already runs on the C64 and a selfbuilt 6502 computer.

The programs for the OS normally run without any problems
on different platforms.

Andre

--
Andre Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

2389. Re: c64/6502 WWW server...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: "Todd S. Elliott" <eyeth@erols.com>
Message-ID: <332B077E.4772@erols.com>
Source record: 74927
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.arch.embedded

Todd S. Elliott wrote:
> > > I have _not_ written a HTML browser for the C64, but a WWW _server_!
> > How hard would it be to port your developments to other 6502-compatible
> > platforms in your opinion ?
> > And is the only thing to be transfered the OS or must I ve every single
> > program rewritten ?
> >
> From what I infer from Mr. Fachat's earlier posting, there would be
> rewriting as far as the grunt serial rs-232 routines are concerned. The
> c64/128 has this luxury. I do not know whether 8-bit Apples and Ataris
> also have these critical components.
>
Also wanted to add that I have yet to try out the program; There may be other components which cannot be easily ported over to other 8-bit platforms, i.e., CBM filesystem versus Atari's, etc. From what I see, it certainly does show a lot of promise.

```
-Todd Elliott
```

2390. 850 Interface for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: kroser@pobox.com
Message-ID: <332b0a28.12696963@news.openix.com>
Source record: 74928

For sale:

1 Atari 850 interface with documentation, power supply and serial cable. This is a working unit that I last used many many years ago.

Please make an offer via email. Will sell for best offer and ship COD.

2391. Re: Question regarding Atari 8-bit cart

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <5gf237$59q@artemis.it.luc.edu>
Source record: 74929
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Timothy Krueger (kinggus@ix.netcom.com) wrote:
: Hello everybody!

: I picked up a strange copy of Atari Graphics today. Weird part is, in place
: of a the regular Atari-type label the carts usually have, it has a 3/4" x
: 2" co mputer printed white label with the following text:

: Atari Graphics
: (c) 1984 Atari Inc.
: Rev# 0
: Serial# 74

I have 11 or so carts exactly like this. From what i can gather about
mine, it seems that they are prototypes/lab copies distributed by Atari
to various software companies for the development purposes.
Mine all came from someplace called LSI (lab) which is written in
permanent marker on some of them. So, while all of my carts
are not technically what i would consider 'prototypes' since they all
represent finished products, they are more collectible than the mass
produced commercial product. I hope this helps answer your question.

Ted B

: my question is this...what the hell is it? If it's a proto, wouldn't it say
: property of Atari? And if some schmoe printed this label on his home pc,
: would he really have included the copyright, rev#, & serial#? Or did every
: copy of Atari Graphics come like this? The label is obviously really old,
: more than likely from 1984.

: Anybody have any carts like this? Did I stumble across something really
: cool?

: Confused Gus
: kinggus@ix.netcom.com
: http://pw1.netcom.com/~kinggus/

2392. Re: APE & Modem usage

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <332d25f7.45728815@news.inc.net>
Source record: 74930

On 11 Mar 97 18:30:00 GMT, davepat@total.net (David A. Paterson)
wrote:

>In an article dated 9 Mar 1997 18:04:10 -0500, someone named Daniel Klugh
>says...
>>: Off the top of my head, I can think of a couple fixes: Hyperspeed
>handler
>>: for my Atari, Ensure that data compression, etc.. is turned OFF on the
>>: modem.
>>
>>What's HyperSpeed.
>
>It's an E: accellerator - ups speed by around 50-75% in text modes. I've
>burnt it into an EPROM, along with the fast math routines and a GR.0 screen
>dump. No more international character set, but I've still got about 700
>bytes free for more add-ins.
>
>--
>David A. Paterson
>davepat@total.net
>http://www.geocities.com/SunsetStrip/Alley/1878
>There are two major products that come out of Berkeley: LSD and UNIX.
>We don't believe this to be a coincidence. - Jeremy S Anderson
>
What Atari8 did you burn the ROM for? Could you maybe send me a file
copy of the ROM to use with some of the emulators out there? This
fast E: stuff sounds interesting.

I assume that fast E: can be used without being in the OS ROM? You
just put it in there make it more automatic?

Would appreciate you emailing me an attachment of the OS ROM you made,
and maybe explain the fast math and such too. Thanks.

Cheers,

Jon

2393. Re: atari laser printer??

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <332bfa79.34592268@news.inc.net>
Source record: 74931

On 11 Mar 1997 00:57:49 GMT, dwmoar@aol.com (Dwmoar) wrote:

>The Atari Laser printer was designed for use with the ST line of
>computers, and would be of no use to you as an 8-bit user. They (the laser
>printer) relaid on the raw computing power of the 68000 processor and the
>memory of the ST to do the job. If you really want a nice cheap laser
>printer get the Sharp JX-9500 or the TI Microlaser Plus (both are the same
>machines) up to 8 megs memory onboard (optional) the use of Postscript
>(optional) and a Scsi hard drive to hold all your new fonts (optional),
>and it does work on the 8-bit the ST or an Apple of god forbid the IBM

What are typical prices on these machines?

2394. Re: Eprom burning information

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: Mark Wang <mwang@broadcom.com>
Message-ID: <332B1D1B.32A3@broadcom.com>
Source record: 74932

As I recall the 2532 EPROM is pin-compatible with *ONE* of the ROMs in the the Atari game cartridge; the chip select of the other ROM is inverted so that they can be wired completely in parallel and be accessed mutually-exclusively. I think the chip select geta a high-order address bit, so the two ROMs are high-low bank instead of even-odd. (Correct me if I'm wrong - it's been too long).

Anyway with no re-engineering, and assuming you can still find the 2532 EPROMS (yeah right), you can make your own 4K cartridge. If you plug it in the LEFT cartridge slot, it gets mapped to address B000-BFFF with a mirrored copy in A000-AFFF. If you can print your own PCB, you can add a 74x04 inverter to get 8K with two EPROMS. But then you'd be better off with a modified layout that supports the more popular 2764 (8K single chip). And for the ultimate in coolness, use an EEPROM! I have made one such board. Downloading is nearly instantaneous and I can change a byte at a time. Did I mention I love my Atari?

If you need details on the cartridge ID byte, init/run address etc., just let me know and I'll write it up. Also I noticed you're bidding for that Proburner. I have the same thing and it works pretty well but not very fast.

Mark Wang
mwang@broadcom.com
Atari fanatic - 14 years and no end in sight

Disclaimer: my company doesn't know what I do, and that's just fine with me.

idavis@comland.com wrote:
>
> I was wondering if someone could point me to some information about
> burning eproms for the 400/800/xl cartridges. I was wondering what types
> of eproms do I need, and probably any other general information that can
> be found. I am working on getting a burner, and my father is an
> electronic technician who has burned eproms before for other equipment so
> I will not be totally in the dark, but I would like to have a little
> information beforehand. I have taken the cover off of a couple of spare
> atari carts that I have, and the chips are already socketed, so no need to
> perform that operation, but I found there are two chips, a left and a
> right. I assume one is odd, and one is even, and being new to the chip
> making process, I might be totally wrong. I am dying to get a burner, put
> my own program on a cartridge, put it in, and watch it run. I guess some
> people have the weirdest dreams, or maybe I need to get a life. Thanks in
> advance for any help.

> Isaac Davis
> idavis@comland.com
>
> ----------------------==== Posted via Deja News ====-----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet

2395. Computer BlowOut!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: kempokenc@aol.com
Message-ID: <19970315221700.RAA02483@ladder01.news.aol.com>
Source record: 74933

Just moved so have to sell:

Atari 520ST, mono monitor, floppy, 2 power supplies, software $50 MINT

Atari 65XE and 800 (bad p.s. on 800, but fixable) with 810 drive, joystick, and software & books$45

Commodore Amiga 1000 with 512K, keyboard, mouse, original 1.3 OS, and 20 disks $55

Tandy 1400 HD laptop, 20MB HD (compress to 40), 768K, turbo mode, back lit screen, original box and manuals whatever software on drive $85 MINT

Tandy Z-PDA (Casio Zoomer) with original box, manuals, video tape. Includes all built in accessories (i.e. AOL, Quicken, etc.), plus a host of PD software, formFactor, serial cable, transfer software for both Mac and IBM. $85 MINT

Email for ordering and offers. Thanks.

2396. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <E73vCA.72I.0.bloor@torfree.net>
Source record: 74934

I have the following items for sale:

Atari 1200XL computer, non-working, for parts only. No p/s $5

Zenith ZVM-121 green monochrom composite monitor $15

Audiotronics amber monochrome composite monitor $12

Hayes Smartmodem 1200 with power supply. Not tested. $10

Multitech Multimodem 212e (1200 baud) with power supply. Not tested $10

IBM to Atari file transfer cable. Connects to serial port on IBM and
joystick port on the Atari. Allows you to transfer files from IBM to Atari
using a simple BASIC program (included on disk or cassette). Just run the
software on the Atari and copy the file to COM1 on the IBM. I built the
cable myself. Great for downloading files if you don't have a modem on your
Atari. $6

Prices do not include shipping. Shipping is from Dayton, Ohio. I am not
in Canada. Please reply to bx557@torfree.net or bj302@scn.org
--

| Justin R. Smith | Email: bx557@freenet.toronto.on.ca / bg302@scn.org |
| 5034 Sabra Avenue, Huber Heights, Ohio 45424 | Ph: (937) 233-2125 |

2397. atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: Robert Erickson <dperw@utxdp.dp.utexas.edu>
Message-ID: <332B3FC5.17F2@utxdp.dp.utexas.edu>
Source record: 74935

curt,

what do you have in mind for a display?

cheers,
robert

2398. Re: APE & Modem usage

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5gfq2e$qt3@login.freenet.columbus.oh.us>
Source record: 74936

Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:

: Daniel Klugh (dklugh@freenet.columbus.oh.us) writes:
: > Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:
: >
: > : Daniel Klugh (dklugh@freenet.columbus.oh.us) writes:
: > : > James King (jeking@xmission.xmission.com) wrote:
: > : > : Hmmm. I have a 386/40 running as my APE server, it has connected to COM2:
: > : > : a Hayes Ultra 9600 modem.
: > : >
: > : > : My Atari will ONLY access that modem through APE, if I set the baud rate
: > : > : (within bobterm, etc..) to the maximum of 19200. However, when I connect
: > : > : to a BBS, I get what appears to be buffer overruns, because I get a ton of
: > : > : dropped characters, etc..
: > : >
: > : > If it's a modem with compression,then 19200 would be the corect speed to use.
: > : > An example of the CONNECT (and CARRIER and so forth) string would help.
: > : >
: > : > The APE R: handler most probably generates it's own baud rate instead of
: > : > letting the hardware(POKEY chip) do it.This means it can't go nearly as
: > : > fast as a disk drive since not only does it send a single bit at a
: > : > time,but it must time the sending of the bits exactly.So it's not very fast.
: > : > Since 19200 is the one speed suported by the POKEY chip,I don't why why
: > : > APE's R: handler doesn't switch to using the POKEY when the user switches
: > : > to 19200.
: > :
: > : Is there any particular reason you like to followup posts
: > : about APE when you have no idea what your talking about? I try to
: > : answer peoples questions correctly when I have time, but your posting
: > : this kind of nonsense is not helping anyone. You frankly have no idea
: > : what your talking about, and I would appricate it if you would not
: > : follow up posts about APE with garbage I just have to correct later.
: > :
: > : Since you have decided to help everyone with your vast
: > : knowledge once again, could you please explain how to generate a 'baud rate'
: > : by 'sending a single bit at a time' without using the POKEY? Please
: > : include working code examples to demonstrate.
: > :
: > The POKEY sends the bit (i.e.alters the voltage on the SIO line(s)),but
: > it's up to the handler to set this bit with precise timing so as to remain
: > in "sync" with the modem.(or whatever)

: Where is the code? Clue: your almost right here.

Well normally the output line is sending a one voltage (the Atari SIO
port uses different voltages than a RS232 port).When bit 7 of 53775 (SKSTAT)
is set to 1,the output line is sending the zero voltage.By altering this bit
quickly and with precise timing,it is possible for a programme to do it's
own shifting (=sending/receiving a byte a bit at a time).Bit 4 can be
accessed to read the current state of the input line.

The P:R:C probably (almost certainly) uses this method.This would explain
why characters get corupted at 19200 baud.You're actually losing bits
instead of bytes.

: > : Also, please include examples of how 'disk drives do it', and why
: > : that method is so much faster than the method you documented above. Please
: > : include working code examples.
: >
: > The SIO handler just puts the byte into a POKEY register and the POKEY
: > does the "shifting" of the byte down the SIO line,a bit at a time.
: > (note:this is how the PC asynchronous comunications adapter works)

: Thanks for clarifying, this is not anywhere near what you said previously.

: > : Please also explain how the POKEY only pports the baud rate
: > : of 19200, how to 'switch to it' from your 'single bit' method, and how to
: > : use it in an R: handler.
: >
: > The point of the handler handling the SIO lines directly (instead of
: > letting POKEY do it) is to generate baud rates that are compatible with
: > modems.This was alright for the 850,since it only went up to 9600bps.
: > But with newer interfaces,the software shifting method is too slow.
: > (though the problem with the P:R:C may just be bad programming)

: Look at what you said above and what you have written here. This part
: is nonsense. Clue: All communation involves the POKEY AND SOFTWARE LOADING.

In the case of P:R:C type R: handlers,the POKEY is slaved to the
handler,rather than handling shifting itself.I thought that the following
paragraph explained that.

: > Since POKEY can obviously do 19200bps (it's what disk drives do,and the
: > SIO2PC as well),it would be better to use hardware shifting (i.e.letting
: > the POKEY chip handle the timing rather than just toggleing voltages) for
: > 19200.Further more,the APE docs claim to go at 38400 and 57600,so the
: > POKEY would seem to handle those speeds as well.

: The POKEY is a very flexable chip, you might be suprised how fast it
: can communicate if its loaded and unloaded fast enough. Again the
: toggling of voltages via software is nonsense.

Software can tell the POKEY to set the voltage (or tone#,if bit 3 of
SKSTAT is marked (set to 1)) to two levels,representing 1 and 0.
(I think the actual voltages are +4 and 0,acording to Atari's "hardware
manual".These equal TRUE and FALSE,respectivly)

: > Since the POKEY R: handler only went up to 19200,I assumed that it was
: > like the 850.

: All R: handlers are POKEY R: handlers, unless they use the joystick ports
: or some other interface. The 850 interface is limited not by the
: abilities of the Atari, but by the design of the interface itself.

Too many damn abreviations!
I meant "APE",not "POKEY".

: > I've also read something about a "CLOCK IN" line that would seem to sugest
: > that a external device can provide timing for the Atari(presumably the
: > POKEY).OF course atari had the handler provide the timing rather than
: > making their 850 more complex.
:
: An external device can provide its own clock for the pokey, or it can
: derive its own clock from the system clock. Once again, the handler does
: not ever generate any baud rates by 'switching voltage levels'. Ever.

Whether the CLOCK line reflects output through bit 7 of SKSTAT (the
"break" bit) I don't know.

: > : Thanks for your helping once again.
: >
: > Hey,where's my correction.You said you had to correct me!

: You should have corrected yourself in the original post, or in the many
: posts you previously have made on the subject.

You said that you had to correct me so I assumed...
--
The Doctor

2399. Re: APE & Modem usage

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5gfqun$115@login.freenet.columbus.oh.us>
Source record: 74937

James King (jeking@xmission.xmission.com) wrote:
: In comp.sys.atari.8bit Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote:

: Now that maybe you two have finished thumping your chests, one of you
: could answer my question.

Now now,we're all on the same side,namely the opposite one of MicroSoft!

: How do I resolve character droppage and loss of data when using an APE
: connected modem on my Atari via APE 1.11?

I dunno,I keep hearing of people talking about getting these 16-byte
buffered ACA (Asyncrhonous Comunications Adapter) cards so that they can
use high speed modems when it's obvious that even the slowest PC should be
able to keep up with the fastest modem with a normal ACA.
(ACAs work much like the Atari SIO port)
I hear about these incredible speeds being reached by disk drives.
(Konrad,the maker of the IDE interface,mentions (in SIO.TXT) a device
going at 125000 baud!)
Maybe new modems are just buggy.My US Robotics modem could just barely go
at 19200 on my PC (and God forbid if you accidently pressed a key,even a
shifting key!) and at only 4800 on my Atari.

You might make sure to turn off smooth scrolling on BobTerm.Are downloads
affected?
I know that smooth scrolling caused me to lose characters.
Tell us what your CONNECT string (and CARRIER and PROTOCOL if you're using
a Hayse modem) says.

To APE creator:Does the APE R: allow a term/user programme to designate a
buffer to use for concurrent I/O?
(the 850 does,the P:R:Connection does not)
I'll have to find my 850 manual and read more about that facinating prospect.
--
The Doctor

2400. Re: Mydos source/update

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5gfs2o$56t@login.freenet.columbus.oh.us>
Source record: 74938

Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:

: Daniel Klugh (dklugh@freenet.columbus.oh.us) writes:
: > Steve (read@my.sig) wrote:
: > : noone@nowhere.com (Yogi) wrote:
: >
: > : >Heres an idea: Any one have the source code for Mydos?
: > : >How about updating it so that you can have any size image with as many
: > : >files as you like (none of this subdirectory stuff)?
: > : >Anyone game?
: > : >
: >
: > You'd have to update APE as well.

: No, I would. :)

: > Why not just update APE to allow PC mirror to provide a SpartaDOS image?

: Because spartados would have to be hacked or changed to make it work. Thats
: why not.

: > Better yet,let APE be the DOS and D: would be a networked file system.
: > (ala UNIX's nfs)

: Yeah, since were re-writing Mydos and Spartados, to hell with compatibility
: all together. Great idea.

Since you can't really be compatible with both at the same time,why not?
Programmes shouldn't really assume too much technical information about DOS.

: > : Break the 64 filename barrier? Now that's food for thought...
: > : Can you imagine how long it would take to scroll through a directory
: > : that has over 5000 files? (Thats approx the amount I have in a MyDOS
: > : image). Hmm, it certainly would be nice to have more than 64 files per
: > : DIR tho...life would be much simpler.. :)
: > :
: > : One thing comes to mind. The difference between single and double
: > : density disk directories. Why can't we have 128 filenames on a D/D
: > : disk? (Sparta excluded, it already does?). I have noticed that any of
: > : the Atari DOS's that use double density still only use 128 bytes per
: > : sector for the DIR, even tho the sectors are 256 bytes long. This just
: > : seems an absolute waste of usable directory space. Maybe this could be
: > : used to increase the DIR space somehow?. If I were a decent programmer
: > : I'd be straight onto this, but......
: > : Glad you brought it up Yogi, very good point..

: I'm sure it was kept at 64 filenames to mantain some level of
: backward compatibility with Atari DOS. If your willing to
: introduce a host of compatibility problems, then anything is
: possible, including directories of any size.

The only thing I can think of is that the programme allocates (sort've)
enough memory for just 64 files but doesn't handle there being more than
this.Bad form at any rate.Even between different versions of AtariDOS (DOS
1,2,3,4,XE...) the directory information is different.Too bad SpartaDOS's
raw directory open-mode wasn't adopted by Atari long ago.(SpartaDOS is OLD!)
Yet another example of the crappiness of Atari DOS as compared to AtariOS.

: If you go for incompatible-but-cool, you could make disk images
: as big as you want, gigabytes, terabytes. Huge 10k sectors, a decent
: FAT system, growing subdirectories, etc.

I don't know about all that.SpartaDOS's FATs (read "sector maps") are
better than MS-DOS's any day.And SpartaDOS already suports growing
sub-directories (with SpartaDOS disk images).

: Maintaining compatibility while providing additional functionality is
: not easy, and I think reclaiming those extra 64 directory entries would
: be more trouble than its worth.

If you need 100% AtariDOS compatibility,you can just put your data files
in a AtariDOS disk image.You'll obviously have to maintain this practice
anyway to use programmes that NOTE and POINT.

As for the programmes that don't like big directories,just don't do a
directory.I know that A-tar-zee modem locks up when I do a directory,so I
just don't.With games with no data files (or at least with data files that
only get read once like fonts) there shouldn't be a problem.If a game with
bunches of files like F-15 doesn't work,just use a disk image.
(I'm assuming that some multi-file games use AtariDOS's absolute POINTs,so
neither a networked MS-DOS nor PC Mirror would work anyway)

In summary:if you're looking for compatibility,use disk images.For
performance,use the PC's own DOS via a Networked DOS (a NDOS?).
--
The Doctor

2401. Re: Mydos source/update

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5gfsk5$709@login.freenet.columbus.oh.us>
Source record: 74939

Yogi (noone@nowhere.com) wrote:
: On 9 Mar 1997 18:12:05 -0500, dklugh@freenet.columbus.oh.us (Daniel
: Klugh) wrote:

: -Steve (read@my.sig) wrote:
: -: noone@nowhere.com (Yogi) wrote:
: -
: -: >Heres an idea: Any one have the source code for Mydos?
: -: >How about updating it so that you can have any size image with as
: many
: -: >files as you like (none of this subdirectory stuff)?
: -: >Anyone game?
: -: >
: -
: -You'd have to update APE as well.Why not just update APE to allow PC
: -mirror to provide a SpartaDOS image?

: Why? APE already supports disks up to 16 MB. (# sectors=$FFFF) which
: is the max the ATari can support (NO, I dont want to write a new OS!
: for the 8 bit OR the disk drives)

I was talking about accessing MS-DOS files directly rather than having to
put them in a disk image.

: -: Break the 64 filename barrier? Now that's food
for
thought... : -: Can you imagine how long it would take to scroll through a
: directory
: -: that has over 5000 files? (Thats approx the amount I have in a
: MyDOS
: -: image). Hmm, it certainly would be nice to have more than 64 files
: per
: -: DIR tho...life would be much simpler.. :)

: Well, so does my PC, and the tree there works fine. I am looking at it
: in terms of, why should I have to flip through 20 mega image disks to
: get at one game? I want to have as many as possible in each image, and
: 64 just doesnt cut it. It should be possible to modify atari dos even
: to work over 64 (the limititation of 64 is caused by 8 entries in each
: directory sector*8 sectors=64 max. Does mydos only permit 64 ROOT
: entries? Actually, for that matter, doesnt MS Dos only support 256
: root files?)

Well there really no limit since you have sub-directories whether you're
using PC Mirror or disk images.I would just like to get the power of
MS-DOS and have more free RAM without using OS shadow RAM.

The size of the root directory is fixat at format time.It's usually 512
with hard disks.Sub-directories can grow to any size.But they never shrink.
Since you can't open them like files,you can't truncate them with some
utility programme either.

: -: One thing comes to mind. The difference between single and double
: -: density disk directories. Why can't we have 128 filenames on a D/D
: -: disk?

: 8*8, see above..... but should be DD? Strange.....

Atari DOS 1 & 2 (created by OSS) was created to be very simple.

: -It would be nice if that space was used for something.

: How about longer filenames?

: -(it basicly means that reading the directory of a double density disk
: is
: - slow than one of a single density disk)
: ---
: Can you imagine what a nightmare drive that would be that would have
: to format the whole disk in DD, write the first 3 sectors in SD, then
: write only the directory sectors in SD (1/2 the track) then switch
: back to DD? Ugh

Well my point is that a SD directory is made up of 8 128 byte sectors and
a DD directory is made up of 8 256 byte sectors.But they both hold just as
much so obviously the DD directory (with only the first half of each used)
is slower to read than the smaller SD one.
--
The Doctor

2402. Re: Mydos source/update

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5gft4d$98e@login.freenet.columbus.oh.us>
Source record: 74940

Rob Funk (rfunk@peri.acs.ohio-state.edu) wrote:
: In article <3324838d.1983717@news.injersey.com>,
: Yogi <noone@nowhere.com> wrote:
: >-It would be nice if that space was used for something.
: >
: >How about longer filenames?

: ANALOG once published an article/program on getting 128 directory
: entries on a DD disk -- probably in DOS XL.
: And there was another program that used the extra space at the end of
: an enhanced density disk to store file descriptions; I used that one
: for a while before I switched to Sparta.

The DOS 2.0 single density disks had a wasted sector at the end of the disk.
This was because disk drives have sectors 1-720 but AtariDOS had 0-719.
Why the limit wasn't simply increased to 720 is yet another bizarre Atari bug.
And on a DOS 2.5 enhanced density disk,there's even more wasted space
since DOS intra-sector links are limited to 0-1023 and there are 1040
sectors on a ED disk.One of these 1023+ sectors was used for the secondary
VTOC.Why two VTOCs? Because the first VTOC was made to look identical to a
SD disk's.This is why MyDOS thinks that a Atari ED disk only has 719 sectors.
Even the sector count in the VTOC says 719.

MyDOS uses one format for all disks with 720+ sectors.So MyDOS ED disks
have one VTOC with the correct sector count.And MyDOS 720 sector disks
formatted by MyDOS (or run over with VTOCfix) will have a extra sector free.

In summary,don't use VTOCfix on a DOS 2.5 ED disk!!!
(it may work if you tell VTOCfix that it's a 719 sector disk,but why not
just use DISKFIX?)
--
The Doctor

2403. Re: Mydos source/update

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5gft76$9k2@login.freenet.columbus.oh.us>
Source record: 74941

David A. Paterson (davepat@total.net) wrote:
: In an article dated Fri, 14 Mar 1997 23:39:22 GMT, someone named Yogi
: says...
: >
: >On 13 Mar 1997 21:28:01 GMT, rfunk@peri.acs.ohio-state.edu (Rob Funk)
: >wrote:
: >

: >Yes, I remember this one. I either want to update Mydos OR if someone
: >can tell me exactly how mydos stores subdirectories I might go that
: >route.
: >All the binaries should fit on one HUGE image, making a menu to load
: >on the emulators MUCH more convenient that loading this disk, then
: >that disk, etc.
: >I can then modifiy the menu.atr to handle subdirectories.
: >
: A MyDos subdir is just a new directory file - 8 sectors long.

: What you could do is modify it as follows: store the first 64 as per normal,
: then go back and use the second half of the directory sectors. Why this
: technique? If you mix up DOSes, you'll at least have access to the first
: half.

Only MyDOS and SpartaDOS X (not disk!) can access MyDOS sub-directories.
--
The Doctor

2404. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: johnh@newberry.microserve.com
Message-ID: <MPG.d954555d374c0b39896a7@news.microserve.net>
Source record: 74942

In article <19970315062501.BAA24545@ladder01.news.aol.com>,
cvendel@aol.com says...
> I need some feedback from all parties:
>
> Would you be interested in an all new Atari 8-bit with the following
> specs:
>
> New motherboard with 5 8 bit PBI slots, SIMM sockets, detachable IBM Style
> 101 keyboard with
> built in macros for using the F1-F12 keys, onboard IDE interface,
> internal SIO disk drive controller.
> All packaged into a box with either Atari XL styling or Atari XE Styling,
> I need your decision on that. The first PBI card will be a Parallel &
> high speed Serial card. The case will have an opening for a 5.25" floppy
> drive or a 3.5" floppy drive using a PC 3.5" disk drive universal adapter
> kit. The power supply will be an PC style 250W internal power supply.
> The target price with no disk or hard disk would be around $120. With a
> disk drive: $145. With a disk drive & 40 MB IDE har drive $200.
>
> Would anyone be interested in an all in one Atari system with professional
> styling with fully integrated components using industry standard parts and
> upgrades?
>
> Please give your feedback as I am looking into this project quite
> seriously, but need to know if anyone would be willing to purchasing a
> unit. A production run probably wouldn't be anymore then 100 units.
>
>
> Curt
>
> Curt Vendel
> Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
> Email: cvendel@aol.com
> Web Site: http://members.aol.com/cvendel/vaporware.html
>
>
Please put me on your list. With this kind of pricing, I would be
interested in the hard drive version.
--
John

johnh@newberry.microserve.com

That's Newberry Township in York County, PA
My homepage is at http://www.microserve.net/~johnh

This message written with 100% recycled photons.

2405. NAS 97!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_2a10da04_Bertil.Jagard@straight.ct.se>
Source record: 74943

```
The Swedish Atari Club (SAK) 970104
and NoCrew proudly present...

-------------------------------------------
T H E N O R D I C A T A R I S H O W '97
-------------------------------------------

Dear Atari friends,

It's once again time for the Nordic Atari Show, the annual get together
which has rapidly become a fixture for all Atari users.

Third time lucky, so they say, and as we are arrange the show for the
third straight year we hope to fulfill everyone's expectations and that
this will result in the best possible atmosphere. We've gotten a certain
amount of criticism, both positive and negative, from those who have
attended the shows in '95 and '96. We've taken heed of the suggestions
made and we're once again off and running!

- WHEN AND WHERE?

This year the show will begin on Friday, June 13 and end on Sunday,
June 15. This is the weekend following the beginning of the summer school
holidays as well as the weekend prior to the Swedish Midsummer
celebrations. We'll open at 1 p.m. on the Friday and close at 6 p.m. on
the Sunday.

The show will take place in Gothenburg, just has it has in previous
years. The exact venue has not yet been established. We're still looking
for the cheapest location. The likeliest possibility is Kortedala
gymnasium, where it was held last year or some other venue, nearby.

- WHAT ACTIVITIES WILL BE HELD?

* There will be an Exhibition Hall will dealers, distributors, ShareWare
programmers and a host of other interesting personalities. The usual
meeting place for all those not wanting to "hack". This is also where
the Swedish Atari Club will be found supplying information, sale of
PD-disks, the club magazine's TT, the BBS, etc. We'll also have an area
reserved for a swap meet where you can buy, swap or sell single copies
of Atari related material and a "soldering corner" for those of you
wishing simple repairs done.

* A "Hacker Hall" where demo and other programmers can gather for
competitions and swap demos and all kinds of code. NoCrew is the
Swedish demo group who will see to it that everybody takes part and
enjoys themselves. Those of you hungry after rewards in the form of
```

prizes will be well taken care of. Exactly WHAT prizes these will be hasn't been established, as yet.

* Seminars with a number of well-informed lecturers. Last years seminars were very much appreciated, something of which we naturally have taken notice. The seminars will cover a variety of subjects (i.e. MIDI ercording/editing, DTP, hardware, programming) where the above mentioned "well-informed lecturers" will demonstrate his subject directly on a computer in order to provide the audience with practical examples. We'll also hold the seminars on different days and at varying times so that you won't have to miss the chance if you don't attend on a particular day.

* Minor competitions such as "A-Z on the Keyboard" (a much appreciated contest last year), hard disk throwing (this year we WILL succeed!), network games, juggling, etc. Everything depends on our finding volunteers to act as game leaders and judges. There will be prizes for the winners.

* A refreshment stand will sell non-alcoholic drinks, sweets, chips, etc. We may be able to arrange quantity discounts at the local pizzeria as well as other bonuses.

- WHAT WILL IT COST?

If you intend to attend all three days, you cheapest solution is the Three Day Pass otherwise a Single Entry ticket will do:

* Three Day Pass ... SEK 100:- (about UKP 8.50)
* Single Entry ..... SEK 50:-

These prices include full access to all the activities being held during NAS97.

- WHY SHOULD I ATTEND NAS?

The answer is simple: because you care about the TOS platform. We Atari owners are becoming fewer and fewer and a get-together like NAS is a simple way of seeing what's happening in the Atari world (no, it's not dead!) and meeting like-minded Atarians and hearing what kind of tips, ideas and visions they have.

- HOW CAN I FIND OUT MORE?

Information will be distributed regularly in the same way as this text file. In addition, we have a number of other sources of information where you can find out more about the show depending on your own resources.

* Our mailing list (E-mail). This will provide the very latest information to those on the list. To have yourself put on the list you MUST have an E-mail address. Send us a message on "nas-users-request@tripnet.se" with "subscribe nas-users" in the body of the text. Don't forget to include your E-mail address.

* Our home page on the World Wide Web. This has been in existence since last year and we'll try to update it as often as the information for the mailing list. The home page will contain more detailed information concerning times, schedule of events, directions on how to get there, competitions and housing.

The address is "www.tripnet..se/sak/nas".

* STraight BBS. This is the Swedish Atari Club's home BBS. Information concerning NAS will be included in the SAK menu. You can also use this BBS to ask any questions you may have. The telephone number is:
+46 31-336 39 73.

* Our club magazine, "AtariMagasinet", will contain adverts with more detailed information concerning NAS97 in issues 1/97 and 2/97. This is the largest mailshot we will send to our (SAK's) members.

* Our show co-ordinator is Rolf Johansson. He's supposed to know everyting there is to know about NAS97. If you have questions to which you've been unable to get answers anywhere else you can send him a message at "rojo@tripnet.se" and you'll get your answers. If you wish to get into direct contact with him, he can be reached on his mobile 'phone on
+46 70-669 52 35.

WE'RE LOOKING FORWARD TO SEEING YOU AT THE NORDIC ATARI SHOW 1997!

```
================================================================
= E-Mail: bertil.jagard@straight.ct.se STraight BBS, Sweden =
= Phone: +46-(0)31-3363973. FidoNet 2:203/221, NeST 90:1101/104 =
================================================================
```

2406. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-1503972152570001@metricom34.ucsc.edu>
Source record: 74944

In article <19970315062501.BAA24545@ladder01.news.aol.com>,
cvendel@aol.com (Cvendel) wrote:

>The target price with no disk or hard disk would be around $120. With a
>disk drive: $145. With a disk drive & 40 MB IDE har drive $200.

Hate to rain on your parade, but you're nuts. I don't see any way you could offer such a system for that low a price. Just for the motherboard itself, you may have to pay something on the order of $100 per board, because low-volume custom PCBs are expensive. Also, component availability is a real problem, because you'll need real CTIA/GTIA, ANTIC, and POKEY chips (at the least, those are just the custom chips that come to mind).

Who's gonna design the thing?

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you wish to send me email. No unsolicited commercial junk mail!

2407. FS: Atari 400/800 cartridges and Books

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: sysop@bbs.prowlers.net
Message-ID: <tcpnntpd.17.3.15.20.53.52.2916987023.1041946@bbs.prowlers.net>
Source record: 74945

```
SteveR's Classic Cartridges 3/16/97
-=-=-=-=-=-=-=-=-=-=-=-=-=-

FREE SHIPPING on ALL Cartridge orders OVER $30.00 - US and Canada ONLY
^^^^^^^^^ ^^
^^^^^^ ----
>>>>>>> 20% DISCOUNT on All CASH ORDERS <<<<<<<<<<<<<<<<<<<<<
>>>>>>> This does NOT include Checks, MO's or Credit cards!!

>>>> Overseas Shipping Cost More, See End of Files <<<<

--All Prices are in US Funds. Cartridges and Prices Change WEEKLY--
----Visa/Mastercard accepted on ANY Order. E-mail me for Details-----
^^^^^^^^^^^^^^^
For complete list of other Video game systems goto my web site at:
http://prowlers.net/stever or
http://www.ior.com/~stever

ALSO if there's something you really want and I don't have at this
time tell me, and I'll put you on my 'Want-List' and e-mail you
if I get it in.

If you need a LABEL VARIATION, Let me know, I might be able to
help you with what you need, at no extra cost!!!!!!!!!

This is NOT an Auction - all cartridge are sold for the price listed
^^^ ^^^^^^^

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

Codes:
(#) = number available
A,B,C = Condition: A = Nice to minor damage - For the
Collector
B = Notable Damage (Not for
serious collectors)
C = Significant Damage (works,
but that's it)

ATARI 400/800 (CARTRIDGES Only) TESTED and Works
---------------------------------
BOOK: Atari Basic XE 125+ pages $8.00
BOOK: ATARI Games & Recreations 338 pages $12.00
Atari 1027 Printer $5.00 PLUS $5.oo shipping (UNTESTED/No Cables)
Atari Speed Reading $10.00 Plus $5 Shipping
205 Pages, 5 Data
Cassettes
```

Atari XM301 Modem $8.00 - untested -
Atari ARTIST $25.00 Touch Tablet (TESTED)
Atari Writer $6.00 Brown
Assembler Editor $12.00
Astro-Grover $15.00 by CBS
Basic Computer Language $1.00 (7)
Basic XL $10.00 Cart ONLY
BasketBall $4.00 (2)
Bug Hunt $8.00 (2) Light Gun Used (XE) RX8087
Centipede $3.00 (3)
Centipede $6.00 RX8020 Grey Label
Computer Chess $9.00
Dance Fever $6.00 by Fisher Price (no label)
Delta Drawing $3.00
Donkey Kong $5.00 (1)
Donkey Kong $7.00 XE/RX8091
Educational System $15.00
ET Phone Home $5.00
Final Legacy $10.00
Flight Simulator II $12.00 XE/RX8091
Frogger $6.00 (3) Nice Label, Colorful graphics
Gorf $3.00 Didn't Work in Testing
Journey of the Planets $15.00 by Roklan
K-Razy Kritters $15.00 by CBS Software
Kickback $15.00 by Thorn Emi
Logic Levels $6.00 by Fisher Price (no Label)
Missile Command $5.00 (2)
Monkey Wrench II $25.00
Ms. Pac-man $8.00
Music Composer $4.00 (2)
Night Strike $30.00 TG Software
One on One $8.00 (XE) RX8093
Pac-Man $3.00 (7)
Pilot Lang $8.00
Popeye $8.00
Q*Bert $8.00
Shamus $15.00 by Synapse
Smart Terminal $8.00 by Microbits
Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
Space Invaders $8.00
Space Shuttle $15.00
Spy Hunter $20.00
Star Raiders $3.00 (6)
Submarine Commander $15.00 by Thorm Emi
Super Breakout $4.00
Telelink I $9.00
Telelink $5.00 WASTED Label

Books

Atari Graphics 49 Pages
$7 Plus $2 Postage

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

Atari ST, Owners Manual, 93 Pages $5.00

Atari Writer Manual w/ referance card 55 pages $5.00

Compute's Second Book of ATARI (2)
250 pages, Copyright 1982
$8 Plus $3 shipping

Compute's FIRST Book of ATARI GRAPHICS
248 Pages, copyright 1982
$12.00 Plus $3 shipping

Cubabe Lite Manual, for Atari ST, STE 100 pages $4.00

Inside Atari DOS
120 Pages, copyright 1982
some writing in book
$8.00 Plus $3 shipping

Machine Language for Beginners
350 Pages 'a Compute! Book Publication'
$8 Plus $3 shipping

The AtariBASIC SOURCE BOOK (2)
296 Pages 'a COMPUTE! Book Publication'
$8 Plus $3 shipping

Technical Reference Notes - Atari Computers
Includes: Operating System User's manual
Operating System Source Listing
HardWare manual PLUS Schematics
About 500 PAGES in 3-ring binder
$50 or BEST OFFER/TRADE

Magazines

MIDNITE SOFTARE GAZETTE 24 Issues 1982-1986
First Independent US Mag. for Commodore Computer
A Nice COllection and GREAT Condtion ALL - $35.00

ANALOG - Sept 1985 - 96 pages (1) $3.00
ANALOG - March 1987 - 104 pages (1) $2.00
ANTIC - Jan 1987 - 130 pages $3.00
ANTIC - Nov 1987 - 82 pages $3.00
ATARI EXPLORER - Nov/Dec 1987 - 80 pages $3.00
ATARI INTERFACE - Feb 1990 - 51 pages $3.00
ATARI INTERFACE - March 1990 - 56 pages $3.00

ATARI USER - Oct/Nov 1990 - 75 pages - EUROPE Mag $4.00
ATARI USER - Dec/Jan 1990 -75 pages - EUROPE Mag $4.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
COMPUTE! - May 1985 - 128 pages $4.00
COMPUTE! - June 1985 - 128 pages $4.00
COMPUTE! - July 1985 - 96 pages $4.00
COMPUTE! - Aug 1985 - 95 pages $4.00
COMPUTE! - Sept 1985 - 128 pages $4.00
COMPUTE! - Oct 1985 - 128 pages $4.00
COMPUTE! - Nov 1985 - 160 pages $4.00
COMPUTE! - Jan 1986 - 128 pages $4.00
COMPUTE! - March 1986 - 128 pages $4.00
COMPUTE! - April 1986 - 128 pages $4.00
COMPUTE! - Feb 1986 - 128 pages $4.00
Compute!'s Gazette C-65/Vic-20 April 1986 $4.00
Computers & Electronic May 1984 130-pages $3.00
Home Computer Magazine focuses on Apple, Commodore, IBM and TI ONLY
Home Computer Mag. Vol4,No1 1984 192 pages $5.00
Home Computer Mag. Vol4,No2 1984 161 pages $5.00
Home Computer Mag. Vol4,No4 1984 130 pages $4.00
Home Computer Mag. August 1984 162 pages $4.00
Home Computer Mag. Vol4,No5 1984 130 pages $4.00
Home Computer Mag. Vol5,No1 1985 138 pages $4.00
Home Computer Mag. Vol5,No2 1985 130 pages $4.00
Home Computer Mag. Vol5,No3 1985 130 pages $4.00
Home Computer Mag. Vol5,No4 1985 130 pages $4.00
Home Computer Mag. Vol5,No5 1985 146 pages (Atari too) $4.00
inCIDER - Aug 1985 - 112 pages (APPLE II Mag) $3.00
PUGET SOUNG:ATARI NEWS - Aug 1988 - 36 pages $3.00
PUGET SOUNG:ATARI NEWS - Oct 1988 - 36 pages $3.00
PUGET SOUNG:ATARI NEWS - Dec 1988 - 36 pages $3.00
ST:LOG - Aug 1988 - 98 pages $3.00

TI-99/4A Magazines

R/D Computing Collection - Dedicated to TI 99/4A
15 Issues across 1985-1987 (TI Fanzine) ALL 15 for $15.00
Mini-Mag 99 May 85 27 pages $2.00
MICROpendium for the TI99/4a and Myarc 9640
61 Issues from 1985-1989
These ave. about 30-50pages per issue
$50 including Shipping for ALL 61 issues

WANT LIST: Starpath CD-Rom with Book, Chase the Chuckwagon, Crazy
Climber,
SwordQuest:WaterWorld, X-rated Double-enders, Cakewalk,
Cubicolor, Gas Hog, LockJaw, Master Builder, Q*Bert Qubes
Quadrun, Stronghold, 128 in 1 system, CompuMate,
anything else extremely Rare

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SHIPPING USA/Canada ALL Other Countries
1 items $1.50 $3.50
2 items $2.00 $4.00
3 items $2.50 $4.50
4 items $3.00 MAX $5.00 or More for Hardware/Books

All Carts are sold as Working conditions Only, If you have
a concern of the Labels Condition Please ask first.
All Boxes/carts will be mailed within 1-4 days after money is recieved!
After I tell you that I've got you down for any certain cart,
you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you
ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Stever@on-ramp.ior.com
http://prowlers.net/stever (Updated Videogame page)
http://www.ior.com/~stever (Classic Cart Web Page)
Call: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Contact: Night Prowler

to: ** ALL **
cc: alt.forsale
/***********************************************************/
/* Sysop */
/* sysop@bbs.prowlers.net */
/* */
/* Sent from Prowler's DOMAIN BBS */
/***********************************************************/
```

2408. ACCEPT MAJOR CREDIT CARDS !!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: takecards@answerme.com
Message-ID: <5gfk7g$2b2@news.shscomputer.com>
Source record: 74946

ACCEPT MAJOR CREDIT CARDS WE APPROVE !!!!!
********** **********
Visa, Master card, American Express, Discover Card

Merchant Bankcard Systems, a proven leader in our industry, can
provide your business the ability to accept credit cards from customers.
Accepting credit cards is a must in today's marketplace. Your sales will
increase as customers know your business welcome's there card. Don't
lose another sale, because you don't take credit cards.

Our rates are among the lowest in our industry, starting at 1.55% !
Over 97% of our clients ARE APPROVED! We can approve almost any
type of business. We are approving businesses just like yours everyday!

WE APPROVE:
* RETAIL BUSINESS * MAIL-ORDER
* SERVICE BUSINESS * PHONE-ORDER
* PROFESSIONAL * HOME-BASED
* RESTAURANTS * ON-LINE BUSINESS
WE OFFER:
* ZERO-DOWN START UP !!!! * FREE- FED-EX SHIPPING
* APPROVALS IN 48 HOURS * FREE -TEC-SUPPORT
* PC SOFTWARE AVAILABLE * FREE - PERSONAL PAGER
* MAC SOFTWARE AVAILABLE * NO HYPE / NO HASSLES

******APPROVALS WITHIN 48 HOURS******

http://www.takecards.com
****** WE APPROVE ******

VISIT US US NOW !!!!!!!!

Send me Email here">E-MAIL US NOW !!!!!!!!

2409. Atari 800 item for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5gcrdm$gv3@news1.voicenet.com>
Source record: 75009
Cross-posted to: comp.sys.atari.8bit,alt.forsale,ca.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,misc.forsale.computers.other.systems,nj.forsale,ny.forsale,pa.forsale,pa.hbg.forsale,pa.ne.forsale,pgh.forsale,us.forsale.computers

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Atari Items for Sale plus shipping

Atari 850 Interface no power supply..................... $39
Atari XMM801 printer.................................... $24
Atari 1020 Printer...................................... $15
Atari XM301 Modem....................................... $15
Atari 410 Program Recorder (tape deck) (2).............. $14
Atari 400 Program Recorder (tape deck).................. $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ................... $ 8 each
Paddles (2 sets)........................................ $12 each
Atari Controllers (2)................................... $ 8 each
DVE Printer Power Supply Model DV-2412A................. $10
50 5-1/4 diskettes ..................................... $10
50 3-1/2 diskettes...................................... $12.50
.....................................................................
Wishbringer from Infocom on Disktte w/box & docs.... $18
.....................................................................

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
```

Page Designer from XLEnt Software
Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International

Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor Donkey Kong
Jungle Hunt Missile Command
Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing

Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....

Atari Books $6.95 each (4 for $25)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari
Computes Second Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Machine Language for Beginners by Richard Mansfield
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

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Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
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Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

2410. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5gd4ce$8lg$17@nadine.teleport.com>
Source record: 75010
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

In article <3325e0ac.38183595@news.alt.net>, z80@dserve.com (Peter) wrote:
>
>>>I have written a TCP/SLIP stack for 6502 computers!
>>
>If he writes a 80x86 version which *works* he could perhaps approach
>Microsoft ...

Not likely, M$ wouldn't know what to /do/ with software that worked.

2411. FS: WARGAME CONSTRUCTION $10

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: markreed@ptd.net
Message-ID: <5gd62g$m88$2@news.ptd.net>
Source record: 75011

I have one copy (5.25 disk) in original box with manual of Strategic
Simulations, Inc. "Wargame Construction Set". 48K req. Also includes
Scenario disk. For sale only $10.00 plud 3.00 shipping. If interested,
contact me at : markreed@postoffice.ptd.net
Thank you, Mark.

2412. Thompson PROBURNER Auction--GOING TWICE....

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: dougm@freenet.edmonton.ab.ca
Message-ID: <5gd6tc$ch0$2@news.sas.ab.ca>
Source record: 75012

```
LAST UPDATED 3/14/97

Up For Auction.....
=-=-=-=-=-=-=-=-=-=-=
PROBURNER by Thompson Electronics (Toronto, Canada)

-EPROM/EEPROM Programmer (Just the Cartrigde)
For use with Atari models:400, 800, XL and XE
(24 PIN Devices or 28 PIN Devices)
(I tried it out on an Atari 800 and menu's etc came up great)

+40.00 idavis TWICE

RULES
=-=-=
Auction ENDS SOON!!
Prices are U.S. Funds
Canada and U.S. Only Please
Shipping is $2.00
Bid Increment is $2.00 above previous bid
******* This will be updated regularly on my homepage *******
http://www.freenet.edmonton.ab.ca/~dougm
Thanks

DougM's Super Summer Homepage
http://www.freenet.edmonton.ab.ca/~dougm

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| |_) ) ( (_) ) ( )_( ) ( )_( ) ( ) () ( )
(______) (_____) (_____) (_____) (_) (_)
@freenet.edmonton.ab.ca
```

2413. Wild & Wacky Auction (Final 24 Hours)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970315061600.BAA24143@ladder01.news.aol.com>
Source record: 75013

24 Hours Remaining before the Auction goes into the Going Once, Going Twice, SOLD.

This is your last chance to get ahold of some truly unique collectables!!!!!

Wild & Wacky Atari Auction (Final 24 Hours)

Rules and stuff:
---
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing your package and adding $1 for materials - Priority stuff <2 lbs will be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
8. If you only want an update for one particular system or want to be taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will be accepted. I would NOT reccomend sending cash, but some people seem to
anyway. Checks will be held for approximately 1 week to clear. MO orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March 15th.
One final post will be made to newgroups. A bidder who is not on the update list may bid on a G1 item, but not a G2 item. Any raise to an item in the G1 or G2 phase will result in the item staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html

Atari "Centipede" T-Shirt (Brand New) $17 rwagner
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $10 cstrong
Atari "Centipede" hanging multi-piece mobile (Brand New) $11 insane
Atari "Millipede" hanging multi-piece mobile (Brand New) $11 insane
Atari red "Kite" (Brand New) $3 DisKountrs
Atari Service Center Ice Scrapper $6 J.Kock
Atari Grey Service Center Coffee Mug $10 cstrong
Atari "Power Without the Price" Balsa Wood Glider $3 J.kock
Atari Red with Gold Lettering Pen holder $11 fenris
Atari Laser Art solid wood paper holder (Brand New) $10 mderolle
Atari solid Brass Belt Buckle (Brand New) TRADED
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Atari Holographic "Centipede" Stick-On Decal: TRADED

BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

All 10 Patches bid $50 bworkman

Activision OINKERS:
Activision RIVER RADIERS:
Activision GRAND PRIX DRIVING TEAM:
Activision SUB CLUB:
Activision SPIDER FIGHTERS:
Activision TRAIL DRIVE:
Activision EXPLORERS' CLUB:
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM:
Activision MEGAMANIACS:
Activision FLYING ACES:

Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with
all the original warantee cards, playing pieces, VCR tape, board and play
money.
$7 slapdash

Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $3 tmw11
Antic Feb/March 1983 Vol 1, Issue 6 $3 tmw11
Antic June 1983 Vol 2, Issue 3 $2 tmw11
Antic July 1983 Vol 2, Issue 4 $2 tmw11
Analog Computing October 1986 $1.50 tmw11
Hi-Res Magazine Premiere Issue $5.00 slapdash

I hope there is something for everyone here, happy hunting. . .

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com

Web Site: http://members.aol.com/cvendel/vaporware.html

2414. A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970315062501.BAA24545@ladder01.news.aol.com>
Source record: 75014

I need some feedback from all parties:

Would you be interested in an all new Atari 8-bit with the following specs:

New motherboard with 5 8 bit PBI slots, SIMM sockets, detachable IBM Style 101 keyboard with
built in macros for using the F1-F12 keys, onboard IDE interface, internal SIO disk drive controller.
All packaged into a box with either Atari XL styling or Atari XE Styling, I need your decision on that. The first PBI card will be a Parallel & high speed Serial card. The case will have an opening for a 5.25" floppy drive or a 3.5" floppy drive using a PC 3.5" disk drive universal adapter kit. The power supply will be an PC style 250W internal power supply. The target price with no disk or hard disk would be around $120. With a disk drive: $145. With a disk drive & 40 MB IDE har drive $200.

Would anyone be interested in an all in one Atari system with professional styling with fully integrated components using industry standard parts and upgrades?

Please give your feedback as I am looking into this project quite seriously, but need to know if anyone would be willing to purchasing a unit. A production run probably wouldn't be anymore then 100 units.

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

2415. Re: POTGO

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: Lord Spatula <lbattle@bellsouth.net>
Message-ID: <332A814E.1DBB@bellsouth.net>
Source record: 75015

> That's what I did:
>
> 0 POKE POTGO,0
> 5 ? PEEK(VCOUNT)
> 10 GOTO 0
>
> If you don't use line 0 you'll get different values on the screen
> but if you use line 0 you'll get a regular output. It seems
> that a write to POTGO resets VCOUNT.
>

...If memory serves correctly <and occasionally it does> the POTGO
command causes the 6502 to halt until VCOUNT=0... VCOUNT is counting the
scan lines on screen, you wouldn't be able to set it to zero in
mid-frame <or ever>... Will go find my copy of "Mapping" and look it up
to be sure, but I'm almost certain this info is correct...

hope it helps!

2416. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: Lord Spatula <lbattle@bellsouth.net>
Message-ID: <332A8263.1307@bellsouth.net>
Source record: 75016
Body handling: HTML body converted to readable text

> Would you be interested in an all new Atari 8-bit with the following
> specs:
>
> New motherboard with 5 8 bit PBI slots, SIMM sockets, detachable IBM Style
> 101 keyboard with
> built in macros for using the F1-F12 keys, onboard IDE interface,
> internal SIO disk drive controller.
> All packaged into a box with either Atari XL styling or Atari XE Styling,

I for one would be interested, if the price was not too high ...

2417. Polish Atari Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: Wojciech Hartman <harti@waw.pdi.net>
Message-ID: <5gdrei$2tr@info.nask.pl>
Source record: 75017

I am proud to announce that there is a mailing list "ataripl" for all
polish- speaking Atari users and enthusiasts.

To subscribe the lists you have to send an email to
majordomo@piwo.bl.pg.gda.pl containing a line "subscribe ataripl".

==========

Istnieje lista dyskusyjna ataripl. Jesli sie chcesz zapisac wyslij maila
zawierajacego "subscribe ataripl" na adres majordomo@piwo.bl.pg.gda.pl.

****
* Wojciech Hartman - violin player from Warsaw, Poland. *
* Fiddling for living - in any style! *
****

2418. Re: 800 XE (was Re: XL-it and 133k 180k Disk Image Compatibility)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <332A77FE.1210@kawo2.rwth-aachen.de>
Source record: 75018

```
Dennis McGuire wrote:
>
> So how is the 800XE different from the 65XE?
>
It has an ECI as the 130 XE. IT _has_ really the same board as an 130 XE
(at least my one has), only the secondary MMU-chip (a chip similar to a
PAL 16) and the secondary RAM-Bank is not included.
```

Some weeks ago, someone was looking forward to find out the terms of this chip to burn it in GALs. I'm very interested in getting to know these terms.

```
Thanx in advance.
Matt

--
| | | ___________________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /___________________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html
```

2419. Re: c64/6502 WWW server...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-15 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5gdqpm$hct@narses.hrz.tu-chemnitz.de>
Source record: 75019
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.arch.embedded

```
Wayland Sothcott (sothcott@sothcott.demon.co.uk) wrote:
: Crazy 6502 man!
: How hard would it be to make a 6502 cpu TCP/IP widgit to give my products
: an HTML front end?
: Wayland.

A widget is an item on a graphical user interface. The 6502 or better
the TCP/IP implementation doesn't provide something like this.

OTOH, the WWW server outputs a HTML error page, when an error occured.
And the browser makes that a `widget'.

I have _not_ written a HTML browser for the C64, but a WWW _server_!
```

so long
Andre
--
Andre Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit&#65533;t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

2420. Re: Experimental WWW server for 6502/C64

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-16 00:00:00 UTC
From: Peter Jakubek <pjak@berlin.snafu.de>
Message-ID: <332B7A5F.60C1@berlin.snafu.de>
Source record: 74947
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

```
Andre Fachat wrote:
>
> Hi there!
>
> Someone asked about using the TCP/IP stack for reading device info
> via WWW (i.e. the http port 80).
>
> Well. I implemented a (buggy, very alpha!) little WWW server for the
> OS/A65 operating system (which also runs on the C64).
>

A WWW server on a 6502, are you serious?

That is really cool!

Peter Jakubek
pjak@berlin.snafu.de
```

2421. Re: c64/6502 WWW server...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-16 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5gg8t4$qcq@narses.hrz.tu-chemnitz.de>
Source record: 74948
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.arch.embedded

Todd S. Elliott (eyeth@erols.com) wrote:
: > From what I infer from Mr. Fachat's earlier posting, there would be
: > rewriting as far as the grunt serial rs-232 routines are concerned. The
: > c64/128 has this luxury. I do not know whether 8-bit Apples and Ataris
: > also have these critical components.
: >
: Also wanted to add that I have yet to try out the program; There may be
: other components which cannot be easily ported over to other 8-bit
: platforms, i.e., CBM filesystem versus Atari's, etc. From what I see, it
: certainly does show a lot of promise.

Serial line interfaces are available for ACIA6551 and UART16550A and
for the 9600 baud C64 interface from Daniel Dallmann.
If there is some "make-it-easy" chip, writing a device shouldn't be
a problem.

Filesystem interfaces are available for the CBM serial and parallel
IEC busses, as well as for a WD1770/1772 where the OS can read/write
PC style disks.

hope it helps
Andre
--
Andre Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit&#65533;t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

2422. Re: Experimental WWW server for 6502/C64

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-16 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5gg8um$qcq@narses.hrz.tu-chemnitz.de>
Source record: 74949
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

```
Peter Jakubek (pjak@berlin.snafu.de) wrote:

: A WWW server on a 6502, are you serious?

Yes, Look at my homepage for the OS/A operating system.
```

--
Andre Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit&#65533;t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

2423. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-16 00:00:00 UTC
From: mstclair@iglou1.iglou.com
Message-ID: <E74pHr.2Bw@iglou.com>
Source record: 74950

Count me in, though I too think the price is too good to be true.

--
Mike St. Clairmstclair@iglou.com***irc:SaintMick***

2424. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-16 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc31ee$02b49da0$2df7aecc@127.0.0.1>
Source record: 74951

> > Would you be interested in an all new Atari 8-bit with the following
> > specs:

{specs trimmed}

> > Please give your feedback as I am looking into this project quite
> > seriously, but need to know if anyone would be willing to purchasing a
> > unit. A production run probably wouldn't be anymore then 100 units.

I would be but am interested in how you manage to make these units for
such a low cost... one thing tho... I will not send money util you are
able to prove you have a working product...

Will

2425. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-16 00:00:00 UTC
From: Lord Spatula <lbattle@bellsouth.net>
Message-ID: <332BF4FA.2D12@bellsouth.net>
Source record: 74952

Mike St. Clair wrote:
>
> Count me in, though I too think the price is too good to be true.

...upon reading back in thread, I see that the price is incredibly
low... Count me in as well..

<not a cheapskate, just broke a lot>

2426. Wild & Wacky Auction (GOING ONCE!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-16 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970316155100.KAA15039@ladder01.news.aol.com>
Source record: 74953

AUCTION NOW IN GOING ONCE, GOING TWICE, GONE STAGE
Place your bids before you miss out on these spectacular rarities!!!!

Rules and stuff:
---
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing
your package and adding $1 for materials - Priority stuff <2 lbs will
be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP
and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
8. If you only want an update for one particular system or want to be
taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will
be accepted. I would NOT reccomend sending cash, but some people seem
to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March
15th.
One final post will be made to newgroups. A bidder who is not
on the update list may bid on a G1 item, but not a G2 item. Any
raise to an item in the G1 or G2 phase will result in the item
staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html

Atari "Centipede" T-Shirt (Brand New) $22 polira G1
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $10 cstrong G1
Atari "Centipede" hanging multi-piece mobile (Brand New) $11 insane G1
Atari "Millipede" hanging multi-piece mobile (Brand New) $11 insane G1
Atari red "Kite" (Brand New) $3 DisKountrs G1

Atari Service Center Ice Scrapper $6 J.Kock G1
Atari Grey Service Center Coffee Mug $10 cstrong G1
Atari "Power Without the Price" Balsa Wood Glider $3 J.kock G1
Atari Red with Gold Lettering Pen holder $11 fenris G1
Atari Laser Art solid wood paper holder (Brand New) $10 mderolle G1
Atari solid Brass Belt Buckle (Brand New) TRADED
Atari 5200 "Gremlins" with Special Edition Atari Gremlins Pin TRADED
Atari Holographic "Centipede" Stick-On Decal: TRADED

BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

All 10 Patches bid $50 bworkman G1

Activision OINKERS:
Activision RIVER RADIERS:
Activision GRAND PRIX DRIVING TEAM:
Activision SUB CLUB:
Activision SPIDER FIGHTERS:
Activision TRAIL DRIVE:
Activision EXPLORERS' CLUB:
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM:
Activision MEGAMANIACS:
Activision FLYING ACES:

Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
$7 slapdash G1

Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $3 tmw11 G1
Antic Feb/March 1983 Vol 1, Issue 6 $3 tmw11 G1
Antic June 1983 Vol 2, Issue 3 $2 tmw11 G1
Antic July 1983 Vol 2, Issue 4 $2 tmw11 G1
Analog Computing October 1986 $1.50 tmw11 G1
Hi-Res Magazine Premiere Issue $5.00 slapdash G1

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

2427. Re: c64/6502 WWW server...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-16 00:00:00 UTC
From: dastar@crl.com
Message-ID: <5gh58g$jg@crl12.crl.com>
Source record: 74954
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.arch.embedded

Andre,

I thought a 1Mhz 6502 would be too slow to allow for a TCP/IP stack. Did
you actually implement a TCP/IP stack on the 6502? Could you post some
details about the actual implementation?

--

Sam

Computer Historian, Programmer, Musician, Philosopher, Athlete, Writer, Jackass

2428. FS: Atari 8-bit items.

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-16 00:00:00 UTC
From: djc126@alfresco.usask.ca
Message-ID: <5ghhss$kcs@tribune.usask.ca>
Source record: 74955

Hi. I am posting this for someone else.
Please reply to the email address below.
Thanks.

>> I have:
>> Atari 400 with semi-normal keyboard
>> Atari 800xl
>> Atari tape recorder
>> Atari disk drive
>> A few Atari cartridges...
>>
>> Mail me back if you are interested...
>> $100 Cdn takes everything away...
>> Syl Gaudet <Syl.Gaudet@usask.ca>

2429. WTB: ATARI 8-bit Power Supplies

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-16 00:00:00 UTC
From: djc126@alfresco.usask.ca
Message-ID: <5ghi2n$kcs@tribune.usask.ca>
Source record: 74956

Hi. I need power supplies for a 1050 Floppy and 1010 Tape Drive.
I would prefer to buy from someone in Canada since these are fairly heavy.
Please email me directly instead of posting to this newsgroup.
Thanks.
David

I also have 3 8-bit carts for sale/trade.

2430. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-16 00:00:00 UTC
From: Bandit1@Volstate.Net
Message-ID: <5ghi0g$6m3@news2.cais.com>
Source record: 74957

cvendel@aol.com (Cvendel) wrote:

>I need some feedback from all parties:

>Would you be interested in an all new Atari 8-bit with the following
>specs:

>New motherboard with 5 8 bit PBI slots, SIMM sockets, detachable IBM Style
>101 keyboard with
>built in macros for using the F1-F12 keys, onboard IDE interface,
>internal SIO disk drive controller.
>All packaged into a box with either Atari XL styling or Atari XE Styling,
>I need your decision on that. The first PBI card will be a Parallel &
>high speed Serial card. The case will have an opening for a 5.25" floppy
>drive or a 3.5" floppy drive using a PC 3.5" disk drive universal adapter
>kit. The power supply will be an PC style 250W internal power supply.
>The target price with no disk or hard disk would be around $120. With a
>disk drive: $145. With a disk drive & 40 MB IDE har drive $200.

>Would anyone be interested in an all in one Atari system with professional
>styling with fully integrated components using industry standard parts and
>upgrades?

>Please give your feedback as I am looking into this project quite
>seriously, but need to know if anyone would be willing to purchasing a
>unit. A production run probably wouldn't be anymore then 100 units.

>Curt

>Curt Vendel
>Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
>Email: cvendel@aol.com
>Web Site: http://members.aol.com/cvendel/vaporware.html

Hello Curt; I am an avid user of my Atari 800 & my Atari STf. I would
be very anxious to see the result of your efforts. If you are on
target with your pricing, I also would be interested in becoming a
user of this machine. Please keep me posted as to your progress and
your results.

Dan, aka Bandit1
...calling from Beautiful Downtown Dayton, TN, USA
bandit1@volstate.net

2431. Re: >>need help with BRUCE LEE for atari emu<<

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-16 00:00:00 UTC
From: ken@condor.circa.ufl.edu
Message-ID: <ken.1304.000F2849@condor.circa.ufl.edu>
Source record: 74958

In article <857524879.2105.0@kwll.demon.co.uk> monkfish@kwll.demon.co.uk (Lawrence Staveley) writes:

>In article <3319b3d4.2145490@news.escape.ca>, imarkows@escape.ca wrote:
>>Hi, did anyone get this game to work with joystick. I can run the game
>>with no problem but how to you move Bruce. If anyone knows how to get
>>this game to work with joystick on any ATARI emu please let me know
>>which emu works with it.

>You can't move Bruce with either Rainbow or XL-it! Strange, but Zorro works
>fine, and I think it's the same folks who wrote it.....

>It ~might~ work with PCXFormer, but it probably doesn't.....

I thought I remembered I needed the Atari Translator to get Bruce Lee working properly on my 800XL.. PC Xformer in 800 mode seems to work fine (sans sound).

Ken

2432. BBS THE ATARI INSIDE IS COOL

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-16 00:00:00 UTC
From: "M. Diepenhorst" <madie@worldonline.nl>
Message-ID: <01bc3253$9ca40300$219c099a@amulder>
Source record: 74959
Body handling: Inline uuencoded payload not displayed: bbsdemo2.com

Joh Folks!

For those ATARI 8bit freax who didn't know it yet, but in the Netherlands
are a couple of real ATARI 8bit bbs-es.
One of them is BBS THE ATARI INSIDE

The demo attached to this message runs only on ATARI 8bit computers (and
others systems with the right emulator software ofcoz...)

Grtx. Sysop*Marius

BBS the ATARI INSIDE +31-182-352755; 21:00-06:00 GMT(!!!)
ANSI/ASCII/ATASCII 1200-14400 baud

[Inline uuencoded payload not displayed: bbsdemo2.com]

2433. Happy 1050 Drive Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-16 00:00:00 UTC
From: robindhood@geocities.com
Message-ID: <332c7856.10743472@news.mindspring.com>
Source record: 74960

I'd like a Happy 1050 in good working order. With v. 7 software..
Anyone have one they'd like to part with? No Happy 810s please..

I'd also be interested in a couple of US Doubler'd drives and maybe
one duplicator drive w/software..

Other items I'd like to obtain:

Basic XE w/manual
MIO (1mg prefered, I'll consider a 256k if no one meggers show up).

I've checked with Toad a couple of times and they never have them in
stock..

Any responses will be considered.. Please include how much you are
willing to sell the item for. Thanks!

-Keith A. Hyer
keithyer@mindspring.com

2434. New Atari 8bit page (and Red Alert as well!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-16 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <858568152.24273.1@kwll.demon.co.uk>
Source record: 74961

Hi folks....

Monkfish's Pond is proud to re-annouce the all-new, all singing
AREA 51: Atari 8bit page....

Come and get links to Rainbow, XL-it, PC Xformer, and APE....
Download the latest version of xfSIO (*The* shell for the DOS emus!)
See the top ten fave games of various people (eg, M. Gietzen!) and
link to the relevant titles at Jellystone Park.....
and listen to some ~very~ nice MIDI music.

E-Mail me your top 10 fave games, and I'll link to the most liked ones
as well in due time...

ATTN YOGI: I'd be honoured if you'd mail me your top 10.....

Also at Monkfish's Pond: The Red Alert Page, with our own home made
multiplayer/skirmish map files.

Warning: Although the page works with Netscape, it looks (and sounds)
best with Microsoft's Internet Explorer 3.0+ in 800x600 16bit or
greater.

Above all.... Have fun and keep on using those 8bits!

PS: The homepages server at demon is taking quite a whacking at the moment, so
it may be slow... then again, it may be T1. Who can tell!?!

2435. Re: New Atari 8bit page (and Red Alert as well!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-16 00:00:00 UTC
From: Lord Spatula <lbattle@bellsouth.net>
Message-ID: <332CF85E.43A0@bellsouth.net>
Source record: 74962

```
Lawrence Staveley wrote:
>
> Hi folks....
>
> Monkfish's Pond is proud to re-annouce the all-new, all singing
> AREA 51: Atari 8bit page....

...ummm... I didn't see a URL in there anywhere....
```

2436. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-16 00:00:00 UTC
From: gussie@alaska.net
Message-ID: <gussie-ya023580001603971740320001@nntp.alaska.net>
Source record: 74963
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

Could I have it? Is that the way Apple II people can get on the internet
with their Apple II?
Grant Stockly

2437. Re: Hard drive for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-16 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <E75JzL.BoE@cix.compulink.co.uk>
Source record: 74964

In article <332BB1CA.5F50@bigtexas.com>, mike@bigtexas.com (Mike Jackson) wrote:

> I have both the 130xe and the 520st and would like to know if it is
> possible to store my old floppy disks programs onto a hard drive. I'm
> afarid I'll loose them forever.

Yup. On the ST you can still buy HDs new and there are a few 2nd hand ones for the 8bit knocking about.

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+---+

2438. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <332f0bf1.35245427@news.inc.net>
Source record: 74871

On 16 Mar 1997 09:40:56 GMT, "Will Fisher" <blackat@direct.ca> wrote:

>> > Would you be interested in an all new Atari 8-bit with the following
>> > specs:
>
>{specs trimmed}
>
>> > Please give your feedback as I am looking into this project quite
>> > seriously, but need to know if anyone would be willing to purchasing a
>> > unit. A production run probably wouldn't be anymore then 100 units.
>
>
>I would be but am interested in how you manage to make these units for
>such a low cost... one thing tho... I will not send money util you are
>able to prove you have a working product...
>
>Will
>

Frankly, I just don't see how Curt could do it for that kind of price.
I mean, just a case and power supply would I think cost him around
$75. Then a 101 key keyboard is another $20. We'rre up to $100
already and we haven't even started talking about a motherboard
(definately a custom construct sounds like) drives or the like.

The guy has to get something for his effort too. I just don't see it
at those costs.

I dunno.

2439. Re: XLIT & M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: davepat@total.net
Message-ID: <332ce63d.0@news.total.net>
Source record: 74872

In an article dated 17 Mar 1997 05:22:10 GMT, someone named Two Noahs says...
>
>Has anyone tried the XL-it with MULE?
>
>I think XL-it rules and I love the interface and it is the only emulator
>that I can get to run MULE perfectly, but MULE keeps saying you need a
>joystick. The joysticks configs in XL-it, sees it before the games screen
>pops up, but then MULE says: Paddle at the bottom is blinking. Anyone have
>a fix for this? I'd hate to bother the guy that wrote XL-it with a dumb
>question like this, but I love M.U.L.E. a lot and...
>
>Please help,
>twonoahs@aol.com

Atari reads a paddle trigger when a joystick is pushed left or right. Make sure the stick is centered properly, or try this:

toggle into keypad joystick mode to select the joystick, then flip back to the "real" joystick.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
There are two major products that come out of Berkeley: LSD and UNIX.
We don't believe this to be a coincidence. - Jeremy S Anderson

2440. Apple PC blank disk???

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: lovecraft@aol.com
Message-ID: <19970317090701.EAA08310@ladder01.news.aol.com>
Source record: 74873

How do I make a blank disk with the Apple PC emulator? If I need ProDos or some thing what file is it? Thank you.

Nick Nova

2441. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc32b3$dce8a460$b1f7aecc@127.0.0.1>
Source record: 74874

> Frankly, I just don't see how Curt could do it for that kind of price.
> I mean, just a case and power supply would I think cost him around
> $75. Then a 101 key keyboard is another $20. We'rre up to $100
> already and we haven't even started talking about a motherboard
> (definately a custom construct sounds like) drives or the like.
>
> The guy has to get something for his effort too. I just don't see it
> at those costs.
>
> I dunno.

I *HOPE* he can make it for the price he mentions... but having been
'burned'
in the past on send-me-money-now-for-something-later deals I tend to do
things
on the side of caution. No offence meant to Curt tho, he has all my best
wishes
and money if he can make a working product!

Will

2442. Re: DCM file format

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc32b3$f8f6f440$b1f7aecc@127.0.0.1>
Source record: 74875

> >Anyone have any documentation about the file format for .DCM files?

I have it somewhere... I made an atari Disk Archive utility that converted
file formats around, including the ubiqitious DCM.

Will

2443. Re: Apple PC blank disk???

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E76p93.9o4@iglou.com>
Source record: 74876

In article <19970317090701.EAA08310@ladder01.news.aol.com>, Lovecraft wrote:
>How do I make a blank disk with the Apple PC emulator? If I need ProDos or
>some thing what file is it? Thank you.
>
>Nick Nova
Wrong newsgroup. Try comp.sys.apple2 or comp.emulators.apple2 .

--
Bill Marcum bmarcum at iglou dot com
"...and eleven long haired friends of Jesus in a chartreuse microbus..."

2444. Re: POTGO

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5gjf8p$7m7@sjx-ixn6.ix.netcom.com>
Source record: 74877

In <3329B6CB.6530@stud.uni-sb.de> Markus Gietzen <magi@stud.uni-sb.de>
writes:
>
>Maybe someone of you can help me:
>
>I ran into a problem with the POTGO-register:
>Altough it's nowhere documented (at least not in the
>books/articles that I saw) the POTGO-register changes the
>behaviour of VCOUNT.
>
>That's what I did:
>
>0 POKE POTGO,0
>5 ? PEEK(VCOUNT)
>10 GOTO 0
>
>If you don't use line 0 you'll get different values on the screen
>but if you use line 0 you'll get a regular output. It seems
>that a write to POTGO resets VCOUNT.
>
>Does someone know how this exactly works ?
>
>Thanks in advance,
>
> Markus
>
>PS: I've also the intension that's the reason for the problem with
> Bruce Lee.
>
>--
>Markus Gietzen
>E-Mail: iig05-1@htw.uni-sb.de
>WWW : http://myst.slcc.edu/~markus
>---
>"What? Is man merely a mistake of God's? Or God merely a mistake of
> man's?"
>---F. Nietzsche

Markus,
If this is, in fact, your program, where are the definitions of
POTGO and VCOUNT? You need a line like this:0 POTGO=53771:VCOUNT=54283.
If you don't have this, the peeks will look at location 0. Try this.
10 POTGO=53771:VCOUNT=54283
20 POKE POTGO,0

```
30 ? PEEK (VCOUNT)
40 G.10
```
This should always show VCOUNT to be at or near the same number (+/- 1 ot 2 counts). That is, if by poking POTGO with 0 does reset the counter. If not then VCOUNT will display a number between 0 an 130 (NTSC) or 0 and 155 (PAL), depending on the scan line it is working on at the moment.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

2445. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: mauricem@phonewave.net
Message-ID: <332d32be.2856419@nntp.sierra.net>
Source record: 74878

On 15 Mar 1997 06:25:45 GMT, cvendel@aol.com (Cvendel) wrote:

>All packaged into a box with either Atari XL styling or Atari XE Styling...

XL XL XL XL. XE is just ST styling. XL was classier. Chrome, cream
and coffee.

2446. Re: c64/6502 WWW server...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: Wayland Sothcott <sothcott@sothcott.demon.co.uk>
Message-ID: <01bc32e3$d59e0800$325b989e@smokey>
Source record: 74879
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.arch.embedded

Andre,

A widgit is just an old fashoned english/american term for a small
mechanical device, if it is used on the Amega then it's a scroll bar or
some thing.

My point is that since your work operates on a 6502 then this is required
to make it go. What else is required, operating system, disk drives? I
understand that it's a server, the viewer is the PC.

Wayland.

Andre Fachat <fachat@physik.tu-chemnitz.de> wrote in article
<5gdqpm$hct@narses.hrz.tu-chemnitz.de>...
> Wayland Sothcott (sothcott@sothcott.demon.co.uk) wrote:
> : Crazy 6502 man!
> : How hard would it be to make a 6502 cpu TCP/IP widgit to give my
products
> : an HTML front end?
> : Wayland.
>
> A widget is an item on a graphical user interface. The 6502 or better
> the TCP/IP implementation doesn't provide something like this.
>
> OTOH, the WWW server outputs a HTML error page, when an error occured.
> And the browser makes that a `widget'.
>
> I have _not_ written a HTML browser for the C64, but a WWW _server_!
>
> so long
> Andre
> --
> Andre Fachat |"I do not feel obliged to believe
that the
> Institute of physics, | same God who has endowed us with
sense,
> Technische Universit&#65533;t Chemnitz | reason, and intellect has intended
us to
> http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei
>

2447. Re: Journey to the Planets

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <v7y913mbjm4.fsf@dougal.co.umist.ac.uk>
Source record: 74880

In article <Pine.SUN.3.95.970308122746.28251A-100000@light.lightlink.com> Matthew Haas <mthbbs@light.lightlink.com> writes:

> Does anyone remember JV/Roklan's Journey to the Planets game for the Atari
> computers?

Sure do, I remember getting it bundled with my (first) 800XL.

> but I have been unable to beat the game
> as I have not been able to get past a certain world (the Ruby Ring planet
> I believe, where there is a flashy door thing you must go through, and
> shoot down a circle or block, and a screen where there's this
> boat-looking-thingy going around disappearing then reappearing)

Funily enough that was the only world I couldn't solve either, but in the end I found another user with the game stuck on another world and we "swapped solutions". OK, what you do is shoot down a block, and take it to the boat-looking-thingy screen, let the boat-looking-thingy pick up the block, let the boat-looking-thingy go all the way round and come back to you, this should give you a long straight thing. Now back track, go to the screen with the chasm and the 2 flashy doors, one on each side of the chasm (the screen you arrive at when going through the flashy door at the landing site). Drop the long straight thing at the top of the hill, and push upwards on your joystick whilst standing over it... that should give you enough to solve that world, without spoiling it ALL for you, (I bet you can guess what the circles are for now ;)

Incidentaly a friend of mine could make a short bar appear on this world above your spacecraft when you tried to take off without the Ruby Chain, and it would follow your horizontal movements whilst staying at the same vertical position, hence preventing you from leaving, but I was never able to recreate this.
Does anyone know how to do this?
Is it a "hidden feature" or a bug? (or both ;)

Raphael Espino - rje@co.umist.ac.uk

2448. Re: 6502 undocumented opcodes

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: abe0084@InfoNET.st-johns.nf.ca
Message-ID: <5gjvbk$i0f@coranto.ucs.mun.ca>
Source record: 74881
Cross-posted to: comp.sys.atari.8bit,comp.emulators.cbm

Cathryn Mataga (cathrynm@aol.com) wrote:
:
: > > * BRK $00 Stack <- PC, PC <- ($fffe) (Implied) 1/7
: > > * ORA $01 A <- (A) V M (Ind,X) 6/2
: > > JAM $02 [locks up machine] (Implied) 1/-
: > > SLO $03 M <- M >> 1, A <- A \/ M (Ind,X) 2/8
: > > NOP $04 [no operation] (Z-Page) 2/3
: >

: Do SLO and SRE change carry when they shift right?

You could take a look at my document on this subject. You won't find any
more exhaustive description of these opcodes anywhere else I'd say. I
wouldn't trust the accuracy of other sources too much.

It is at:

http://www.funet.fi/pub/cbm/documents/chipdata/6502-NMOS.extra.opcodes

And also FTPable at 'ftp.funet.fi'

: I assume:

: clc

This opcode does an ASL, so the state of the carry before SLO will not
affect anything. (Might be easier to remember this as another common
mneumonic for this opcode is ASO. Opcode bit-pattern 000xxx11.)

: slo one ; for the one without the '5 flag.
: bcs alwaydoesthis
: neverdoesthis:
: one .da #1

: right?

2449. Re: DCM file format

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <858621882.20827.0@kwll.demon.co.uk>
Source record: 74882

In article <01bc32b3$f8f6f440$b1f7aecc@127.0.0.1>, "Will Fisher" <blackat@direct.ca>
wrote:
>I have it somewhere... I made an atari Disk Archive utility that converted
>file formats around, including the ubiqitious DCM.

If you can find it it'd be greatly appreciated!

2450. Re: New Atari 8bit page (and Red Alert as well!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <858621940.20827.1@kwll.demon.co.uk>
Source record: 74883

```
In article <332CF85E.43A0@bellsouth.net>, lbattle@bellsouth.net wrote:
>Lawrence Staveley wrote:
>>
>> Hi folks....
>>
>> Monkfish's Pond is proud to re-annouce the all-new, all singing
>> AREA 51: Atari 8bit page....
>
>....ummm... I didn't see a URL in there anywhere....

ooops. buggerit. www.kwll.demon.co.uk - sorry!
```

2451. Re: XLIT & M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: Markus Gietzen <magi@stud.uni-sb.de>
Message-ID: <332D94AB.3279@stud.uni-sb.de>
Source record: 74884

Two Noahs wrote:

> Has anyone tried the XL-it with MULE?
Yes, me ;-)
Beside a few priority-problems it works quite well.

> joystick. The joysticks configs in XL-it, sees it before the games screen

Someone else had a similar problem. He solved it by disabling
the Atari800 mode (e.g. using XL-it! as Atari XL/XE).
Anyway I never ran across that problem.

Bye,
Markus

--
Markus Gietzen
E-Mail: iig05-1@htw.uni-sb.de
WWW : http://myst.slcc.edu/~markus

"What? Is man merely a mistake of God's? Or God merely a mistake of
man's?"
---F. Nietzsche

2452. Re: XLIT & M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: jsegur@capital.net
Message-ID: <332da526.14358285@news.capital.net>
Source record: 74885

Markus Gietzen <magi@stud.uni-sb.de> wrote:

>Two Noahs wrote:
>
>> Has anyone tried the XL-it with MULE?
>Yes, me ;-)
>Beside a few priority-problems it works quite well.
>
>> joystick. The joysticks configs in XL-it, sees it before the games screen
>
>Someone else had a similar problem. He solved it by disabling
>the Atari800 mode (e.g. using XL-it! as Atari XL/XE).
>Anyway I never ran across that problem.
>
>Bye,
> Markus
>

I've had the same problem with both 0.17 and 0.18, though the very first time I tried 0.18 (before calibrating the joystick), it worked perfectly. I've been thinking about changing the values in joy.cfg to see if I can find better values. Perhaps you could post the effective values XL-it uses before a calibration is performed?

Joe

2453. 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: Anthony Smith <Anthony.smith@worldnet.att.net>
Message-ID: <332D9C6E.673@worldnet.att.net>
Source record: 74886

Hello,

I've just found an Atari 8-bit emulator for my PC, this made me happy because I used to own a 130XE way back, but I seem to be having difficulty finding software. I found a couple of places and mirrors that all have the same thing, but they dont have any of the stuff I remember like Bruce Lee, Karateka, Starfighter, or anything like it, does anybody know where I can download stuff like this.

Thanks

2454. ANNOUNCE: Digital Antic Project has 2 more issues

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-ya02408000R1703971206530001@news.northcoast.com>
Source record: 74887
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,alt.atari.2600

I have added two more issues of Antic Magazine to the Digital Antic Project. Highlights of the new stuff include four downloadable games, a look at the Atari 1200XL, articles about the Atari VCS and 5200, and reviews of all sorts of "new" programs like AtariWriter. :)

The Digital Antic Project is a small crusade to put all of the old issues of Antic magazine (and eventually its sister magazine, STart) on the Internet. I have received permission from the publisher of Antic to make the material available on the Internet for free.

The site currently features the complete text of eight issues, as well as cover art and memorable ads from the magazine. More material will be added as time permits -- faster if YOU volunteer to help by scanning, HTMLizing, or proofreading.

Check them out at http://www.northcoast.com/savetz/antic/dap.html

Here's what's new...

February 1983 - Vol. 1 No. 6 - Tools
Valentine - Short but Sweet
Ten Best From APX
Pronto - Bank on Your Atari
Ultra Sound - Let your computer drive your stereo
Tool Box - A professional's favolites
Tiny Text - A type-in word processor
CBOOTMGR - Cassette Utility
Display Lists Simplified - Mix modes on the screen
Inside Atari - a look at the Atari 1200XL
Starting Line - UT, UT and Away
Assembly Language - Extended Directory
Dragosmoke - Words Worth, Part II
Pilot Your Atari - Sounder
In the Public Domain - Stellar Defense [downloadable]
Education - Grading on the Curve
Tape Topics - PACTL Poker
I/O Board
Product Reviews: Basic Commander, Wayout, Tricky Tutorials, Diskey, Basic Routimes, Jeepers Creepers, Miner 2049er, Home Filing Manager, Baja Buggies, Tax Dodge, Menumakr
New Products: Miles Payroll System, Stratos, Inside Atari Basic, Picnic Paranoia, Magic Mail, Sea Dragon, E.T.Phone Home, Space Shuttle, Mac-65, Ramrod, Atari 400 48k Upgrade, Wordfun!, Swamp Chomp, Taxman-83, Printmate 150, Galaxians, Atari Music 1, Speedway Blast, Captain Cosmo, Starfighter & Slik Stik

Looking at Books - Atari's Native Tongue

May 1983 - Vol. 2 No. 2 - Communications
Info For Sale - Commercial Databases
Talking to Big Brother - communicating with IBM mainframes
Invisible Sector - Secret Cubbyhole on Disk
Atari Terminal - Getting started with data communications
Idiotproofing Your Keyboard: Prevent unwanted responses in your
BASIC program
Tele Chess - play chess via modem
Not Just A Pretty Face - the ATASCII character set
Antic Pix Ten Again - 10 great games Frogger, Final Flight,
Centipede, Apple Panic, Fort Apocalypse, Wizard of Wor, Sands of Egypt,
Castle Wolfenstein, Submarine Commander, Sea Dragon
Computer Camps
Starting Line - Communications Concepts
Inside Atari - Atari 835 Modem and Telelink II review
Dragonsmoke - Positive, Negative or Zero
In the Public Domain - Microids [downloadable]
Games Department - Atari VCS
Games Department - Atari 5200
Education - Burning Candle at Both Ends: Converting a program to
Microsoft BASIC
Tape Topics - Play Back Schematic
I/O Board
Help!
Atari Clinic
Product Reviews: TeleTari, BASIC A+, Hellcat Ace, AtariWriter, A
BASIC Compiler, Strip Poker, The Basic Compiler, Tele-Talk
New Products: Casino Craps with Odds, 1080 Versamodem, Voltage Surge
Surpressor, Prostick II, Pinball Construction Set, Princess and Frog,
Cermetek 212A, Chess, Monkey Wrench II, The Power Module, Basic Excercises
for the Atari, Diskwiz, Videomax Game Glove, Disk Fix Kit, The Programmer's
Workshop, Suspended, Castle Wolfenstein

Also: a few new tidbits from incomplete online issues:

June 1983 - Vol. 2 No. 3
In the Public Domain - Lone Eagle's Revenge [downloadable]

July 1983 - Vol. 2 No. 4
Talk Is Cheap - voice I/O for the Atari
In the Public Domain - Stunt Clown [downloadable]

--Kevin Savetz

--
Digital Antic Project -- Antic magazines on the Web
http://www.northcoast.com/savetz/antic/

2455. Re: 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: "M. Diepenhorst" <madie@worldonline.nl>
Message-ID: <01bc331a$ff67f2e0$189c099a@amulder>
Source record: 74888

Anthony Smith <Anthony.smith@worldnet.att.net> wrote in article
<332D9C6E.673@worldnet.att.net>...
> Hello,
>
> I've just found an Atari 8-bit emulator for my PC, this made me happy
> because I used to own a 130XE way back, but I seem to be having
> difficulty finding software. I found a couple of places and mirrors that
> all have the same thing, but they dont have any of the stuff I remember
> like Bruce Lee, Karateka, Starfighter, or anything like it, does anybody
> know where I can download stuff like this.
>
> Thanks

This stuff is all (C)opyright Software, and not free to get anywhere! There
are some internet/ftp-sites where you can get these software, look in the
www.yahoo.com for a few atari 8bit sites, and watch out for some FTP-links.

Have fun

Marius Diepenhorst

>

2456. Re: 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: Robert Erickson <dperw@utxdp.dp.utexas.edu>
Message-ID: <332DA2DD.5867@utxdp.dp.utexas.edu>
Source record: 74889

give http://www.hackerz.com

also accessable as ftp.hackerz.com,
anonymous, guest login.

they have virtually every available title for 8-bits.

hope this helps,

cheers,
robert

2457. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: morris@*cogent.net
Message-ID: <morris.1159.0028D47C@*cogent.net>
Source record: 74890
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

In article <5gd4ce$8lg$17@nadine.teleport.com> atari@teleport.NO.SPAM.com (Rich Tietjens) writes:
>From: atari@teleport.NO.SPAM.com (Rich Tietjens)
>Subject: TCP/IP for 8051 family (was Re: TCP/SLIP for 6502)
>Date: 15 Mar 1997 03:17:34 GMT

>In article <3325e0ac.38183595@news.alt.net>, z80@dserve.com (Peter) wrote:
>>
>>>>I have written a TCP/SLIP stack for 6502 computers!
>>>
>>If he writes a 80x86 version which *works* he could perhaps approach
>>Microsoft ...

>Not likely, M$ wouldn't know what to /do/ with software that worked.

Anybody have one that works for an 8051 family?

Mike Morris ham radio: WA6ILQ ICBM: 34:07:54.9 by 118:03:46.2
The above is my own opinion and should not be construed to be that of
my former or my current employers. Reply address spoofed to discourage
junk email, please remove the "*" from the address.

Pursuant to US Code, Title 47, Chapter 5, Subchapter II, 227, any and
all nonsolicited commercial E-maile-mail ("spam") sent to this address
is subject to download, proofreading and archival fees in the amount
of US$500 per item received. Payment will be due upon receipt and
interest will be charged 1.5% per month (18% per year).
Transmission of e-mail to this address denotes acceptance of these terms. PRR

2458. Wild & Wacky Auction (Going Twice!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970317041900.XAA27470@ladder01.news.aol.com>
Source record: 74965

AUCTION NOW IN GOING ONCE, GOING TWICE, GONE STAGE
Place your bids before you miss out on these spectacular rarities!!!!

Rules and stuff:
---
1. Send all bids to cvendel@aol.com
2. Send your mailing address with your first bid
3. Shipping is extra. I will calculate your shipping charge by weighing
your package and adding $1 for materials - Priority stuff <2 lbs will
be $3 flat. Shipping outside of US will be a little more.
4. Do NOT bid unless you plan to buy - bids may not be retracted
5. I reserve the right to withdraw any item
6. Minimum Raises are as follows:
$1 - $5 ==> .50
$5 - $20 ==> $1
$20 + ==> $2
7. Trades - Always accepted so long as its Atari or made for Atari
If you think you may want to trade, e-mail me your trade list ASAP
and I'll tell you what I'll take in trade.
7. EVERYTHING IS GUARANTEED TO WORK - Unless it says it doesn't work.
8. If you only want an update for one particular system or want to be
taken off this list, please let me know.
9. Payment should be in US funds. Checks and MO, will
be accepted. I would NOT reccomend sending cash, but some people seem
to
anyway. Checks will be held for approximately 1 week to clear. MO
orders will be sent out right away.
10. This auction will go into the G1,G2, SOLD phase at midnight March
15th.
One final post will be made to newgroups. A bidder who is not
on the update list may bid on a G1 item, but not a G2 item. Any
raise to an item in the G1 or G2 phase will result in the item
staying or returning to G1.

cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html

Atari "Centipede" T-Shirt (Brand New) $25 polira G1
Atari "Real Sports" Blue Sleeve Baseball Shirt (Brand New) $11 mnementh
G1
Atari "Centipede" hanging multi-piece mobile (Brand New) $15 digitpress G1
Atari "Millipede" hanging multi-piece mobile (Brand New) $15 digitpress G1

Atari red "Kite" (Brand New) $4 mnementh G1
Atari Service Center Ice Scrapper $6 J.Kock G2
Atari Grey Service Center Coffee Mug $10 cstrong G2
Atari "Power Without the Price" Balsa Wood Glider $3 J.kock G2
Atari Red with Gold Lettering Pen holder $11 fenris G2
Atari Laser Art solid wood paper holder (Brand New) $10 mderolle G2
Atari solid Brass Belt Buckle (Brand New) TRADED
Atari 5200 "Gremlins" with Special Edition Atari Gremlins Pin TRADED
Atari Holographic "Centipede" Stick-On Decal: TRADED

BRAND NEW Activision Atari 2600 VCS Iron-On Award Patches:

All 10 Patches bid $52 mnementh G1

Activision OINKERS:
Activision RIVER RADIERS:
Activision GRAND PRIX DRIVING TEAM:
Activision SUB CLUB:
Activision SPIDER FIGHTERS:
Activision TRAIL DRIVE:
Activision EXPLORERS' CLUB:
Activision OFFICIAL MEMBER ACTIVISION SKI TEAM:
Activision MEGAMANIACS:
Activision FLYING ACES:

Epyx VCR California Games:
Board Game & Video Cassette all in one, game is BRAND NEW condition with all the original warantee cards, playing pieces, VCR tape, board and play money.
$7 slapdash G2

Atari Magazines:

Antic Dec/Feb 1983 Vol 1, Issue 5 $3 tmw11 G2
Antic Feb/March 1983 Vol 1, Issue 6 $3 tmw11 G2
Antic June 1983 Vol 2, Issue 3 $2 tmw11 G2
Antic July 1983 Vol 2, Issue 4 $2 tmw11 G2
Analog Computing October 1986 $1.50 tmw11 G2
Hi-Res Magazine Premiere Issue $5.00 slapdash G2

I hope there is something for everyone here, happy hunting. . .

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

2459. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970317042201.XAA27633@ladder01.news.aol.com>
Source record: 74966

Hell yeah, I'll buy one !!!

2460. Atari Stuff 4 Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: John Collins <bosco@user2.inficad.com>
Message-ID: <5gig22$25u$1@news.inficad.com>
Source record: 74967

Still have stuff for sale. If interested send e-mail to me.
Willing to make deals or trade for older PC stuff.
-- WOW
bosco at inficad.com *or* irata at aztec.asu.edu MOM
or visit my website! www.inficad.com/~bosco WOW

**** Disk Software ****

TITLE COMPANY DOCS NOTES PRICE
---------- ---------- ------ ---------- -------
ATARIWRITER PLUS ATARI YES W/SPELLCHECKER $ 6.00
BANDITS SIRIUS NO 3.00
BASIC VIEW ANTIC CAT YES DOCS ON DISK 2.00
CASTLE WOLFENSTEIN MUSE YES 2.00
CONAN DATASOFT NO 3.00
DIG DUG DATASOFT NO 3.00
DISK PACK 1000 ALPHA SYSTEMS YES 3.00
ENCHANTER INFOCOM YES IN ORIGINAL BOX 5.00
HITCHHIKERS GUIDE TO
THE UNIVERSE INFOCOM YES W/BOX-NO BUTTON 5.00
" " INFOCOM NO NO BOX 3.00
HOUSEHOLD FINANCE CREATIVE YES 2.00
INTER GALLEON BATTLE K-TEK NO 2.00
LODE RUNNER BRODERBUND NO 3.00
MICRO LEAGUE BASEBALL MICRO LEAGUE YES 4.00
MUSIC STUDIO ACTIVISION YES 4.00
OUTLAW/HOWITZWER ANTIC/ATARI NO 2.00
PITSTOP II EPYX NO 3.00
QUEST OF THE
SPACE BEAGLE AVALON HILL YES IN BOX - UNOPENED 6.00
RADIATION DUMP K-TEK YES 2.00
REALM OF IMPOSSIBILITY E.A. NO 3.00
SHIP OF STARS K-TEK NO 2.00
SPIDERMAN GREEN VALLEY YES 2.00
STAR LEAGUE BASEBALL GAMESTAR YES 3.00
SUCCESS WITH MATH
FRACTIONS: CBS YES IN BOX - UNOPENED 3.00
SUPER HUEY COSMI YES 2.00
TALLADEGA COSMI YES 2.00
TIMEWISE ATARI YES WITH BOX 3.00
TYPE ATTACK SIRIUS YES 3.00
WISHBRINGER INFOCOM NO 3.00

**** CARTRIDGE SOFTWARE ****

TITLE COMPANY DOCS NOTES PRICE
---------- ---------- ------ ---------- -------
ACE OF ACES ATARI RX8099 NO XL/XE ONLY 5.00
BASKETBALL ATARI CXL4004 NO 3.00
COMPUTER CHESS ATARI CXL4009 NO 3.00
DEFENDER ATARI CXL4025 NO 3.00
DIG DUG ATARI RX8026 NO 3.00
FLIGHT SIMULATOR II ATARI RX8091 NO XL/XE ONLY 5.00
HARDBALL! ATARI RX8084 YES XL/XE ONLY 5.00
MISSILE COMMAND ATARI CXL4012 NO 3.00
PAC-MAN ATARI CXL4022 NO 3.00
QIX ATARI CXL4027 NO 3.00

**** CASSETTE SOFTWARE ****

TITLE COMPANY DOCS NOTES PRICE
---------- ---------- ------ ---------- -------
CONVERSATIONAL SPANISH ATARI CX4120 YES 5-CASSETTE SET $ 7.00
CONVERSATIONAL ITALIAN ATARI CX4125 YES 5-CASSETTE SET $ 7.00

**** HARDWARE ****

Atari 800 computer w/ 48k, BASIC cartridge $20.00
Atari 810 Disk Drive with i/o cable 12.00
Koala Pad with Pixel Artist Deluxe s/w no stylus 15.00
Joystick extension cords (10 ft) 3.00
Joystick extension cords (25 ft coiled) 5.00
Timex/Sinclair 1000 computer with 16k RAM, Thermal printer & s/w 15.00
Koala Light Pen for Atari or C=64 (no soft or docs) 8.00

End of Listing

2461. XLIT & M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: twonoahs@aol.com
Message-ID: <19970317052200.AAA00923@ladder01.news.aol.com>
Source record: 74968

Has anyone tried the XL-it with MULE?

I think XL-it rules and I love the interface and it is the only emulator that I can get to run MULE perfectly, but MULE keeps saying you need a joystick. The joysticks configs in XL-it, sees it before the games screen pops up, but then MULE says: Paddle at the bottom is blinking. Anyone have a fix for this? I'd hate to bother the guy that wrote XL-it with a dumb question like this, but I love M.U.L.E. a lot and...

Please help,
twonoahs@aol.com

2462. Re: Eprom burning information

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <332cfb26.30946325@news.inc.net>
Source record: 74969

On Wed, 12 Mar 1997 12:35:17 -0600, idavis@comland.com wrote:

>I was wondering if someone could point me to some information about
>burning eproms for the 400/800/xl cartridges. I was wondering what types
>of eproms do I need, and probably any other general information that can
>be found. I am working on getting a burner, and my father is an
>electronic technician who has burned eproms before for other equipment so
>I will not be totally in the dark, but I would like to have a little
>information beforehand. I have taken the cover off of a couple of spare
>atari carts that I have, and the chips are already socketed, so no need to
>perform that operation, but I found there are two chips, a left and a
>right. I assume one is odd, and one is even, and being new to the chip
>making process, I might be totally wrong. I am dying to get a burner, put
>my own program on a cartridge, put it in, and watch it run. I guess some
>people have the weirdest dreams, or maybe I need to get a life. Thanks in
>advance for any help.
>Isaac Davis
>idavis@comland.com
>
>--------------------==== Posted via Deja News ====-----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet
I bet the carts you are looking at are OSS carts... such as Mac/65,
Action!, BASIC-XL or the like. Am I warm?

Jon

2463. Re: DCM file format

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-17 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <332e0853.34319257@news.inc.net>
Source record: 74970

On Fri, 14 Mar 97 18:02:17 GMT, monkfish@kwll.demon.co.uk (Lawrence Staveley) wrote:

>Anyone have any documentation about the file format for .DCM files?
I'm sure Bob Puff does. I do know that it is a compressed type storage format.

Cheers,

Jon

2464. Re: wanted: info about power cord -130 xe.

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc33bc$12bbd860$0100007f@LocalHost>
Source record: 74821

```
*******
* 7 6 *
* 3 1 *
* 5 4 *
* 2 *
*******
Sorry about the messy drawing!

Pin 1 - +5V
Pin 2 - Shield
Pin 3 - Ground
Pin 4 - +5V
Pin 5 - Ground
Pin 6 - +5V
Pin 7 Ground

gregory l. wittman <gwittman@ix.netcom.com> wrote in article
<332e8d0c.265608@nntp.ix.netcom.com>...
> The other day i found a 130 xe at a thrift store for $5.00.
> It did not have a power cord with it. I also found a 65 xe at a
> thrift store too, it had a power cord. I was just wondering if they
> both use the same cord. The 65 xe works fine but the 130 xe does not
> work at all, the red light does come on but all I get is a black
> screen. I did not know if the specs on the power cords where
> different are the 130 xe had internal problems.
>
```

2465. Re: BBS THE ATARI INSIDE IS COOL

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970317194403.25576B-100000@fissure.scar>
Source record: 74822

On 16 Mar 1997, M. Diepenhorst wrote:

> Joh Folks!
>
> For those ATARI 8bit freax who didn't know it yet, but in the Netherlands
> are a couple of real ATARI 8bit bbs-es.
> One of them is BBS THE ATARI INSIDE
>
> The demo attached to this message runs only on ATARI 8bit computers (and
> others systems with the right emulator software ofcoz...)
>
> Grtx. Sysop*Marius
>
> BBS the ATARI INSIDE +31-182-352755; 21:00-06:00 GMT(!!!)
> ANSI/ASCII/ATASCII 1200-14400 baud
>
> begin 600 bbsdemo2.com

Hi, you probably should attach your bbsdemo2.com file instead of posting
it directly to the msg base. I don't think the North American users can
save that file. (If anybody could save the BBSDEMO2.COM file let me know
how THANKS!)

Alan
U of T, Computer Science

2466. Re: What about The Internet Charts ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: dhor <dhor@student.uci.agh.edu.pl>
Message-ID: <332EDA58.643C@student.uci.agh.edu.pl>
Source record: 74823

Samurai of Taquart wrote:
>
> Yo guys ....
>
> this is Samurai/Taquart again...
>
> I have an unmoral proposal for u ...
>
> Let's make together The Internet Charts which will contain our votes for
> best
> coders, gfx-men, musicians,coders, demos, modeules,pictures....
>
> I will put it to the Energy Zine #2 and on the Net...
>
> Let's talk about rules guyz ....
>
> Friendship rulz 4ever ...
>
> Samurai/Taquart
>
> samurai@panasonic.teleservice.lublin.pl

good idea :))))

greets..

dhor ....

2467. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <332EB868.2F1CF0FB@fir.fbc.com>
Source record: 74824

Hi Robert,

Well video will be standard composite based on the super video mod. However I've been speaking with a friends friend who is a heavy duty analog engineer and has done a lot of video work and I'm send him copies of an old RGBI mod for the Atari 800 to see if he can clean it up and adapt it to use the Atari SC1224 monitors since they are so abundant and cheap.

Remember, right now this is all on paper right now with nightly conversations about ideas and changes. All we're really doing is taking already designed projects and integrating them into an all-in-one package with a more professional and clean look to it. We're hoping to do some playing around with some PBI card designs.

Again, I'm probably only going to do about 100 of these units and from where we stand right now, the internal SIO disk drive controller has already been dropped for the time being due to cost overrun projections. We're trying to stick to the $120 price, but it may go up to $140-$150 for the base unit. We'll have to see.

Curt

2468. Re: Apple PC blank disk???

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3330098f.59184082@news.inc.net>
Source record: 74825

On 17 Mar 1997 09:07:48 GMT, lovecraft@aol.com (Lovecraft) wrote:

>How do I make a blank disk with the Apple PC emulator? If I need ProDos or
>some thing what file is it? Thank you.
>
>Nick Nova

Why would you be asking that in an Atari8 newsgroup? Chances are we
don't have the answer and don't care to browse the answer. Those that
do, could follow an Apple newsgroup. Why not try to find a newsgroup
dedicated to the Apple II or its emulation? It would probably be more
helpful to you.

2469. Re: c64/6502 WWW server...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5gmmcj$q4k@narses.hrz.tu-chemnitz.de>
Source record: 74826
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.arch.embedded

Sam Ismail (dastar@crl.com) wrote:
: Andre,

: I thought a 1Mhz 6502 would be too slow to allow for a TCP/IP stack. Did
: you actually implement a TCP/IP stack on the 6502? Could you post some
: details about the actual implementation?

Well, the only thing needed is a 6502 computer. And a version of my OS/A65
for this computer. Currently it runs on small selfbuilt 6502 computers
and on the C64.
And it is a real TCP/SLIP stack, so a SLIP line is needed. I have a
linux box where I have configured a serial line to 9600 baud, 8N1,
slattach'd a SLIP interface and routed the packets for the IP address of
my C64 to this interface.

More information on my homepage
http://www.tu-chemnitz.de/~fachat/csa

I'm on a conference at this time and don't have much time
for more info, sorry.

Andre

--
Andre Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit&#65533;t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

2470. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <332EDCAF.52BFA1D7@fir.fbc.com>
Source record: 74827

Thanks for the input Alex. However I spoke with someone who does plastic moldings and the moldings are horrendously expensive, so perhaps going all black may be the choice, however black keyboards are too expensive. Right now its the motherboard that matters the most, a basic case design will be used, the SIO port will be a standard 15 pin plug and I'll include a custom standard 15 pin to Atari SIO cable with each unit, I may only include 1 joystick port, but I'll shoot for both, video is another issue, either I'm comming out of the unit with RCA jacks or an IBM PS/2 type connect to RCA plugs (but expenses have to be brought back into play)

Curt

2471. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <332EDB21.4487EB71@fir.fbc.com>
Source record: 74828

Hi Dan,

Well I've got the engineers who are willing to pull together and make this work, in the next couple of weeks the specs will be finalized, hopefully this will come together by years end with all luck (The internal SIO disk drive controller will be a seperate item at this point to keep costs around $120 for a base unit)

Curt

2472. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <332EDBAA.6201DD56@fir.fbc.com>
Source record: 74829

Hi Will,

Actually the case with p/s will run me $22, Mitsumi keyboards are about $12-$14. Now those are individual prices, a quantity of 100 each will bring them down even farther. I am however pulling the internal SIO disk drive controller, that would have added $40-$50 to the cost and I need to concentrate of the motherboard itself.

Curt

2473. deana.com

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: Dan <daniel.baker@lineone.net>
Message-ID: <01bc33d8$6b0e8f00$272849c2@daniel.baker>
Source record: 74830

Does anyone know of a version of this program or of a program like it, that will convert high density atari disks created with anadisk to xfd format.

2474. ATTN YOGI! (Well, you said to do this to get your attention.....)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <858704820.24950.0@kwll.demon.co.uk>
Source record: 74831

I'd like to know your favourite ten games for the Atari 8bit... any chance of e-mailing a list to me so I can include them on my homepage (www.kwll.demon.co.uk) along with the other dudes..?

2475. Re: Atari PRO BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: "M. Diepenhorst" <madie@worldonline.nl>
Message-ID: <01bc33e9$7955e480$289c099a@amulder>
Source record: 74832

> I am curious as to any Atari BBS Express Pro sysops who may be on here?
> Also if YOU CALL an Atari BBS Express board please let me know which one,
> where, the phone #...
>
> I believe mine is the remaining last Atari 8-Bit BBS in the Southwestern
> USA.
>
> Atari 6502 BBS (210) 737-3759

Hi,

I'm Sysop*Marius from BBS The ATARI INSIDE (the Netherlands). Express-Net
NODE X_476
Online: 21:00 - 06:00 (GMT!!)

Running BBS PRO 5.0b

Grtx. Marius

2476. Re: Apple PC blank disk???

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970318234200.SAA17641@ladder01.news.aol.com>
Source record: 74833

In article <19970317090701.EAA08310@ladder01.news.aol.com>, lovecraft@aol.com (Lovecraft) writes:

>How do I make a blank disk with the Apple PC emulator? If I need ProDos or
>some thing what file is it? Thank you.
>
>Nick Nova
>
>

I can't recall any Apple emulators for the PC that were actually complete. I wonder if it's even possible to create an Apple disk on a PC drive with the emulators I've seen. Hey, this is the Atari 8-bit ng, and we should be sticking to Atari stuff, but at least you know where NOT to look!

2477. looking for eric cron

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <332F07B8.5C49@mail.utexas.edu>
Source record: 74834

does anybody know how i might reach eric cron?

he used to post to this group quite often.

last known address is no longer accepting mail.

thanks,

robert erickson

2478. Re: Atari PRO BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: bernard@becotel.demon.nl
Message-ID: <1634.7016T1001T1505@becotel.demon.nl>
Source record: 74835

Hello AtariSysop,

On 18-Mar-97 12:22:02, AtariSysop <atarisysop@aol.com> wrote:

>I am curious as to any Atari BBS Express Pro sysops who may be on here?
>Also if YOU CALL an Atari BBS Express board please let me know which one,
>where, the phone #...

Well oke.... I'm the Sysop of "Beco Tel bbs" in Amsterdam, The Netherlands and
I run a BBS with BBS Express PRO 5.0b.
The BBS is online every day from 7 - to 06 GMT on 300 - 14k4 baud.
Phone number is : +31-20-6326859

And I have also a web page that wil support the BBS and ofcouse the
ATARI XL/XE.... You can also download a list of ALL file that are on
BECO TEL bbs so you can look if ther is something for you.... And if there is
I can put it only my Homepage So you don't have to call longdistance to get
the files you like...

SOON I will update the homepage to a NEW look and add more support...

My BBS and a other 2 BBSses here in the netherlands are also networking with
the USA and CANADA and GERMANY..

>I believe mine is the remaining last Atari 8-Bit BBS in the Southwestern
>USA.

>Atari 6502 BBS (210) 737-3759

Well is that BBS also in that NETWORK ??? If not, maybe you can look for a
other BBS to join the network...

Gtx. Bernard Kok (Sysop of BECO TEL bbs)

--

Bernard Kok BECO TEL (XL/XE support)
bernard@becotel.demon.nl Online : every day from 17-06 GMT
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

Last Updated : 24 Februari > Home Page : http://www.becotel.demon.nl/
Please CHECK ! ! ! HomePage is moved ! ! !

... Unable to locate coffee -- Operator halted!

2479. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <5gna1b$dba@nut.ucsb.edu>
Source record: 74836

Curt Vendel <cvendel@fir.fbc.com> writes:

>Thanks for the input Alex. However I spoke with someone who does
>plastic moldings and the moldings are horrendously expensive, so perhaps
>going all black may be the choice, however black keyboards are too
>expensive. Right now its the motherboard that matters the most, a basic
>case design will be used, the SIO port will be a standard 15 pin plug
>and I'll include a custom standard 15 pin to Atari SIO cable with each
>unit, I may only include 1 joystick port, but I'll shoot for both, video

[snip]

Whoah! As far as joysticks go, why not all 4????!?!

2 isn't enough--1 is uancceptable!

My $.02

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.TG-16.cycling.PWEI.Tit Wrench.Battle of the Planets.Star Wars.
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN.LEGO.
The Jitterbug.Bill Gibson.Robot Wars.Tim Burton.The Cult.fried cheese.

2480. Re: POTGO

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: Trevin Beattie <trevin@xmission.com>
Message-ID: <332F3400.723F@xmission.com>
Source record: 74837

Lord Spatula wrote:
>
> > If you don't use line 0 you'll get different values on the screen
> > but if you use line 0 you'll get a regular output. It seems
> > that a write to POTGO resets VCOUNT.
>
> ...If memory serves correctly <and occasionally it does> the POTGO
> command causes the 6502 to halt until VCOUNT=0... VCOUNT is counting the
> scan lines on screen, you wouldn't be able to set it to zero in
> mid-frame <or ever>... Will go find my copy of "Mapping" and look it up
> to be sure, but I'm almost certain this info is correct...
>
My first thought at the program was, why wasn't it written in machine
language? You can get more accurate results that way. Anyway, to check
that last theory, what you might try is to write something to COLPF2 on
every scan line. This would show whether the CPU was actually halted.

Trevin Beattie "Do not meddle in the affairs of wizards,
trevin@xmission.com for you are crunchy and good with ketchup."
{:-> --unknown

2481. Re: Question regarding Atari 8-bit cart

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <332F5B8F.32CD@tcd.net>
Source record: 74838
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Just read you message were you replying to another message? If not, I am aware of the producers of this Cartridge have a couple New myself as a dealer.

bob

2482. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <5gnone$p3o@sarin.cs.pdx.edu>
Source record: 74839

Curt Vendel <cvendel@fir.fbc.com> writes:
>the internal SIO disk drive controller
>has already been dropped for the time being due to cost overrun
>projections. We're trying to stick to the $120 price, but it may go up
>to $140-$150 for the base unit. We'll have to see.

So what kind of floppy drives *will* work? Are you planning some kind of PBI setup like on a 1450XLD?

How about integrating something like the ATR-8000 drive controller circuitry, and just putting a PC-standard floppy connector on the motherboard? That way people could just slap in a couple of ordinary PC floppy drives, keep the cost down...

---Alex Chamberlain
chambera@cs.pdx.edu

2483. Xl-it problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: Anthony Smith <Anthony.smith@worldnet.att.net>
Message-ID: <332F63FA.7ABB@worldnet.att.net>
Source record: 74840

Hi,

I am trying to load something from the virtual harddrive.
First I set up Xl-it, then load Dos 2.5 but when I use the virtual
harddrive I dont get a listing in dos. What am I doing wrong.

Thanks

2484. 130XE pbi extenders/converters for MIO - who's got em, Puff? Woolley?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: "noone@nowhere.com" <read_my_sig@bottom.of.message>
Message-ID: <332F1096.743@bottom.of.message>
Source record: 74841

I've come across an MIO unit that I'd like to attempt to hook up to my 130xe. I vaguely recall someone selling 130ECI/PBI extenders for this purpose.

And...while I'm on the subject, does anyone have any recommendations on SCSI devices to attach to the MIO? I've got an old MAC tape backup unit, that seems to have a centronics-like interface (SCSI perhaps?) that might be interesting to fiddle with. What drives are compatible?

And the usual...any and all help greatly appreciated!

I can't wait to play...

Cyrus

2485. Re: I have some questions-800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <332F5AE2.15A0@tcd.net>
Source record: 74842

Where is she located? Her name wouldn't happen to be Cora would it?

If she is in Utah I can help her as have talked to a lady here with the same situation.??

bob

2486. Re: c64/6502 WWW server...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: dastar@crl.com
Message-ID: <5go100$sj7@crl6.crl.com>
Source record: 74843
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.arch.embedded

Andre Fachat (fachat@physik.tu-chemnitz.de) wrote:
: Sam Ismail (dastar@crl.com) wrote:
: : Andre,

: : I thought a 1Mhz 6502 would be too slow to allow for a TCP/IP stack. Did
: : you actually implement a TCP/IP stack on the 6502? Could you post some
: : details about the actual implementation?

: Well, the only thing needed is a 6502 computer. And a version of my OS/A65
: for this computer. Currently it runs on small selfbuilt 6502 computers
: and on the C64.
: And it is a real TCP/SLIP stack, so a SLIP line is needed. I have a
: linux box where I have configured a serial line to 9600 baud, 8N1,
: slattach'd a SLIP interface and routed the packets for the IP address of
: my C64 to this interface.

This still doesn't answer my question though. Did you actually implement
a TCP/IP stack in all its glory on the 6502?
--

Sam

Computer Historian, Programmer, Musician, Philosopher, Athlete, Writer, Jackass

2487. Which way should I go?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5gnvd9$euo@nnrp1.news.primenet.com>
Source record: 74844
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I've been programming this demo for the Atari 2600. It's going rather slowly and I doubt I have the patience to go all the way through with it.

However, I do believe I have the power in me to port Combat to the Atari 800, and from there to the Atari 5200 (with help). I could also probably do the same with Yars Revenge, perhaps even putting it on the same cart.

Problem is, anyone who has a 2600 obviously has Yars and Combat, or can find them easily, so it would be a silly project to go through all that effort.

Actually, any competent 6502 programmer with ambition and a disassembler could convert a sufficiently simple 2600 game to the 8-bit. Just replace the display loop with something that copies the necessary data into memory and ANTIC registers instead of drawing it real-time, then translates the registers to and from TIA-equivalent locations in zero page and RIOT data in page 2, just in case the game reads from those locations in its calculations. For example, it would read the values written into the sound chips and look up the equivalent POKEY distortions and frequencies in a table, and copy the joystick locations, START and SELECT buttons into the RIOT registers... perhaps even the black-and-white or difficulty switches. It would also wait for the next vertical blank to preserve the timing aspect. In games like Combat and Yars Revenge, sprite multiplication isn't much of a problem; Yars does not use the repeat registers and Combat places a maximum of four players and missiles on the screen at any given time.

I'll tell you one thing. Rewriting the display loops will be child's play compared to writing that demo, considering not only do I need to write a rather complex display loop, but I also have to find out the exact way to make sounds just like Pac-Man and Space Invaders. And Defender, too..

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

2488. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <5gnocj$p2o@sarin.cs.pdx.edu>
Source record: 74845

Curt Vendel <cvendel@fir.fbc.com> writes:

>video
>is another issue, either I'm comming out of the unit with RCA jacks or
>an IBM PS/2 type connect to RCA plugs (but expenses have to be brought
>back into play)

I (and others I'm sure) would be willing to pay quite a bit more for the machine if VGA output were built in. Don't laugh, I'm serious. Good separate chroma/luma monitors are getting hard to find. There are a number of electronics houses that sell scan converters on a chip, which turn VGA output into composite so you can use a PC on a TV. At least one does the reverse, it is the chip used in most PC TV-tuner cards. I found the company by doing a web search for "scan converter", I think... I can find a URL if there's any interest.

Arguing about styling is fun, but what would really make me want to buy the machine would be VGA video... Otherwise it just doesn't seem like _that_ much of an improvement over the 256K Supervideo 1200XL and two XF551's I'm using right now.

---Alex Chamberlain
chambera@cs.pdx.edu

2489. Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <5gnaf0$t17$1@earth.execpc.com>
Source record: 74846
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

In article <5gamt3$cmv@camel1.mindspring.com>,
John Hardie <jhardie@pipeline.com> wrote:
>malay@tds-gn.lmco.com (Bob Malay - Loral - X7750) wrote:
>
>>Got off the phone with Video 61 (612)462-2500
>
>>He has the following (or did) new 8 bit carts - apparently
>>shelved and never released by Atari.
>
>>Tower Toppler (XE) - more levels than the 7800 version
>>Deflector (XE)
>>Superman 3 (XL/XE)
>>Kangaroo (XL/XE)
>>Berserk (XL/XE)
>>Letter Tutor (Lightpen/XL/XE)
>>Stargate (XL/XE)
>>Pacman JR (XL/XE)
>>Animated Puzzle (XL/XE)
>
>>Looks like Atari is cleaning house and finally releasing
>>some of this stuff.
>
>Actually, all but the last 3 have been available for some time. Don't
>know how much he wants for them but his prices are always too high.
>Give B&C a call. 408-986-9960. Video 61 always overcharges.

Video 61 claims their carts are actual prototypes that they receive from Atari. B&C are burning their own EPROMs using original Atari roms and boards. This adds another grey area to collecting cartridges. When is a prototype no longer a prototype. If B&C can make these rare games on demand, are they now bootlegs? protos? something else???

In my opionion, what B&C is doing kind of sucks. How do you tell the difference between a real proto and a recent EPROM burn (other than the labels I think B&C said they were printing)?

B&C is also burning carts for Lynx and 2600 games that were never released. 2 of the Lynx games they are burning carts of are "Raiden" and "Fat Bobby" which are going to be "true" releases from Telegames soon. Are the B&C version sanctioned or illegal?

Should we as collectors be happy that we can now obtain these rarities, or pissed because our rating systems are becoming useless, and true protos are now less valuable?

Comments?

--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

2490. Re: XLIT & M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <5gn9hu$6sg$1@news0.xs4all.nl>
Source record: 74847

In article <332D94AB.3279@stud.uni-sb.de>,
Markus Gietzen <magi@stud.uni-sb.de> wrote:
>Two Noahs wrote:
>> Has anyone tried the XL-it with MULE?
>Yes, me ;-)

I tried MULE with XL-it for the first time today. Despite a few minor glitches,
it's almost perfect, and I'm impressed! Even the sound is almost perfect (it
does tend to go faster and slower sometimes). Does anyone know if music
is allways played at the correct speed on a system faster than a 100MHz
Pentuim?

>Beside a few priority-problems it works quite well.

Unfortunately, the priority problems make it impossible to see the Mountain
Wumpus appear in a mountain as a dot because the mountain covers the dot :-(
The PM and playfield priorities seem to be wrong a lot of the time in MULE.
Will these be fixed in the next release of XL-it?
I also noticed that during the auctions, at the stage where it tells you
who has a surplus and who has a shortage, the wrong colour is sometimes
given to the figure showing how many units each player has. This causes the
wrong text to blink sometimes.

AE.

--
Andrei Ellman - URL: http://www.xs4all.nl/~ellman/ae-a - ae1@york.ac.uk
"All I wanna do is have some fun :-) || ae-a@minster.york.ac.uk
I've got the feeling I'm not the only one" || mailto:ellman@xs4all.nl
-- Sheryl Crow :-) || It's what you make of it.

2491. Re: WTB: ATARI 8-bit Power Supplies

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <332ef9f0.3472158@news.inc.net>
Source record: 74891

On 16 Mar 1997 19:35:51 GMT, djc126@alfresco.usask.ca (David Justin Chow) wrote:

>Hi. I need power supplies for a 1050 Floppy and 1010 Tape Drive.
>I would prefer to buy from someone in Canada since these are fairly heavy.
>Please email me directly instead of posting to this newsgroup.
>Thanks.
>David
>
>I also have 3 8-bit carts for sale/trade.

Why not just buy a generic power supply that is capable of the specs you need? I don't remember the specs nor do I want to dig through my boxes right now look it up, but I THINK the type of power the 1050 needs input to it is 9VAC but don't hold me to that. Perhaps the specs are available at one of those sites people have mentioned where there are all kinds of Atari8 references.

Cheers,

Jon

2492. Re: Soft from "Rush Hour"-Party 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: Samurai of Taquart <samurai@xentai.sussex.krakow.pl>
Message-ID: <01bc333f$cd8171a0$d483ccc2@Taquart>
Source record: 74892

nadkar <nadkar@zeus.fh-pforzheim.de> wrote :.
> thanx... thanx a lot... stay tuned for future productions by
> us, taquart-crew...
>
> bye heaven/tqa
>

Hi ...
Stay tuned for our upcoming biiig trackmo with wonderfull graphics, music
and
really asskicking effects.

Taquart rulz 4ever :)))

Samurai/Taquart/Tight

Btw. Energy Zine #2 is coming !!!! (in Polish only for now :( )

samurai@panasonic.teleservice.lublin.pl

2493. Re: Soft from "Rush Hour"-Party 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: Samurai of Taquart <samurai@xentai.sussex.krakow.pl>
Message-ID: <01bc3340$4e4ca2a0$d483ccc2@Taquart>
Source record: 74893

Ulf Petersen <Ulf.Petersen@KIEL.netsurf.de> wrote in
<6SMk9l13nhB@ulf.kiel.netsurf.de>...
> On 04 Mar 97, guy1015@aol.com wrote ...
>
> > I DL all the new Orneta 97 Stuff from Taquart, I did love the Unreal
> > demo, if thats the same one your talking about. Its the best so far
and
> > should have made first place :) About the 4 sided demo disk is a
waste
> > on NTSC system even with a Pal Antic chip.. The Fx dont come over
rite
> > how come?
> > Im looking for more stuff to come from orneta 97 like some kool MPT
music
> > files and CMC to! and Maybe a real kool Megademo. Where is "HARD"
> > its been some time since joyride was released. Quasimodo is a great
GREAT
> > demo coder, but didnt have anything for the show?
> >
> > We need more! :)
> Does anybody have a list of all sites with demos for the ATARI 8bit?
>
> Ulf
>
>
>

Sure ...
but in fact Quasimodos is a group, really cool group ... one of the best
polish groups
such as Shadows, Slight, Pentagram, ...Taquart ?

Samurai/Taquart

2494. What about The Internet Charts ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: Samurai of Taquart <samurai@xentai.sussex.krakow.pl>
Message-ID: <01bc3341$191db780$d483ccc2@Taquart>
Source record: 74894

Yo guys ....

this is Samurai/Taquart again...

I have an unmoral proposal for u ...

Let's make together The Internet Charts which will contain our votes for
best
coders, gfx-men, musicians,coders, demos, modeules,pictures....

I will put it to the Energy Zine #2 and on the Net...

Let's talk about rules guyz ....

Friendship rulz 4ever ...

Samurai/Taquart

samurai@panasonic.teleservice.lublin.pl

2495. Atari computer, printer, disk drive, etc for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: garyyannac@aol.com
Message-ID: <19970318032101.WAA25874@ladder01.news.aol.com>
Source record: 74895

I have an Atari 130XE, a 1050 Disk drive, 1025 printer and SX212 modem
that I would like to sell. I also have 30 or so disks full of software,
games mostly.
E-Mail me if you're interested in any or all of the above items.

GaryYannac@AOL.com

2496. Thompson PROBURNER Auction 3/17/97

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: dougm@freenet.edmonton.ab.ca
Message-ID: <5gl5ajhci2@news.sas.ab.ca>
Source record: 74896

```
LAST UPDATED 3/17/97

Up For Auction.....
=-=-=-=-=-=-=-=-=-=
PROBURNER by Thompson Electronics (Toronto, Canada)

-EPROM/EEPROM Programmer (Just the Cartrigde)
For use with Atari models:400, 800, XL and XE
(24 PIN Devices or 28 PIN Devices)
(I tried it out on an Atari 800 and menu's etc came up great)

+50.00 idavis ONCE

RULES
=-=-=
Auction ENDS SOON!!
Prices are U.S. Funds
Canada and U.S. Only Please
Shipping is $2.00
Bid Increment is $2.00 above previous bid
******* This will be updated regularly on my homepage *******
http://www.freenet.edmonton.ab.ca/~dougm
Thanks

DougM's Super Summer Homepage
http://www.freenet.edmonton.ab.ca/~dougm

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@freenet.edmonton.ab.ca
```

2497. What's the best 8-bit Atari computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: Jason Whorton <chesster@pcl.net>
Message-ID: <01bc3361$369f8700$4f880fcf@chesster.pcl.net>
Source record: 74897

What is the best 8-bit Atari computer? From what I have read, the 400 is the least capable 8-bit Atari computer, right? Which one is the most capable? Thanks.

2498. Re: WTB: ATARI 8-bit Power Supplies

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <332df94c.3307982@news.inc.net>
Source record: 74898

On 16 Mar 1997 19:35:51 GMT, djc126@alfresco.usask.ca (David Justin Chow) wrote:

>Hi. I need power supplies for a 1050 Floppy and 1010 Tape Drive.
>I would prefer to buy from someone in Canada since these are fairly heavy.
>Please email me directly instead of posting to this newsgroup.
>Thanks.
>David
>
>I also have 3 8-bit carts for sale/trade.

Why not just buy a generic power supply that is capable of the specs you need? I don't remember the specs nor do I want to dig through my boxes right now look it up, but I THINK the type of power the 1050 needs input to it is 9VAC but don't hold me to that. Perhaps the specs are available at one of those sites people have mentioned where there are all kinds of Atari8 references.

Cheers,

Jon

2499. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc3376$b48c91c0$0ff7aecc@127.0.0.1>
Source record: 74899

> XL XL XL XL. XE is just ST styling. XL was classier. Chrome, cream
> and coffee.

XE XE XE XE. XL lookes older,the XE style looked much more classy! =)

NOTE: I am not trying to start a war, having owned a 800xl and a 130xe I must say I loved the XE looks MUCH more than the xl!

Will

2500. Atari Books for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5gkos0$jtk@news1.voicenet.com>
Source record: 74900
Cross-posted to: comp.sys.atari.8bit,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,phl.forsale,us.forsale.computers,sdnet.forsale

```
Atari Items for Sale plus shipping
..................................................................

Atari Books $6.95 each (4 for $25)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari
Computes Second Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Machine Language for Beginners by Richard Mansfield
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com
```

2501. Re: DCM file format

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc3377$ad860ea0$0ff7aecc@127.0.0.1>
Source record: 74901

Lawrence Staveley <monkfish@kwll.demon.co.uk> wrote in article
<858621882.20827.0@kwll.demon.co.uk>...
> In article <01bc32b3$f8f6f440$b1f7aecc@127.0.0.1>, "Will Fisher"
<blackat@direct.ca> wrote:
> >I have it somewhere... I made an atari Disk Archive utility that
converted
> >file formats around, including the ubiqitious DCM.
>
> If you can find it it'd be greatly appreciated!
>
Do you know Visual Basic? It seems I lost the original documentation I had
for the DCM file source! =-(

Sorry! If you can read VB I am willing to share the source code with you...
it decompressed 99.9% of the DCM files I've thrown at it... there is one
block type tho I couldn't figure out and the docs I had were wrong... but I
only got an error on something like 1 in 100 or so...

Will

2502. ATARI RETAILER GONE OUT OF BUSINESS!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: modemkid@gate.net
Message-ID: <332e069e.496711@news.gate.net>
Source record: 74902

ATARI RETAILER CLOSED DOWN. LOOKING TO SELL ALL TITLES OF SOFTWARE CHEAP. 8-BIT CARTS AND DISKS. EMAIL YOUR WANTS FROM THE LIST OF CARTS. 1000'S OF DISK BASED 8-BIT GAMES. BUT NO LIST. EMAIL YOUR WANTS OF 8-BIT DISK BASED SOFTWARE. WE WILL RESPOND IN 1 TO 2 DAYS. THE MORE YOU BUY THE BETTER THE PRICING. EMAIL OR CALL US AT 1PM - 9PM EST. MONDAY THRU SATURDAY (CLOSED SUNDAY). ASK FOR GARY. 561-464-0019. ALSO 5200, 2600, 7800, COLECO ITEMS. ENCLOSED IS ALL CART LISTS.

2503. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <5gljds$8sh@deneb.cs.pdx.edu>
Source record: 74903

mauricem@phonewave.net (Maurice Molyneaux) writes:

>On 15 Mar 1997 06:25:45 GMT, cvendel@aol.com (Cvendel) wrote:

>>All packaged into a box with either Atari XL styling or Atari XE Styling...

>XL XL XL XL. XE is just ST styling.

Amen to that, brother!!! 8-) 8-) None of that pinkish puke-gray
Tramiel color... I'd just paint it black anyway like I have all my STs...
why not save me the trouble!

>XL was classier. Chrome, cream
>and coffee.

That's right, all computers should be styled like XLs. The only thing
cooler looking is a NeXT cube, and they can't run Rescue on Fractalus.

(Good to see we are hashing out the _important_ details of Curt's new
machine first.)

---Alex Chamberlain
chambera@cs.pdx.edu

2504. Looking for Dallas, Texas Atari Users

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: atarisysop@aol.com
Message-ID: <19970318111900.GAA13830@ladder01.news.aol.com>
Source record: 74904

I would like to start a brand new Atari 8-bit BBS in Dallas, texas. Do you live in dallas and own an Atari 8-bit and want to run a new BBS on your Atari??? You need a free phone line. Please send me mail here or directly at:

AtariSysop @ AOL.COM

2505. Atari PRO BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: atarisysop@aol.com
Message-ID: <19970318112200.GAA13872@ladder01.news.aol.com>
Source record: 74905

I am curious as to any Atari BBS Express Pro sysops who may be on here?
Also if YOU CALL an Atari BBS Express board please let me know which one,
where, the phone #...

I believe mine is the remaining last Atari 8-Bit BBS in the Southwestern
USA.

Atari 6502 BBS (210) 737-3759

2506. Re: jellystone off the air?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5gltth$d8u@login.freenet.columbus.oh.us>
Source record: 74906

Yogi (noone@nowhere.com) wrote:
: On Mon, 10 Mar 1997 21:36:28 GMT, sidney@ch.twi.tudelft.nl (Sidney
: Cadot) wrote:

: -
: - Hi all,
: -
: - Anybody know when jellystone will be back online at
: -ftp.hackerz.com? I can't get thru for one!
: -
: Whenever the sysadmin can restart the FTP server. I think he may have
: been unprepared for the flood of people using the site.

: -Also, has anybody noticed that a lot of the files have extra bytes at
: -the end (probably caused by transfer by xmodem or something)? This

X-modem will cause this problem.Y-modem and Z-modem should fix it.
(at least Bobterm's Y-modem does)
The problem is happening with Jellystone because the files aren't ARCed.
All the files in a ARC are protected from X-modem's extra bytes.
(though your ARC programme may complain about those extra bytes,you're
sure to be able to extract everything)
Kermit also fixes this problem.Though the only Kermit I know of for the
Atari is Kermit-65,which is SLOW.

: On the atari all the files have this problem, the byte count is
: supposed to take care of it (when there are less than $7D bytes in the
: sector) but I know that this is not always the case. Error 136's
: abound!

If you're talking about the "slack" at the end of a file,all DOSes have
this problem.Usually the directory byte-count or last-sector byte count takes
care of this.
The DOS that Apples use and the one built-in to CP/M have no byte count.
That's why X-modem only sends multiples of 128 bytes,Xmodem was made for CP/M,
which records a file's size in 128-byte "records",instead of bytes.
(Apple DOS uses 256 byte sectors)

: -It would, I think, be a good idea if there were a list of all known
: -game files, along with a checksum of their contents. It would be a
: -good starting point if yellystone had such a file in each directory.

It would be easy since UNIX has the "sum" command,which shows a checksum
for a file.GNU has a sum for MS-DOS as well.And UNIX has powerful script
languages to use.But MS-DOS's COMMAND is even good enough for this purpose.

: Possibly, but the files are fluid.... Many people have different
: versions of the same file, especially if they were like me who either
: (A) re filed the stuff or (B) are obsessive about saving disk sectors
: (albeit at expense of loading time) by running binaries through a
: program called "Bloc" which removes excess 00 00 00 00 ....etc. to
: save disk space.
: Checksum will be different. Also, PLEASE, no one erase your old disks
: unless YOU'RE sure the archived image works fine. I cannot test 100%
: 1000's of pieces of software.

Sh's and COMMAND's "FOR" command should make automation of checksumming easy.
You can get sum (and cksum,which is even better) from a GNU archive near you.

: -YOGI, if you're reading this, and think this is a good idea, please
: -contact me as I have written some nice programs which could be useful
: -for this.
: -
: I would like to see the programs at any rate. Do they run on the PC or
: on the Atari?

--
The Doctor

2507. Atari 8-bit BASIC programmers

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: atarisysop@aol.com
Message-ID: <19970318112601.GAA13924@ladder01.news.aol.com>
Source record: 74907

Is there anyone out there still programming new games or simulations or small programs on your 8-bit?

I created a 48K Star Trek simulation (game) back in 1983 called Star Trek-Mission Omega, I never released it. I would like to trade my game for one YOU wrote.

I REALLY ought to get off my lazy rear end and start creating new Atari games again!!! :)

2508. Do you live in SAN ANTONIO?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: atarisysop@aol.com
Message-ID: <19970318112700.GAA13946@ladder01.news.aol.com>
Source record: 74908

If you are an Atari 8-bit owner and you live near San Antonio, Texas (Austin, Boerne, Seguin, etc.) You ought to know there is an Atari Club that meets monthly. The 1st Tues of each month. It's called the AAAUA (Alamo Area Atari users Assn).

For more info send me E-Mail.

2509. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: Frank Charlton <frank@tachyon.demon.co.uk>
Message-ID: <01bc3396$078b1e40$a258989e@tachyon.demon.co.uk>
Source record: 74909
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

Marcel Durieux <hollywood.sound@skynet.be> wrote in article
<01bc2fbf$60cae560$2f05eec3@marcel>...
> Hello,
> how can I connect a 850 atari drive at my PC to make image from my own
> disks?

If you mean the old 8-bit stuff, check out http://www.emulators.com/ - home of the guys who wrote PC XFormer, the 8-bit Atari emulator. As well as selling XFormer cables to do the thing you want, they have plans available to build your own cable.

ATB, Frank.

2510. Re: DCM file format

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <858688065.14551.0@kwll.demon.co.uk>
Source record: 74910

In article <01bc3377$ad860ea0$0ff7aecc@127.0.0.1>, "Will Fisher" <blackat@direct.ca>
wrote:
>Do you know Visual Basic? It seems I lost the original documentation I had
>for the DCM file source! =-(

VB Code would be fine, thanks!

2511. Re: BBS THE ATARI INSIDE IS COOL

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: "M. Diepenhorst" <madie@worldonline.nl>
Message-ID: <01bc3398$002806c0$239c099a@amulder>
Source record: 74911

M. Diepenhorst <madie@worldonline.nl> wrote in article
<01bc3253$9ca40300$219c099a@amulder>...
> Joh Folks!
>
> For those ATARI 8bit freax who didn't know it yet, but in the Netherlands
> are a couple of real ATARI 8bit bbs-es.
> One of them is BBS THE ATARI INSIDE
>
> The demo attached to this message runs only on ATARI 8bit computers (and
> others systems with the right emulator software ofcoz...)
>
> Grtx. Sysop*Marius
>
> BBS the ATARI INSIDE +31-182-352755; 21:00-06:00 GMT(!!!)
> ANSI/ASCII/ATASCII 1200-14400 baud
>

Sorry Folks...

I heard there are some problems with attaching files etc in this newsgroup
(didn't understand everything of the problem, but I'm not used to work with
newsgroups etc. so sorry for the errors you get from my action)

If you want to obtain the BBSDEMO I wrote for atari 8bit please reply with
E-mail on this message and you will get a reply with the bbsdemo attached
to that reply.

Thanx

Marius

2512. wanted: info about power cord -130 xe.

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: gwittman@ix.netcom.com
Message-ID: <332e8d0c.265608@nntp.ix.netcom.com>
Source record: 74912

The other day i found a 130 xe at a thrift store for $5.00.
It did not have a power cord with it. I also found a 65 xe at a
thrift store too, it had a power cord. I was just wondering if they
both use the same cord. The 65 xe works fine but the 130 xe does not
work at all, the red light does come on but all I get is a black
screen. I did not know if the specs on the power cords where
different are the 130 xe had internal problems.

2513. Re: What about The Internet Charts ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: "M. Diepenhorst" <madie@worldonline.nl>
Message-ID: <01bc339a$0b360100$239c099a@amulder>
Source record: 74913

> Let's make together The Internet Charts which will contain our votes for
> best
> coders, gfx-men, musicians,coders, demos, modeules,pictures....

Hmmm I guess that's a nice idea, but I guess you east-european folks are
going to win :-(hahaha. Let's do it!

Marius

2514. Re: What's the best 8-bit Atari computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: "M. Diepenhorst" <madie@worldonline.nl>
Message-ID: <01bc339b$d6fd4040$239c099a@amulder>
Source record: 74914

Jason Whorton <chesster@pcl.net> wrote in article
<01bc3361$369f8700$4f880fcf@chesster.pcl.net>...
> What is the best 8-bit Atari computer? From what I have read, the 400 is
> the least capable 8-bit Atari computer, right? Which one is the most
> capable? Thanks.
>

That's hard to say... because some XL's have extra things like build in
diskdrive, and some other 8bits have some other interesting extra stuff
inside.

The 1450XLD has that great drive inside, but the 130XE has the fantastic
128kb inside... you see the problem?

I like the stock 800XL most... because of the very strong and very good
usable keyboard of it... others prefer the XE computer or the
XE-(game)System for the seperate keyboard and the build-in game.

BTW the 400 seems nice to me either <GRIN>, but yes that comp is, if it's
stock, the least capable one.

Marius

2515. Re: DCM file format

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: Lord Spatula <lbattle@bellsouth.net>
Message-ID: <332EC5E3.D5A@bellsouth.net>
Source record: 74915

Jon D. Melbo wrote:
>
> On Fri, 14 Mar 97 18:02:17 GMT, monkfish@kwll.demon.co.uk (Lawrence
> Staveley) wrote:
>
> >Anyone have any documentation about the file format for .DCM files?
> I'm sure Bob Puff does. I do know that it is a compressed type
> storage format.
>
> Cheers,
>
> Jon

I believe the DCM format is not "compressed" in the sense that a .ZIP or .ARJ file is, rather it is "clear text" format, but with zero <empty> sectors represented by a flag of some kind instead or 128 or 256 zero bytes.. so a DOS 2 disk that is half full will make a 45K .DCM file rather than the full 90K... but if Bob Puff is still around I would definitely ask him, and not listen to me at all.... <Does anybody have Bob's E=mail address??>

2516. Re: Atari PRO BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <5gm1qufji1@xmission.xmission.com>
Source record: 74916

In comp.sys.atari.8bit AtariSysop <atarisysop@aol.com> wrote:
: I am curious as to any Atari BBS Express Pro sysops who may be on here?
: Also if YOU CALL an Atari BBS Express board please let me know which one,
: where, the phone #...

: I believe mine is the remaining last Atari 8-Bit BBS in the Southwestern
: USA.

: Atari 6502 BBS (210) 737-3759

I run a Pro! BBS, albeit, it's down right now, while I get my MIO
repaired.

The Atari Connection BBS

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

2517. Re: What's the best 8-bit Atari computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: Lord Spatula <lbattle@bellsouth.net>
Message-ID: <332ECEFD.6B8D@bellsouth.net>
Source record: 74917
Body handling: HTML body converted to readable text

Jason Whorton wrote:
>
> What is the best 8-bit Atari computer? From what I have read, the 400 is
> the least capable 8-bit Atari computer, right? Which one is the most
> capable? Thanks.

the most "capable" 8-bit Atari computer would
probably be the 130XE.. It came with 128K of RAM, otherwise it was about
the same as an 800XL... here is a short list..

Atari 400

This was the first Atari, it came with 8K or 16K RAM, no built-in
BASIC, no direct video outputs, no expansion bus, no right cartridge
slot.. Its keyboard was a "membrane" type , which made it difficult to use with anything
like a normal typing speed. This machine generally did not work with a
disk drive, due to the fact that the Atari DOS took up almost all of the
available 16K memory, leaving about 3K left for programs.

Atari 800

This was the "big brother" of the 400. It came with 32K or 48K of RAM,
direct video outputs , a right cartridge slot , but no built-in BASIC
language. It did feature a real keyboard.

Atari 600XL

This was released in, umm, '82 or '83, along with the 800XL.. The 600XL
had a full-stroke keyboard, 16K of RAM, built-in BASIC, an expansion
bus, but no direct-video outs It also featured a revised Operating System ROM, which made
some
software malfunction or fail to run.

Atari 800XL

This was the "top-of-the-line" Atari computer, designed to replace the
800 and 1200XL. It had a full 64K of RAM , full-stroke keyboard, expansion bus,
direct-video outs, built-in BASIC, the new XL OS ROMs...

Both the 600XL and 800XL lacked the right
cartridge slot, which was rarely used

Atari 1200XL

This machine actually came out before the 600XL and 800XL, but for some
reason never caught on. It was much like the later 800XL, but had its

own version of the OS ROMs and lacked the expansion bus. If you can find one in working order, let me know!

Atari 65XE

This machine was basically a re-issue of the 800XL, with a redesigned case, without the expansion bus.

Atari 130XE

This was the "most capable" of the Atari machines. Basically it was an 800XL with an extra 64K of RAM, accessible thru bank-switching and generally only used as a RAMdisk.

Basically, all these machines were compatible with one another. The 400/800 had four joystick ports, so some games would not work in 4-player mode on the newer machines , as well as some peripherals which used the ports 3 and 4 . The built-in BASIC on the 600XL and 800XL was "Revision B" BASIC, which contained a bug that caused it to lock up frequently, making it almost unusable, so you generally needed a BASIC cart for these machines as well. This problem was corrected in the XE series. There were a few other models of Atari 8-bit computer made, but as far as I know none of them ever got past the prototype stage...

Basically what I'm saying is that as long as you had 48K or 64K of RAM, these machines were all very similar. The 800XL and XE series could load the "old" 400/800 OS from disk and run almost all the incompatible software, and the other difference were trivial for most applications.

I know this information is probably available somewhere else on the net, but once I got started it was hard not to finish... hope this is of some use to somebody.

2518. Re: XLIT & M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <332dfe2a.3686487@news.injersey.com>
Source record: 74918

On 17 Mar 1997 05:22:10 GMT, twonoahs@aol.com (Two Noahs) wrote:

-Has anyone tried the XL-it with MULE?
-
-I think XL-it rules and I love the interface and it is the only
emulator
-that I can get to run MULE perfectly, but MULE keeps saying you need
a
-joystick. The joysticks configs in XL-it, sees it before the games
screen
-pops up, but then MULE says: Paddle at the bottom is blinking. Anyone
have
-a fix for this? I'd hate to bother the guy that wrote XL-it with a
dumb
-question like this, but I love M.U.L.E. a lot and...
-
-Please help,
-twonoahs@aol.com

Joystick is not calibrated. Calibrate it before you enter. the paddle buttons are the "left" and "Right" signals from a joystick, so what is happening xlit thinks you are pressing the joystick when you are not.

2519. More eprom woes

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: idavis@comland.com
Message-ID: <858706090.8791@dejanews.com>
Source record: 74919

As most of you know I have been bugging this group about eprom information. Well, to keep up a proud tradition, here goes: I have borrowed an eprom burner for a couple of days, and bought some 2732 eproms. I decided for my first trick, I would make a copy of one of my carts. After failing to copy basic, and defender, I decided to try Atariwriter. Here's where it gets weird. I pulled the left eprom, and read it as a 2732. Just for grins, I read it as a 2532. I pulled both files into a hex editor, and noticed that both of them had readable text from the cartridge. Of course both files were totally different, and neither contained the same information. The text that was in one file was not in the other, and vice versa. Confused and frustrated, I burned 4 eproms, the left and right from the 2732 and the 2532 reads. I put the 2732 set in the Atariwriter cartridge, and nothing. I put the 2532 set in and, yes you guessed it, nothing. Can you use the existing cartridge, or do you need a special cartridge to put the newly burned eproms into. Anyone have any clues or know what I am missing? A little more of this, and I think I will just stick my head in the eprom eraser.
I appreciate all of the help so far.
Isaac Davis
idavis@comland.com

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2520. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-18 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970317195925.25576D-100000@fissure.scar>
Source record: 74920

On Mon, 17 Mar 1997, Maurice Molyneaux wrote:

> On 15 Mar 1997 06:25:45 GMT, cvendel@aol.com (Cvendel) wrote:
>
> >All packaged into a box with either Atari XL styling or Atari XE Styling...
>
> XL XL XL XL. XE is just ST styling. XL was classier. Chrome, cream
> and coffee.
>
>

Here! Here! The XL styling is much nicer.

2521. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: followell@mindspring.com
Message-ID: <33300948.5645015@news.mindspring.com>
Source record: 74771

On 15 Mar 1997 06:25:45 GMT, cvendel@aol.com (Cvendel) wrote:

>I need some feedback from all parties:
>
>Would you be interested in an all new Atari 8-bit with the following
>specs:

I'm kind of like the others here. I doubt it could be done for
the price you quoted, but, I would definitely be interested.

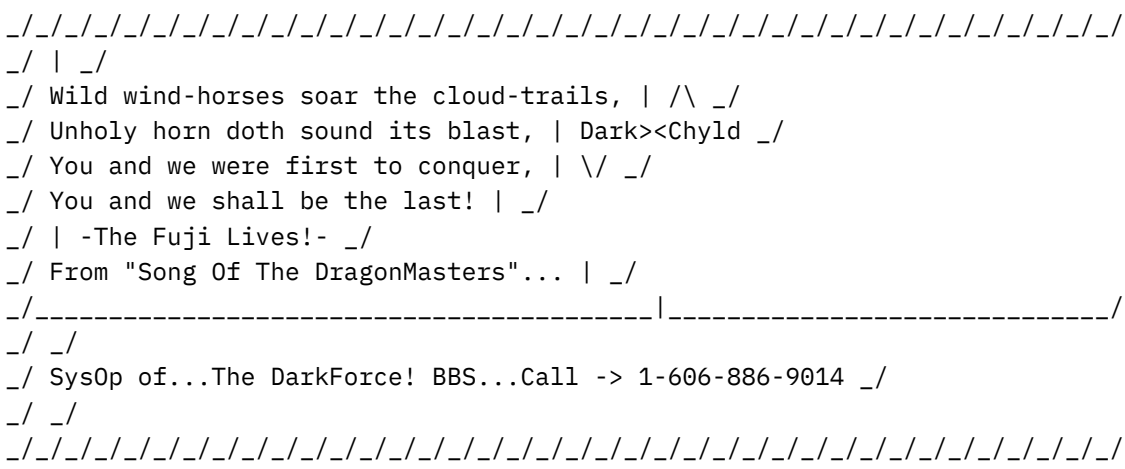
Sincerely,
- Byron Followell
followell@mindspring.com

2522. 8-Bit seen on HBO!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <858769038_OASIS_@pcc-uky.campus.mci.net>
Source record: 74772

I was watching the move "Lethal Tender" on HBO last night and at one point the actor (Gary Bussey)(sp?) was changing some stocks/bonds at a keyboard in a large console. The keyboard looked suspiciously like an 800XL! (as did the actual monitors output) :^)

--



2523. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <33301e8c.2730456@news-west.sony.com>
Source record: 74773
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Andrew,

I find it hard to believe that Bruce is actually copying games. But, with his Atari market slowing down, maybe he has resorted to these means.

If true....is it wrong, YES.

Is it legal without Atari's permission, NO.

But then, what about Seans multicarts? Who is to judge, I could care less. All prototypes have little cash value in my mind due to their questionable original nature. All collectors should consider ANY prototype to be a potential copy.......and pay accordingly.

jj

On 18 Mar 1997 18:02:40 -0600, krieg@earth.execpc.com (Andrew Krieg) wrote:

>In article <5gamt3$cmv@camel1.mindspring.com>,
>John Hardie <jhardie@pipeline.com> wrote:
>>malay@tds-gn.lmco.com (Bob Malay - Loral - X7750) wrote:
>>
>>>Got off the phone with Video 61 (612)462-2500
>>
>>>He has the following (or did) new 8 bit carts - apparently
>>>shelved and never released by Atari.
>>
>>>Tower Toppler (XE) - more levels than the 7800 version
>>>Deflector (XE)
>>>Superman 3 (XL/XE)
>>>Kangaroo (XL/XE)
>>>Berserk (XL/XE)
>>>Letter Tutor (Lightpen/XL/XE)
>>>Stargate (XL/XE)
>>>Pacman JR (XL/XE)
>>>Animated Puzzle (XL/XE)
>>
>>>Looks like Atari is cleaning house and finally releasing
>>>some of this stuff.
>>
>>Actually, all but the last 3 have been available for some time. Don't
>>know how much he wants for them but his prices are always too high.
>>Give B&C a call. 408-986-9960. Video 61 always overcharges.

>
>Video 61 claims their carts are actual prototypes that they receive from
>Atari. B&C are burning their own EPROMs using original Atari roms and
>boards. This adds another grey area to collecting cartridges. When is a
>prototype no longer a prototype. If B&C can make these rare games on demand,
>are they now bootlegs? protos? something else???
>
>In my opionion, what B&C is doing kind of sucks. How do you tell the
>difference between a real proto and a recent EPROM burn (other than the
>labels I think B&C said they were printing)?
>
>B&C is also burning carts for Lynx and 2600 games that were never released.
>2 of the Lynx games they are burning carts of are "Raiden" and "Fat Bobby"
>which are going to be "true" releases from Telegames soon. Are the B&C
>version sanctioned or illegal?
>
>Should we as collectors be happy that we can now obtain these rarities, or
>pissed because our rating systems are becoming useless, and true protos are
>now less valuable?
>
>Comments?
>
>--
>=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
>=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
>=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
>=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

2524. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <5gpd5i$l12@camel2.mindspring.com>
Source record: 74774
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

krieg@earth.execpc.com (Andrew Krieg) wrote:
>Video 61 claims their carts are actual prototypes that they receive from
>Atari. B&C are burning their own EPROMs using original Atari roms and
>boards. This adds another grey area to collecting cartridges. When is a
>prototype no longer a prototype. If B&C can make these rare games on demand,
>are they now bootlegs? protos? something else???

>In my opionion, what B&C is doing kind of sucks. How do you tell the
>difference between a real proto and a recent EPROM burn (other than the
>labels I think B&C said they were printing)?

>B&C is also burning carts for Lynx and 2600 games that were never released.
>2 of the Lynx games they are burning carts of are "Raiden" and "Fat Bobby"
>which are going to be "true" releases from Telegames soon. Are the B&C
>version sanctioned or illegal?

>Should we as collectors be happy that we can now obtain these rarities, or
>pissed because our rating systems are becoming useless, and true protos are
>now less valuable?

>Comments?

Andrew,

You don't really believe Lance when he says he gets his carts from
Atari, do you? Wake up! He gets them from B&C. Lance is always
bullshitting about all his contacts at Atari. Why would Atari even
consider dealing with him. All I know is everytime Bruce tells me he
has something new, 2 weeks later Lance gets "a new batch from his
contacts at Atari" and it just happens to be the same stuff. Anybody
know how much Lance gets for his "authentic protos"?

John

2525. RCA Studio II

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: "M.J. BEAU" <mjbeau@net-link.net>
Message-ID: <33303555.1926@net-link.net>
Source record: 74775
Cross-posted to: alt.games.video.classic,rec.games.video.marketplace,rec.games.video.classic,comp.sys.atari.8bit

I have the following RCA Studio II games for trade only :

BLACKJACK
TENNIS/SQUASH

Both of these game are complete cart, instructions, and boxes. Carts and instructions are in nice condition. Boxes show some wear but are pretty good. Will trade for other complete RCA Studio II which I need for my collection, which is all except the above two and I also already have Fun With Numbers. Will listen to other trade offers as well.

Thanks! Matthew

2526. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <5gpdpq$a8o$1@earth.execpc.com>
Source record: 74776
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

In article <33301e8c.2730456@news-west.sony.com>,
Jerry Jessop <jjessop1@home.com> wrote:
>On 18 Mar 1997 18:02:40 -0600, krieg@earth.execpc.com (Andrew Krieg)
>wrote:
>>>
>>>>Got off the phone with Video 61 (612)462-2500
>>>
>>>>He has the following (or did) new 8 bit carts - apparently
>>>>shelved and never released by Atari.
.
.
.
>>>>Looks like Atari is cleaning house and finally releasing
>>>>some of this stuff.
>>>
>>>Actually, all but the last 3 have been available for some time. Don't
>>>know how much he wants for them but his prices are always too high.
>>>Give B&C a call. 408-986-9960. Video 61 always overcharges.
>>
>>Video 61 claims their carts are actual prototypes that they receive from
>>Atari. B&C are burning their own EPROMs using original Atari roms and
>>boards. This adds another grey area to collecting cartridges. When is a
>>prototype no longer a prototype. If B&C can make these rare games on demand,
>>are they now bootlegs? protos? something else???
>>
>>In my opionion, what B&C is doing kind of sucks. How do you tell the
>>difference between a real proto and a recent EPROM burn (other than the
>>labels I think B&C said they were printing)?
>>
>>B&C is also burning carts for Lynx and 2600 games that were never released.
>>2 of the Lynx games they are burning carts of are "Raiden" and "Fat Bobby"
>>which are going to be "true" releases from Telegames soon. Are the B&C
>>version sanctioned or illegal?
>>
>>Should we as collectors be happy that we can now obtain these rarities, or
>>pissed because our rating systems are becoming useless, and true protos are
>>now less valuable?

>I find it hard to believe that Bruce is actually copying games. But,
>with his Atari market slowing down, maybe he has resorted to these
>means.
>
>If true....is it wrong, YES.

>
>Is it legal without Atari's permission, NO.

Perhaps he has Atari's permission. I had a long talk with him yesterday. He said he only receives a couple of the prototypes and saves them to binaries. He then burns them onto the appropriate board (he talked about having some problems with the XE bank-switch carts).

I was offered a "copy prototype" of "Saving Mary", the Atari 2600 game written by Nolan Bushnell and John Skruch. (Is this like "the" original 2600 game??) He said he only received one board of this game, and would have to charge $200 or more to sell and original.

>But then, what about Seans multicarts? Who is to judge, I could care
>less. All prototypes have little cash value in my mind due to their
>questionable original nature. All collectors should consider ANY
>prototype to be a potential copy.......and pay accordingly.

I consider the multicarts pirate or bootleg carts, the same as Zellers or Cooper Blacks. They are unauthorized reproductions.

--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

2527. Dot Matrix Printer

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <33325686.2074053@news.inc.net>
Source record: 74777

>Hello,
>
>Does anyone have a dot-matrix printer for an Atari 8-bit for sale?
>Thanks.

Hello there. As it happens, I have recently upgraded printers and
have my old one to get rid of. I have for sale a Citizen 200GX dot
matrix with the color option installed. It has a color ribbon in it
right now too, but can use a black only ribbon also if you prefer.
The only catch is, it is not specifically for the Atari SIO port. It
is a standard centronics style parallel type. Not to worry though
however, I have an ICD PR: Connection which plugs into the Atari 8-bit
and provides you with a parallel printer interface, and two serial
ports also. I'm willing to part with the stuff I have listed below
for $50 + shipping.

- Citizen 200GX printer with color upgrade (has Epson FX850
and IBM Proprinter III emulation capability)
- 200GX users manual
- ICD PR:Connection (with power switch mod I put in)
- Manual for PR:Connection
- A DB15 to centronics printer cable (I custom built it
it is good quality sheilded not ribbon cable)

I think this is more than fair. If interested let me know.

Cheers,

Jon

2528. Re: wanted: info about power cord -130 xe.

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: InfoMan <infoman@poboxes.com>
Message-ID: <33304AA8.6E59@poboxes.com>
Source record: 74778

If I remember correctly, all the XL's and XE's can use the same power supply. It sounds like your 130XE has some other problems.

/InfoMan
http://www.holyoak.com/atari/

2529. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: InfoMan <infoman@poboxes.com>
Message-ID: <33304E5D.18B3@poboxes.com>
Source record: 74779

Will Fisher wrote:
>
> > XL XL XL XL. XE is just ST styling. XL was classier. Chrome, cream
> > and coffee.
>
> XE XE XE XE. XL lookes older,the XE style looked much more classy! =)
>
> NOTE: I am not trying to start a war, having owned a 800xl and a 130xe I
> must say I loved the XE looks MUCH more than the xl!
>
> Will

I agree. And I, too, would probably be interested in buying the finished product. Oh - and two joystick ports would be the absolute minimum. I'd also like to have RCA audio out ports to hook to my stereo, and maybe a built-in SIO2PC interface (it could be added VERY cheaply, just add the chip and diode to the motherboard and connect it to a serial port on the back of the machine).

/InfoMan

2530. Re: Atari PRO BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: InfoMan <infoman@poboxes.com>
Message-ID: <33304B5B.4379@poboxes.com>
Source record: 74780

I am the keeper of the Atari 8-bit BBS's list. You can find it at http://www.holyoak.com/atari/. You may find some boards on it that you weren't aware of. I will also check and make sure that your system and those mentioned in the other follow-ups to your post are on the list.

/InfoMan
http://www.holyoak.com/atari/

2531. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <33335822.2485423@news.inc.net>
Source record: 74781
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

On Wed, 19 Mar 1997 20:10:34 GMT, jhardie@pipeline.com (John Hardie)
wrote:

>krieg@earth.execpc.com (Andrew Krieg) wrote:
>>Video 61 claims their carts are actual prototypes that they receive from
>>Atari. B&C are burning their own EPROMs using original Atari roms and
>>boards. This adds another grey area to collecting cartridges. When is a
>>prototype no longer a prototype. If B&C can make these rare games on demand,
>>are they now bootlegs? protos? something else???
>
>>In my opionion, what B&C is doing kind of sucks. How do you tell the
>>difference between a real proto and a recent EPROM burn (other than the
>>labels I think B&C said they were printing)?
>
>>B&C is also burning carts for Lynx and 2600 games that were never released.
>>2 of the Lynx games they are burning carts of are "Raiden" and "Fat Bobby"
>>which are going to be "true" releases from Telegames soon. Are the B&C
>>version sanctioned or illegal?
>
>>Should we as collectors be happy that we can now obtain these rarities, or
>>pissed because our rating systems are becoming useless, and true protos are
>>now less valuable?
>
>>Comments?
>
>Andrew,
>
>You don't really believe Lance when he says he gets his carts from
>Atari, do you? Wake up! He gets them from B&C. Lance is always
>bullshitting about all his contacts at Atari. Why would Atari even
>consider dealing with him. All I know is everytime Bruce tells me he
>has something new, 2 weeks later Lance gets "a new batch from his
>contacts at Atari" and it just happens to be the same stuff. Anybody
>know how much Lance gets for his "authentic protos"?
>
>John
>
>
Lance is a piece of garbage then. Lance, you reading this? Yer
busted a-hole.

2532. Spare Tech Ref available in London, UK

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: *ian@clara.net
Message-ID: <332eeada.900715@news.clara.net>
Source record: 74782

I've a spare copy of the Atari technical reference manual set (OS
software manual, OS listing, hardware manual) available in London.
People offering a PC-Atari cable get first go at it! :)

UK enquiries only, please as these are rather heavy.

Oh -- there's also a photocopy of the hardware manual. Since this came
directly from a former bigwig at Atari UK, I don't feel bad about
passing it on.

//\/\/

You know to lose the * in the reply-to address, you're a human!

2533. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <5gphbu$l9d$1@earth.execpc.com>
Source record: 74783
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

In article <5gpd5i$l12@camel2.mindspring.com>,
John Hardie <jhardie@pipeline.com> wrote:
>krieg@earth.execpc.com (Andrew Krieg) wrote:
>
>You don't really believe Lance when he says he gets his carts from
>Atari, do you? Wake up! He gets them from B&C. Lance is always
>bullshitting about all his contacts at Atari. Why would Atari even
>consider dealing with him. All I know is everytime Bruce tells me he
>has something new, 2 weeks later Lance gets "a new batch from his
>contacts at Atari" and it just happens to be the same stuff. Anybody
>know how much Lance gets for his "authentic protos"?

So the "prototype pipeline" gets murkier....

Video 61 is charging the same price as B&C, $19.95.

I think B&C had some protos for $14.95 as well.

If he is getting them from B&C, he isn't making much of a profit.
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

2534. Atari 1027 Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <5gpit4rdl1@kirin.wwa.com>
Source record: 74784

I just came across a in-box 1027, minus a power supply. The standard Atari power supply doesn't seem to fit. Does anybody know what I need to get? Anybody have one for sale?

Thanks

2535. Re: c64/6502 WWW server...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <5gpj7r$kvr@star.cs.vu.nl>
Source record: 74785
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.arch.embedded

fachat@physik.tu-chemnitz.de (Andre Fachat) writes:

>Ok, lets have a look at it:

>- SLIP code to send/receive IP packets via serial line
>- ICMP layer to reply to PING echo requests.
>- TCP layer to build reliable connections
> built upon that:
> * A filesystem for the OS/A operating system to mount files via Internet
> * A WWW server
> * Discard, Echo and Chargen TCP ports are also working
> * A remote exec in preparation

>Yes, I guess that's a real TCP/IP stack :-)

Wow, I think I have to rebuild my dead Atari XL to PC link as soon as possible
and start writing some device drivers for the atari. Would be great to have
a multi-platform OS. Binary-compatibility between Commodore, Atari and Apple.
Who would have ever thought that? :)

Ivo

--
Ivo van Poorten
ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage

2536. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33306AC3.71EF@tcd.net>
Source record: 74786
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

I see what someone posted but I don't believe it. Lance is reputable
and perhaps a phone call to him would clear it up as he does not have
access to the Internet...he can be reached at 612-462-2500.

bob

2537. Yogi's and Ivan Mackintosh's favourites now online.....

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <858809425.1379.0@kwll.demon.co.uk>
Source record: 74787

Come see (and download) Yogi's and Ivan (Black Lamp) Mackintosh's favourite games at: http://www.kwll.demon.co.uk

I know I've 'plugged' my site a lot lately, but I plan on updating it quite often.....

2538. 5 1/4 inch Floppies

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: kmosiejc@lcp.com
Message-ID: <5gpquk$pl2@tlpnews.tlp.com>
Source record: 74788

I realize many of you out there just use APE and so may not find this real useful. However, I just dealt with Midwestern Diskette and got 50 disk for $16.80 shipped to my door. They were great and I now own 50 smurf blue disks (okay, so there was a little bit of a down side). They are 20 cents apiece with a minimum of ordering 50. Labels are a dollar for one hundred. Where's the other $5.80 come from? Well, they have a $4 per order processing fee and every 100 5 1/4 inch disks costs $1.80 S&H.

So, if you need disks, give them a call at 1-800-221-6332

No. I'm not affiliated with them, but I thought it might help someone find the disks they need without scouring the entire Computer Shopper to find a media dealer who actually still carries 5 1/4 inch disks that AREN'T high density.

--Kurt

2539. Questions about MIO..

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6T9D9fY$zHB@peter.soemtron.sb.sub.de>
Source record: 74789

Howdy !

I have some question about the mio-board...

first: I know the mio board is very expensive. But I don't know, where to get such a board and how much is it.

second: what can I do with a mio-board? Connecting Harddrives and a serial device? I need primary a *very* good & fast serial interface. Will the Mio-Board do that work?

third: how to install the mio-board? Do I need change in the atari layout? How to install it on a XE Computer?

please help!

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

2540. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: kmosiejc@lcp.com
Message-ID: <5gpoul$otj@tlpnews.tlp.com>
Source record: 74790

> krieg@earth.execpc.com (Andrew Krieg) writes:

> So the "prototype pipeline" gets murkier....
>
> Video 61 is charging the same price as B&C, $19.95.
>
> I think B&C had some protos for $14.95 as well.
>
> If he is getting them from B&C, he isn't making much of a profit.
>
>>>>

Dealers usually charge other dealers less money. Especially for big orders.
If Bruce gets them for say $5, he can sell a bunch of them to Video 61 for
$10 and still make a good profit.

My only problem with this whole prototype thing is if they are copies.
I wouldn't mind buying copies (I'm ignoring the copyright thing because
I don't know that they are illegal, Bruce might have permission or some such
nonsense.) but I want to know if they are copies.

--Kurt

2541. Re: Internals of USR() function (was: Yogi's hackerz site)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: Lord Spatula <lbattle@bellsouth.net>
Message-ID: <3330D7D3.27B5@bellsouth.net>
Source record: 74791

J. F. Goodwin wrote:

> You can have a USR with no arguments. e.g. X=USR(1536) will
> not push anything onto the stack except the number of arguments
> itself (zero). So at the very least, you always have *one* PLA.
> The address of the ML routine is not counted as an argument.
>
> Incidentally, I have a vague memory of 212/213 receiving the
> address of the ML routine when the USR is actioned by BASIC;
> so if you *really* wanted the address you could use 212/213.
> (It would also mean that if you did not change 212/213 then
> X, in the example above, would take the value 1536)

This information is correct... Also, the parameters that ARE pushed
<e.g. X=USR(1536,255,256)> are pushed low byte first.. Which means using
the PLA instruction, you would pull the high byte first. E.g.:

```
;equates

SAVE1 EQU $CB ;reserve 2 bytes <params are 16-bit words>
SAVE2 EQU $CD ;These bytes are unused by BASIC cart...

*=$0600
PLA ;get # of args <better be 2 in this example!>
PLA ;get high byte of first param. <0 for example above>
STA SAVE1+1 ;Put it wherever you want it...
PLA ;Get low order byte of param 1 <255 for ex. above>
STA SAVE1 ;...Ditto.
PLA ;Now, repeat the operation for
STA SAVE2+1 ;the second parameter. <1 and 0, 256 decimal>
PLA ;This leaves the stack clean, with the
STA SAVE2 ;return addr <set by BASIC> on top.
;
; SAVE1 and SAVE1+1 contain the first parameter as a 16-bit word.
; SAVE2 and SAVE2+1 " " second " " " " "
;
;...now do whatever you're going to do with the parameters
;
RTS ;Finis, return to BASIC.
```

...please feel free to debug this simple-minded example...

Also, Bill Wilkinson pointed out <in "Insight: Atari"> that the address
of the routine gets stored in 212,213, and can be used with (Zero,Y)
indexing to access working storage within the routine itself, while
remaining completely relocatable! <Assuming, of course, that you only

use relative branches, no JMPs or JSRs within your own code, etc...>

Enjoy.

2542. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <3330AA68.2567@wwa.com>
Source record: 74792
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

Frank Charlton wrote:
>
> Marcel Durieux <hollywood.sound@skynet.be> wrote in article
> <01bc2fbf$60cae560$2f05eec3@marcel>...
> > Hello,
> > how can I connect a 850 atari drive at my PC to make image from my own
> > disks?
>
> If you mean the old 8-bit stuff, check out http://www.emulators.com/ - home
> of the guys who wrote PC XFormer, the 8-bit Atari emulator. As well as
> selling XFormer cables to do the thing you want, they have plans available
> to build your own cable.
>
> ATB, Frank.

What do you mean "old" 8bit stuff????? The ST isn't "old" ??? Whatcha
got against the good old 8bit?

2543. Re: What's the best 8-bit Atari computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: Lord Spatula <lbattle@bellsouth.net>
Message-ID: <3330DEBF.28B5@bellsouth.net>
Source record: 74793

Yogi wrote:

> A 130 XE with Ramrod compatible OS in it. Best of both worlds
> (compatibility, monitor outputs.)
> Crappy keyboard though.
> Crappy cart slot.

...as long as you're talking about modified and not stock Ataris, why not a 1 meg 130XE with OS RamRod? ...or <my computer>, a 256K 800XL..

Of course my 256K 800XL is dead now... such is life...

2544. Re: looking for eric cron

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <3330AE1E.71A8@wwa.com>
Source record: 74794

robert erickson wrote:
>
> does anybody know how i might reach eric cron?
>
> he used to post to this group quite often.
>
> last known address is no longer accepting mail.
>
> thanks,
>
> robert erickson
I suppose you can email me at ericcron@wwa.com

2545. Re: Xl-it problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: Lord Spatula <lbattle@bellsouth.net>
Message-ID: <3330E58F.7712@bellsouth.net>
Source record: 74795

Anthony Smith wrote:
>
> Hi,
>
> I am trying to load something from the virtual harddrive.
> First I set up Xl-it, then load Dos 2.5 but when I use the virtual
> harddrive I dont get a listing in dos. What am I doing wrong.
>
> Thanks

...Markus should be replying to this, but until he gets a chance to do so, here is something to try... Under "Setup/Environment" there is an option called "Patch OS"... This might have to be turned on to use the H: device <since it presumably works with standard DOS 2.5>.. <or it might be for something else entirely!>

...if not that, then make sure you are using the DOS25.ATR file that originally came in the XL-IT archive <it may be a modified version that can access the H: device>

...or it could be as simple as you forgetting to type H:*.* in response to the prompt you get after the A <dir> command in the DOS menu...

...I have used the H: device successfully with XL-it v0.18 under DOS 2.5 <the one that came with XL-it> with the "Patch OS" option on... I have not tried it in any other configuration, and without more information that's all I can tell you. Markus will know better than I, since it's his software!

2546. 130XE pbi extenders/converters for MIO - who's got em, Puff? Woolley?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: atari@worldnet.att.net
Message-ID: <858722119.20713@dejanews.com>
Source record: 74796

I've come across an MIO unit that I'd like to attempt to hook up to my 130xe. I vaguely recall someone selling 130ECI/PBI extenders for this purpose.

And...while I'm on the subject, does anyone have any recommendations on SCSI devices to attach to the MIO? I've got an old MAC tape backup unit, that seems to have a centronics-like interface (SCSI perhaps?) that might be interesting to fiddle with. What drives are compatible?

And the usual...any and all help greatly appreciated!

I can't wait to play...

Cyrus

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2547. Re: 130XE pbi extenders/converters for MIO - who's got em, Puff? Woolley?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: slycy@geocities.com
Message-ID: <858833169.26085@dejanews.com>
Source record: 74797

In article <332F1096.743@bottom.of.message>,
"noone@nowhere.com" <read_my_sig@bottom.of.message> wrote:
>
> I've come across an MIO unit that I'd like to attempt to hook up to my
> 130xe. I vaguely recall someone selling 130ECI/PBI extenders for this
> purpose.
>
> And...while I'm on the subject, does anyone have any recommendations
> on SCSI devices to attach to the MIO? I've got an old MAC tape backup
> unit, that seems to have a centronics-like interface (SCSI perhaps?)
> that might be interesting to fiddle with. What drives are compatible?
>
> And the usual...any and all help greatly appreciated!
>
> I can't wait to play...
>
> Cyrus

I forgot to include my sig for you who can't post, but can email...

slycy@geocities.com

-------------------==== Posted via Deja News ====-----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

2548. 800 no Disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: James Mirous <jim.mirous@mail.prostar.com>
Message-ID: <332FF502.37B3@mail.prostar.com>
Source record: 74798

My Atari 800 stopped accessing the 810 disk drive, only "memo pad" pops
up on the screen.
Does anyone know what chips on the motherboard control the disk I/O?
Thanks, Jim.

2549. Mostly dead 800.. help wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: Ron Kneusel <rkneusel@post.its.mcw.edu>
Message-ID: <3330D03A.3B89@post.its.mcw.edu>
Source record: 74799

Greetings!

I came across an 800 and an 800XL, both with power supplies and a few carts and manauls. When connected to the TV and powered up both machines respond with a blank green screen. I know the 800 supply works as it ran my 400 (which then told me the carts are good)

I pulled the boards out of the 800 and reset the chips to no avail. I find it odd that both machines are acting the same way.

If this is a common problem with the 800s I'd like to know the cure. I'm especially interested in getting the 800 working.

Any help appreciated! Aside from playing Star Raiders on my 400, I'm Atari illiterate, so apologies if this is a stupid question (I _did_ look in the FAQ first)

- Ron Kneusel
rkneusel@post.its.mcw.edu

2550. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <5gpipn$ko8@star.cs.vu.nl>
Source record: 74800

jseaver@ime.net () writes:

> Yeah, but what about the custom ICs? I'd be interested in this
>machine, especially at that price, but I can't imagine where you're going
>to find new ANTICs, POKEYs, GTIAs (heck, do they make 1.79MHz 65C02s
>amymore?), etc. at prices to make this in any quantity for that price.

Well, a standard R6502, or maybe a W65C02S from the Western Design Center which can run at upto 20MHz (http://www.wdesignc.com/chips.html), would do the job. As for the other custom chips, if he can't get hold of them, maybe he can just sell empty motherboards. Perhaps even if he CAN get hold of say 100 sets of custom chips, I would still want to buy an empty motherboard to cut down the cost. I have for about 5 spare 800XL's and plenty of old 256KB SIMMs. It wouldn't bother me to transfer a whole chipset out of an old 800XL to the new motherboard.

Ivo

--
Ivo van Poorten
ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage

2551. Re: What's the best 8-bit Atari computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970319155358.20561A-100000@fissure.scar>
Source record: 74801

On 18 Mar 1997, Jason Whorton wrote:

> What is the best 8-bit Atari computer? From what I have read, the 400 is
> the least capable 8-bit Atari computer, right? Which one is the most
> capable? Thanks.

It depends what your needs are. A stock 16k Atari 400 (or Atari 600XL)
for that matter is pretty useless (apparent from Cassette software or
cartridges) My answer would be a RAM upgrade Atari 800Xl. You can hook
up devices like aBlack Box or MIO to use a hard drive and other Non-Atari
devices. (I own a256k 800Xl so my answer is biased.) And I never like
the XE line of computers...

Alan
U of T, Comp Sci

2552. Re: Atari PRO BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970319155916.20561B-100000@fissure.scar>
Source record: 74802

On 18 Mar 1997, AtariSysop wrote:

> I am curious as to any Atari BBS Express Pro sysops who may be on here?
> Also if YOU CALL an Atari BBS Express board please let me know which one,
> where, the phone #...
>
> I believe mine is the remaining last Atari 8-Bit BBS in the Southwestern
> USA.
>
> Atari 6502 BBS (210) 737-3759

There is also the Jail BBS at (416) 762-9316 up here in Toronto, Ontario, Canada. It is Atari 8bit and BBS PRO! Part of the Trans National Atari network. Not too many 8bit callers though they are mostly IBM.

Alan

2553. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970319184959.7756D-100000@fissure.scar>
Source record: 74803
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

> >>Got off the phone with Video 61 (612)462-2500
> >
> >>He has the following (or did) new 8 bit carts - apparently
> >>shelved and never released by Atari.
> >
> >>Tower Toppler (XE) - more levels than the 7800 version
> >>Deflector (XE)
> >>Superman 3 (XL/XE)
> >>Kangaroo (XL/XE)
> >>Berserk (XL/XE)
> >>Letter Tutor (Lightpen/XL/XE)
> >>Stargate (XL/XE)
> >>Pacman JR (XL/XE)
> >>Animated Puzzle (XL/XE)
>
> Video 61 claims their carts are actual prototypes that they receive from
> Atari. B&C are burning their own EPROMs using original Atari roms and
> boards. This adds another grey area to collecting cartridges. When is a
> prototype no longer a prototype. If B&C can make these rare games on demand,
> are they now bootlegs? protos? something else???
>
> In my opionion, what B&C is doing kind of sucks. How do you tell the
> difference between a real proto and a recent EPROM burn (other than the
> labels I think B&C said they were printing)?
>
> B&C is also burning carts for Lynx and 2600 games that were never released.
> 2 of the Lynx games they are burning carts of are "Raiden" and "Fat Bobby"
> which are going to be "true" releases from Telegames soon. Are the B&C
> version sanctioned or illegal?
>
> Should we as collectors be happy that we can now obtain these rarities, or
> pissed because our rating systems are becoming useless, and true protos are
> now less valuable?
>
> Comments?

Anyone that tries to keep the Atari 8bit alive should be commended.
Anyone that tries to make a fortune on the Atari 8bit by outright
overcharging deserves no respect.

A few of those carts I beleive we released on cartridge. Besides can't
someone tell a copied cartridge from an original examining the cartridge
shell? I mean Atari Carts have the family CXL 4002 or RXL 4040 labelling.

Alan

2554. Re: Free Atari 8-bit computers, you ship

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970319185345.7756E-100000@fissure.scar>
Source record: 74804

> I've got several Atari 8-bit computers, 800XL, 600XL, maybe even a
> 1200XE, and a 1020 printer and 1050 disk drive. There taking up room
> in my attic, but its spring cleaning time. If you want them, let me
> know.
>
> You pay shipping from Chapel Hill, NC, and they're yours. If I get no
> replies in a few weeks, they're going in the trash. Anybody want 'em?
>
> Brian
> winkler@mindspring.com

PLEASE don't trash the 8bit line, at least give them away to a school's hardware class or salvation army or some charity. By the way a 1200XE? Don't you mean 1200XL? I beleive you can fetch the most money for that. The other stuff really isn't worth that much...

Alan

2555. How are !you! using your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6T9D9SO$zHB@peter.soemtron.sb.sub.de>
Source record: 74805

Howdy !

well I'm very interessted, how the other atari enthusiasts are using there atari computer. Since PC & Mac's are the better one, who need a Atari?

I have a Atari next to my PC. I love my 8-bit machine but I don't know what to do with them. I can't imagine, writing a letter on my Atari or communicate with my modem through it - in all tasks is the PC better than my atari ... the last thing I did on my 130XE was hearing MD8 Files (sort of MOD-File) with 4-bit sound qualitity :) ... and this one sounds muuuuch better on my General MIDI/ Soundblaster Pro.

Just playing good old games?

... please tell me, what are you doing with *YOUR* ATARI XE? ...

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

2556. Re: DCM file format

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: Lord Spatula <lbattle@bellsouth.net>
Message-ID: <3330DB98.4C55@bellsouth.net>
Source record: 74806

Will Fisher wrote:

>
> The DCM file is compressed using RLE compression (Run Length Encoding).

...I stand corrected...

2557. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: Lord Spatula <lbattle@bellsouth.net>
Message-ID: <3330DF8C.295A@bellsouth.net>
Source record: 74807

Curt Vendel wrote:

> Again, I'm probably only going to do about 100 of these units and
> from where we stand right now, the internal SIO disk drive controller
> has already been dropped for the time being due to cost overrun
> projections. We're trying to stick to the $120 price, but it may go up
> to $140-$150 for the base unit. We'll have to see.

...This question was raised earlier, but never answered.. Where are you going to get GTIA, ANTIC, POKEY chips. If you have a "secret" source of your own and would rather not say, that's understandable... but PLEASE tell me you're not going to cannibalize a bunch of stock Ataris to do this?!?!

2558. Re: DCM file format

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970319184005.7756B-100000@fissure.scar>
Source record: 74808

> > >Anyone have any documentation about the file format for .DCM files?
> > I'm sure Bob Puff does. I do know that it is a compressed type
> > storage format.
> >
> > Cheers,
> >
> > Jon
>
> I believe the DCM format is not "compressed" in the sense that a .ZIP or
> .ARJ file is, rather it is "clear text" format, but with zero <empty>
> sectors represented by a flag of some kind instead or 128 or 256 zero
> bytes.. so a DOS 2 disk that is half full will make a 45K .DCM file
> rather than the full 90K... but if Bob Puff is still around I would
> definitely ask him, and not listen to me at all.... <Does anybody have
> Bob's E=mail address??>

Don't have Bob's e-mail Address, nor his BBS address, (it's on one of my receipts somewhere!) But to address the question, does DISKCOMM do any compression. I beleive it does. I remember reading somewhere DISKCOMM does maybe 10-15% compression on some files (so it's not a very good one, use ARC instead)

Alan

2559. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970319184744.7756C-100000@fissure.scar>
Source record: 74809

> >Thanks for the input Alex. However I spoke with someone who does
> >plastic moldings and the moldings are horrendously expensive, so perhaps
> >going all black may be the choice, however black keyboards are too
> >expensive. Right now its the motherboard that matters the most, a basic
> >case design will be used, the SIO port will be a standard 15 pin plug
> >and I'll include a custom standard 15 pin to Atari SIO cable with each
> >unit, I may only include 1 joystick port, but I'll shoot for both, video
>
> [snip]
>
>
> Whoah! As far as joysticks go, why not all 4????!?!
>
> 2 isn't enough--1 is uancceptable!
>
> My $.02

Here! Here! We want 4 player MULE and 4 player Asteroids! :) <grin>

2560. Re: How are !you! using your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: Lord Spatula <lbattle@bellsouth.net>
Message-ID: <3330E8F4.200F@bellsouth.net>
Source record: 74810

Thomas Havemeister wrote:

> ... please tell me, what are you doing with *YOUR* ATARI XE? ...

...about 6 months ago I was writing a symbolic assembler and disassembler in Turbo BASIC on my 800XL.. I suppose what I have finished could be called a "beta" or even alpha version.. As soon as I get the necessary hardware to copy it to PC format <.ATR> and write some docs, I'm planning to post it somewhere on the net <alt.binaries.atari or whatever it's called -- anybody?>

...why, you may ask, would I want to do such a thing? Well, at the time I did not have a working version of MAC/65, and I sold my ASM/ED cart years ago, and was sick of using a clunky BASIC assembler from Compute! magazine that did not support labels or source files <you entered a line of code and it was assembled directly to memory, a la DDT or other monitors>... and I guess I just had a hankering to write good old 6502 code... was going to use the assembler to write a monitor! <kind of circular, that...>

...And I still play Jumpman, of course! :)

2561. Re: XL-it and 133k 180k Disk Image Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <HCTSCHAIUP@cabal.shnet.org>
Source record: 74811

In <m2g1xyfyj7.fsf@caligula.srv.net> wrote:
>noone@nowhere.com (Yogi) writes:
>
>> -Ummm, not that I'm being picky or anything, but an 800 XE?
>>
>>
>> 800XE=800 xl model made for UK, europe (?)

>Actually, it's in the FAQ. It's an 800XL with the freddie chip.
>Basically a 65XE in an 800XL case.

Strange. Here in Germany they just sold the 65XE as "800XE". Don't
ask me why.

Thorsten

--
"Wie soll ich Dir etwas erkl�ren was ich selber nicht versteh
Warum soll ich Dir was zeigen was ich selber noch nicht seh
Was ich denke, was ich f�hle macht f�r mich gen�gend Sinn
Ich schulde Dir keine Erkl�rung denn ich bin so wie ich bin" - �rzte

2562. WTB: Games (Germany, Europe)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <HCTSCHALUP@cabal.shnet.org>
Source record: 74812

Hello!

I want wo buy the following games:

Archon II: Adept
Bandits
M.U.L.E.
Necromancer
Fort Apocalypse
Shamus
Boulder Dash
Wizard of Wor
Elektraglide
Gateway to Apshai (Cartridge!)

If you have any of those (or others I might like) and live in Europe,
I'd appreciate your offer.

I have numerous games for sale also, but the list isn't complete yet.
Mostly tapes, though, and many of them by Mastertronic. But I also
have "The Pawn" and "Mercenary Compendium" (incl. The Second City)
on disk, IIRC.

Thorsten

--
"Wie soll ich Dir etwas erkl�ren was ich selber nicht versteh
Warum soll ich Dir was zeigen was ich selber noch nicht seh
Was ich denke, was ich f�hle macht f�r mich gen�gend Sinn
Ich schulde Dir keine Erkl�rung denn ich bin so wie ich bin" - �rzte

2563. wanted: schematics of xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: "Christopher M. Friend" <chiuchiolo@sprynet.com>
Message-ID: <5goiog$g62$1@juliana.sprynet.com>
Source record: 74813

```
If you have instructions to make an xformer cable please e-mail
me at:

chiuchiolo@sprynet.com

thanks in advance!
```

2564. Re: BBS THE ATARI INSIDE IS COOL

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970319000801.TAA19113@ladder01.news.aol.com>
Source record: 74848

I was able to do it. I saved the messge as a text file with AOL. Then I decoded it with XFERPRO. I null-modem'd the decoded file to the Atari, and it ran just fine!

Marius, it was great seeing so many familiar names in the greetinx section, including Pat Mulvey's. Pat is away this week, but the decoded file is waiting for him at The New Nest when he gets back.

2565. Atari 8-bit dot-matrix printer

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: antbbaker@aol.com
Message-ID: <19970319012900.UAA24111@ladder01.news.aol.com>
Source record: 74849

Hello,

Does anyone have a dot-matrix printer for an Atari 8-bit for sale? Please
E-mail me at one or both of the addresses.

AntBBaker@AOL.com
AntBaker@Myst.Hub-BBS.com

Thanks.

2566. Free Atari 8-bit computers, you ship

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: winkler@mindspring.com
Message-ID: <332f47fd.454423@news.mindspring.com>
Source record: 74850

I've got several Atari 8-bit computers, 800XL, 600XL, maybe even a 1200XE, and a 1020 printer and 1050 disk drive. There taking up room in my attic, but its spring cleaning time. If you want them, let me know.

You pay shipping from Chapel Hill, NC, and they're yours. If I get no replies in a few weeks, they're going in the trash. Anybody want 'em?

Brian
winkler@mindspring.com

2567. Oops! ApplePC question sorry!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: lovecraft@aol.com
Message-ID: <19970319054700.AAA10297@ladder01.news.aol.com>
Source record: 74851

I wasn't looking when I posted and sent it to the wrong group. As I had both an Atari and an Apple I'm now in heaven with both emulators. Again I apologize. I'm only human.

Nick Nova

2568. Re: DCM file format

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <332f98c6.95853432@news.inc.net>
Source record: 74852

On Tue, 18 Mar 1997 08:42:12 -0800, Lord Spatula
<lbattle@bellsouth.net> wrote:

>Jon D. Melbo wrote:
>>
>> On Fri, 14 Mar 97 18:02:17 GMT, monkfish@kwll.demon.co.uk (Lawrence
>> Staveley) wrote:
>>
>> >Anyone have any documentation about the file format for .DCM files?

>> I'm sure Bob Puff does. I do know that it is a compressed type
>> storage format.
>>
>> Cheers,
>>
>> Jon
>
>I believe the DCM format is not "compressed" in the sense that a .ZIP or
>.ARJ file is, rather it is "clear text" format, but with zero <empty>
>sectors represented by a flag of some kind instead or 128 or 256 zero
>bytes.. so a DOS 2 disk that is half full will make a 45K .DCM file
>rather than the full 90K... but if Bob Puff is still around I would
>definitely ask him, and not listen to me at all.... <Does anybody have
>Bob's E=mail address??>

Hello there. I never meant (nor did I looking at the looking at the
quote) to imply that the DCM compression was the same as used in ZIP.
I only mentioned that it is a compressed format, which it in fact is.
If your information is right then it is a very simple method of
compression... better than a sharp stick in the eye though. :) I
just knew that because the DCM files are most often smaller than the
the disk they store. Sorry I do not have Bob Puff's email address.
He is still in business though in Rochester NY. His business is no
longer called CSS though I have heard.

Cheers,

Jon

2569. Re: DCM file format

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc342b$1297af20$bcf7aecc@127.0.0.1>
Source record: 74853

> I believe the DCM format is not "compressed" in the sense that a .ZIP or
> .ARJ file is, rather it is "clear text" format, but with zero <empty>
> sectors represented by a flag of some kind instead or 128 or 256 zero
> bytes.. so a DOS 2 disk that is half full will make a 45K .DCM file
> rather than the full 90K... but if Bob Puff is still around I would
> definitely ask him, and not listen to me at all.... <Does anybody have
> Bob's E=mail address??>

The DCM file is compressed using RLE compression (Run Length Encoding).
There *IS* a block type that is for uncompressable secotors (those that
either don't compress or actually get bigger when compressed).

Using RLE sector is compressed based on patterns of bytes...

"EEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEE" would compress to {40}E where {40}
is the ASCII code for 40.

"EFEFEFEFEFEFEFEFEFEFEFEFEFEFEFEFEFEF" would compress to something like
{20}EF (it would be a bit more complicated than that.

There are numerous block types in a DCM file and my VB routine decompresses
99.9% of them... there is one block type that i've only seen twice in any
DCM files and I have no idea how the heck it's encoded as the doc's I had
were incorrect!

Will

BTW: I will dig up that code ASAP for you

2570. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: pulliam@earth.inwave.com
Message-ID: <09970218231728.OUI08.pulliam@earth.inwave.com>
Source record: 74854

Curt -

I agree with the previous post.

--
Ed L. Pulliam pulliam@earth.inwave.com
03/18/97 23:18

"The Internet is self-supporting - always say 'Thank You',
always help a newbie, and ALWAYS give more than you take."

2571. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: ewm1006@scully.tamu.edu
Message-ID: <5gnuci$q6q@news.tamu.edu>
Source record: 74855
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

Any possibility that it can be ported for the Apple II family?

Bright Blessings
Erik

#include<cool_nifty_sig_file_here.h>

2572. Help! Xfer files to 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: davelow@ix.netcom.com
Message-ID: <davelow-ya023680001903970026120001@nntp.ix.netcom.com>
Source record: 74856

Howdy,

My dad sent back to me my trusty 800xl system, complete with Indus GT drive, 850 interface and some old books, carts and disks (still works, amazing!)...sure brings back memories. Anyways, I'm excited about getting it up and running...you know, play some of the games I never had that I can now download from the net. Problem is I can't get the files over to the thing. I had tried using MyUtil and my friend's PC to format Atari disks but MyUtil gave me an error ("Error Track 0" or something similar.)

So now I'm thinking I could just construct a null modem cable and connect my 800xl to my Mac. I've got all the cables. I suppose all I need now is a term program on both ends, correct? If that is the case, can anyone point out a place that carries Atari term software?

BTW, I could use an extra drive or two...Anyone willing to sell to me?

Thanks.

--
Dave Low
davelow@ix.netcom.com

2573. Re: ATTN YOGI! (Well, you said to do this to get your attention.....)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <332f7bcd.9408354@news.injersey.com>
Source record: 74857

On Tue, 18 Mar 97 07:28:17 GMT, monkfish@kwll.demon.co.uk (Lawrence Staveley) wrote:

-I'd like to know your favourite ten games for the Atari 8bit... any chance of
-e-mailing a list to me so I can include them on my homepage
-(www.kwll.demon.co.uk) along with the other dudes..?

It worked.
My top favorite game is:

NOW EVERYONE ! DONT LAUGH!

[1] MATCHBOXES by Al Chasar (who actually
gave me PERMISSION to put the game in the archive!)

And following, in no particular order:
[2] Realm of Impossibility
[3] Ultima III: Exodus
[4] Elektraglide (Even tho its too hard and
Adam Michael Billyard publicly called me a "wanker") ;-)
[5] Trivia Quest (royal software)
[6] Zenji
[7] Behind Jaggi Lines! (DARE TO BE
DIFFERENT!, I always say!)
[8] MULE (3/4 player games)
[9] Ixion
[10] Pitfall II: Lost Caverns (solved in 18:18)
[11] Caverns of Mars (So SUE ME! I have 11!)

When you link them on your homepage, please link the ATR versions of Elektraglide and Matchboxes. (Easier that way, the file version of elektraglide requires finesse to load properly, and I dont believe will load on an emulator).

What I like doing almost more than playing the games is cracking them.... but I guess you all knew that.

yogi

2574. Re: Xl-it problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: dhor <dhor@student.uci.agh.edu.pl>
Message-ID: <332F8A52.D6A@student.uci.agh.edu.pl>
Source record: 74858

yep, u are right....
something is wrong with virtual harddisk...

dhor

2575. Re: What's the best 8-bit Atari computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <332f72b7.7081810@news.injersey.com>
Source record: 74859

On 18 Mar 97 05:57:29 GMT, "Jason Whorton" <chesster@pcl.net> wrote:

-What is the best 8-bit Atari computer? From what I have read, the
400 is
-the least capable 8-bit Atari computer, right? Which one is the most
-capable? Thanks.
-

A 130 XE with Ramrod compatible OS in it. Best of both worlds
(compatibility, monitor outputs.)
Crappy keyboard though.
Crappy cart slot.

2576. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <33309b23.96457703@news.inc.net>
Source record: 74860

On 18 Mar 1997 15:55:23 -0800, jasonbar@nut.ucsb.edu (Jason D. Bardis)
wrote:

>Curt Vendel <cvendel@fir.fbc.com> writes:
>
>>Thanks for the input Alex. However I spoke with someone who does
>>plastic moldings and the moldings are horrendously expensive, so perhaps
>>going all black may be the choice, however black keyboards are too
>>expensive. Right now its the motherboard that matters the most, a basic
>>case design will be used, the SIO port will be a standard 15 pin plug
>>and I'll include a custom standard 15 pin to Atari SIO cable with each
>>unit, I may only include 1 joystick port, but I'll shoot for both, video
>
>[snip]
>
>
>Whoah! As far as joysticks go, why not all 4????!?!
>
>2 isn't enough--1 is uancceptable!
>
>My $.02
>
>-Jason
>--
>Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
>The Simpsons.TG-16.cycling.PWEI.Tit Wrench.Battle of the Planets.Star Wars.
>autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN.LEGO.
>The Jitterbug.Bill Gibson.Robot Wars.Tim Burton.The Cult.fried cheese.

I agree. Two game ports is what I consider a minimum. One is below
minimum. I think in this day and age, except for the few Atari8 only
owners out there, game software is what people that would be
interested in this unit are hungry for. Let's face it, if a person
has a PC or a Mac, they are not going to get such a unit to do
databases & spreadsheets on. One needs to have two joysticks used to
play greats like Ballblazer, or Archon in head to head.

Cheers,

Jon

2577. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <33319ca2.96840811@news.inc.net>
Source record: 74861

On 19 Mar 1997 00:20:51 GMT, jseaver@ime.net () wrote:

>Curt Vendel (cvendel@fir.fbc.com) wrote:
>: Hi Will,
>:
>: Actually the case with p/s will run me $22, Mitsumi keyboards are about
>: $12-$14. Now those are individual prices, a quantity of 100 each will
>: bring them down even farther. I am however pulling the internal SIO
>: disk drive controller, that would have added $40-$50 to the cost and I
>: need to concentrate of the motherboard itself.
>
> Yeah, but what about the custom ICs? I'd be interested in this
>machine, especially at that price, but I can't imagine where you're going
>to find new ANTICs, POKEYs, GTIAs (heck, do they make 1.79MHz 65C02s
>amymore?), etc. at prices to make this in any quantity for that price.

So long as it is a 65C02, it doesn't matter the speed rating so long
as it meets or exceeds 1.79Mz. The CPU does not generate it's own
timing. It is clocked externally and will run at whatever speed it is
supplied timing with. The limit of course being that if you try to
run a chip faster than it is rated for, it may over heat & malfunction
or be damaged; depending. So if all Curt can get is a 10MHz rated
65C02, it will quite happily run at 1.79MHz. It would be cool of he
put in a turbo switch! Hehehe.

Cheers,

Jon

PS: Better yet, a three way "turbo" switch... PAL speed, NTSC speed,
and flat out smokin'.

2578. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: jseaver@ime.net
Message-ID: <5gnbh3$5kn$2@news.ime.net>
Source record: 74862

Curt Vendel (cvendel@fir.fbc.com) wrote:
: Hi Will,
:
: Actually the case with p/s will run me $22, Mitsumi keyboards are about
: $12-$14. Now those are individual prices, a quantity of 100 each will
: bring them down even farther. I am however pulling the internal SIO
: disk drive controller, that would have added $40-$50 to the cost and I
: need to concentrate of the motherboard itself.

Yeah, but what about the custom ICs? I'd be interested in this
machine, especially at that price, but I can't imagine where you're going
to find new ANTICs, POKEYs, GTIAs (heck, do they make 1.79MHz 65C02s
amymore?), etc. at prices to make this in any quantity for that price.

2579. wtb: xf551

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.3.95q.970319025403.20502A-100000@kelly.teleport.com>
Source record: 74863

I'm looking for one, maybe 2 xf551s preferrably with the modification that makes the more compatible with the disks that have Atari on one side and Commodore on the other. I think their called flippies and I think Bob Puff doest this modification. I want to be the first drive in my Chain and I may want a second xf551 for a Backup. Please do not answer me in the newsgroup as I will not see it. Please direct all replies through E-Mail to: bensmith@teleport.com

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

2580. wanted: xmm801

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.GSO.3.95q.970319030127.20502B-100000@kelly.teleport.com>
Source record: 74864

I hear I need drivers for my xmm801? Where or who do I get them from? For Print Shop & Print Power. I hear it uses Epson Drivers? I tried this and it didn't work.

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

2581. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5gom5k$633@narses.hrz.tu-chemnitz.de>
Source record: 74865
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

```
Erik Wayne Mckee (ewm1006@scully.tamu.edu) wrote:
: Any possibility that it can be ported for the Apple II family?

Sure. If someone does it. I don't have an Apple II nor an 8 bit Atari.
The source is Public Domain, have a look at my homepage.
```

Andre
--
Andre Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit&#65533;t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

2582. Re: More eprom woes

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: Mark Wang <mwang@broadcom.com>
Message-ID: <332FD20F.7255@broadcom.com>
Source record: 74866

idavis@comland.com wrote:
>
> As most of you know I have been bugging this group about eprom
> information. Well, to keep up a proud tradition, here goes: I have
> borrowed an eprom burner for a couple of days, and bought some 2732
> eproms. I decided for my first trick, I would make a copy of one of my
> carts. After failing to copy basic, and defender, I decided to try
> Atariwriter. Here's where it gets weird. I pulled the left eprom, and
> read it as a 2732. Just for grins, I read it as a 2532. I pulled both
> files into a hex editor, and noticed that both of them had readable text
> from the cartridge. Of course both files were totally different, and
> neither contained the same information. The text that was in one file was

That's totally expected, since the two or three highest address lines
are not at the same pins between the 2732 and 2532. I think the 2532
has more in common with the ROM's pinout than the 2732, but if your
eprom burner has a setting for reading ROM, use it.

You might find that the data off of the 2732 setting are 4 or 8 segments
of identical values; for instance, the same data would appear at offsets
0000, 0400, 0800, and 0C00. If so, it indicates that the setting is not
compatible with the pinout of the device you're trying to read.

> not in the other, and vice versa. Confused and frustrated, I burned 4
> eproms, the left and right from the 2732 and the 2532 reads. I put the
> 2732 set in the Atariwriter cartridge, and nothing. I put the 2532 set in
> and, yes you guessed it, nothing. Can you use the existing cartridge, or
> do you need a special cartridge to put the newly burned eproms into.

If you use an existing cartridge, you can only stick in ONE 2532 which
gets you a 4K cartridge. If you put in TWO eproms they will map to the
same address range and will try to drive different data onto the bus.
The two ROMS can coexist without additional glue logic because (I think)
one of them has its enable line inverted. Can't do that on a stock
eprom.

> Anyone have any clues or know what I am missing? A little more of this,
> and I think I will just stick my head in the eprom eraser.

Ever try tanning yourself with one? :)

> I appreciate all of the help so far.
> Isaac Davis
> idavis@comland.com
>
> ----------------==== Posted via Deja News ====----------------------

> http://www.dejanews.com/ Search, Read, Post to Usenet

As I wrote in a previous reply, to get anything bigger than 4K using eproms, you pretty much have to use a custom PC-board. 4K is enough for several games though (I think -chuckle- Video Easel is one).

Mark Wang
mwang@broadcom.com

2583. Re: c64/6502 WWW server...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5gomme$67n@narses.hrz.tu-chemnitz.de>
Source record: 74867
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.arch.embedded

```
Sam Ismail (dastar@crl.com) wrote:
: This still doesn't answer my question though. Did you actually implement
: a TCP/IP stack in all its glory on the 6502?

Ok, lets have a look at it:

- SLIP code to send/receive IP packets via serial line
- ICMP layer to reply to PING echo requests.
- TCP layer to build reliable connections
built upon that:
* A filesystem for the OS/A operating system to mount files via Internet
* A WWW server
* Discard, Echo and Chargen TCP ports are also working
* A remote exec in preparation

Yes, I guess that's a real TCP/IP stack :-)

so long
Andre

--
```

Andre Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit&#65533;t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

2584. Re: ATTN YOGI! (Well, you said to do this to get your attention.....)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <858776802.2499.0@kwll.demon.co.uk>
Source record: 74868

In article <332f7bcd.9408354@news.injersey.com>, noone@nowhere.com wrote:
> [1] MATCHBOXES by Al Chasar (who actually
>gave me PERMISSION to put the game in the archive!)
>
>And following, in no particular order:
> [2] Realm of Impossibility
> [3] Ultima III: Exodus
> [4] Elektraglide (Even tho its too hard and
>Adam Michael Billyard publicly called me a "wanker") ;-)
> [5] Trivia Quest (royal software)
> [6] Zenji
> [7] Behind Jaggi Lines! (DARE TO BE
>DIFFERENT!, I always say!)
> [8] MULE (3/4 player games)
> [9] Ixion
> [10] Pitfall II: Lost Caverns (solved in 18:18)
> [11] Caverns of Mars (So SUE ME! I have 11!)

Well, OK, you can have 11 then (But no-one else!)..... ;-)

>When you link them on your homepage, please link the ATR versions of
>Elektraglide and Matchboxes. (Easier that way, the file version of
>elektraglide requires finesse to load properly, and I dont believe
>will load on an emulator).

Will do!

2585. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: Lord Spatula <lbattle@bellsouth.net>
Message-ID: <333020FA.4E72@bellsouth.net>
Source record: 74869

Will Fisher wrote:
>
> > XL XL XL XL. XE is just ST styling. XL was classier. Chrome, cream
> > and coffee.
>
> XE XE XE XE. XL lookes older,the XE style looked much more classy! =)
>
> NOTE: I am not trying to start a war, having owned a 800xl and a 130xe I
> must say I loved the XE looks MUCH more than the xl!
>
> Will

My $.02: I like the original 800 case better. Looks more like "Dr. Who"
and less like "Star Trek". Plus the four joystick ports and right
cartridge slot are cool...

Anybody here own an 810 drive? Ever notice that the top and bottom
halves of the case are the same piece, with paper labels covering the
extra set of holes <SIO port, power, etc.>? Mine is like that, anyway...

2586. fs: Atari 800XL with 256K upgrade and Floppy Drives

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-19 00:00:00 UTC
From: salimk@nt.com
Message-ID: <5got2q$2ud@bcrkh13.bnr.ca>
Source record: 74870
Cross-posted to: misc.forsale.computers.other.systems,misc.forsale.computers.other.misc,comp.sys.atari.8bit,comp.sys.atari.st

Please send replies to johny@pipeline.com

Atari 800XL with 256K Upgrade and Power supply

2 Atari Flopy drives with Power supplies

1 Atari Serial port adaptor with Power Supply

1 Modem with interface able (no power supply)

Please make a reasonable offer, as I'm posting for a friend.

Buyer Pays the shipping

Salim Khan
BroadBand Networks
NorTel (Northern Telecom). Norcross, Georgia

Standard disclaimer applies ..... My employer has NOTHING to do
with my opinoins or the matter in this post.

2587. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5gqpo3$9ih@freenet-news.carleton.ca>
Source record: 74721

(kmosiejc@lcp.com) writes:
>> krieg@earth.execpc.com (Andrew Krieg) writes:
>
>> So the "prototype pipeline" gets murkier....
>>
>> Video 61 is charging the same price as B&C, $19.95.
>>
>> I think B&C had some protos for $14.95 as well.
>>
>> If he is getting them from B&C, he isn't making much of a profit.
>>
>>>>>
>
> Dealers usually charge other dealers less money. Especially for big orders.
> If Bruce gets them for say $5, he can sell a bunch of them to Video 61 for
> $10 and still make a good profit.
>
> My only problem with this whole prototype thing is if they are copies.
> I wouldn't mind buying copies (I'm ignoring the copyright thing because
> I don't know that they are illegal, Bruce might have permission or some such
> nonsense.) but I want to know if they are copies.

Unfortunatly the word 'prototype' has been repeatedly and consistantly
perverted by profiteers and in general in rec.games.video.classic to the
point where it no longer has much real meaning.

I've always considered a REAL PROTOTYPE to be a copy of a game that
was never mass-produced, produced by the manufacturer. Any game produced on
a mask rom, even if its in a 'lab label' case I consider to be a sample.

Games that were mask rom produced, but not distributed I consider to
just be VERY RARE PRODUCTION TITLES. IMHO anyone making copies of these
games, and then calling them prototypes, or even 'copies of prototypes',
is at the very least misleading his customers. imho.

Multicarts are of course pirate copies, but seem to be regarded as
a service to the community by the general propulation of rgvc. Sort
of the situation with the Jellystone Park archive.

Not to recreate the whole piracy debate, but as the owner of many
multicarts (most of my own creation), I have always regarded them
as mostly worthless in value. I treasure the real deal, no matter
how many copies can be had for free.

The above are just my personal critera for collecting, and should be
taken with a grain of salt.

Steve

2588. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2003970359160001@metricom55.ucsc.edu>
Source record: 74722

In article <3330DF8C.295A@bellsouth.net>, lbattle@bellsouth.net wrote:

>Curt Vendel wrote:
>
>> Again, I'm probably only going to do about 100 of these units and
>> from where we stand right now, the internal SIO disk drive controller
>> has already been dropped for the time being due to cost overrun
>> projections. We're trying to stick to the $120 price, but it may go up
>> to $140-$150 for the base unit. We'll have to see.
>
>...This question was raised earlier, but never answered.. Where are you
>going to get GTIA, ANTIC, POKEY chips. If you have a "secret" source of
>your own and would rather not say, that's understandable... but PLEASE
>tell me you're not going to cannibalize a bunch of stock Ataris to do
>this?!?!

Not to mention that it seems very unlikely that he'll be unable to put the thing together for that price. I've been checking out some PCB manufacturers, just to get an idea of the cost of a low-volume board. I found a company which specializes in low-tech, low-volume production. Their price for a 2-layer board roughly the size of the 800XL's would be in the neighborhood of $50. And that's for a board *without* plated through holes; you'd have to go to a different company to get them, and it would cost more. (Plated holes are essential for the avoidance of many problems. You almost never see unplated holes, except in extremely cheap cheeseball stuff.)

And then there's engineering time. Unless somebody is willing to donate a lot time, there will be a lot of reverse engineering, design, and board layout to pay for. There will also need to be a few debug prototypes, to catch problems before committing to production. For a run of a hundred units, these costs are significant.

I'm sorry to say that I just can't see anything like this selling for the prices Mr. Vendel has been throwing around. If he develops and produces the machine on his own dollar, great -- just don't send him advance money on something which is far from certain. I learned my lesson when I sent an advance payment on a FAST Technology Turbo030 for my 1040STe; as far as I know the damn thing never even got past the prototype stage. It is my opinion that the guy running the company had the best intentions in the world, but good intentions don't mean a thing in engineering. He had successfully done 68000 accelerators before but the 68030 accelerator was evidently too much.

--
-Tim Seufert, bwanga@cats.uc*sc.edu

The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

2589. Re: How are !you! using your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33319AFD.1D18@zeus.fh-pforzheim.de>
Source record: 74723

learning and coding 6502-assembler... i like coding demos :)

bye heaven

2590. Re: POTGO

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw@reading.ac.uk>
Message-ID: <3330FCAC.46EC@reading.ac.uk>
Source record: 74724

Markus Gietzen wrote:
>
> Maybe someone of you can help me:
>
> I ran into a problem with the POTGO-register:
> Altough it's nowhere documented (at least not in the
> books/articles that I saw) the POTGO-register changes the
> behaviour of VCOUNT.
>
> That's what I did:
>
> 0 POKE POTGO,0
> 5 ? PEEK(VCOUNT)
> 10 GOTO 0
>
> If you don't use line 0 you'll get different values on the screen
> but if you use line 0 you'll get a regular output. It seems
> that a write to POTGO resets VCOUNT.
>
> Does someone know how this exactly works ?
>

Perhaps it could be a case of - unlikely, I know - of having
a BASIC program being exactly N frames long and the program
doesn't reset VCOUNT, it just comes back to the point where
VCOUNT has come around again to the same value as the last PEEK.

I don't understand why VCOUNT would be reset; shouldn't it *always*
give you the current scan line (+/- 1) being drawn? This suggests
that a POTGO poke will throw VCOUNT off permanently which sounds
unlikely as well.

My Atari isn't ready for action; perhaps you could try different
POKEs just to make sure, or add another PRINT in before the PEEK
which, if POTGO resets VCOUNT should just create a different
regular pattern; if POTGO does not reset VCOUNT this should
destroy the pattern. (He said fingers crossed)

- Joel

2591. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <33309ad1.1806717@news-west.sony.com>
Source record: 74725
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Andrew,

Do the math, you buy one eprom proto.....and start copying the shit
out of it, then it does not cost the same as the "original".

Again, I have no clue if this is happening and would hate to even
imply impropriety. I see John Hardie has commented in this thread, and

I feel pretty comfortable with his judgement (make that very
comfortable).

It's buyer beware with Eprom carts plain and simple!!!! Don't fall
into the "proto" trap that many collectors here do.

jj

On 19 Mar 1997 14:12:46 -0600, krieg@earth.execpc.com (Andrew Krieg)
wrote:

>In article <5gpd5i$l12@camel2.mindspring.com>,
>John Hardie <jhardie@pipeline.com> wrote:
>>krieg@earth.execpc.com (Andrew Krieg) wrote:
>>
>>You don't really believe Lance when he says he gets his carts from
>>Atari, do you? Wake up! He gets them from B&C. Lance is always
>>bullshitting about all his contacts at Atari. Why would Atari even
>>consider dealing with him. All I know is everytime Bruce tells me he
>>has something new, 2 weeks later Lance gets "a new batch from his
>>contacts at Atari" and it just happens to be the same stuff. Anybody
>>know how much Lance gets for his "authentic protos"?
>
>So the "prototype pipeline" gets murkier....
>
>Video 61 is charging the same price as B&C, $19.95.
>
>I think B&C had some protos for $14.95 as well.
>
>If he is getting them from B&C, he isn't making much of a profit.
>--
>=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
>=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
>=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
>=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

2592. WANTED: "Cubie" - game circa 1984

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: adavie@mad.scientist.com
Message-ID: <33314690.65798802@news.comcen.com.au>
Source record: 74726

Well.... many many years ago now, I released the Atari 8-bit game "Cubie" as freeware. It involved a pattern of cubes which were shifted into position to match a pattern. In any case, my Atari was stolen yonks ago... but now that there are decent PC emulators, I was trying to find a copy of my old game... just for some nostalgia.

Has anybody heard of this game, and is there some kind soul who can provide me with a pointer to, or better yet, a copy of my game?

A friend of mine wrote "Xagon" and I managed to find that - we released our games simultaneously, so I am so very hopeful.

Cheers and thanks
Andrew Davie
Sydney, Australia.

2593. Re: Questions about MIO..

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: kmosiejc@lcp.com
Message-ID: <5grjm3$dg6@tlpnews.tlp.com>
Source record: 74727

> peter@soemtron.sb.sub.de (Thomas Havemeister) writes:
>
> Howdy !
>
> I have some question about the mio-board...
>
> first: I know the mio board is very expensive. But I don't know, where to
> get such a board and how much is it.

Well, I can't say for sure, but Toad Computers claims to have the
256K version for $99 which seems pretty good to me. Whether they
really have any in stock, I can't say.

>
> second: what can I do with a mio-board? Connecting Harddrives and a serial
> device? I need primary a *very* good & fast serial interface. Will the Mio-
> Board do that work?

The MIO will work for that, but from what I understand the Black Box is
more reliable for serial. I don't know if it is hardware or software, but
I recall Bob Puff mentioning that he compensated for a bug in the MIO to
achieve 19.2.

>
> third: how to install the mio-board? Do I need change in the atari layout?
> How to install it on a XE Computer?

Now, I assume you have a 130XE. In that case you need a ECI->PBI adapter that
aren't too expensive.

>
> please help!
>
>

I have an MIO and I am happy with it. It's one advantage over the Black Box is
that it has 256K or 1 Meg as a super-fast ramdisk. Other than that, the Black
Box wins. The BB has better serial, SCSI, and it has the option for the floppy
board.

Still, I like my MIO (mainly cause I have it and am cash poor)

--Kurt

2594. Re: 8-Bit seen on HBO!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <858848740_OASIS_@pcc-uky.campus.mci.net>
Source record: 74728

In article <33310272.5969@student.uci.agh.edu.pl>
dhor <dhor@student.uci.agh.edu.pl> said:-

>hi
>
>yeah.. :)))
>watching 'terminator' u can see piece of 6502 assembler code...
>:)

Hmm...and they have the Portfolio in Terminator 2! Coincidence? <smile>

--

```
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
_/ | _/
_/ Wild wind-horses soar the cloud-trails, | /\ _/
_/ Unholy horn doth sound its blast, | Dark><Chyld _/
_/ You and we were first to conquer, | \/ _/
_/ You and we shall be the last! | _/
_/ | -The Fuji Lives!- _/
_/ From "Song Of The DragonMasters"... | _/
_/_____________________________________|_____________________________/
_/ _/
_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/
_/ _/
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
```

2595. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <33314F3B.4DAA423A@fir.fbc.com>
Source record: 74729
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Video 61 is not selling actual one of a kind proto's they are burned copies. Go to B&C and get your copies. At least B&C is honest and lets you know that they aren't lab loaners or prototype originals. They even make their own cool looking labels that they place on the cartridges. I see nothing wrong with B&C getting unreleased games out of the door. I got Super PacMan, Berzerk, Pan Man Jr, Video Puzzle and they are all fanstastic games, its nice to have some fresh new games to play and you don't have to battle over getting the only copy available in an auction.

Curt

2596. Atari 800 item for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5grket$r54@news1.voicenet.com>
Source record: 74730
Cross-posted to: comp.sys.atari.8bit,alt.forsale,ca.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,misc.forsale.computers.other.systems,nj.forsale,ny.forsale,pa.forsale,pa.hbg.forsale,pa.ne.forsale,pgh.forsale,us.forsale.computers

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Atari Items for Sale plus shipping

Atari 850 Interface no power supply.................. $39
Atari XMM801 printer................................. $24
Atari 1020 Printer................................... $15
Atari XM301 Modem.................................... $15
Atari 410 Program Recorder (tape deck) (2).......... $14
Atari 400 Program Recorder (tape deck)............... $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ................ $ 8 each
Paddles (2 sets)..................................... $12 each
Atari Controllers (2)................................ $ 8 each
DVE Printer Power Supply Model DV-2412A.............. $10
50 5-1/4 diskettes .................................. $10
50 3-1/2 diskettes................................... $12.50
.....................................................................
Wishbringer from Infocom on Disktte w/box & docs.... $18
.....................................................................

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
```

Page Designer from XLEnt Software
Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International

Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor Donkey Kong
Jungle Hunt Missile Command
Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing

Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)

08053-0209

2597. Re: Questions about MIO..

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33316362.5B0F@tcd.net>
Source record: 74731

FTE, has all the rights to the MIO, and unless Mike sells them off to somone else the MIO in the NEW unused state is not available anymore.

You will have to find someone who has a Used one they are willing to part with, or latch on to a broken one, I can fix them.

Not sure what through-put you are looking for you can reach 14.4 through its RS-232 port and 19.2 with a Hayes to Hayes modem, at presant anything higher overruns the Atari's buffer and is not practical.

To connect on to a 130XE you need to find a card that pluggs into the cartridge ports, ICD made them but FTE bought the rights to those. I have the one Supra Corp used to produce as I bought the rights from them and this one is still available.

The MIO, will connect to an 800XL through the PBI port it is a stand alone unit with its own case and power supply nothing to install actually other than plugging it into the computer..

hope this helps?

bob

2598. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <33315137.5656AEC7@fir.fbc.com>
Source record: 74732

Alex,

remember, cost, cost, cost. I can't slap everything in the world onto the system. It'll wind up costing $1,000!!!! I'm looking at the ATR8000 drive design as well as the Astra Big "D" and the Atari XF551 controllers. Its doubtful that the controller will be included, but will end up being an add-on daughter card that will plug ontop of the motherboard for floppy drives.

Curt

2599. Re: How are !you! using your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33316178.11F3@tcd.net>
Source record: 74733

I have one system setup and running a BBS 24hrs a day has been online
for years.

Have another system sitting along side I use to check out componets,
modeming to other boards ect..

Have a Atari System set up in the other room that my Granson and
Grandaughter use to entertain themselves. My elderly mother uses the
system to write letters as she can see the 40 col letters better than on
the 80 col IBM.

Kinda a slower relaxing pace with a lot of different componets still
available for the Atari 8-bit computer. Have several hard drives
attached, along with 1 system that uses an Iomega Bernouli Box, 20mg..

bob

2600. AR City Disk Probby...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: Big Bro` <lsusj@csv.warwick.ac.uk>
Message-ID: <Pine.SOL.3.95.970320154950.8825C-100000@holly>
Source record: 74734

AR(gh)!!

How can my trusty little XE do this to me???
My favouritest game in the whole wide world (even compared to my Amiga stuff) has gone!!
The Problem: Disk1, side1 refuses to boot, giving lots of boot errors.
The Solution: ??????

HELP!!!

BigBro`

2601. Re: Atari 8-bit dot-matrix printer

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <33315074.6F5992E1@fir.fbc.com>
Source record: 74735

Hi,

B&C Computervisions has many different models of Atari printers both new and used available, you should give them a call and ask what they have available.

408-986-9960

Curt

2602. 8bit printer - ASCII?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: ejh7678@isc.rit.edu
Message-ID: <5grn66ese1@news.isc.rit.edu>
Source record: 74736

Greetings, all.

I have a quick question. Is it possable for an atari 8bit printer to be used on an IBM? I know that the atari printers use ATASCI or whatever it is instead of ASCII, but is there any way around this?

The reason I was wondering, is becaus ei own that tiny 8bit plotter that also works as a printer and i think its great. What i really wanted it for is to be able to hook it up to one of my IBM's com port for use as a generic text-only printer. To print out those quick little info jobs that is for personal use only. Like a phone number, or an adress, or a web page. It would be great to just print form the clipboard to that keen little printer.

Does anyone know if such a thing can be done, and has anyone tried it?

thanks,
ed heffernan.

2603. Re: Xl-it problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: Anthony Smith <Anthony.smith@worldnet.att.net>
Message-ID: <33317CD6.7AB8@worldnet.att.net>
Source record: 74737

Lord Spatula wrote:
>
> Anthony Smith wrote:
> >
> > Hi,
> >
> > I am trying to load something from the virtual harddrive.
> > First I set up Xl-it, then load Dos 2.5 but when I use the virtual
> > harddrive I dont get a listing in dos. What am I doing wrong.
> >
> > Thanks
>
> ...Markus should be replying to this, but until he gets a chance to do
> so, here is something to try... Under "Setup/Environment" there is an
> option called "Patch OS"... This might have to be turned on to use the
> H: device <since it presumably works with standard DOS 2.5>.. <or it
> might be for something else entirely!>
>
> ...if not that, then make sure you are using the DOS25.ATR file that
> originally came in the XL-IT archive <it may be a modified version that
> can access the H: device>
>
> ...or it could be as simple as you forgetting to type H:*.* in response
> to the prompt you get after the A <dir> command in the DOS menu...
>
> ...I have used the H: device successfully with XL-it v0.18 under DOS 2.5
> <the one that came with XL-it> with the "Patch OS" option on... I have
> not tried it in any other configuration, and without more information
> that's all I can tell you. Markus will know better than I, since it's
> his software!
Yes you were right about my problem, I just didnt know you had to use
h:*.* at the directory prompt, thanks.

2604. Re: BBS THE ATARI INSIDE IS COOL

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: "M. Diepenhorst" <madie@worldonline.nl>
Message-ID: <01bc356a$d66e7560$209c099a@amulder>
Source record: 74738

> Marius, it was great seeing so many familiar names in the greetinx
> section, including Pat Mulvey's. Pat is away this week, but the decoded
> file is waiting for him at The New Nest when he gets back.

Thanx! Since I have my Multiplexer and my 2nd Black Box, 99% of the time
I'm NOT asleep, I spend behind my 8bit atari computers :-) in next demo
your name will be in it too!

Patrick does already have the demo... I send it to him, but thanx for doing
the job.

Grtx. Marius

p.s. didn't know I was able to write some demo like this by myself... ALL
IN ASSEMBLER YEAH!!!!!!

2605. Re: wanted: info about power cord -130 xe.

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: read@my.sig
Message-ID: <33314ce1.763951@news.networx.net.au>
Source record: 74739

gwittman@ix.netcom.com (gregory l. wittman) wrote:

> The other day i found a 130 xe at a thrift store for $5.00.
>It did not have a power cord with it. I also found a 65 xe at a
>thrift store too, it had a power cord. I was just wondering if they
>both use the same cord. The 65 xe works fine but the 130 xe does not
>work at all, the red light does come on but all I get is a black
>screen. I did not know if the specs on the power cords where
>different are the 130 xe had internal problems.

I don't know about the 65 XE, but I've had no trouble using the same
power supply on a 600XL/800XL/130XE. They all use 5 volts DC.

Stevo.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

2606. Re: Questions about MIO..

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E7D0x2.As@iglou.com>
Source record: 74740

kmosiejc@lcp.com wrote:

: > second: what can I do with a mio-board? Connecting Harddrives and a seria
: > device? I need primary a *very* good & fast serial interface. Will the Mi
: > Board do that work?
:
: The MIO will work for that, but from what I understand the Black Box is
: more reliable for serial. I don't know if it is hardware or software, but
: I recall Bob Puff mentioning that he compensated for a bug in the MIO to
: achieve 19.2.

I'm in occasional contact with Bob Puff, like others here. I've met him in person many times when I was in Rochester, NY, for college, around '83-87. I believe we once got into a tech chat about the 8bits and limitations, as well as some future plans, but it's been too long to remember them.

As an owner of the Black Box, I can honestly tell you that it's one of the best things I've seen for the 8bit. I still have mine. It took around two hours for me to make the cables, and make sure they worked, all without soldering them, rather, just push them onto the connectors. Once I made the mistake of plugging the power cord in wrong, blowing the RS232 port chips. Bob went so far as to tell me what I needed to do.

The P:R: connector when I owned one back then gave me so much trouble, that it was well-known through the area BBSes, for its constant locking up of my system, screwing up the printing, etc., that I just went and traded it for an 850. I still have it today. Heck, I could sell off most of my 8bit collection, keeping just an XE, a couple floppy drives, and other necessaries. I'll post them later.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

2607. Re: oh yea of little faith

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <3331AAE6.5849@mail.utexas.edu>
Source record: 74741

```
give the man the benefit of the doubt.

lots of ....no way man..... as he builds it.

curt build it, i will come.

cheers,
robert
```

2608. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <33314F7C.64880EEB@fir.fbc.com>
Source record: 74742
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Sure he is,

all he has to do is buy one copy of each and burn his own for a few
pennies each.

Curt

2609. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <33315187.61133CF4@fir.fbc.com>
Source record: 74743

Doing soldering is bad enough, but to sit there with a butane torch and remove parts from old motherboards as well, please no!!!

BEST and B&C have a large quantity of Atari chips available, so making 100 units wont be too hard to come up with the parts.

Curt

2610. Re: looking for eric cron

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <3331AB8D.3E74@mail.utexas.edu>
Source record: 74744

hey guy,

thanks for the reply...

cheers,
robert

2611. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <3331502E.773C2448@fir.fbc.com>
Source record: 74745
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Hi Harry,

I saw Superman 3 at a friends house a few weeks ago, I think the 2600 version out does it. Your right, the later software wasn't as good as it was suppsed to have been considering the system. I definitely like Super Pac Man and Pac Man jr, video puzzle is cool too and Star Gate is actually damn good as well.

Curt

2612. Re: 8-Bit seen on HBO!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: Fred Thompson <fhthomps@concentric.net>
Message-ID: <01bc3581$9cf6bb00$3b8c9bcf@crc3.concentric.net>
Source record: 74746

> >yeah.. :)))
> >watching 'terminator' u can see piece of 6502 assembler code...
> >:)

But not just any old 6502 assembler. What you saw is part of the Atari DOS listing. I remembering seeing that at the theatre. Don't know if it's legible on the video disc version, I'm sure it's not on the VHS tape. Maybe if it is released on DVD...

2613. Re: 8-Bit seen on HBO!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2003972153470001@port162.bitstream.net>
Source record: 74747

In article <33310272.5969@student.uci.agh.edu.pl>,
dhor@student.uci.agh.edu.pl wrote:

> Ronald J. Hall wrote:
[snip]
> watching 'terminator' u can see piece of 6502 assembler code...

I noticed that too when I saw it in the theater years ago. I seem to
recall that it appeared to be a portion of the 400/800 OS source code
(including the code name "COLLEEN") from the Tech Notes & Hardware Manual.
I don't think it's legible in the video release.

Mark

2614. FS: Atari 400/600/800/1200/XL/XE Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: -- VorTeX -- <jonart@ix.netcom.com>
Message-ID: <33320DFA.AEC@ix.netcom.com>
Source record: 74748

Here are some atari games for sale in boxes with all dox.

JUMPMAN
http://www.ebay.com/aw/item.cgi?item=emb9994

TEMPLE OF APSHAI
http://www.ebay.com/aw/item.cgi?item=czg3312

UPPER REACHES OF APSHAI - expansion to above game.
http://www.ebay.com/aw/item.cgi?item=oja69820

ZORK III - also contains Zork I and Zork II with dox, but no box.
http://www.ebay.com/aw/item.cgi?item=eyd886

2615. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970320205450195 43@ts185.vcr.wis.net>
Source record: 74749

Will Fisher <blackat@direct.ca> wrote:

> > XL XL XL XL. XE is just ST styling. XL was classier. Chrome, cream
> > and coffee.
>
> XE XE XE XE. XL lookes older,the XE style looked much more classy! =)
>
> NOTE: I am not trying to start a war, having owned a 800xl and a 130xe I
> must say I loved the XE looks MUCH more than the xl!
>
> Will

I have to agree here... the XL's have that 'old yellow' look to them...
the XE's still look slick and modern!

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

2616. Re: How are !you! using your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: "Joseph E. Walsh" <ransom@connect.iconnect.net>
Message-ID: <Pine.BSD/.3.91.970320181145.14119A-100000@connect.iconnect.net>
Source record: 74750

Thomas Havemeister wrote:

> ... please tell me, what are you doing with *YOUR* ATARI XE? ...

Well, my XE units are sitting in storage, but my 1200XL is going strong. :)

My 1200XL is SuperVideo upgraded, and has the Ramrod-XL 256K upgrade as well. I use SpartaDOS X and RTime-8. I use FlickerTerm-80 to call my ISP. My Atari is the only computer I use outside of my workplace, by choice.

I do the typical stuff with it, I suppose. Other than calling out, I use it to play games, keep things organized with a database (SynFile+), keep track of my personal finances (SynCalc), and write the occasional letter (AtariWriter Plus). When I have time, I play the greatest games ever made - Atari 8-bit games.

Oh, and I also use it for my freelance writing. I write supplements for the Traveller role-playing game (published by Imperium Games) after my "day job" - often into the wee hours of the morning. Yes, I'm actually earning money with my Atari. :)

Once upon a time I programmed using the Atari. I think my "Critters" artificial life program is still on the Atari Archive at umich.edu (this isn't me urging you to run right out and download it[G] - it's a simple program, written in assembler - just something I thought was interesting at one point). These days, I only program to do analysis of some of the RPG rules I write. I usually do that in Atari BASIC - usually 20-30 line programs, run only a few times then forgotten, so speed doesn't matter.

Anyway, that's what I do with my Atari.

-Joe

Joseph E. Walsh | Atari 8-Bit User and Programmer Since 1982
ransom@iconnect.net | Classic Traveller Referee Since 1983
Stuck in the '80s | Microsoft-Free and Loving It! :)
.....Official Reporter of Imperium Games Product Info.....

2617. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2003972256390001@206.144.237.67>
Source record: 74751
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

In article <Pine.GSO.3.95.970319184959.7756D-100000@fissure.scar>, Alan Christie <94chrisv@scar.utoronto.ca> wrote:

> A few of those carts I beleive we released on cartridge. Besides can't
> someone tell a copied cartridge from an original examining the cartridge
> shell? I mean Atari Carts have the family CXL 4002 or RXL 4040 labelling.

I got a cart from a kid about 5 years ago. It's a standard brown cartridge with Atari logo on back, but with a white paper label with "SUPER PAC MAN PROTOTYPE" and and some low rez laserprinter art printed in blue ink. (No label underneath.) From what you're saying, it sounds like what I've got is not a real protype?

Mark

2618. What HARD DRIVES can I hook up to my MIO?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: slycy* <read_my_sig@bottom.of.message>
Message-ID: <3331AD30.3040@bottom.of.message>
Source record: 74752

What Hard Drives can I hook up to my MIO, and what
cable(s) will be required? Do I need a controller card?
I assume I can only hook up a SCSI drive, however I don't know
enough about the MIO or SCSI drives to be sure.
Do I need a SCSI drive enclosure to hold the drive?

Please send replies to this news group and or: slycy@geocities.com

Cyrus

2619. Atari 400 Carts Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A41.3.95.970320231809.24948G-100000@fn2.freenet.edmonton.ab.ca>
Source record: 74753
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

E-Mail me to subscribe to this auction or check out my web page for
current updates.
http://www.freenet.edmonton.ab.ca/~pepper

Auction End March 26/97
Rules Follow the Auction
Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

Atari 400/Ect. Carts (all loose unless stated)
****
3D Tic Tac Toe $5 Min
Action! With Inst. Orange Cart $10 Min
Alphabet Zoo no label $3 Min
Basic XL Orange Cart $10 Min
Centipede With inst. $5 Min
Computer Chess $5 Min
Donkey Kong Junior $5 scottdec
Hardball! Complete $5 scottdec
Logic Levels With Inst. $5 Min
Mac/65 with DDT Orange Cart $10 Min
Pac-man With inst. $5 Min
Rescue on Fractalus $5 bensonj
Robotron 2084 With Inst. $5 bensonj
Submarine Commander Faded label $5 ccoffin
Atari XE Laser Gun $5 ccoffin

Atari 65XE keyboard with Power Supply & Joystick $20 savetz

Other Items in Peppers Auction

Turbo Grafx Games/Systems 16 items Colecovision 7 items
Sega Master Games/System 27 items Genesis 10 items
Atary Lynx Games/System 9 items Virtual Boy System 1 item
Atari 400 Games/Systems 16 items Nintendo/Famicom 70 items
Atari 2600 Games/System 87 items C64 22 items
Atari 5200 Games 7 items Vic-20 30 items
Intellivision Games/System 50 items CD-I 90 items

Rules:
Auction ends March 26/97
Then a Once, Twice, Sold format will occur March 27/97
One update per day or until bidding slows down...

Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All items are tested and work, unless stated otherwise..

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

E-Mail bids to

E-Mail pepper@freenet.edmonton.ab.ca
=-
Pepper's Videogame Homepage
http://www.freenet.edmonton.ab.ca/~pepper
=-=

2620. FS: Rare Atari Book - INSIDE ATARI DOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: -- VorTeX -- <jonart@ix.netcom.com>
Message-ID: <33320EC3.6A01@ix.netcom.com>
Source record: 74754

��? This book is all about Atari DOS?2.0. Totally invaluable to the Atari HACKER/CODER.

http://www.ebay.com/aw/item.cgi?item=mzy48269

2621. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970320205455198 86@ts185.vcr.wis.net>
Source record: 74755

Jason D. Bardis <jasonbar@nut.ucsb.edu> wrote:

> Whoah! As far as joysticks go, why not all 4????!?!
>
> 2 isn't enough--1 is uancceptable!
>
> My $.02

I say, put in two pokes, so that you can get stereo sound out, and that would also have the side-effect of allowing either 8 joystick ports, or room for LOTS of ram-banks!!

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

2622. Re: Atari PRO BBS's; IMR March Nodelist!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970320205458200 47@ts185.vcr.wis.net>
Source record: 74756

Bernard Kok <bernard@becotel.demon.nl> wrote:

> My BBS and a other 2 BBSses here in the netherlands are also networking with
> the USA and CANADA and GERMANY..
>
> >I believe mine is the remaining last Atari 8-Bit BBS in the Southwestern
> >USA.
>
> >Atari 6502 BBS (210) 737-3759
>
> Well is that BBS also in that NETWORK ??? If not, maybe you can look for a
> other BBS to join the network...

Hello AtariSysop and Bernard! There are still many 8-Bit BBS's In north
america, as well as europe, and many of the sysops are on this newsgroup
as well! About 6 months ago, My BBS (In vancouver BC), The Jail
(toronto), and Beco Tel (Bernards BBS in the netherlands) started a
network to revive the historic "IAN" (Intenrational Atari Network), now
called "IMR" (International Message Relay) and now have 16 BBS's online
as of the beginning of march! The following is a comprehensive list
that I have been posting Monthly to the network. This hopefully will
help you locate a BBS that is close to you that you can network with as
well, and then you can enjoy a new wealth of topics!

ABBUC +5439+92592
Node: 408 Baud: 300-14.4 Vers: 5.0b
Location: Bersenbrueck, Germany
Sysop: SysOp Heiko (Heiko Bornhorst)
Snail: Wasserkamp 14a
D-49593 Bersenbrueck Germany
E-Mail: heiko@oi.westf.fido.de
Voice Phone: Germany+5439+92592
Online: mo-fr 19-7 CET, sat+so 15-8 CET
Holidays: 15-8 CET
Point: <>470, <>176, <335
Time Zone: CET

ACUTE BBS (610) 261-0620
Node: 330 Baud: Vers:
Location: Whitehall, PA, USA
Sysop:
Online: 24Hrs
Point: <>218
Time Zone: EST

Atari Inside +31-182-352755
Node: 476 Baud: Vers:
Location: Bergambacht, Holland
Sysop: Sysop*Marius
E-Mail: pokey@dds.nl
CoSysop: Sysop*Marcella
Online: CET 22-07 (GMT 21-06)
Point: <471, <>218, >176
Time Zone: CET

Bavarian's Gasthaus 303-367-5877
Node: 108 Baud: 300-14.4 Vers:
Location: Aurora Colorado, USA
Sysop: Bavarian
E-Mail:
Online: 24Hrs
Point:
Time Zone: MST

BECO TEL +31-20-6326859
Node: 176 Baud: 300-14.4 Vers: 5.0b
Location: Amsterdam, Holland
Sysop: Bernard Kok
E-Mail: bernard@becotel.demon.nl
HomePage: http://www.becotel.demon.nl/
Online: 17-06 GMT
Point: <>408, >335, >476, <471, <>53
Time Zone: CET

Eclectic Collective 604-873-1131
Node: 86 Baud: 300-9600 Vers: 5.0b
Location: Vancouver BC, Canada
Sysop: Anthony Lloyd-Reesen (604-685-8350)
Snail: Suite 708 Vancouver Block.
736 Granville Street
Vancouver, B.C. V6Z 1G3
E-Mail: jewelnet@skybus.com
Online: 24Hrs
Point: <>244
Time Zone: PST

Enterprise 607-772-1572
Node: 393 Baud: Vers:
Location: Castle Creek, New York, USA
Sysop: Sysop*Mike Schoedel
Snail: 16 1/2 Cedar Street
Binghamton, NY 13905
E-Mail: 75754.2166@compuserve.com
Online:
Point: <>335
Time Zone: EST

Inside the 6502 West 510-895-8022
Node: 230 Baud: Vers:
Location: San Leandro, California, USA
Sysop: Bob Wooley?
E-Mail: RWOOLLEY@pacbell.net
Online:
Point: <>53
Time Zone: PST

Jail 416-762-9316
Node: 335 Baud: 14.4k Vers: 5.0b
Sysop: The Warden (Stewart Pitchford 416-762-6471)
E-Mail:
Location: Toronto, Ontario, Canada
Online: 24Hrs
Point: <>244, <>393
Time Zone: EST

Last Hope 604-460-1195
Node: 244 Baud: 9600 Vers: 5.0b
Location: Maple Ridge, British Columbia, Canada
Sysop: Ryan Goolevitch (604-465-3777)
E-Mail: ryang@computerhelp.ca
HomePage: http://www.trideja.com/lasthope/
Online: 24Hrs
Point: <>335, <>365, <>86
Time Zone: PST

Neverending Story +2191-963559
Node: 470 Baud: 300-14.4 Vers: 5.0b
Location: Remscheid, Germany
Sysop: SysOp Atreju (Erhard Puetz)
E-Mail: erhard_puetz@w2.maus.de
Online: On Saturdays, 19-24 CET
Point: <>176, <>408
Time Zone: CET

New Nest 516-234-4943
Node: 218 Baud: Vers:
Location: Wantaugh, New York, USA
SysOp: Patrick J. Mulvey
E-Mail:
Online: 24Hrs
Point: <>476
Time Zone: EST

Pothole 250-642-6795
Node: 365 Baud: 14.4 Vers: 4.0b
Location: Sooke, British Columbia, Canada
SysOp: Boomer (Bob Nex 250-642-6358)
E-Mail:bobnex@islandnet.com
CoSysop(16-bit): The CyberLord (Ted Skrecky 250-598-6173)
E-Mail: ud264@freenet.victoria.bc.ca

CoSysop(8-bit): jkp (John Picken 250-598-2386)
E-Mail:
Online: 24Hrs
Point: <>244

Repair Shop 801-967-8738
Node: 53 Baud: 14.4k Vers:
Location: Salt Lake City, Utah, USA
Sysop: Sysop*Bob (Bob Klaas)
E-Mail: bobkla19@tcd.net
Online: 24Hrs
Point: <>230, <>176
Time Zone: MST

Thunderdome +31(0)416-279990
Node: 471 (Qwk#0006) Baud: 1200-14.4 Vers: 5.0b
Location: Sprang-Capelle, Holland
Sysop: FOX-1 (Robert Verdaasdonk)
E-Mail: fox-1@fatima.dds.nl
CoSysop: TXG (Rene de Bie)
CoSysop: Metal-1 (Maikel Gloudermans)
E-Mail: metal1@freemail.nl
Snail: POBOX 16 Zip:5160 AA
Online:
Point: <>472, >476, <176
Time Zone: CET

Underground [Not Public]
Node: 472 (Qwk#0005) Baud: 300-14.4 Vers: 5.0b
Location: Sprang-Capelle, Holland
Sysop: Sysop*TXG (Rene de Bie)
E-Mail: none
Online: n/a
Point: <>471
Time Zone: CET

Long live Atari 8-Bit Pro! BBS's!

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

2623. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6TDFR$WpzHB@peter.soemtron.sb.sub.de>
Source record: 74757

In article <atari reborn....possibly the phoenix?>, dperw@utxdp.dp.utexas.edu (Robert Erickson) wrote:

Howdy Robert,

> curt,
>
> what do you have in mind for a display?

huh?

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

2624. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <3330832E.4BC5@kawo2.rwth-aachen.de>
Source record: 74814

Jon D. Melbo wrote:

> I agree. Two game ports is what I consider a minimum. One is below
> minimum. I think in this day and age, except for the few Atari8 only
> owners out there, game software is what people that would be
> interested in this unit are hungry for.
One problem is, that the second port of the first PIA is needed to do
Memory-switching in the XLXE modells.
I thought about this some times ago.
Maybe it's possible to add a secondary PIA and make it switchabele.
F.e. one XL /XE compatible mode and one 800 compatible mode (which
switches the internal ROM to an 800 one to. One possibilty is, to
install a latch only shadowing the $D303 adress to make the
memory-switching and left the second port to Joysticks.

Matt

2625. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <3345c39f.16793593@news.earthlink.net>
Source record: 74815
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

On 18 Mar 1997 18:02:40 -0600, krieg@earth.execpc.com (Andrew Krieg)
wrote:

>In article <5gamt3$cmv@camel1.mindspring.com>,
>John Hardie <jhardie@pipeline.com> wrote:
>>malay@tds-gn.lmco.com (Bob Malay - Loral - X7750) wrote:
>>
>>>Got off the phone with Video 61 (612)462-2500
>>
>>>He has the following (or did) new 8 bit carts - apparently
>>>shelved and never released by Atari.
>>
>>>Tower Toppler (XE) - more levels than the 7800 version
>>>Deflector (XE)
>>>Superman 3 (XL/XE)
>>>Kangaroo (XL/XE)
>>>Berserk (XL/XE)
>>>Letter Tutor (Lightpen/XL/XE)
>>>Stargate (XL/XE)
>>>Pacman JR (XL/XE)
>>>Animated Puzzle (XL/XE)
>>
That is curious. Superman 3 was my last project at Atari and I never
came close to finishing it. It was unbearable working there at the
time. The marketing people from Warner had completed their Coup of the
company. Now I had to meet with them and be their design puppet. They
would play movie director and tell me what they "visualized" the game
to be, as if we were shooting film. I would explain that I had worked
very hard for a couple of years not only working on ideas for fun
games, but also learning the archetecture of the 800 computer, so I
had a good idea what was possible. Heck, anybody can dream. So they
came out with a design that paralleled E.T.(which in my opinion was
the worst video game I've ever played). (and which was the result of a
crash effort of the Home Computer Division's finest).

E.T. was also the only original game to come out of the home computer
division that I can remember, with the exception of Chris Crawford's
work. The division was filled with frauds, and mainframe Control Data
rejects. When Atari wanted a game done for the 800, they would have
it done elsewhere. And the idiot that they made my supervisor a few
weeks after I started Superman 3 couldn't even send an SOS, let alone
write 6502 code. So it is possible they had it coded out of house like
the rest, but if they stuck to the plan Marketing wrote, they did the
world a favor by not releasing it.

ZZyzx

"We're not flying....we're falling with style."
(Buzz Lightyear)

2626. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3331e838.3062956@news.inc.net>
Source record: 74816

On Thu, 20 Mar 1997 01:22:06 +0100, Matthias Belitz
<matz@kawo2.rwth-aachen.de> wrote:

>Jon D. Melbo wrote:
>
>> I agree. Two game ports is what I consider a minimum. One is below
>> minimum. I think in this day and age, except for the few Atari8 only
>> owners out there, game software is what people that would be
>> interested in this unit are hungry for.
>One problem is, that the second port of the first PIA is needed to do
>Memory-switching in the XLXE modells.
>I thought about this some times ago.
>Maybe it's possible to add a secondary PIA and make it switchabele.
>F.e. one XL /XE compatible mode and one 800 compatible mode (which
>switches the internal ROM to an 800 one to. One possibilty is, to
>install a latch only shadowing the $D303 adress to make the
>memory-switching and left the second port to Joysticks.
>
>
>Matt

That should not be a problem if you only need two game ports. Game
ports 3 & 4 are the ones that were saacrificed in the XL/XE to allow a
bank selection scheme. I would be quite happy with 2 ports, and XL/XE
compatability. Now then, a switchable feature like you describe can
only be better but of cost? Curt has a lot of thinking to do.

Cheers,

Jon

2627. Re: Questions about MIO..

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3332eb1f.3806402@news.inc.net>
Source record: 74817

On 19 Mar 1997 18:15:00 +0100, peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:

>
>Howdy !
>
>I have some question about the mio-board...
>
>first: I know the mio board is very expensive. But I don't know, where to
>get such a board and how much is it.
>
>second: what can I do with a mio-board? Connecting Harddrives and a serial
>device? I need primary a *very* good & fast serial interface. Will the Mio-
>Board do that work?
>
>third: how to install the mio-board? Do I need change in the atari layout?
>How to install it on a XE Computer?
>
>please help!
>
>
>--
> 6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
> *(MEGA) 8-b�t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

Get a black box, way better.

2628. Re: Free Atari 8-bit computers, you ship

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: winkler@mindspring.com
Message-ID: <3330b02c.1824313@news.mindspring.com>
Source record: 74818

Whew! I've got a zillion replies on this one, I guess I didn't realize so many folks wanted these things. Anyway, I've got a taker on all the equipment, so don't bother replying anymore. Thanks for keeping this sentimental thing out of the landfill for me.

Brian

On Wed, 19 Mar 1997 02:01:00 GMT, winkler@mindspring.com wrote:

>I've got several Atari 8-bit computers, 800XL, 600XL, maybe even a
>1200XE, and a 1020 printer and 1050 disk drive. There taking up room
>in my attic, but its spring cleaning time. If you want them, let me
>know.
>
>You pay shipping from Chapel Hill, NC, and they're yours. If I get no
>replies in a few weeks, they're going in the trash. Anybody want 'em?
>
>Brian
>winkler@mindspring.com
>

2629. Re: 8-Bit seen on HBO!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: dhor <dhor@student.uci.agh.edu.pl>
Message-ID: <33310272.5969@student.uci.agh.edu.pl>
Source record: 74819

Ronald J. Hall wrote:
>
> I was watching the move "Lethal Tender" on HBO last night and at one point
> the actor (Gary Bussey)(sp?) was changing some stocks/bonds at a keyboard
> in a large console. The keyboard looked suspiciously like an 800XL! (as did
> the actual monitors output) :^)
>

hi

yeah.. :)))
watching 'terminator' u can see piece of 6502 assembler code...
:)
dhor

2630. Re: How are !you! using your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-20 00:00:00 UTC
From: dhor <dhor@student.uci.agh.edu.pl>
Message-ID: <33310165.6674@student.uci.agh.edu.pl>
Source record: 74820

Thomas Havemeister wrote:
>
> Howdy !
>
> well I'm very interessted, how the other atari enthusiasts are using there
> atari computer. Since PC & Mac's are the better one, who need a Atari?
>
> I have a Atari next to my PC. I love my 8-bit machine but I don't know
> what to do with them. I can't imagine, writing a letter on my Atari or
> communicate with my modem through it - in all tasks is the PC better than
> my atari ... the last thing I did on my 130XE was hearing MD8 Files (sort
> of MOD-File) with 4-bit sound qualitity :) ... and this one sounds muuuuch
> better on my General MIDI/ Soundblaster Pro.
>
> Just playing good old games?
>
> ... please tell me, what are you doing with *YOUR* ATARI XE? ...
>
> --
> 6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
> *(MEGA) 8-b�t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

```
hi

what to do with small atari ?
well, dont't even try compare it with PC xxx (except XT :))
but.. enjoy the newests demos , listing to stereo music,
or if u want to hear almost PC quality of sound ( ! ) just install
in XE a covox...
learn to code motorola procs .. :) and more others :)))

greets
dhor
```

2631. Re: XL-it and 133k 180k Disk Image Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-2103970959270001@mcmdc.library.carleton.edu>
Source record: 74671

In article <m2g1xyfyj7.fsf@caligula.srv.net>, buesch@srv.net (Brent Buescher, Jr.) wrote:

>> -Ummm, not that I'm being picky or anything, but an 800 XE?
>>
>
>Actually, it's in the FAQ. It's an 800XL with the freddie chip.
>Basically a 65XE in an 800XL case.

Er, according to _my_ FAQ :), it's best described as a 64K 130XE. (In as XE case rather than an XL case.)

I of course have never seen one, just trying to pin down reports from European friends.

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.landfield.com/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2632. Re: c64/6502 WWW server...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: Wayland Sothcott <sothcott@sothcott.demon.co.uk>
Message-ID: <01bc3616$bd93ed20$325b989e@smokey>
Source record: 74672
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.arch.embedded

> >Ok, lets have a look at it:
>
> >- SLIP code to send/receive IP packets via serial line
> >- ICMP layer to reply to PING echo requests.
> >- TCP layer to build reliable connections
> > built upon that:
> > * A filesystem for the OS/A operating system to mount files via
Internet
> > * A WWW server
> > * Discard, Echo and Chargen TCP ports are also working
> > * A remote exec in preparation
>
> >Yes, I guess that's a real TCP/IP stack :-)
>
> Wow, I think I have to rebuild my dead Atari XL to PC link as soon as
possible
> and start writing some device drivers for the atari. Would be great to
have
> a multi-platform OS. Binary-compatibility between Commodore, Atari and
Apple.
> Who would have ever thought that? :)
>
> Ivo
>
That seems like everything. What languages have you used, 6502 asembler and
C or something else?

2633. Re: New? 8 Bit Carts

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-2103971047090001@mcmdc.library.carleton.edu>
Source record: 74673

In article <5g952v$s5k15@news.tds-gn.lmco.com>, malay@tds-gn.lmco.com (Bob Malay - Loral - X7750) wrote:

>Got off the phone with Video 61 (612)462-2500
>
>He has the following (or did) new 8 bit carts - apparently
>shelved and never released by Atari.
>
>Stargate (XL/XE)
>Pacman JR (XL/XE)

I bought these two from Video 61 this week.

Stargate is pretty cool. Not as playable as the Defender cart, IMO, but they were obviously going for an exact port from the arcade, and largely succeeded. Much harder than the Defender cart! (which I can personally play indefinitely...)

Pac-Man Jr ROCKS! An exact port of the arcade, with playability to match. I have encountered a bug just once, where one of the ghosts got stuck at the bottom of the screen, below the maze, and couldn't get back in. I didn't see how he got out. Highly recommended!!

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.landfield.com/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2634. Re: DCM file format

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-2103971058410001@mcmdc.library.carleton.edu>
Source record: 74674

In article <332f98c6.95853432@news.inc.net>, ssilicon@lax.net (Jon D. Melbo)
wrote:

>>definitely ask him, and not listen to me at all.... <Does anybody have
>>Bob's E=mail address??>

Computer Software Services (CSS)
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
mailto:76702.1076@compuserve.com (Bob Puff)

I've also heard that he doesn't call it CSS anymore, but everything else is
hopefully still right.

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.landfield.com/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2635. XL-it! 0.19

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: Markus Gietzen <magi@stud.uni-sb.de>
Message-ID: <3332C260.DFC@stud.uni-sb.de>
Source record: 74675

```
XL-it! 0.19 is ready for downloading:

http://myst.slcc.edu/~markus

This version corrects several collision and priority problems.
Furthermore there is (early) support for color-artifacting
(try Loderunner or Ultima to see how it works). It's by far
not perfect.
The documentation is now available in HTML and plain ASCII.
Please read the "chglog" for other changes.

Have fun,

Markus Gietzen

--
Markus Gietzen
E-Mail: iig05-1@htw.uni-sb.de
WWW : http://myst.slcc.edu/~markus
-------------------------------------------------------------------
"What? Is man merely a mistake of God's? Or God merely a mistake of
man's?"
-----------------------------------------------------F. Nietzsche
```

2636. Re: cable&modem problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-2103971106110001@mcmdc.library.carleton.edu>
Source record: 74676

In article <6Sq8RPuKzHB@peter.soemtron.sb.sub.de>, peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:

>second: this cable is next to a sio2pc device a RS232 connector. To start
>and run ICE-T I do need a little handler. It's name is RVerter - a handler
>original for and from BOBTERM. So my problem is: all the modem commands
>will work without any problems.
>
>for example 'at&v' sends a little status report and so on. This text will
>appear without errors. But it won't come any response if I'm connected.
>After dialing a number the last comment of my modem: connect 9600 ...
>nothing. No char - nothing... (could it be my modem? It works great with
>my PC with 8250 UART and 16550A UART, it's an 1414VQE Rockwell-chipset
>Modem)
>
>thx for any HINTS!

And this may be only a hint at that.

Anyway, the symptoms you describe also describe how my system behaves if I forget to give my modem an at&k4 command before dialing.

I have a Zoom 2400bps V.42bis modem, connected through a P:R:Connection. I need to do the
at&k4 no matter what I'm dialing into, and no matter what comm program I'm running.

Nobody's ever really been able to explain it to me, but I know it has helped a few other people. Try it!

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.landfield.com/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2637. Re: cable&modem problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3332eb02.4758762@news.inc.net>
Source record: 74677

On Fri, 21 Mar 1997 11:06:11 -0600, "Michael Current"
<mcurrent@carleton.edu> wrote:

>In article <6Sq8RPuKzHB@peter.soemtron.sb.sub.de>, peter@soemtron.sb.sub.de
>(Thomas Havemeister) wrote:
>
>>second: this cable is next to a sio2pc device a RS232 connector. To start
>>and run ICE-T I do need a little handler. It's name is RVerter - a handler
>>original for and from BOBTERM. So my problem is: all the modem commands
>>will work without any problems.
>>
>>for example 'at&v' sends a little status report and so on. This text will
>>appear without errors. But it won't come any response if I'm connected.
>>After dialing a number the last comment of my modem: connect 9600 ...
>>nothing. No char - nothing... (could it be my modem? It works great with
>>my PC with 8250 UART and 16550A UART, it's an 1414VQE Rockwell-chipset
>>Modem)
>>
>>thx for any HINTS!
>
>And this may be only a hint at that.
>
>Anyway, the symptoms you describe also describe how my system behaves if I
>forget to give my modem an at&k4 command before dialing.
>
>I have a Zoom 2400bps V.42bis modem, connected through a P:R:Connection. I
>need to do the
>at&k4 no matter what I'm dialing into, and no matter what comm program I'm
>running.
>
>Nobody's ever really been able to explain it to me, but I know it has helped a
>few other people. Try it!

What &K4 does is select XON/XOFF flow control. Apparently, all/most
atari serial interfaces or at least R: handler software does not
support hardware (CTS/RTS) handshaking (selected on the modem via &K3
which is also a default). Anyway, that's why the &K4 setting helps a
lot. Can any of you really knowledgable Atarians substantiate or kill
that statement about supported or not supported handshaking for Atari8
serial operations? Provide some details? Which interfaces or
handlers do or do not?

Cheers,

Jon

>
>Michael Current, mailto:mcurrent@carleton.edu
>8-bit Atari FAQ and Vendor Lists, http://www.landfield.com/faqs/atari-8-bit/
>Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
>St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2638. xfSIO v1.19 available!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <858972526.9807.0@kwll.demon.co.uk>
Source record: 74678

Now supports the XL-it! 0.19 commands -artifact and -session......

go to http://www.kwll.demon.co.uk (area 51)

and hit refresh if it doesn't say Version 1.19 available!

2639. 3 for 1 cart trade <read!!!>

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <3332E2E5.E81@isd.net>
Source record: 74679

I really want a Shadow World cart. for my 800xl Atari

SO...........

I'm willing to trade 3 rare (loose but in great shape) carts. for the
Shadow World cart. (loose but in good shape and supposedly not rare)

**** Krazy Antiks ****

**** Speedway Blast ****

**** Jumbo Jet Pilot ****

P.S. Can someone tell me if Shadow Word works on an XL? since I'm not
interseted in giving away 3 carts. unless it does.

-thanx-

2640. Re: Printing with HP4L

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <3332F063.3D5@pacbell.net>
Source record: 74680

Bob Malay - Loral - X7750 wrote:
>
> Hi,
>
> I've got a HP 4ML (same as the 4L - except it does PostScript
> and PCL and has both a serial and parallel connection). I'd
> like to connect this up to the Atari via the BlackBox. Will
> I be able to print to this printer in PCL mode??
>
> Bob Malay
>

Sure. The HP will run text OK, but you will need a driver for graphics.
The printer commands are the same, even from an 8-bit. I wrote a simple
graphics driver for my DeskJet, which is pretty much the same...

Bob Woolley

2641. Re: DCM file format

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E7EvB9.FDI@iglou.com>
Source record: 74681

Will Fisher (blackat@direct.ca) wrote:

: > > rather than the full 90K... but if Bob Puff is still around I would
: > > definitely ask him, and not listen to me at all.... <Does anybody have
: > > Bob's E=mail address??>
: >
: > Don't have Bob's e-mail Address, nor his BBS address, (it's on one of my
: > receipts somewhere!) But to address the question, does DISKCOMM do any
:
: If I can ever find it I will post it ASAP.

The only email address I have for Bob Puff is 76702.1076@compuserve.com,
and that was when I last emailed him in May '96. I called his BBS,
Computer World, some time ago, but am not sure of the number.

However, you're in luck. I have the Black Box manual in front of me.

Computer Software Services
PO Box 17660
Rochester, NY 14617

(716) 586-5545

Let me know if it works. If not, I'll check with a few people out in the
Rochester area to find out.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

2642. Re: Hard drive for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <3332F182.41C67EA6@fir.fbc.com>
Source record: 74682

You could go a step further, and buy a cheap used IBM 286 or 386 with mono monitor from $100-$200 and use the SIO2PC and store all of the Atari disks as images on the hard disk of the PC.

Curt

2643. Re: Atari 1027 Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-2103971244420001@mcmdc.library.carleton.edu>
Source record: 74683

In article <5gpit4rdl1@kirin.wwa.com>, ericcron@wwa.com (Ascii Rider) wrote:

>I just came across a in-box 1027, minus a power supply. The standard
>Atari power supply doesn't seem to fit. Does anybody know what I need to
>get? Anybody have one for sale?

Here's what you need:

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.landfield.com/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2644. Video 61 and B&C

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: The Macra Terror <englew@pop.wwa.com>
Message-ID: <5gukvl$7qj$1@kirin.wwa.com>
Source record: 74684
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

>So the "prototype pipeline" gets murkier....
>
>Video 61 is charging the same price as B&C, $19.95.
>
>I think B&C had some protos for $14.95 as well.
>
>If he is getting them from B&C, he isn't making much of a profit.

Could someone give me a phone number and/or website for Video 61 and
B&C?

2645. Re: Mostly dead 800.. help wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <3332e4bf.11071343@news-east.sony.com>
Source record: 74685

A green screen is a defective O.S. ROM many times, but it can be
anything on the bus.

jj

On Wed, 19 Mar 1997 23:50:50 -0600, Ron Kneusel
<rkneusel@post.its.mcw.edu> wrote:

>Greetings!
>
>I came across an 800 and an 800XL, both with power supplies and a few
>carts and manauls. When connected to the TV and powered up both
>machines respond with a blank green screen. I know the 800 supply works
>as it ran my 400 (which then told me the carts are good)
>
>I pulled the boards out of the 800 and reset the chips to no avail. I
>find it odd that both machines are acting the same way.
>
>If this is a common problem with the 800s I'd like to know the cure.
>I'm especially interested in getting the 800 working.
>
>Any help appreciated! Aside from playing Star Raiders on my 400, I'm
>Atari illiterate, so apologies if this is a stupid question (I _did_
>look in the FAQ first)
>
>- Ron Kneusel
> rkneusel@post.its.mcw.edu

2646. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: zmerch@northernway.net
Message-ID: <MPLANET.3332d9bbzmerch9896d9@news.northernway.net>
Source record: 74686
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

In article <3330AA68.2567@wwa.com>, ericcron@wwa.com says...

> What do you mean "old" 8bit stuff????? The ST isn't "old" ??? Whatcha
> got against the good old 8bit?

Hey Eric...

Good to hear from you again, and I really hate to inform you of this, but
the ST is not an 8-bit machine!

I have, however, gotton that ol' 800 working well with the disks and
everything... so I'm looking to move some basic-type stuff onto the
floppies for that as well.

My question is this: Does an ST have an SIO interface to hook up 8-bit
peripherals? I'm getting an (Not old - middleaged) 1040ST in May.

Cya l8r,
"Merch"

2647. Re: POTGO

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <3332F1B3.6433@pacbell.net>
Source record: 74687

```
J. F. Goodwin wrote:
>
> Markus Gietzen wrote:
> >
> > Maybe someone of you can help me:
> >
> > I ran into a problem with the POTGO-register:
> > Altough it's nowhere documented (at least not in the
> > books/articles that I saw) the POTGO-register changes the
> > behaviour of VCOUNT.
> >
> > That's what I did:
> >
> > 0 POKE POTGO,0
> > 5 ? PEEK(VCOUNT)
> > 10 GOTO 0
> >
> > If you don't use line 0 you'll get different values on the screen
> > but if you use line 0 you'll get a regular output. It seems
> > that a write to POTGO resets VCOUNT.
> >
> > Does someone know how this exactly works ?
> >
>

POTGO does not change the VCOUNT value - the instruction synchronizes
BASIC and VCOUNT. Not by design, just the way it works.

Bob Woolley
```

2648. APE questions and comments

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: jeffk914@groucho.roc.servtech.com
Message-ID: <3332f7bd.21910195@207.126.101.83>
Source record: 74688

Well, I finally got around to building a dedicated machine to do nothing but run APE for my Ataris (386/33, 4 megs, 120mb HD, CGA monitor, works terrific)... I'd played with APE a while ago (version .9) and had a few problems with it working with the UltraSpeed+ OS that I use, plus the SIO2PC cable appeared to nuke both my drives. A couple questions:

First, if it possible for the SIO2PC cable to cause a fuse to blow on the disk drive? Both my modified 1050 and my stock Indus GT refuse to turn on after a little while connected to the PC (attempting, unsuccessfully, to make some PRO images) - I opened them both up and found no evidence of a fuse, so I'd assume that it's in the box in the middle of the power cable - does this sound correct, and if so, is it feasible to open it up and replace it? (Also, I haven't found any of the archives that have any PRO images... Are there any floating around?)

Secondly, a small question (actually I admit that I haven't read all the way through the docs yet, I've been too busy playing :), is there a way to have APE default to "stupid" emulator? Reason being that in Smart emulation, APE ignores the UltraSpeed+ OS. (A little background - it's a switchable OS, consisting of the stock XL/XE OS, a 400/800 OS, and a very modified version of the XL/XE OS coded by Bob Puff, which, among a gazillion other very-cool, can't-live-without-once-you've-tried-'em features, defaults to have UltraSpeed disk transfer on. With APE smart mode, the OS thinks there's no disk in the drive. Changing it to Stupid makes it work right, and all disks boot in UltraSpeed (APE shows Happy Read Sectors.) I actually was fortunate enough to beta-test the OS way back when Bob was actively hacking 8bits, during the time he was writing DiskComm and long before the days of BobTerm, and I'd regularly have my computer chopped up by him. :) It's really a fantastic upgrade, I can't see using an 8bit without it.

Third, does anyone have a copy of the program "Fenders" in an ATR format? This was my favorite utility for putting a menu in the boot sector of a floppy so you could boot off of it and get a menu of games to play without loading DOS. If I could get my 8bit drives working again I could theoretically copy it over the SIO2PC cable, but all such tries have been unsuccessful... :(

(And yes, I'll be registering APE very, very quickly - it's definitely worth it. :)

2649. Re: Xl-it! 0.18 Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: Lord Spatula <lbattle@bellsouth.net>
Message-ID: <33329FD8.3F22@bellsouth.net>
Source record: 74689

David G. Dahlstrom wrote:
>
> This confirms my experience too.
>
> Dave
>
> On Tue, 04 Mar 97 17:56:42 GMT, monkfish@kwll.demon.co.uk (Lawrence
> Staveley) wrote:
>
> >In article <01bc28ad$cecb1440$5dbd89ce@P100.webbernet.net>, "Dominik Zielinski"
<mumin@webbernet.net> wrote:
>
> >I can't get em to work with MyDOS either. They work fine with DOS 2.0/2.5
> >though.....

all you people: It says in the Xl-it docs that the virtual HD only works
under dos 2.5! Read it! It's true!

grrrr...

2650. Re: This is cool!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: Lawrence Gold <gold@shell.aros.net>
Message-ID: <5gv6dd$7ge$1@news.aros.net>
Source record: 74690

In comp.sys.atari.8bit Alan Christie <94chrisv@scar.utoronto.ca> wrote:

: They just don't make computers like they used too!

Speaking of which, there's a German company called Phase 5 which is developing a "super Amiga" type computer. Since the Amiga is, in many respects, the big brother of the Atari 400/800, I thought this might be of some interest to Atari 8-bit fans.

The machine is called the A\Box, and information in English can be found at http://www.phase5.de/news/projectinfo/aboxinfoe.html

(There are, of course, original German documents available from the top-level page.)

Any computer that boasts an "integrated display-list RISC processor" (...RISC Antic? :) has to be cool. <grin>

2651. Re: 800 no Disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <3333293A.5D44@tcd.net>
Source record: 74691

Try the PIA and or the Pokey chips.

But are you sure it is the Computer? What do you get when you pull the drive out of the circuit? Maybe just the drive is not accessing and that could be the CA3086 or LM3086 on the side card of the 810.

bob

2652. Re: Xformer 3.6

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: ddahl@tiac.net
Message-ID: <33331c6d.3454346@news.tiac.net>
Source record: 74692

Possibly true...but a keyboard without keys is a real problem.

Dave

On Fri, 21 Mar 1997 04:34:30 -0800, Lord Spatula
<lbattle@bellsouth.net> wrote:

>Frank Szymanski wrote:
>>
>> WM>The free version of Xformer 3.6 documentation reports that on-the-fly
>> WM>disk changing is supported. What keystroke(s) allows you to do this?
>>
>> F11
>>
>> Tschuess
>> Frank
>
>...yeah, but what about those of us who have AT keyboards and lack F11 &
>F12 keys?
>
>No, don't tell me to get a new keyboard, the new ones are all
>lightweight & fll apart under heavy duty cycle..

2653. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33332AFD.10BA@tcd.net>
Source record: 74693

Best computer Atari ever messed with and quit was the 1200XL, darn shame they did not follow through with their plans for it..Mine one is yellowed because I am a smoker..have one put away that is still nice and bright.

Still pushing the Atari to its Limit and Atari Corp said it couldn't be done..!!

bob

2654. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33333193.156E@tcd.net>
Source record: 74694
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Good for you!!!

Lets start a freking WAR....

Old Screwed Atari Game Programers I/WE want you and your efforts..Have an inovative Idea want it Distributed without being SCREWED?? Ok I have been reapiring these things since the 80's..Know how you feel..Atari would not at the time authorise me/myself as a Repair Center but, authorised my set up to a local dealer as a Repair Center...he took the product I fixed it then he passed on..sad..ok lets gang up on the comunity..if they want New Products..you furnish I distribute we share whatever is reached in an agreement...as to Nice Fancy covers..who needs it..documentaion is a must..I am not above helping in this area..Nice Flash covers ect cost $$$$ and what happens to it..gets abused and not useable..MAKE SENSE??..GET BACK THROUGH E-MAIL

Lets start a new Thread..What do you the user think?? Out of line out of sight???

bob

2655. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <858937630_OASIS_@pcc-uky.campus.mci.net>
Source record: 74695

I've been following this thread for the last little bit and I'm intrigued
by the possibility of an 8-Bit Atari with case/keyboard/slots, but is this
really a viable possibility or something more along the lines of actually
getting your hands on a 1450 (with speech)? I'm certainly interested if it
turns into an actual product for a fair price! :)

--

```
_/_/_/
```

2656. Re: DCM File Format (in Visual Basic source code) ***LONG POST***

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <858998456.2554.0@kwll.demon.co.uk>
Source record: 74696

In article <01bc3655$f38aa100$b9f7aecc@127.0.0.1>, "Will Fisher" <blackat@direct.ca>
wrote:
>Here is the VBasic routines in my DCM Decompressor:

Blah, blah, Blah!

>This code is (c)1997 Will Fisher and may be used/modified/distrubuted
>freely.
>(all I ask is for a mention, and yes, I will even answer any questions!)
>

Thanks. If I get a version going it'll be in a future version of xfSIO... and
yes, you'll be credited!

2657. ***ATTN****I SOLD YOU A MONITOR AND I HAVE LOST YOUR INFO!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <333360E6.398B@wwa.com>
Source record: 74697

a WHILE back, you bought a color monitor from me. I have since then
lost your address and I would like to get it outta here. Please contact
me!!

I apologize for the wait.

ericcron@wwa.com

2658. Atari XE game system HELP

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: matrixdrake@hotmail.com
Message-ID: <859004448.25081@dejanews.com>
Source record: 74698
Cross-posted to: comp.sys.atari.8bit,alt.emulators

I was wondering if anybody out there has a copy of the programming manual
that came with the atari XE game system on disk
If you do could you please email it to me.
If not a few programming pointers for this systam would be much
appreciated
Also,I was wondering if it would be possible for me to modify an
old APPLE IIe disk drive I have to make it work for the atari as a disk
drive for this is almost impossible to find.
Actually any information about this system would be great.
Thank you
Luke Collings
matrixdrake@hotmail.com

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2659. How do I write ATR and XFD files to Atari Formatted Floppies?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: cardinal <cardinal@swcp.com>
Message-ID: <3333668C.19D1@swcp.com>
Source record: 74699

I want to take the ATR and XFD files floating around the Internet and write them onto Atari Formatted floppy disks. In other words, how do I get some of these games like (Loderunner, MULE, etc.) from my PC to my Atari 800XL and 1050 Drive without using something like APE?

Thanks very much in advance for your knowledge!

2660. Re: c64/6502 WWW server...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: sheldon@atlcom.net
Message-ID: <sheldon-2103971554360001@lpm3-9.atlcom.net>
Source record: 74700
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.arch.embedded

In article <01bc3616$bd93ed20$325b989e@smokey>, "Wayland Sothcott"
<sothcott@sothcott.demon.co.uk> wrote:

> That seems like everything. What languages have you used, 6502 asembler and
> C or something else?

I haven't seen the code but I imagine it's only 6502 assembler.

--
W. Sheldon Simms III | 2000 is *still* the 20th century
sheldon@atlcom.net |

2661. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970321131531.23006H-100000@fissure.scar>
Source record: 74701
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

ET was not meant to be a GREAT game. It was meant to entertain children.
The talking part "ET PHONE HOME" was the first talking game on the 8bit
that I remember. (Apart from the MONOTONE S.A.M.) It was staticy though

Alan

2662. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970321131827.23006I-100000@fissure.scar>
Source record: 74702

> Curt Vendel wrote:
>
> > Again, I'm probably only going to do about 100 of these units and
> > from where we stand right now, the internal SIO disk drive controller
> > has already been dropped for the time being due to cost overrun
> > projections. We're trying to stick to the $120 price, but it may go up
> > to $140-$150 for the base unit. We'll have to see.
>
> ...This question was raised earlier, but never answered.. Where are you
> going to get GTIA, ANTIC, POKEY chips. If you have a "secret" source of
> your own and would rather not say, that's understandable... but PLEASE
> tell me you're not going to cannibalize a bunch of stock Ataris to do
> this?!?!

We can just see it now, WANTED: stock Atari 400 or 600XL, needed for
experiments. I can't see any other way of getting Atari ICs. Its not
like you can go to any electronics store and buy all of them!

Alan

2663. Re: Questions about MIO..

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970321132204.23006J-100000@fissure.scar>
Source record: 74703

```
> >Howdy !
> >
> >I have some question about the mio-board...
> >
> >first: I know the mio board is very expensive. But I don't know, where t=
o =20
> >get such a board and how much is it.
> >
> >second: what can I do with a mio-board? Connecting Harddrives and a seri=
al =20
> >device? I need primary a *very* good & fast serial interface. Will the M=
io-=20
> >Board do that work?
> >
> >third: how to install the mio-board? Do I need change in the atari layou=
t? =20
> >How to install it on a XE Computer?
> >
> >please help!
> >
> >
> >--
> > 6502 R=CESC power! ||| =CDntel Outs=CEde! | ,- _ C64 II - alter=
nate
> > *(MEGA) 8-b=CEt* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b=CDt pow=
er !
>=20
> Get a black box, way better.

I second the motion. Get a Black BOx. MOre power, more support (Bob Puff
is still around..) And you can do a lot more, (use IBM floppy drives,
SCSI hardware, etc)

No ramdisk though.. well at least my BlackBOx never had a ramdisk.

Alan
```

2664. Re: 130XE pbi extenders/converters for MIO - who's got em, Puff? Woolley?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <3333288C.5A3@tcd.net>
Source record: 74704

The PBI 130XE extenders are available from :
K-Products
4267 W. Midway Dr.
Salt Lake City, Ut. 84120

Price $19.95 s/h $4.00

It does have a cartridge port.

As to Scsi devices, any Scsi hard drive that will read and write 256k bytes per sector. Or through the use of an Adaptec 4000, 4000a or 5500, and possibly the small Omti card MFM to Scsi converter you can attach MFM drives that read and write 256k bytes per sector ie: Maxtor 1140 140mg hard drive..

The Tape no on has come up with software to run those as far as I know at this time..but not impossible?

bob

2665. Re: 8bit printer - ASCII?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33332A28.5714@tcd.net>
Source record: 74705

Well give me the Modle number of this and I will see if I can come up
with the Pin outs and get them back to you so you can attempt to see
what it will do, Most of these are 40col Rom controled??

You would have to build the cable but that shouldn't be a problem..

bob

2666. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: Colin Polonowski <polonowski@zetnet.co.uk>
Message-ID: <01bc3653$96958ca0$dc28f7c2@zetnet.co.uk>
Source record: 74706
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

> > If you mean the old 8-bit stuff, check out http://www.emulators.com/ -
home
> > of the guys who wrote PC XFormer, the 8-bit Atari emulator. As well as
> > selling XFormer cables to do the thing you want, they have plans
available
> > to build your own cable.

> What do you mean "old" 8bit stuff????? The ST isn't "old" ??? Whatcha
> got against the good old 8bit?

The ST is 16 bit... Frank is talking about the relatively old Atari XE etc!

2667. Re: Atari PRO BBS's; IMR March Nodelist!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33332D93.A75@tcd.net>
Source record: 74707

Well Thank You!!

Recently BBS Express! Professional (tm) has changed programers and when the new programer announces his presance and updates to the program all will be pleased. There has to be something desireable in bringing new blood into a system. Either move on to better times, programs or cease to exist. We chose not to cease to exist and hopefully the support from the Pro community continue as it has in the past, when Keith sold out to myself.

All I am at liberty to say now is that there are some new inovative ideas being persued. If nothing else the programer has pull in my reins and commited me to non violent action!!!...haha...refering back to my post on sending my your wife, girlfrind ect...

Actually I received several replys with them attached..!! still have not figured out a way to take advantage but who knows what next year will bring on the Internet..??

bob

2668. Re: How are !you! using your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33333336.77A@tcd.net>
Source record: 74708

Would you enjoy your Atari 8-bit more if you could call out connect to
the Inernet without going to the Pc ECT???

bob

2669. Re: Questions about MIO..

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33333557.461E@tcd.net>
Source record: 74709

Exactly what the heck does your reply have to with a MIO and the
questions asked?

I also have and Interface for the Atari 8-bit Hard Disk attachement but
did not exploit it in his request for an answer on the MIO>

bob

2670. Re: What's the best 8-bit Atari computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33333610.7E3E@tcd.net>
Source record: 74710

Oh yes I almost forgot...price for repair $10.00 unless all your rams are blown...plus shipping both ways..

bob

2671. Re: What's the best 8-bit Atari computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <333335BC.22C7@tcd.net>
Source record: 74711

Your 256k 800XL is Dead? Fault is only yours..I do fix them

bob

2672. Re: Soft from "Rush Hour"-Party 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6THGPiyKzHB@peter.soemtron.sb.sub.de>
Source record: 74712

In article <Re: Soft from "Rush Hour"-Party 97>, samurai@xentai.sussex.krakow.pl (Samurai of Taquart) wrote:

Howdy Samurai,

> Hi ...
> Stay tuned for our upcoming biiig trackmo with wonderfull graphics, music
> and really asskicking effects.

TRACKMO?? *YEEEEEEEEEEEEEEEEEEEEEEEEHO*

> Taquart rulz 4ever :)))
> Samurai/Taquart/Tight
> Btw. Energy Zine #2 is coming !!!! (in Polish only for now :( )

hmpf..

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

2673. Re: How are !you! using your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: atarisysop@aol.com
Message-ID: <19970321010900.UAA03951@ladder01.news.aol.com>
Source record: 74758

I am using my 800XL (256K) to run the ONLY 8-Bit Atari BBS in TEXAS! Atari 6502 BBS (210) 737-3759. I have another 800XL beside it that I use to compose letters, read E-mail, call BBSes, and play games. I use it also to print letters on my 24 pin dot matrix printer and to keep up with my daily calender of events and schedules. I keep track of 3,000 comic book titles, when the next Star trek convention comes to San Antonio and to keep track of the users on my Atari and my IBM BBS!!!

2674. Thompson PROBURNER Auction 3/20/97

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: dougm@freenet.edmonton.ab.ca
Message-ID: <5gst07$n46$2@news.sas.ab.ca>
Source record: 74759

```
LAST UPDATED 3/20/97

Up For Auction.....
=-=-=-=-=-=-=-=-=-=-=
PROBURNER by Thompson Electronics (Toronto, Canada)

-EPROM/EEPROM Programmer (Just the Cartrigde)
For use with Atari models:400, 800, XL and XE
(24 PIN Devices or 28 PIN Devices)
(I tried it out on an Atari 800 and menu's etc came up great)

+50.00 idavis TWICE

RULES
=-=-=
Auction ENDS SOON!!
Prices are U.S. Funds
Canada and U.S. Only Please
Shipping is $2.00
Bid Increment is $2.00 above previous bid
******* This will be updated regularly on my homepage *******
http://www.freenet.edmonton.ab.ca/~dougm
Thanks

DougM's Super Summer Homepage
http://www.freenet.edmonton.ab.ca/~dougm

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| | ) ) ( ( ) ) ( ) ( ) ( ) _ ( )( )( )
| |_) ) ( (_) ) ( )_( ) ( )_( ) ( ) () ( )
(______) (_____) (_____) (_____) (_) (_)
@freenet.edmonton.ab.ca
```

2675. WANTED: 800XL Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: msmith@direct.ca
Message-ID: <msmith-2003972114370001@van-as-10c07.direct.ca>
Source record: 74760

I gave my 800XL to my nephew and the power supply died after just a couple of months. I wonder if anyone has one that you would sell. Please reply to my email address:

msmith@direct.ca

Thanks - Matthew Smith

2676. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <33321f18.49765088@news>
Source record: 74761
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

On Thu, 20 Mar 1997 05:01:27 GMT, zzyzx97@earthlink.net wrote:

Old stuff deleted!

>That is curious. Superman 3 was my last project at Atari and I never
>came close to finishing it. It was unbearable working there at the
>time. The marketing people from Warner had completed their Coup of the
>company. Now I had to meet with them and be their design puppet. They
>would play movie director and tell me what they "visualized" the game
>to be, as if we were shooting film. I would explain that I had worked
>very hard for a couple of years not only working on ideas for fun
>games, but also learning the archetecture of the 800 computer, so I
>had a good idea what was possible. Heck, anybody can dream. So they
>came out with a design that paralleled E.T.(which in my opinion was
>the worst video game I've ever played). (and which was the result of a
>crash effort of the Home Computer Division's finest).
>

I have responded to some of your posts in the 8 bit Atari group and
never recieved an answer back. If you claim to have been a developer
at Atari........what's your name?

I thought you might have been Rob Zdybel but I know that's not true
after reading this stuff. Unfortunatly I have to challange you because
I think the odds are 90% you never set foot in Atari.

Name some names!!!

>E.T. was also the only original game to come out of the home computer
>division that I can remember,

WHAT???

Please explain, I can name at least a dozen people who wrote 400/800
code in house.

with the exception of Chris Crawford's
>work. The division was filled with frauds, and mainframe Control Data
>rejects.

While Chris is a super nice guy, and very sharp, I know of no
programmers at Atari that would say anything kind about him or his
programming talents and game designs.

When Atari wanted a game done for the 800, they would have
>it done elsewhere. And the idiot that they made my supervisor a few
>weeks after I started Superman 3 couldn't even send an SOS, let alone

>write 6502 code. So it is possible they had it coded out of house like
>the rest, but if they stuck to the plan Marketing wrote, they did the
>world a favor by not releasing it.
>
>
>
>
>
> ZZyzx
>
>"We're not flying....we're falling with style."
> (Buzz Lightyear)

2677. Re: DCM file format

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc35d2$da114360$07f7aecc@127.0.0.1>
Source record: 74762

> > I believe the DCM format is not "compressed" in the sense that a .ZIP
or
> > .ARJ file is, rather it is "clear text" format, but with zero <empty>
> > sectors represented by a flag of some kind instead or 128 or 256 zero
> > bytes.. so a DOS 2 disk that is half full will make a 45K .DCM file
> > rather than the full 90K... but if Bob Puff is still around I would
> > definitely ask him, and not listen to me at all.... <Does anybody have
> > Bob's E=mail address??>
>
> Don't have Bob's e-mail Address, nor his BBS address, (it's on one of my
> receipts somewhere!) But to address the question, does DISKCOMM do any
> compression. I beleive it does. I remember reading somewhere DISKCOMM
> does maybe 10-15% compression on some files (so it's not a very good one,
> use ARC instead)

The DCM file format uses some interesting RLE compression techniques. There
are a few (around 5 or so) different block types... each block is basically
a sector that is either 'normal' (uncompressed) or compressed using a
different
version of RLE. I do have some VB code around here that I wrote a DCM
de-compressor in for a utility program I wrote.

If I can ever find it I will post it ASAP.

Will

2678. Re: Xformer 3.6

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: Lord Spatula <lbattle@bellsouth.net>
Message-ID: <33328055.101E@bellsouth.net>
Source record: 74763

Frank Szymanski wrote:
>
> WM>The free version of Xformer 3.6 documentation reports that on-the-fly
> WM>disk changing is supported. What keystroke(s) allows you to do this?
>
> F11
>
> Tschuess
> Frank

...yeah, but what about those of us who have AT keyboards and lack F11 &
F12 keys?

No, don't tell me to get a new keyboard, the new ones are all
lightweight & fll apart under heavy duty cycle..

2679. Re: Xl-it problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: Lord Spatula <lbattle@bellsouth.net>
Message-ID: <3332A527.781D@bellsouth.net>
Source record: 74764

Anthony Smith wrote:

> Yes you were right about my problem, I just didnt know you had to use
> h:*.* at the directory prompt, thanks.

glad I could help.. Markus seems to be a busy guy..

2680. FS: Atari Computer Goods! Some Shown! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: bensmith@linda.teleport.com
Message-ID: <5gtstn$i24$1@linda.teleport.com>
Source record: 74765
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Following is only a partial list of what's in my Computer HardWare & SoftWare Catalogs. Everything mentioned on this list is on this list because I have multiples of these Items and I thought I'd list them for you. Especially if you wanted to buy More than one. So check it out!!!

Check out my Updated Atari Catalogs and find More Atari stuff! I've got HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers, Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks, Labtec Speakers & Under the Monitor Power Directors to Manage & Protect your Equipment. And Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141 Monitors, Atari 1050 Disk Drives, Indus GT Smart Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: 1040STF Computers, Spectre GCR Macintosh Emulators, MonoChrome Monitors, Monitor Master Switch Boxes, Mouse Master Switch Boxes, Hard Drives, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II and Scenery Disks, Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, ST Karate, Ultima V, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I

will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

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Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

2681. 850 Interface for TRADE or Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: gwittman@ix.netcom.com
Message-ID: <3336d811.2722463@nntp.ix.netcom.com>
Source record: 74766

I was going thru my inventory and can across the 850 Interface and J-Cat Modem the other day. Both items have their power supplies and cables. I would sell them for $45. I will also trade them for a power supply (130 XE) , 1050 disk drive or Rana drive + carts.

2682. Re: wanted: xmm801

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: read@my.sig
Message-ID: <33339a30.3200589@news.networx.net.au>
Source record: 74767

Bravo Sierra Computers <bensmith@teleport.com> wrote:

>I hear I need drivers for my xmm801? Where or who do I get them from? For
>Print Shop & Print Power. I hear it uses Epson Drivers? I tried this and
>it didn't work.

I have a modified version of Print Shop that will run on the XMM801,
if you can handle the email? I can even send you a list of the Escape
codes pertaining to the XMM801 if you like..
Let me know ok?
Stevo

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

2683. Printing with HP4L

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: malay@tds-gn.lmco.com
Message-ID: <5gu72g$7jj3@news.tds-gn.lmco.com>
Source record: 74768

Hi,

I've got a HP 4ML (same as the 4L - except it does PostScript
and PCL and has both a serial and parallel connection). I'd
like to connect this up to the Atari via the BlackBox. Will
I be able to print to this printer in PCL mode??

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@tds-gn.lmco.com /
/ 703.367.2403 /
/ /
//

2684. XL-it speed shifting problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: mvh@worldnet.att.net
Message-ID: <3332aca4.5481835@netnews.worldnet.att.net>
Source record: 74769

I am using the excellent XL-it! 0.18 and I use the -lock60
command to keep the speed normal. I have a Pentium 200, and
it runs too fast the other way. I guess I am using the american
NTSC frame rate. Anyway, I noticed that with most games, when
I first go into the game, the game is running at or slightly above
normal speed, then after about 10 seconds, it will slow down. Now
that changes in speed are only a few %, but it is noticable. Games
like Ballblazer, Mule, Boulderdash have done this for me. I am
using Windows 95, and have noticed this in the dos window
(full screen) AND when I do a restart in Dos mode (out of windows
entirely). Sometimes the game will run slower and then speed
up slightly. Weird.

Also, I can't get Shamus, Bruce Lee, and Encounter to work
properly. Seems like collision problem.

Anyone else have these problems? Aside from a few little
quirks, XL-it! is one of the best emulators around.

Regards,
Mike

2685. Re: 8-Bit seen on HBO!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-21 00:00:00 UTC
From: Will Dwinnell <76743.1740@CompuServe.COM>
Message-ID: <5gtng3njr1@mhafn.production.compuserve.com>
Source record: 74770

"> >yeah..
> >watching 'terminator' u can see piece of 6502 assembler
code...

But not just any old 6502 assembler. What you saw is part of
the Atari DOS listing."

Actually, I was told that that is from the Apple][, and I am
pretty sure that I checked this out on the videotape.

--
Will Dwinnell
Commercial Intelligence

2686. DCM File Format (in Visual Basic source code) ***LONG POST***

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc3655$f38aa100$b9f7aecc@127.0.0.1>
Source record: 74621

Here is the VBasic routines in my DCM Decompressor:

```
Private Sub Form_Load()
Dim dm, fn$, cl$, t, fNum, x$
Dim inp As Byte
cl$ = Command
DCM.Left = (Screen.Width - DCM.Width) / 2
DCM.Top = (Screen.Height - DCM.Height) / 2
dcmBar.Visible = True
dcmDecomp.Visible = True
dcmDel.Visible = False
dcmNo.Visible = False
dcmYes.Visible = False
dcmBar.Value = 0
dcmInfo.Text = Empty
dm = 0
Do
dm = InStr(dm + 1, cl$, "\")
If dm > 0 Then
fn$ = Right$(cl$, Len(cl$) - dm)
End If
Loop Until dm = 0
DCM.Caption = fn$
fNum = FreeFile()
Open fn$ For Binary Access Read Lock Read Write As fNum
Get fNum, , inp
Get fNum, , inp
Close (fNum)
cl$ = dec2bin(inp)
If Mid$(cl$, 2, 3) = "000" Then
cl$ = "Single"
ElseIf Mid$(cl$, 2, 3) = "010" Then
cl$ = "Double"
ElseIf Mid$(cl$, 2, 3) = "100" Then
cl$ = "Enhanced"
End If
buffer$ = Empty
x$ = Space$(33) + fn$ + " >>> " + Left$(fn$, Len(fn$) - 3) + "xfd" +
Space$(33)
buffer$ = buffer$ + Mid$(x$, (Len(x$) / 2) - (33 / 2) + 1, 33) + Chr$(13)
+ Chr$(10)
x$ = Space$(33) + "(" + cl$ + " Density)" + Space$(33)
buffer$ = buffer$ + Mid$(x$, (Len(x$) / 2) - (33 / 2) + 1, 33) + Chr$(13)
```

```
+ Chr$(10)
buffer$ = buffer$ + ("_____") + Chr$(13) +
Chr$(10)
buffer$ = buffer$ + (" Decoding Disk Commander Image ") + Chr$(13) +
Chr$(10)
buffer$ = buffer$ + ("[illegible]") + Chr$(13) +
Chr$(10)
dcmInfo.Text = buffer$
buffer$ = Empty
x$ = Space$(33) + fn$ + " >>> " + Left$(fn$, Len(fn$) - 3) + "xfd" +
Space$(33)
buffer$ = buffer$ + Mid$(x$, (Len(x$) / 2) - (33 / 2) + 1, 33) + Chr$(13)
+ Chr$(10)
x$ = Space$(33) + "(" + cl$ + " Density)" + Space$(33)
buffer$ = buffer$ + Mid$(x$, (Len(x$) / 2) - (33 / 2) + 1, 33) + Chr$(13)
+ Chr$(10)
buffer$ = buffer$ + ("_______ _____") + Chr$(13) +
Chr$(10)
buffer$ = buffer$ + (" Sector Encryption Type") + Chr$(13) + Chr$(10)
buffer$ = buffer$ + ("[illegible]") + Chr$(13) +
Chr$(10)
buffer$ = buffer$ + (" ($FA) Start Of Section") + Chr$(13) +
Chr$(10)
decompressDCM (img$(0))
DCM.Hide
DCM.Show 1
End Sub

Private Sub decompressDCM(ByVal fn$)
Dim sec$, dm$, fNum, fLen, lSec$, rle
Dim blk$, cSec, nSec, t, ok!, lastSec!
Dim hdr As Byte, inp As Byte, a As Byte, b As Byte, x As Byte
Screen.MousePointer = 11
img$(0) = "xxx"
fNum = FreeFile()
fLen = FileLen(fn$)
Open fn$ For Binary Access Read Lock Read Write As fNum
Get fNum, , inp
Get fNum, , inp
Close (fNum)
dm$ = dec2bin(inp)
If Mid$(dm$, 2, 3) = "000" Then
xfdDen$ = "SD"
xfdSec = 720
xfdBps = 128
xfdType$ = "AtariDOS v2.0s"
ElseIf Mid$(dm$, 2, 3) = "010" Then
xfdDen$ = "DD"
xfdSec = 720
```

```
xfdBps = 256
xfdType$ = "MyDos Compatible"
ElseIf Mid$(dm$, 2, 3) = "100" Then
xfdDen$ = "ED"
xfdSec = 1040
xfdBps = 128
xfdType$ = "AtariDOS v2.5"
End If
Load DCM
DCM.dcmBar.Max = fLen + 1
DCM.Show
'
sec$ = String$(xfdBps, 0)
For t = 1 To xfdSec: img$(t) = sec$: Next t
lSec$ = sec$
fNum = FreeFile()
Open fn$ For Binary Access Read Lock Read Write As fNum
Get fNum, , inp ' Header
Get fNum, , inp ' section info
lastSec! = (inp > 127)
cSec = getAtari16(fNum)
nSec = -1
ok! = True
Do
Get fNum, , hdr
Select Case hdr
Case 250 ' $FA (start of section)
img$(0) = "($FA) Start Of Section"
Get fNum, , inp
If inp > 127 Then
lastSec! = True
End If
nSec = getAtari16(fNum)
cSec = -1
Case 69 ' $45 (end of section)
img$(0) = "($45) End Of Section"
cSec = -1
nSec = -1
If lastSec! = True Then ok! = False
Case 199, 71 ' $C7, $47 (full sector image)
img$(0) = "($" + Hex$(hdr) + ") Sector Dump"
sec$ = String$(xfdBps, 0)
Get fNum, , sec$
If hdr = 71 Then nSec = getAtari16(fNum)
Case 198, 70 ' $C6, $46 (same as last sector)
img$(0) = "($" + Hex$(hdr) + ") Same As Last"
sec$ = lSec$
If hdr = 70 Then nSec = getAtari16(fNum)
Case 196, 68 ' $C4, $44 (similar to last sector)
```

```
img$(0) = "($" + Hex$(hdr) + ") Similar To Last"
Get fNum, , a
dm$ = String$(xfdBps - a, 0)
Get fNum, , dm$
sec$ = lSec$
Mid$(sec$, 1, Len(dm$)) = dm$
If hdr = 68 Then nSec = getAtari16(fNum)
Case 195, 67 ' $C3, $43 (RLE)
img$(0) = "($" + Hex$(hdr) + ") Run Length Encoded"
sec$ = Empty
rle = 1
Do
If Len(sec$) < xfdBps Then
If rle = 0 Then
Get fNum, , a
Get fNum, , b
dm$ = String$(a - Len(sec$), b)
sec$ = sec$ + dm$
rle = 1
Else
Get fNum, , a
dm$ = String$(a - Len(sec$), 0)
Get fNum, , dm$
sec$ = sec$ + dm$
rle = 0
End If
End If
Loop Until Len(sec$) = xfdBps
If hdr = 67 Then nSec = getAtari16(fNum)
'Case 193, 65 ' $C1, $41 (bizzare!)
' img$(0) = "$" + Hex$(hdr) + " - Bizzare! =)"
' If hdr = 65 Then nSec = getAtari16(fNum)
Case Else
dcmInfo.Text = buffer$
dm$ = "Fatal Error..." + Chr$(13) + Chr$(13) + "Unknown block type
($" + Hex$(hdr) + ") encountered" + Chr$(13) + " in the Disk Communicator
File." + Chr$(13) + Chr$(13) + "Unable to decompress!"
cSec = MsgBox(dm$, 16)
End
End Select
'
If cSec > 0 Then
dm$ = " " + Right$("0000" + Trim(Str$(cSec)), 4) + " " + img$(0)
Else
dm$ = " " + img$(0)
End If
buffer$ = buffer$ + dm$ + Chr$(13) + Chr$(10)
DCM.dcmBar.Value = Loc(fNum)
DoEvents
```

```
'
If cSec > 0 Then
img$(cSec) = sec$
lSec$ = sec$
cSec = cSec + 1
End If
If nSec > 0 Then
cSec = nSec
nSec = -1
End If
Loop Until ok! = False
Close (fNum)
'
buffer$ = buffer$ + ("_______ _____________________") + Chr$(13) +
Chr$(10)
buffer$ = buffer$ + (" Sector Compression Type") + Chr$(13) + Chr$(10)
buffer$ = buffer$ + ("������ ������������������������")
dcmInfo.Text = buffer$
'
dcmBar.Visible = False
dcmDecomp.Visible = False
dcmDel.Visible = True
dcmNo.Visible = True
dcmYes.Visible = True
Screen.MousePointer = 0
End Sub
```

This code is (c)1997 Will Fisher and may be used/modified/distrubuted
freely.
(all I ask is for a mention, and yes, I will even answer any questions!)

2687. Re: DCM File Format (in Visual Basic source code) ***LONG POST***

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc369a$aed3a260$23f7aecc@127.0.0.1>
Source record: 74622

> Thanks. If I get a version going it'll be in a future version of xfSIO...
and
> yes, you'll be credited!

If you have any questions or simply need a hand please let me know...

There is the switch for a block type at the end of the second routine
that has the comment BIZZARE... this is the one block type that I never
could figure out... the doc's I had were incorrect totally, and I could
not find any more info... but then I only ever saw about 3 or so DMC
images that stopped on that block ID..

Will

2688. Re: How are !you! using your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: Robert Erickson <dperw@mail.utexas.edu>
Message-ID: <3333BA6F.2694@mail.utexas.edu>
Source record: 74623

my first computer was an atari 800.

now i'm teaching my 6 year-old how to program using
one.

cheers,
robert

2689. Re: How are !you! using your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: pulliam@earth.inwave.com
Message-ID: <09970220222537.OUI21.pulliam@earth.inwave.com>
Source record: 74624

In article <6T9D9SO$zHB@peter.soemtron.sb.sub.de>, From peter@soemtron.sb.sub.de (Thomas Havemeister), the following was written: > I'm very interessted, how the other atari enthusiasts are using there >
> atari computer.> .

Up until recently I had two 130's running basic programs I had written or modified acting as character generators. I manage a shopping center, and the ataris were hooked up to large screen tvs. We used them to advertise store specials and upcoming events.

Now that they have been retired, I have offered them to a start-up public access cable channel.

Atari programming is still FUN. I wish I had more time to get back into it.

--
Ed L. Pulliam pulliam@earth.inwave.com
03/21/97 21:07

"The Internet is self-supporting - always say 'Thank You',
always help a newbie, and ALWAYS give more than you take."

2690. Re: Mostly dead 800.. help wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: Stuart Simpson <SSIMPSO1@NETCOM.CA>
Message-ID: <33339986.4B1E@NETCOM.CA>
Source record: 74625

Ron Kneusel wrote:
>
> Greetings!
>
> I came across an 800 and an 800XL, both with power supplies and a few
> carts and manauls. When connected to the TV and powered up both
> machines respond with a blank green screen. I know the 800 supply works
> as it ran my 400 (which then told me the carts are good)
>
> I pulled the boards out of the 800 and reset the chips to no avail. I
> find it odd that both machines are acting the same way.
>
> If this is a common problem with the 800s I'd like to know the cure.
> I'm especially interested in getting the 800 working.
>
> Any help appreciated! Aside from playing Star Raiders on my 400, I'm
> Atari illiterate, so apologies if this is a stupid question (I _did_
> look in the FAQ first)
>
> - Ron Kneusel
> rkneusel@post.its.mcw.edu

have you tried cleaning the connections?

I used to own an atari 800 years ago; I sold it to a friend, who later
decided that it was my fault that it wasn't working. I was able to fix
it for him.

In the 800, you can lift the top lid, and get at the ram and rom boards.

Initially, everything was labelled neatly in large cartridges, since the
atari came with 16K stock. The user could add two extra 16k modules to
upgrade to a max of 48k. (the rest of the address space was used by
the system rom, iocbs, screen ram etc.)

open the cartridge door

If you have an earlier 800, there will be two brown tabs that will let
you open the lid. If you have a "newer" model, then you will need a
phillips screwdriver.

you will find something like this

16k ram
16k ram
16k ram
12k? rom (might be 10k--I can't remember.)

my computer had

32k ram board (from upgrade)
16k ram board
system rom board

the rom board is the one nearest the front.

there are special de-oxidizer cleaners that you can buy to clean the contacts on the motherboard and the individual rom/ram boards. Try Radio shack.

what I suggest is that you individually remove the boards and clean the gold contacts on each board and then reseat them firmly.

In the case of my old computer, I cleaned the contacts with a pencil eraser (my friend was impressed) and the computer then worked fine. However, some people think that in the long term, this is bad for the contacts, and opt for the cleaner.

(some people are very cautious . . . perhaps overly so)

All computers, after about 5 years or so suffer this oxidation problem that is the reasoning behind the gold contacts. wiggling the chips and boards is a good idea, but it might not remove enough of the oxidation in order to make a good contact. With the new tin contacts on the new PC's (save costs) I imagine this is going to be a more frequent and prevalent problem in a few years.

I hope this helps some.

Let me know if you can get it to work.

with the 800xl, I am not sure what to do. Everything was built in on the same board, in order to bypass the expense (and space) of the 800.

I used to own one of these as well (I worked at a computer store in the 80's) but I never had to fix it. Sorry.

Stuart Simpson

2691. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <3333BEBA.794B@gte.net>
Source record: 74626
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

Roger Merchberger wrote:
>
> My question is this: Does an ST have an SIO interface to hook up 8-bit
> peripherals? I'm getting an (Not old - middleaged) 1040ST in May.
>

No, but there was a custom cable designed for use with Darek Mihocka's
8-bit emulator on the ST. I can't remember Darek's e-mail address, but
his company (which markets 8-bit and ST emulators for the Windoze) is
called Branch Always Software (BRA-Soft) and is on the web... perhaps he
still sells these cables?

--
-=-
-=-=-=-=- Dan Mazurowski -=-=-=-=-
-=-=-=-=- smedley@gte.net -=-=-=-=-
-=-

"There's a fine line between clever and stupid."
- David St. Hubbins (lead singer, Spinal Tap)

Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, remove the .antispam from my ID.

2692. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_859027209@rtfm.mit.edu>
Source record: 74627
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 3, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.landfield.com/faqs/atari-8-bit/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.landfield.com/faqs/atari-8-bit/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

2693. EARN MONEY EASILY

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: Demanez <andre.demanez@gate71.be>
Message-ID: <01bc36d1$5617db00$cde577c2@ademanez>
Source record: 74628

INVEST $5 INTO THOUSANDS IN
WEEKS LEGAL MONEY!!!

A little while back, I was browsing these newsgroups, just like you are now, and came across an article similar to this that said you could make thousands of dollars within weeks with only an initial investment of $5.00! So I thought ''Yeah, right, this must be a scam", like most of us, but I was curious, like most of us, so I kept reading. Anyway it said that you send $1.00 to each of the 5 names and address stated in the article. You then place your own name and address in the bottom of the list at #5, and post the article in at least 200 newsgroups.(There are thousands) No catch, that was it!

So after thinking it over and talking to a few people first, I thought about trying it. I figured what have I got to lose except 5 stamps and $5.00, right?

Like most of us I was a little skeptical and a little worried about the legal aspects of it all. So I checked it out with the U.S. Post Office (1-800-725-2161)and they confirmed that it is indeed legal.

Than I invested the measly $5.00.....

Well GUESS WHAT!!!!!! with in 7 days, I started getting money in the mail! I was shocked! I still figured it end soon, and didn't give it another thought. But the money just coming in. In my first week, I made about $20.00 to $30.00 dollars. By the end of the second week I had a mad totaI of over $1,000.00!!!!!! In the third week I had over $10,000 00 and it's still growing! This is now my fourth week and I have made a total of just over $42,000.00 and it's stiIl coming in!
....It's certainly worth $5.00, and 5 stamps, I spent more than that on the lottery!

Let me tell you how this works and most importantly, Why it works...! also. make sure you print a copy of this article NOW! so you can get the information off of it as you need it. The process IS very simple and consists of 3 easy steps:

STEP 1: Get 5 separate pieces of paper and write the following on each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST.'' now get 5 $1.00 bills and place ONE inside EACH of the 5 pieces of paper so the bill will not be seen through the envelope to prevent thievery. Next, place one paper in each of the 5 envelopes and seal them. You should now have 5 sealed envelopes. each with a piece of paper stating the above phrase and a $1.00 bill. What you are doing is creating a service by this. THIS IS PREFECTLY LEGAL!

Mail the 5 envelopes to the following addresses:

#1 Steven Lease
1212 Alvarado Ave #29
Davis! CA 95616
U.S.A.

#2 Marvin H
2900 Sand Rd #173
Edwardsville Il 62025
U.S.A.

#3 D. Ibrahim
119 E. Latimer ave
Campbell, CA 95008
USA

#4 PauI K.
6475 Boulder Drive
York. SC 29745
USA

#5 Sebastien Demanez
14, rue de Biseau
7130 BINCHE
BELGIUM

STEP 2: Now take the #1 name off the list that you see above, move the other names up (5 becomes 4, 4 becomes 3, etc...) and add YOUR Name as number 5 on the list.

STEP 3: Change anything you need to, but try to keep this article as close to original as possible! Now, post your amended article to at least 200 newsgroups. (I think there is close to 18,000 groups) All you need is 200, but remember the more you post, the more money you make!

Here's HOW you'll receive THE MONEY�:

Out of 200 postings, say I receive only 5 replies (a very low example). So then I made $5.00 with my name at #5 on the letter! Now each of the 5 persons who just sent me $1.00 make the MINIMUM 200 postings, each with my name at #4 and only 5 persons respond to each of the original 5, that is another $25.00 for me, now those 25 each make 200 MINIMUM posts with my name at #3 and only 5 replies each, will bring in an additional $125.00! Now those 125 persons turn around and post the MINIMUM 200 with my name at #2 and only receive 5 replies each, I will make an additional $626.00! OK, now here is the fun part, each of those 625 persons post a MINIMUM 200 letters with my name at #1 and they each only receive 5 replies, that just made me $3.125.00!!! With a original investment of only $5.00! AMAZING. And as I said 5 responses is actualIy VERY LOW! Average is probable 20 to 30! So lets put those figures at just 15 responses per person. Here is what you will make:

at #5 $15 00

at #4 $225.00

at #3 $3,375.00

at #2 $50,625.00

at #1 $759,375.00

When your name is no longer on the list, you just take the latest posting in the newsgroups, and send out another $5.00 to names on the list, putting your name at number 5 again. And start posting again. The thing to remember is, do you realize that thousands of people aIl over the world are joining the Internet and reading these articles everyday JUST LIKE YOU are now! ! So can you afford $5.00 and see if it really works? ! ? ! I think so... People have said, "what if the plan is played out and no one sends you the money?! So what! What are the chances of that happening when there are tons of new honest users and new honest people who are joining the Internet and newsgroups everyday and are willing to give it a try? . Estimates are at 20,000 to 50,000 new users, every day with thousands of those joining the actual Internet! Remember play FAIRLY and HONESTLY and this will work. You just have to be honest! Make sure you print this article out RIGHT NOW also! Try to keep a list of everyone that sends you money and always keep an eye on the newsgroups to make sure everyone is playing fairly Remember, HONESTY IS THE BEST POLICY. You don't need to cheat the basic idea to make the money!!

Here's HOW TO POST in the newsgroups, do exactly the following:

FOR NETSCAPE USERS,

1) Click on any newsgroup, like normal. Then click on "To News" , which is in the top left corner of the newsgroup page. This will bring up a message box

2) Fill in the SUBJECT with a flashy title, like the one I used, something to catch the eye! ! !

3) Now go to the message part of the box and retype this letter exactly as it is here, with exception of your few changes. (remember to add your name to number 5 and move the rest up)

4) When your done typing in the WHOLE letter click on "FILE' above the send button. Then, 'SAVE AS..' DO NOT SEND YOUR ARTICLE UNTILL YOU SAVE IT. (so you don't have to type this 200 times :-)

5) Now that you have saved the letter go ahead and send your first copy! (click the "SEND" button in the top left corner)

6) This is where you post all 200! OK, go to ANY newsgroup article and
click the "TO NEWS' button again! Type in your flashy subject in the "
SUBJECT BOX" , then go to the message and place your cursor here.
Now click on "ATTACHMENT" which is right below the "SUBJECT BOX".
Click on attach file then find your letter wherever you saved it.
Click once on your file then click 'OPEN' then click 'OK'. If you did this
right , you should see your filename in the 'ATTACHMENT BOX' and it will be

shaded.

NOW POST AWAY !�!�!

IF YOU'RE USING INTERNET EXPLORER:
It's just as easy, holding down the left mouse button, highlight this
entire article, then press the 'CTRL' key and "�C�" key at the same time to
copy this article. Then print the article for your records to have the
names of those you will be sending $1.00 to.

NEXT Go to the newsgroups and press 'POST AN ARTICLE' type in your flashy
subject and click the large window below.
Press 'CTRL' and 'V' and the article will appear in the message window.
BE SURE TO MAKE YOUR ADDRESS CHANGES TO THE 5 NAMES. Now re-highlight
the article and re-copy it so you have he changes.... then all you have to
do for each newsgroup is 'CTRL' and 'V' and press 'POST' . lt's that easy!
!

THAT'S IT! All you have to do is jump to different newsgroups and post
away, after you get the hang of it . it will take about 30 seconds for each
newsgroup! **REMEMBER, THE MORE NEWSGROUPS YOU POST IN. THE MORE MONEY YOU
WILL MAKE! ! BUT YOU HAVE TO POST A MINIMUM OF 200**

That's it! You will begin receiving money from around the world within
day's! You may eventually want to rent a P.O. Box due to the large amount
of mail you receive. If you wish to stay anonymous, you can invent a name
to use, as long as the postman will deliver it.

JUST MAKE SURE ALL THE ADDRESSES ARE CORRECT.

GOOD LUCK to all and please play fairly and reap the huge rewards from
this, which is tons of extra CASH. **By the way, if you try to deceive
people by posting the messages with you name in the list and not sending
the money to the rest of the people already on the list, you will NOT get
as much. Someone I talked to knew someone who did that and he only made
about $150.00, and that's after seven or eight weeks! Then he sent the 5
$1.00 bills, people added him to their lists, and in 4-5 weeks he had over
$10k. This is the fairest and most honest way I have ever seen to share the
wealth of the world with costing anything but our timel�!�! ! .You also
may want to buy mailing and e-mail lists for future dollars.

Please remember to declare your extra income. Thanks once again...

2694. Re: Xformer 3.6

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: read@my.sig
Message-ID: <333407d0.2474151@news.networx.net.au>
Source record: 74629

Lord Spatula <lbattle@bellsouth.net> wrote:

>Frank Szymanski wrote:
>>
>> WM>The free version of Xformer 3.6 documentation reports that on-the-fly
>> WM>disk changing is supported. What keystroke(s) allows you to do this?
>>
>> F11
>>
>> Tschuess
>> Frank
>
>...yeah, but what about those of us who have AT keyboards and lack F11 &
>F12 keys?
>
>No, don't tell me to get a new keyboard, the new ones are all
>lightweight & fll apart under heavy duty cycle..

It is possible to remap the key layout using ANSI.SYS, but I haven't
done this for a while, so as to how it works I couldn't say. Just type
"HELP ANSI.SYS" at the command prompt to get a listing of how to do
it. (with MS-DOS 6 or greater anyway).
All you really need to do is map the corresponding characters of
F11/F12 into other unused keypresses, maybe on the numeric keypad or
something. Thats up to you to decide.....
Good luck.
Stevo

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

2695. Re: APE questions and comments

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5h1494$daa@freenet-news.carleton.ca>
Source record: 74630

Jeff Kyle (jeffk914@groucho.roc.servtech.com) writes:
> Well, I finally got around to building a dedicated machine to do
> nothing but run APE for my Ataris (386/33, 4 megs, 120mb HD, CGA
> monitor, works terrific)... I'd played with APE a while ago (version
> .9) and had a few problems with it working with the UltraSpeed+ OS
> that I use, plus the SIO2PC cable appeared to nuke both my drives. A
> couple questions:
>
> First, if it possible for the SIO2PC cable to cause a fuse to blow on
> the disk drive? Both my modified 1050 and my stock Indus GT refuse to
> turn on after a little while connected to the PC (attempting,
> unsuccessfully, to make some PRO images) - I opened them both up and
> found no evidence of a fuse, so I'd assume that it's in the box in the
> middle of the power cable - does this sound correct, and if so, is it
> feasible to open it up and replace it? (Also, I haven't found any of
> the archives that have any PRO images... Are there any floating
> around?)

You should not use your SIO2PC cable to make PRO images, it requires
a special 'pro' cable. Plans for building the PRO cable are available
at my web site, http://www.nacs.net/~classics.

If your using a MAX232 version of the SIO2PC cable be very careful
with it, I have had many reports of this design going bad and damaging
equiptment. I have no idea why it does, but ive never heard of any
such problems with the 1489 cables.

> Secondly, a small question (actually I admit that I haven't read all
> the way through the docs yet, I've been too busy playing :), is there
> a way to have APE default to "stupid" emulator? Reason being that in
> Smart emulation, APE ignores the UltraSpeed+ OS. (A little background
> - it's a switchable OS, consisting of the stock XL/XE OS, a 400/800
> OS, and a very modified version of the XL/XE OS coded by Bob Puff,
> which, among a gazillion other very-cool,
> can't-live-without-once-you've-tried-'em features, defaults to have
> UltraSpeed disk transfer on. With APE smart mode, the OS thinks
> there's no disk in the drive. Changing it to Stupid makes it work
> right, and all disks boot in UltraSpeed (APE shows Happy Read
> Sectors.) I actually was fortunate enough to beta-test the OS way
> back when Bob was actively hacking 8bits, during the time he was
> writing DiskComm and long before the days of BobTerm, and I'd
> regularly have my computer chopped up by him. :) It's really a
> fantastic upgrade, I can't see using an 8bit without it.

I don't have a UltraSpeed+ OS so I can't add compatibility for it. E-mail me and I will give you instructions on how to get the APE configuration to ignore ultraspeed.

If your willing to send me a computer w/ the US+ OS to test with for a few days, I will be happy to add supports for it.

> Third, does anyone have a copy of the program "Fenders" in an ATR
> format? This was my favorite utility for putting a menu in the boot
> sector of a floppy so you could boot off of it and get a menu of games
> to play without loading DOS. If I could get my 8bit drives working
> again I could theoretically copy it over the SIO2PC cable, but all
> such tries have been unsuccessful... :(

Is that one different for the 3 soctor boot loader? I have a few utilitys that will write that to a disk/image.

Steve

2696. Re: c64/6502 WWW server...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5h1cph$nbq@narses.hrz.tu-chemnitz.de>
Source record: 74631
Cross-posted to: comp.sys.cbm,comp.sys.apple2.programmer,comp.sys.atari.8bit,comp.arch.embedded

Sheldon Simms (sheldon@atlcom.net) wrote:
: In article <01bc3616$bd93ed20$325b989e@smokey>, "Wayland Sothcott"
: <sothcott@sothcott.demon.co.uk> wrote:

: > That seems like everything. What languages have you used, 6502 asembler and
: > C or something else?

: I haven't seen the code but I imagine it's only 6502 assembler.

Yes, its all in 6502 assembler

Andre

--
Andre Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit&#65533;t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

2697. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <5h1h4d$jip@ccshst05.cs.uoguelph.ca>
Source record: 74632
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

```
: I was offered a "copy prototype" of "Saving Mary", the Atari 2600 game
: written by Nolan Bushnell and John Skruch. (Is this like "the" original
: 2600 game??) He said he only received one board of this game, and would
: have to charge $200 or more to sell and original.

"Saving Mary" was actually one of the fruits of Nolan's
"resigning" to Atari Corp. In the late 80's, he was commissioned to write
a bunch of new titles for the 2600 and 7800. As far as I know, only
"Secret Quest" was actually released.

>> Mark <<

--
-------------------------------------------------------------------------
Mark Rathwell
E_Mail: mrathwel@uoguelph.ca
Web Page: http://www.uoguelph.ca/~mrathwel
```

2698. A new answer to "Can I use my Atari with a VGA monitor"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: "Lonnie E. McClure" <lmcclure@aristotle.net>
Message-ID: <01bc3715$8c3d4dc0$c252f0c7@chaos>
Source record: 74633

In the past, when someone asked "Can I use my Atari 8-bit with my PC's VGA
monitor?", the answer has taken one of the following forms:
(1) No
(2) It should be possible to create a device to do it
(3) Use a TV card installed in your PC

Well, now there is a fourth answer. For $120, you can buy a device like the

Proview TV box that allows you to use any VGA monitor as a TV, as well as
feed any baseband audio/video signals (such as from a VCR or Atari 8-bit)
into it, without even having to have a PC, much less turn it on.

While $120 may seem a bit steep for a device to connect an Atari 8-bit to a

VGA monitor, keep in mind it also includes a TV tuner with a remote
control, essentially giving you another television.

One source of this device is Tiger Direct. See their web page at
http://www.tigerdirect.com, or if you are ready to order, call
1-800-335-4055,
and ask for item #P129-1000.

NOTE: I am not affiliated with Tiger in any way, and if you tell them I
sent
you, they will no doubt say "Who the heck is he?!" <grin>

==========
lmcclure@aristotle.net

2699. Re: XL-it! 0.17 now available -- Did you get an answer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: robindhood@geocities.com
Message-ID: <33345470.103884750@news.mindspring.com>
Source record: 74634

On Wed, 19 Feb 1997 17:03:43 -0800, Darryl Carr
<Carrd@mltec5.agw.bt.co.uk> wrote:

>Markus,
>
>Could you please, please, please tell me how to load a (*.atr) and (
>*.xfd) images.
>
>Would you please explain step by step, from the time the emulator starts
>until the game starts.
>
>Thanks in advance
>
>Darryl Carr

Darryl,
Once the emulator is running, just hit F8 or ALT-F8 and you'll
be taken into the user interface portion of XL-It.. From there, go to
the drives menu, select D1: or whatever. You'll be presented with a
file selection box. Point it to the .ATR or .XFD file that you wish
to run. Click Ok. Now either go to the emulation menu (?) or hit
ALT-E to return to the emulator. Hit F10 to reboot. Your "disk"
should now load if the image is good / compatible / supported / (you
get the picture). Make sure to either start the program with the
command line option -nobasic if you're running a binary game or hold
down [F1] while it loads up.

Hope this answers your question.
-Keith

2700. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5h1p1t$cm5@nnrp1.news.primenet.com>
Source record: 74635

Personally I think the problem with this new computer is that it offers no significant advantage over existing models. Hardware isn't the issue, it's software. And that's why the 8-bit is dead. Everyone's just playing games on it and nothing more, and banked RAM is used as nothing but a RAMDISK. If you are going to go to the bother of redesining the 8-bit, you might as well try to go with a 65816-based design and try to break the 1.79mhz barrier, and hack a PBI-based VGA card on it and update the OS. Otherwise I don't see the real logic in it.

Others have considered the 65816 upgrade path, most recently FTE, and I don't think anything really came of it due to the software-gap.

2701. Re: Help! Xfer files to 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: read@my.sig
Message-ID: <333814c3.5788985@news.networx.net.au>
Source record: 74636

davelow@ix.netcom.com (Dave Low) wrote:

>Howdy,
>
>My dad sent back to me my trusty 800xl system, complete with Indus GT
>drive, 850 interface and some old books, carts and disks (still works,
>amazing!)...sure brings back memories. Anyways, I'm excited about getting
>it up and running...you know, play some of the games I never had that I can
>now download from the net. Problem is I can't get the files over to the
>thing. I had tried using MyUtil and my friend's PC to format Atari disks
>but MyUtil gave me an error ("Error Track 0" or something similar.)
>
>So now I'm thinking I could just construct a null modem cable and connect
>my 800xl to my Mac. I've got all the cables. I suppose all I need now is
>a term program on both ends, correct? If that is the case, can anyone
>point out a place that carries Atari term software?
>
>BTW, I could use an extra drive or two...Anyone willing to sell to me?
>
>Thanks.
>

I have just tried a program called ATARIDSK, which is very similar to
MYUTIL, but has a user interface to make life easier. It *does*
actually seem to work fine on a PC 5.25 1.2mb disk drive, double
density only I'm afraid tho. It gives you a directory listing of an
Atari disk, and the ability to copy/delete/format/whatever. A great
program to say the least, but I cannot find the URL where I downloaded
it from. So, if anyone wants it I can email it to you, or if anyone
has the URL for it please reply. I did a Lycos search and got 3 URL's,
but none were the correct file (Umich archive I think).
BTW, I tested it by fomatting a disk in the PC's 5.25, writing a few
files to the disk, and then reading it on 2 1050 disk drives AND a
RANA systems disk drive too, without any bad sector reads at all.
With MYUTIL, I regularly got bad sectors whether the disk was
formatted on the PC or the Atari, so this seems to have gotten around
these problems. I don't know much about INDUS drives, do they support
double density? You should be ok if they do..... :)

Stevo.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

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------------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
------------------------------------------------------------
```

2702. Atari monitor cable?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: John Clausen <jclausen@mcia.com>
Message-ID: <01bc370c$af066b60$b305879e@ppl_sfs>
Source record: 74637

Can anyone post the pin out for the Atari 800's monitor port?

Thanks
John

2703. Re: What's the best 8-bit Atari computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5h1n41$8vi@nnrp1.news.primenet.com>
Source record: 74638

There is no single Atari 8-bit computer that is perfect in all areas in its stock configuration.

The Atari 130XE may have the chroma and luma lines on the monitor port, and banked RAM standard, but the keyboard sucks rocks and XE Touch doesn't help much. So maybe it's the best compromise for a stock machine...

But the best machine for upgrading is probably the 1200XL because once you are done heavily modifying it for the stock OS, banked RAM, PBI, and fixing the video, you have a computer with tons of expansion space inside and the best keyboard of the XL/XE line. (even the 800XL keyboard doesn't hold a candle to the ultra smooth and slick feel of those MITSUMI keys on the 1200XL...)

2704. Re: Atari PRO BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5h1obe$be7@nnrp1.news.primenet.com>
Source record: 74639

Are there any Forem XEPro boards left? I thought that system had a lot going for it last I heard of it.

2705. Re: FS: Rare Atari Book - INSIDE ATARI DOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2203971953420001@port128.bitstream.net>
Source record: 74640

In article <33320EC3.6A01@ix.netcom.com>, -- VorTeX --
<jonart@ix.netcom.com> wrote:

> ��� This book is all about Atari DOS�2.0. Totally invaluable to the
> Atari HACKER/CODER.
>
> http://www.ebay.com/aw/item.cgi?item=mzy48269

Rare? Really? Various Compute! books show up here FS regularly--including
that one. I'd be surprised if it was really rare--at least relative to
other Atari 8-bit books...

Mark

2706. how to make a .xfd or .atr file ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: "Brian C. Allen" <bca@udel.edu>
Message-ID: <333483AC.7FF0@udel.edu>
Source record: 74641

I have an 8-bit emulator running on my PC.

How do I convert an atari file on my PC that has
and .exe extender, say game.exe, and convert it
into an .xfd or .atr file?

thanks in advance...

BCA

2707. How to program video touch pad

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199703221635.a63365@do2.maus.de>
Source record: 74642

Hello 8-bit fans,

recently I got a video touch pad for Star Raiders. Although it is nice to
play this little game I also want to use it for my own programs. How can
I do this?

Tschuess
Frank

2708. 8-bit BBS software

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: Jim <swampfox@netwalk.com>
Message-ID: <3334A44F.425C@netwalk.com>
Source record: 74643

Does anyone know where I can get 8-bit BBS software?

I liked Oasis but Express was interesting. Any help is appreciated.

2709. 800XL keyboard problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: Ronald T Kneusel <rkneusel@post.its.mcw.edu>
Message-ID: <Pine.ULT.3.90.970322222657.19124A-100000@post.its.mcw.edu>
Source record: 74644

I'm working on restoring a dead 800XL (which I have working now thanks to the ROMs from another dead 800XL)

But, the keyboard is messed up a bit. The "=" is on constantly. I've taken the entire keyboard apart and can see that the contacts on the plastic under the keys looks to be burned which must be what is keeping the key on all the time, even with the good keyboard from the other 800XL.

I'm not sure how these keyboards work since the coating on the "contacts" does not conduct. So, here is my question:

What should I do/use to keep this key from shorting out and to get it working again? Has anyone run into this before?

- Ron Kneusel
rkneusel@post.its.mcw.edu

2710. Re: Questions about MIO..

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5h1nbh$9dj@nnrp1.news.primenet.com>
Source record: 74645

The mortal wrote:
: I recall Bob Puff mentioning that he compensated for a bug in the MIO to
: achieve 19.2.

The BB has hardware flow control, which is a must-have for high speed communication. ^S and ^Q software flow control is nearly extinct these days and with modem compression, there is significant delays in when these keys are recognized on the BBSs that still support them.

2711. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5h1oml$c2p@nnrp1.news.primenet.com>
Source record: 74646

The mortal Alex Chamberlain wrote:
: machine if VGA output were built in. Don't laugh, I'm serious. Good
: separate chroma/luma monitors are getting hard to find. There are a

No they are not. Go to your local store and pick up a big high quality
TV.

2712. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5h1osa$ccj@nnrp1.news.primenet.com>
Source record: 74647

The mortal Matthias Belitz wrote:
: One problem is, that the second port of the first PIA is needed to do
: Memory-switching in the XLXE modells.
: I thought about this some times ago.
: Maybe it's possible to add a secondary PIA and make it switchabele.

```
It is possible to add more PIAs. This is the _correct_ (though rarely
used) way to add more bank select logic for oodles of memory while still
maintaining ANTIC-banking.
```

2713. Re: Xformer Author Turns Down Registered User

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <859141126.2346.0@kwll.demon.co.uk>
Source record: 74648

In article <3167cd$a3720.e@NEWS>, knave@usa.net (Dave Navajo) wrote:
>I bought Xformer 3.0a for $35 more than a year ago. I got the 3.3
>upgrade from the website by using my password several months ago. Took
>a while but I finally was able to get it.
>
>I emailed Darek Mihocka to ask for the latest update Xformer for
>Win95. I provided my password and name and all that. 2 weeks later he
>emails me back saying "no."
>
At least you got a reply......

2714. DIMS'96 Atari Disk Image Manager Utility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc3656$61618680$b9f7aecc@127.0.0.1>
Source record: 74713

Attached is my DIMS'96 utility program. This does require the Microsoft visual basic runtime libraries (version 4) to be installed on your system (in the /windows/system dir).

If you like the program let me know... I may add support and make a newer version. I was thinking of making the disk editing integrated right into Explorer itself. Disk images would look like file folders (with a disk icon on them). Double click it like any other folder and drag files in/out just like regular folders...

Is this a good idea? Let me know!

Will Fisher

BTW: this program was posted to alt.binaries.atari as well... =)

2715. Re: XL-It v0.19 and Lucasarts Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc365a$e73b21e0$b9f7aecc@127.0.0.1>
Source record: 74714
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

> A few suggestions: The user interface on 0.19 is
> slightly broken... the options under Environment
> don't get loaded back in correctly...
> Artifacting looks promising.. how about a hotkey
> to toggle it off and on while running the emulator?
> GR.0 looks horrible with artifacting on...
> Perhaps a screen mask would be a good idea... if only
> an odd pixel is on make both pixels blue/red, and vice
> versa for even?
> Also I think you should add an option to let us choose
> what colours get artifacted... since on MY old tv it was
> brownish/purpleish... and for others it could be red/green
> or something... this way we could recreate what we
> saw on our old TV's...

Oops... i forgot one suggestion:

Please, please, please fix the long filename problems
with your Virtual HDD's and XL-it...

I use long filenames for my archives as it makes my
life ALOT easier!

A suggestion:

When the virtual HDD routine detects a ~ in the filename
(a character not available on the 8-bit) simply convert
it to a _ or something. Then if the user types a filename
with a _ in it that returns a file not found error simply
replace the _ with a ~ and try again.

Thanks for a wonderful emulator, I hope my suggestions are
of some use to you!

Will Fisher

2716. DIMS'96 Atari Disk Image Manager Utility ***BINARY FILE***

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc3657$5304a800$b9f7aecc@127.0.0.1>
Source record: 74715
Body handling: Inline uuencoded payload not displayed: Dims'96.zip

```
[Inline uuencoded payload not displayed: Dims'96.zip]
```

2717. Re: >>need help with BRUCE LEE for atari emu<<

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <5gvl6e$s7a$1@kirin.wwa.com>
Source record: 74716

In article <ken.1304.000F2849@condor.circa.ufl.edu>,
ken@condor.circa.ufl.edu says...
>
>In article <857524879.2105.0@kwll.demon.co.uk> monkfish@kwll.demon.co.uk
(Lawrence Staveley) writes:
>
>>In article <3319b3d4.2145490@news.escape.ca>, imarkows@escape.ca wrote:
>>>Hi, did anyone get this game to work with joystick. I can run the game
>>>with no problem but how to you move Bruce. If anyone knows how to get
>>>this game to work with joystick on any ATARI emu please let me know
>>>which emu works with it.
>
>>You can't move Bruce with either Rainbow or XL-it! Strange, but Zorro
works
>>fine, and I think it's the same folks who wrote it.....
>
>>It ~might~ work with PCXFormer, but it probably doesn't.....
>
>I thought I remembered I needed the Atari Translator to get Bruce Lee
working
>properly on my 800XL.. PC Xformer in 800 mode seems to work fine (sans
sound).
>
>Ken
>
Nah, I was just playing Bruce fine on my 800xl this evening.
seeya

2718. Re: Counterfeit Prototypes (Was Re: New? 8 Bi

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970322055801.AAA28849@ladder01.news.aol.com>
Source record: 74717

When Bruce bought out the remaining boxes of Atari eproms he was given consent from Atari that anything he found within those boxes he owned, therefor he has every right to burn copies, he's not doing it illegally, he was given permission, therefor he's not doing anything wrong, itself of complaining you should be happy to have some fresh new games to play on the 8-bits.

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

2719. For Sale: Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <E7FJ1p.3Dz.0.bloor@torfree.net>
Source record: 74718

I have the following items for sale:

Winner joypad - originally for IBM-PC, modified for use with
Atari 8-bit. It would probably also work with a 2600, but I know
it doesn't work with a 7800. It works with any game. I built
this myself. $10

Print Shop Companion - with box, manual and reference card. $10

Your Personal Net Worth - 3 disks, manual and plastic box. $5

Atari 800XL Owner's Guide. $4

Zenith ZVM1212 monochrome composite monitor. $15

Audiotronics monochrome composite monitor. $11

Hayes Smartmodem 1200 with power supply. Not tested. $5

Multitech Multimodem 212E, 1200 bps. $10

Prices do not include shipping unless otherwise noted. Shipping is from
Dayton, Ohio. I am not in Canada. Please reply to bx557@torfree.net
--

| Justin R. Smith | Email: bx557@freenet.toronto.on.ca / bg302@scn.org |
| 5034 Sabra Avenue, Huber Heights, Ohio 45424 | Ph: (937) 233-2125 |

2720. Re: cable&modem problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E7FK15.FDy@iglou.com>
Source record: 74719

In article <mcurrent-2103971106110001@mcmdc.library.carleton.edu>, Michael Current wrote:
>Anyway, the symptoms you describe also describe how my system behaves if I
>forget to give my modem an at&k4 command before dialing.
>
>I have a Zoom 2400bps V.42bis modem, connected through a P:R:Connection. I
>need to do the
>at&k4 no matter what I'm dialing into, and no matter what comm program I'm
>running.
>
AT&K4 is the command that sets the modem for XON/XOFF flow control instead
of hardware flow control like the PC's use. I think the Black Box does
hardware flow control, but most other 8-bit serial interfaces don't.

--
Bill Marcum bmarcum at iglou dot com
"...and eleven long haired friends of Jesus in a chartreuse microbus..."

2721. XL-It v0.19 and Lucasarts Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-22 00:00:00 UTC
From: Will Fisher <blackat@direct.ca>
Message-ID: <01bc3655$4eeff500$b9f7aecc@127.0.0.1>
Source record: 74720
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

Markus you are a genuis!!!

The Edilon and Koronis Rift now work on your emulator!
I was amazed to see The Edilon boot up and work great
WITH sound on your emu... i think yours is the 1st emu
that these games work on!

Keep up the good work... I live in Canada... how could
I get a donation your way and what is the average
donation you get? I would love to contribute to your
project and help out! Have you thought of porting
XLit to the LINUX platform? I know it has optimized
assembly language for the 386/486/Pentuim in it but
LINUX is a PC O/S...

Anyways, great job!

A few suggestions: The user interface on 0.19 is
slightly broken... the options under Environment
don't get loaded back in correctly...
Artifacting looks promising.. how about a hotkey
to toggle it off and on while running the emulator?
GR.0 looks horrible with artifacting on...
Perhaps a screen mask would be a good idea... if only
an odd pixel is on make both pixels blue/red, and vice
versa for even?
Also I think you should add an option to let us choose
what colours get artifacted... since on MY old tv it was
brownish/purpleish... and for others it could be red/green
or something... this way we could recreate what we
saw on our old TV's...

Sorry to drivel on like this, i've been using XL-It since
ver 0.15 or so and LOVE it... i've finally decided to let
you know know some of my ideas!

Will Fisher

2722. Re: How do I write ATR and XFD files to Atari Formatted Floppies?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: read@my.sig
Message-ID: <333734d6.3752146@news.networx.net.au>
Source record: 74571

cardinal <cardinal@swcp.com> wrote:

>I want to take the ATR and XFD files floating around the Internet and
>write them onto Atari Formatted floppy disks. In other words, how do I
>get some of these games like (Loderunner, MULE, etc.) from my PC to my
>Atari 800XL and 1050 Drive without using something like APE?
>
>Thanks very much in advance for your knowledge!

You'll have to find a way to port the files over to an Atari disk,
either using a program called MYUTIL or ATARIDSK, or a null modem
cable and term programs on the PC and Atari.
Both MYUTIL and ATARIDSK will read and write Atari DOUBLE DENSITY
disks on a PC's 5.25 disk drive. Of course your 1050 will have to be
capable of Double Density to read these disks. ATARIDSK seems the
better choice, I haven't had too many probs with any disks it creates.
Then, you will need a program on the Atari to convert the ATR/XFD
back into a real disk. I have written a program called IMG2DISK, in
BASIC, which will do just that. I still have a lot of work to do on
the program, but it will successfully convert ATR/XFD files working
under most DOS's. I have been informed that it fails under SpartaDOS X
(the cart), but I haven't got "X" so am unable to assert the problem.
Anyway, let me know if you would like to try out IMG2DISK, and how you
would like it sent (ZIP, ARC whatever).

Stevo

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

2723. Re: Atari monitor cable?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: read@my.sig
Message-ID: <333837e7.4537244@news.networx.net.au>
Source record: 74572

"John Clausen" <jclausen@mcia.com> wrote:

>Can anyone post the pin out for the Atari 800's monitor port?
>
>Thanks
> John

I (hopefully) have all the pinouts for Atari 8-bits on my home page...

Have a check around, there's a wealth of 8-bit info on the 'net'.

Stevo

```
-----------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-----------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
-----------------------------------------------------------
```

2724. Uploaded: Atari800-0.6.2.tar.gz (Unix/Amiga/DOS)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: "David J. Firth" <david@signus.demon.co.uk>
Message-ID: <7AYZEQAIzUNzEw7m@signus.demon.co.uk>
Source record: 74573
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

I've just uploaded the latest version of the Atari800 Emulator to my
web site:-

http://www.signus.demon.co.uk/david/index.html

The emulator comes as source code for all versions or as an MS-DOS
binary. Sorry but I haven't got round to producing a new Amiga binary
yet!

Changes in 0.6.2
---

o Antic Modes 2, 3 and f now display the normal Atari Colour and
Luminance by default. Extended Antic Modes 2, 3 and f are enabled
by starting the emulator with the "-xcolpf1" command line option.
This allows two completely different colours to be displayed in
these modes - as previously.

o Improved Run-Time Configuration. Starting emulator with the
"-configure" command line option allows configuration of several
items:-

1. Location of OS Roms
2. Default Directory for Disk Images
3. Default Directory for ROM Images
4. Default Directory for H1, H2, H3 and H4 pseudo devices
5. Command Print File (for Printer Support)
6. Default Screen Refresh Ratio
7. Default Startup System (OS/A, OS/B, XL, XE, 5200)
8. Default TV Mode (PAL, NTSC)
9. Hold Option during Coldstart
10. Enable C000-CFFF RAM in Atari 800 mode
11. Enable SIO Patch
12. Enable FFP Patch
13. Enable Extended COLPF1 (Two true colours in Antic Modes 2, 3 &
F)

The emulator writes a file called "atari800.cfg" in your default
directory. When reading the configuration the emulator first checks
to see if you've specified a configuration on the command line with
the "-config" option otherwise it first tries to read a configuration
file from your default directory, failing this it then tries to read
a configuration file from "/etc/atari800.cfg".

o JoyMouse for Toshiba Portables running SVGALIB - Probably also
suitable for Trackball devices with minor modifications.

--
David J. Firth

2725. Xformer Author Turns Down Registered User

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: knave@usa.net
Message-ID: <3167cd$a3720.e@NEWS>
Source record: 74574

I bought Xformer 3.0a for $35 more than a year ago. I got the 3.3 upgrade from the website by using my password several months ago. Took a while but I finally was able to get it.

I emailed Darek Mihocka to ask for the latest update Xformer for Win95. I provided my password and name and all that. 2 weeks later he emails me back saying "no."

I guess he wants to be mailed the original 3.0a disk but he didn't really say.

Dave Navakjo

2726. Re: 8-bit BBS software

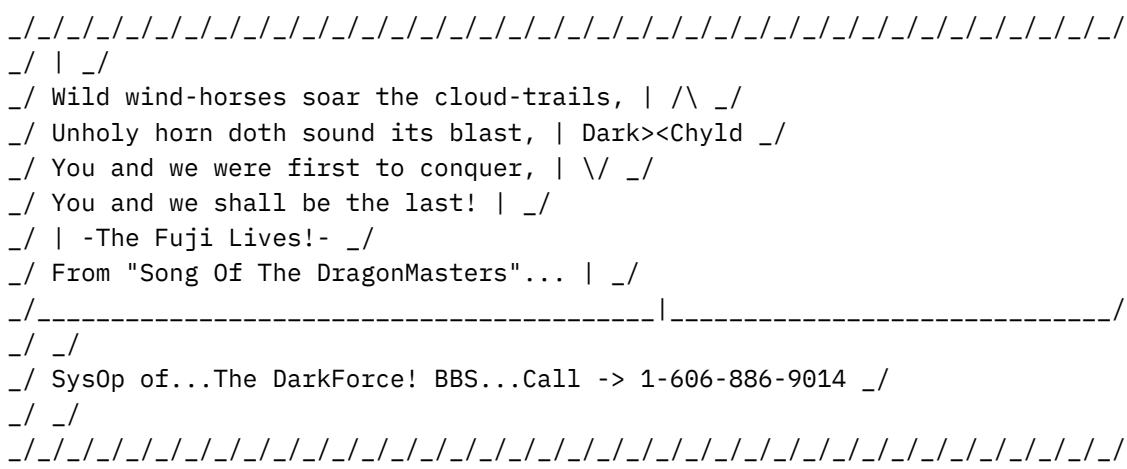
Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <859112966_OASIS_@pcc-uky.campus.mci.net>
Source record: 74575

In article <3334A44F.425C@netwalk.com>
Jim <swampfox@netwalk.com> said:-

>Does anyone know where I can get 8-bit BBS software?
>
>

Goto ftp.teleport.com\vendors\bensmith and download the Carina BBS archive.
It has a very good reputation and is still supported, AFAIK... :)

--



2727. misc stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: Jim Treber <jtreber@mvillage.com>
Message-ID: <33359823.5686@mvillage.com>
Source record: 74576

Any or all of this stuff free (plus the cost of postage) to someone who
can use it.

Still sealed 1027 ink rollers (2)

New still sealed 1025 ribbons (4)

Still sealed package of 4 1020 printer/plotter pens

A disk of music files for use with the Atari Music Composer cart.

Star Raider cart

A box of SIO cables

A box of various Atari power supplies.

Atari paddles

Contact by e-mail jtreber@mvillage.com

Jim Treber

2728. WTB: Atari Editor/Assembler Disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: John McCormick <johnmcc@gte.net>
Message-ID: <01bc37bc$456c8350$b5242299@christina>
Source record: 74577

I am purchasing an Atari 800XL with 1050 disk drive. I want to do assembler on this machine. I would like to purchase a primo editor assembler package.

Thanks.

2729. Atari 8-bit and Zlp drive?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: siano@cceb.med.upenn.edu
Message-ID: <5h4072$qkc@netnews.upenn.edu>
Source record: 74578

Has anyone worked out a way of using a ZIP drive with an Atari
8-bit? It'd sure make it easier to transfer my old Atari files to my
PC. Any effort in this area?

--
Brian Siano - siano@cceb.med.upenn.edu
"The Internet is an elite organization. Most of the
population of the world has never even made a phone call."
-- Noam Chomsky

2730. Re: ATTN YOGI! (Well, you said to do this to get your attention.....)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: knave@usa.net
Message-ID: <5h3vfr$cv@news01.uni-trier.de>
Source record: 74579

Sapphire@moc.cynonni (Janice in NYC) wrote:

>> [10] Pitfall II: Lost Caverns (solved in 18:18)

>How did you finish it? On the copies of the game I have, I know that
>at one point you're supposed to wait at the edge of a cliff for a
>balloon to come by and pick you up, but it never comes.....are you
>supposed to like do something special to get the balloon to come?

This was such a great game. It was really hard and I don't see how
Yogi beat it in 18:18 as it was time-consuming for me. I caught the
balloon but don't remember how. Thought you just waited at the ledge
for it or something.

I think I beat the game like once. This is a game that can't really be
played on an emulator, because it required the split-second timing.

Dave Navajo

2731. Don't Fear The Auction's : Huge Second Auc

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5h415v$irg@newssvr02-int.news.prodigy.com>
Source record: 74580

Don't Fear The Auction's : Huge Second Auction (Initial Post)

Alright here we go kids!

Highlights:
Atari 2600 - Boing!, Death Trap w/instructions, Swordquest Waterworld, Shuttle Orbiter w/inst, Pigs In Space, Rubix's Cube, Pengo (boxed), Shootin' Gallery, Piece O' Cake w/instructions, Tapper, Stunt Man, Spy Hunter, Chuck Norris Superkicks, and Miner 2049er.

Intellivision - Complete Dracula and Whitewater, and loose Commando and Chip Shot Super Pro Golf

Handhelds - Coleco Table Top Donkey Kong, Frogger, and Zaxxon

This Auction contains:
Atari 400, Atari 800, Atari XE, Atari 2600, Atari 5200, Atari 7800, Colecovision, Handhelds, Intellevision, Odyssey 2, C-64, Vic-20, TI99-4A, and other nuggets of joy.

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.
3. Bidding: $1.00 - $20.00 ------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ --> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check all in U.S. funds. If you choose to send a personal check please allow 2-3 weeks for the check to clear.

7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14. Once an item has reached the G2 stage, only those on the update list may bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

Atari 2600

Atari

Combat (C) - boxed
Space War (U)
Outlaw (U)
Slot Racers (U)
Canyon Bomber (U) - boxed
Super Breakout (U)
Defender (C) - boxed
Warlords (U) - boxed
Indy 500 (U)
Adventure (C)
Demons To Diamonds (U) - shrinkrapped
Championship Soccer (C) - boxed
3-D Tic-Tac-Toe (U) - boxed
Breakout (C) - boxed
Football (C)
Bowling (C)
Circus Atari (C)
Superman (C)
Space Invaders (C) - red lbl/shrinkwrapped
Night Driver (C) - boxed
Golf (C)
Maze Craze (U)
Missle Command (C)
Othello (R) - boxed
Surround (C)
Flag Capture (U) - w/inst
Pac-Man (C) - boxed
Video Pinball (U) - boxed
Asteroids (C)
Berzerk (C) - shrinkwrapped
Casino (U)
Haunted House (C)
Swordquest Earthworld (C)
Swordquest Fireworld (C)
Radiers Of The Lost Ark (C) - boxed
Star Raiders (U) - w/touch pad
Hangman (U)
RealSports Volleyball (U)
RealSports Soccer (U)
RealSports Football (C)
Swordquest: Waterworld (UR) $10.00 min
Phoenix (C) - shrinkwrapped
E.T. (C) - boxed
Ms. Pac-Man (U) - w/inst
Centipede (C)
Galaxian (U)
Gravitar (U)

Kangaroo (U)
Pengo (ER) - boxed $10.00 min
Moon Patrol (U)
Pole Position (C)
Rubix's Cube (ER) $10.00 min
Taz (R)
Oscar's Trash Race (R) - lbl plaque
Big Bird's Egg Catch (R) - lbl plaque
Sorcerer's Apperntice (R) - w/inst
Crystal Castles (U) - boxed
Pigs In Space (ER)
Millipede (R)
Stargate (U)
Midnight Magic (R)
Solaris (U)
Donkey Kong (U)
Donkey Kong Jr. (R)
Venture (R)
Q*Bert (R)
Sprint Master (R)

Sears

Outer Space (U) - pic lbl
Speedway II (U)
Space Combat (U)
Breakaway IV (C)
Brain Games (R)
Baseball (C)
Race (C)
Gunslinger (U)
Maze (C) - pic lbl
Arcade Golf (U)
Dare Diver (ER)
3-D Tic-Tac-Toe (ER)
Steeplechase (R)
Math Grand Prix (R) - pic lbl
Adventure (U)
Dodger Cars (ER)
Arcade Pinball (R) - pic lbl
Asteroids (U)
Missle Command (R)
Bezerk (R)
Pac-Man (C)
Defender (C)

Absolute

Title Match Pro Wrestling (R) - w/inst
Tomcat F-14 (ER)

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Activision
----------
Dragster (C)
Boxing (ER) - blue lbl
Checkers (ER) - w/inst
Fishing Derby (U)
Skiing (U)
Bridge (U)
Tennis (C)
Laser Blast (C) - boxed
Freeway (U) - boxed
Kaboom! (ER) - blue lbl
Stampede (U)
Ice Hockey (U)
Barnstorming (U)
Grand Prix (U)
Chopper Command (U) - boxed
Starmaster (U)
Megamania (U)
Pitfall! (C)
Sky Jinks (R)
River Raid (U)
Spider Fighter (U)
Seaquest (R) - boxed
Oink! (R) - w/inst
Dolphin (R)
Keystone Kapers (ER) - blue lbl
Enduro (U)
Plaque Attack (R)
Robot Tank (R)
Crackpots (R)
Decathalon (R)
Frostbite (R)
Pressure Cooker (R)
Space Shuttle (ER) - blue lbl
Pitfall II (R)
H.E.R.O. (R)
Beamrider (R) - screws showing
Kung Fu Master (R) - w/inst
Commando (R)
Ghostbusters (ER) - blue lbl
------
Apollo
------
Space Cavern (U) - blue lbl
Space Cavern (U) - red lbl
Lost Luggage (U) - green lbl
Shark Atack (U) - boxed
Infiltrate (U)
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Final Approach (R)

Avalon Hill

Death Trap (UR) - w/inst $10.00 min
Shuttle Orbiter (UR) - w/inst $10.00 min

CBS

Wizzard Of Wor (R)
Gorf (U)
Blueprint (U) - writing on lbl
Solar Fox (U) - lbl damage
Omega Race (U) - w/inst and broken Booster Grip

Coleco

Zaxxon (U)
Venture (C)
Mouse Trap (U)
Smurfs R.I.G.C. (U)
Carnival (U)
Donkey Kong Jr. (R)
Mr. Do! (R)
Roc 'N Rope (R)

Data Age

Encounter at L-5 (U) - end lbl damage
Airlock (C)
Journey Escape (C) - boxed no inst
Bermuda Triangle (R)
Frankenstein's Monster (R) - screws showing w/inst

Epyx

Summer Games (R)
Winter Games (R)

First Star

Boing! (ER) $10.00 min

Froggo

Sea Hawk (R)

Imagic

Trick Shot (R)

Demon Attack (ER) - blue lbl
Star Voyager (C)
Atlantis (U)
Cosmic Ark (U)
Fire Fighter (R)
Shootin' Gallery (ER)
Riddle Of The Sphinx (U)
Dragonfire (C)
Fathom (R)
Quick Step (R) - w/inst

M Network

Adventure of Tron (U)
Masters of the Universe (R)
Burgertime (R) - writing on back
Kool-Aid Man (U)
Space Attack (C) - boxed
Tron Deadly Discs (U)
Lock 'N Chase (C) - shrinkwapped
Frogs And Flies (U) - w/inst
Astroblast (U) - boxed
Dark Cavern (U)
Intl. Soccer (U)
Air Raiders (R)
Bump 'n' Jump (R) - w/inst

Mythicon

Sorcerer (U)
Fire Fly (U)
Star Fox (U)

Panda

Stunt Man (R)

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions
Amidar (U)
Super Cobra (U)
Reactor (U)
Sky Skipper (R) - w/box top, inst, no lbl
Q*Bert (C)
Strawberry Shortcake (U)

Sega

Tac-Scan (U) - lbl damage

Thunderground (R)
Star Trek S.O.S. (R)
Buck Rogers: Planet Zoom (U)
Congo Bongo (R) - lbl plaque
Tapper (ER) - slight lbl wear
Spy Hunter (ER)

Telesys

Coco Nuts (R)

Tigervision

Miner 2049er (ER)

20th Century Fox

Worm War I (U)
Mega Force (R)
Alien (R)
Turmoil (U)- boxed
Crypts Of Chaos (R) end lbl damage w/inst
M*A*S*H (U)
Flash Gordon (R)

U.S. Games

Space Jockey (C)
Sneak 'N Peek (R) - w/inst
Word Zapper (U)
Commando Raid (R) - w/inst
Name This Game (R) - fancy cart
Squeeze Box (ER)
Eggomania (R) - w/inst
Piece O' Cake (ER) - w/inst
Entombed (ER)

Xonox

Ghost Manor/Spike's Peak (U) - w/inst
Chuck Norris Superkicks (ER)

Systems

Atari 2600: four switch, black front panel in original box w/two working
joysticks, set of paddles, power supply, R/F modulator, and the following
loose games: Combat, Defender, Space Invaders, Missle Command, Pac-Man,
Asteroids, Bezerk, Swordquest Fireworld, Raiders of the Lost Ark,
RealSports Football, E.T., Pole Position, Target Fun, Pitfall!,
Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx, Astroblast,

and Frogger.
$5.00 min

Sears Video Arcade II (2800) w/two controllers, and a R/F modulator
$2.00 min

"Franklinstein" A handcrafted American orignal device that allows the
user to interchange chips to play diffrent games. Comes with eight
tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!, Amidar,
Demon Attack, and Pitfall!. The device itself is homemade, not the games.
Also comes with
case. If there are any questions don't hesitate to ask. This thing is
trully one of a kind.
$5.00 min

Atari 5200

Congo Bongo (R)
5200 Trac Ball
2600 adapter - untested
5200 controller - untested
5200 controller - untested

Atari 7800

Asteroids (R) - damaged box
Food Fight (R) - damaged box
Pole Position II (C)
Xevious (U) - damaged box
Donkey Kong Jr. (R)

ColecoVision

Decathlon (U)
Donkey Kong (C)
Donkey Kong Jr. (C)
The Heist (U)
Keystone Kapers (R)
Popeye (C)
River Raid (U)
Slurpy (ER) - lbl wear
Smurfs R.I.G.C. (C) - boxed
Super Action Baseball (C)
Super Action Football (C)
War Games (C)
Wing War (U)

ColecoVision Expansion Module #1 (2600 adapter)

System

ColecoVision w/two working controlers, power supply, T.V. cable, R/F

modulator, 2600 Expansion Module, and the folowing loose games:
ColecoVision Donkey Kong and Zaxxon, 2600 Combat, Pac-Man, Asteroids,
Space Invaders, Bezerk, and Pitfall!
$5.00 min

Handhelds

Coleco Table Tops

Donkey Kong (C) $5.00 min
Frogger (R) $5.00 min
Zaxxon (IR++) $10.00 min

Intellevision

Matell

Auto Racing (U) - complete
ABPA Backgammon (R) - w/two overlays
Armor Battle (C) - complete
NASL Soccer (U) - complete
U.S. Ski Team Skiing (C) - complete
Sea Battle (C) - complete
NFL Football (C) - complete
L.V. Poker/Blackjack (C) - complete
Space Battle (U) - complete
Major Leage Baseball (C) - complete
NBA Basketball (U) - w/2 overlays
Advanced D&D (U) - complete
USCF Chess (R)
Space Spartans (U) - complete
Astrosmash (U) - shrinkwrapped
Snafu (C) - complete
Space Armada (C) - complete
Triple Action (C) - complete
Bomb Squad (U) - complete
B-17 Bomber (U) - complete
Loco-Motion (U)
Burgertime (U) - w/2 overlays
Kool-Aid Man (R)
Bump 'n' Jump (U)
Power Of He-Man (U)
Space Hawk (U) - complete
Utopia (U) - white lbl w/xerox inst
Star Strike (C) - complete
AD&D: Treasure Of Tarmin (U) - white lbl w/2 overlays
Frog Bog (U) - w/2 overlays
Night Stalker (C) - shrinkwrapped
TRON Deadly Discs (C) - complete
TRON Maze-A-Tron (R) - complete
Lock 'n' Chase (C) - shrinkwrapped

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INTV
----
Chip Shot Super Pro Golf (ER)
Commando (ER)
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Activision
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Pitfall! (U) - complete
Happy Trails (R) - 2 overlays
The Dreadnaught Factor (R)
---------
Atarisoft
---------
Centipede (R)
------
Coleco
------
Donkey Kong (C) - shrinkwrapped
Donkey Kong Jr. (R)
------
Imagic
------

Atlantis (U) - shrinkwrapped
Beauty & The Beast (U)
Microsurgeon (U) - complete
Dracula (ER) - complete
Nova Blast (U)
White Water! (ER) - Complete
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Parker Bros
-----------
Frogger (C) - w/box
Q*Bert (C)
-----
Sears
-----
Armor Battle (R) - complete
Astrosmash (R) - complete
Boxing (R) - complete
Football (U)
Golf (U) - white lbl w/2 overlays
Horse Racing (R) - complete
Space Hawk (R) - complete

Overlays
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Package #1:
Sea Battle (2), Space Armada (2), Baseball (2), Snafu (2), Auto Racing
(2), Night Stalker (2), Microsurgeon (2), Atlantis (2), Triple Action (2),
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Tron Deadly Discs (2), Pitfall! (3), Space Spartans (3), Dragonfire

Package #2:
Lock 'n' Chase (2), Mission X (2), Poker/Blackjack (2), Mouse Trap (2), Star Strike (2), Demon Attack (2), Space Battle (2), Pinball (2), Skiing (2), Astrosmash (2), Space Hawk (3), Sub Hunt, AD&D Treasure Of Tarmin
Systems

Intellivision w/two working controllers, power supply, R/F modulator, and the following games: complete Astrosmash and Night Stalker, loose Atlantis, Space Battle, Triple Action, Star Strike, Major League Baseball, Beauty & The Beast, and Donkey Kong
$5.00 min

Intellivision II - untested w/two controllers and loose Astrosmash
$1.00 min

Intellivoice Voice Synthesis Module in box w/complete B-17 Bomber, and Space Spartans
$2.00 min

Odyssey 2

Speedway!/Spin-Out!/Crypto-Logic! (C) - complete
Football! (U) - w/box
Sub Chase!/Armor Encounter! (C) - complete
Bowling!/Basketball! (U) - complete
Baseball! (C) - complete
Thunderball! (R) - complete
Alpine Skiing! (U) - complete
The Quest For The Rings! (U) - complete
K.C. Munchkin! (C) - complete
Pick Axe Pete! (U)

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!, Dynasty!/Directional Dynasty!, and K.C. Munchkin!
$5.00 min

Atari 400/800 ---
Atari ---
Archon (C)
Assembler Editor (U)
BASIC (C) w/reference guide
Centipede (C)
Flight Simulator II (C)
Hardball (U)
Missle Command (C)
Ms. Pac-Man (C)

One on One Bball (U)
Pac-Man (C)
Super Breakout (C)
Star Raiders (C)
Pilot (U)
Galaxian (C)
Defender (C)
Atari LOGO (U) - w/manual
Robotron 2084 (C)
Atariwriter (C)
Joust (C)
Moon Patrol (C)
Ballblazer (C)
Blue Max (U)
Bug Hunt (U)
Necromancer (U)

Activision

Kaboom! (U)
Megamania (U) - lbl tear
Pitfall! (U)

Big Five Software ----------------------------
Miner 2049er (C)

Epyx

Gateway To Apshai (U) - w/inst

IDSI

Speedway Blast (R)

Oss

Mac/65 (U)
Basic XE (U) ------------
Roklan

Deluxe Invaders (C) - w/inst
Wizards Of Wor (C) - lbl severely faded

Sega

Star Trek: S.O.S. (U)

Spinnaker

Alphabet Zoo (U) - boxed

Delta Drawing: Learning Program (U) - w/inst
Kids On Keys (U)
Kindercomp (U)
Story Machine (U)

Systems & computer related items
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130 XE - tested w/ power supply, set of paddles (untested), video touch pad w/Star Raiders overlay, two 2600 joysticks (untested), owners manual, T.V. cord, and the following loose cartridges: Defender, and Atariwriter
$5.00 min

800 XL - tested w/power supply, T.V. cord, and a 2600 joystick (untested)
$2.00 min

600 XL - tested w/power supply, owners manual, and a 2600 stick(untested)
$2.00 min

Atari 1010 Program recorder - untested w/power supply, owners manual, connecting cord, and the following loose cassettes Player Missle Graphics and Basics of Animations
$1.00 min

Atari Touch Tablet - tested w/Atariartist cart and owners manual
$1.00 min

Atari Light Pen - tested w/Atarigraphics cart
$1.00 min

Suncom Animation Station - untested w/owners manual
$1.00 min

Atari 1020 Printer - untested w/power supply and roll of paper
$1.00 min

Voice Box Speech Synthesizer by The Alien Group - untested
$1.00 min

Inside Atari Basic: a fast, fun, and friendly approach. By Bill Carris
$0.50 min

Atari DOS 2.5: XF551 Disk Drive owners manual
$0.50 min

Boulderdash Construction Kit: instruction manual
$0.10 min

Ghost and Ghouls: instructions
$0.10 min

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL, 65 XE, and 130 XE. Comes with owners manual. Untested
$0.50 min

Software: SubLogic Japan scenery disk (5.25) for use w/Flight Sim. II.
Comes with owners manual, and approach charts. Untested
$0.50 min

Software: Adventure Maker/Tax Template (5.25 disk). Untested
$0.50 min

Software: Spinnaker's In Search Of The Most Amazing Thing (5.25)
Untested
$0.50 min

Six 5.25 disks: Could contain Government cover-ups. Untested
$0.50 min

Vic-20

Atarisoft

Pac-Man (C) - w/box

Commodore

16K Memory Expander
Vic Avenger (C) - complete
Super Alien (C) - complete
Radar Rat Race (C) - complete
Raid On Fort Knox (C) - complete
Adventure Land Adventure (C) - complete
Pirate's Cove Adventure (C) - complete
Sargon II Chess (C) - complete
Cosmic Cruncher (C) - complete
Gorf (C) - complete
Omega Race (C) - complete
Star Post (U) - complete

Imagic

Demon Attack (C) - complete
Atlantis (C) - complete
Dragonfire (C) - complete

Sega

Star Trek [S.O.S.] (C) - complete

Vic-20 Cassettes

Academy Software

Typing Tutor/Word Invaders - complete

Commodore

An Introduction To Basic: Part 1 - complete
An Introduction To Basic: Part 2 - complete

System

Vic-20 in orignal box w/power supply, R/F modulator, and T.V. Cord
$2.00 min

VicModem in orignal box

C-64

Gateway To Apshai
Decathalon

TI99-4A

Burgertime (R) - w/inst
Aligator Mix (R)
Early Reading (R)
Donkey Kong (VR)

System

TI99-4A in orignal box w/power supply, R/F modulator, and owners manual
$2.00 min

Misc Stuff

Donkey Kong Trading cards - 3 unopened packs $5.00 min
Atari 2600 Power Supply - in orig box
Atari Ultra Pong Doubles - in orig box
Atari Video Pinball/Breakout System
Sears Telegames Pinball/Breakay System - in orig box w/inst &
R/F modulator
Atari Game Center (plastic case to hold games and system)
Telegames Center (plastic case to hold games and system)
2600 Joystick
2600 Joystick
2600 Joystick
2600 Joystick
2600 Paddles - untested
2600 Paddles - untested
2600 Driving Controllers (2) - untested
2600 Keybord Controllers - untested
2600 Track Ball
Atari Video Touch Pad
7800 Joystick
7800 Joystick
Champ Joystick (retractable cord)
Suncom Star Fighter Joystick

Spctravision Joystick
Coleco Super Action Controller (doesn't work)
Coleco Super Action Controller (doesn't work)
Coleco Super Action Controller (doesn't work)
Coleco Adam Controller (doesn't work)
Atari Computer Power Supply - untested/very heavy/"the log"
Atari Computer Power Supply - untested/shady
Tyco Electric Racing Power Pack - untested $0.10 min
Chaos Strike Back: software manual $0.10
min
Box of 10 Xerox 5.25 floppy disks

This auction is dedicated to Bill Musselman and the University of South Alabama men's basketball team.

"Seasons don't fear reaper" - WQQT56A@prodigy.com - "Don't be afraid"

2732. Re: Questions about MIO..

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: kmosiejc@lcp.com
Message-ID: <5h44bj$nsh@tlpnews.tlp.com>
Source record: 74581

> Glenn Saunders <krishna@primenet.com> writes:
> The mortal wrote:
> : I recall Bob Puff mentioning that he compensated for a bug in the MIO to
> : achieve 19.2.
>
> The BB has hardware flow control, which is a must-have for high speed
> communication. ^S and ^Q software flow control is nearly extinct these
> days and with modem compression, there is significant delays in when these
> keys are recognized on the BBSs that still support them.
>
>
>>>>

The MIO does have the hardware capability for hardware flow control. All the lines are connected and useable. Perhaps their R: driver (ICDs) doesn't make use of it (which is distinctly possible). I've been going over my MIO manual and it seems that as wonderful as the MIO was, there was a lot of untapped potential.

I'm hoping to disassemble their ROM and look at burning my own... With such things as an improved menu, better R: handler, etc.

--Kurt

2733. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3335ad2c.86709275@news.inc.net>
Source record: 74582

On Fri, 21 Mar 1997 16:42:37 -0800, BobKlaas <bobkla19@tcd.net> wrote:

>Best computer Atari ever messed with and quit was the 1200XL, darn shame
>they did not follow through with their plans for it..Mine one is
>yellowed because I am a smoker..have one put away that is still nice and
>bright.
>
>Still pushing the Atari to its Limit and Atari Corp said it couldn't be
>done..!!
>
>bob
That tar staining can be cleaned off.

Cheers,

Jon (ex-smoker)

2734. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3336b0e3.87659858@news.inc.net>
Source record: 74583
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

On Sat, 22 Mar 1997 05:12:58 -0600, Dan Mazurowski
<smedley.antispam@gte.net> wrote:

>Roger Merchberger wrote:
>>
>> My question is this: Does an ST have an SIO interface to hook up 8-bit
>> peripherals? I'm getting an (Not old - middleaged) 1040ST in May.
>>
>
>No, but there was a custom cable designed for use with Darek Mihocka's
>8-bit emulator on the ST. I can't remember Darek's e-mail address, but
>his company (which markets 8-bit and ST emulators for the Windoze) is
>called Branch Always Software (BRA-Soft) and is on the web... perhaps he
>still sells these cables?
>
>--
> -=-
> -=-=-=-=- Dan Mazurowski -=-=-=-=-
> -=-=-=-=- smedley@gte.net -=-=-=-=-
> -=-
>
> "There's a fine line between clever and stupid."
> - David St. Hubbins (lead singer, Spinal Tap)
>
>Check out my video game retrospect web site!
>
>http://home1.gte.net/smedley/index.htm
>
>To reply via e-mail, remove the .antispam from my ID.

His company is now called Emulators Inc. I wonder if Darek works for
MS, he is in the same neighborhood.

2735. Re: ATTN YOGI! (Well, you said to do this to get your attention.....)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc37dd$cb2f3520$0100007f@LocalHost>
Source record: 74584

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Dave Navajo <knave@usa.net> wrote in article
<5h3vfr$cv@news01.uni-trier.de>...
> Sapphire@moc.cynonni (Janice in NYC) wrote:
>
> >> [10] Pitfall II: Lost Caverns (solved in 18:18)
>
> >How did you finish it? On the copies of the game I have, I know that
> >at one point you're supposed to wait at the edge of a cliff for a
> >balloon to come by and pick you up, but it never comes........are you
> >supposed to like do something special to get the balloon to come?
>
> This was such a great game. It was really hard and I don't see how
> Yogi beat it in 18:18 as it was time-consuming for me. I caught the
> balloon but don't remember how. Thought you just waited at the ledge
> for it or something.
>
> I think I beat the game like once. This is a game that can't really be
> played on an emulator, because it required the split-second timing.
>
> Dave Navajo
>
You shall stand on the ledge, and the balloon goes back and forth quite
frequently. I know a bug in an old copy that will not show the balloons!
Try buying the cartridge if possible!!!
```

2736. Re: 8-bit BBS software

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: bernard@becotel.demon.nl
Message-ID: <1347.7021T1371T1161@becotel.demon.nl>
Source record: 74585

Hello Jim,

On 23-Mar-97 04:32:31, Jim <swampfox@netwalk.com> wrote:

>Does anyone know where I can get 8-bit BBS software?

>I liked Oasis but Express was interesting. Any help is appreciated.

Taken from the :
Atari 8-Bit Computers

Vendors and Developers List

K-Products (Bob Klaas)
4267 Midway Dr
Salt Lake City UT 84120-6035
USA
tel/FAX: (801) 967-7400
BBS: (801) 967-8738 The Repair Shop BBS up 24hr 3-19.2 "Hayes Ultra"
URL:mailto:bobkla19@mail.tcd.net
Vendor: used hardware and software
Developer: BBS Express! Professional v5.0b, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks,
KPI Hard Disk Drive Interface
Repair Shop.

Try to Email him maybe he can give you some more info..

Gtx. Bernard Kok (Sysop of BECO TEL bbs)

--

Bernard Kok BECO TEL (XL/XE support)
bernard@becotel.demon.nl Online : every day from 17-06 GMT
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

Last Updated : 24 Februari > Home Page : http://www.becotel.demon.nl/
Please CHECK ! ! ! HomePage is moved ! ! !

... Job NOT found, [A]bort [R]etry [W]elfare ...

2737. 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: James Mirous <jim.mirous@mail.prostar.com>
Message-ID: <3335C0C2.23B7@mail.prostar.com>
Source record: 74586

```
For Sale:
1200 XL you pay shipping, make offer.
Jim.
```

2738. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <3335C65E.794B@gte.net>
Source record: 74587
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

Jon D. Melbo wrote:
>
> His company is now called Emulators Inc. I wonder if Darek works for
> MS, he is in the same neighborhood.

He was hired by Microsoft right out of college years ago, and he was
still working for them when I met him about 18 months ago. So he's
probably still there.

--
-=-
-=-=-=-=- Dan Mazurowski -=-=-=-=-
-=-=-=-=- smedley@gte.net -=-=-=-=-
-=-

"There's a fine line between clever and stupid."
- David St. Hubbins (lead singer, Spinal Tap)

Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, remove the .antispam from my ID.

2739. Atari 130xe Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: Brian <Darkwing@ica.net>
Message-ID: <3335FD18.30D0@ica.net>
Source record: 74588

Can anyone tell me if it is possible to copy cartridge on disk and then convert it to run in xformer emulator or some other emulator, and how it is done.

Any help would be appreciated. I have this Atari cartridge that i like a lot and would like to try and run it on my pentium machine.

Thanks!!!

dpatekar @ica.net

2740. Re: Xformer Author Turns Down Registered User

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <859170790.23830.0@kwll.demon.co.uk>
Source record: 74589

In article <01bc37e9$7566a4a0$189c099a@amulder>, "M. Diepenhorst" <madie@worldonline.nl> wrote:
>There is just one thing I can say to you:
>
>JUST FORGET ABOUT XFORMER (3.6 and on)
>
>Sorry for you, but this emulator seems rather worthless to me!!

Got to agree. But that's ***NOT*** the point here, is it?

2741. Re: How to program video touch pad

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: Lord Spatula <lbattle@bellsouth.net>
Message-ID: <33362D88.32B7@bellsouth.net>
Source record: 74590

Frank Szymanski wrote:
>
> Hello 8-bit fans,
>
> recently I got a video touch pad for Star Raiders. Although it is nice to
> play this little game I also want to use it for my own programs. How can
> I do this?
>
> Tschuess
> Frank

There is a demo on how to use this controller in the _original_ Atari BASIC reference manual <The one that came with the BASIC cart when it first came out>.. Somebody here should have that manual, and since the program is only 20-30 lines long, should be no problem getting them to type it in & mail it to you.. Yes, I would be willing to do this, but I no longer have this book <or if I do it's going to be impossible to find.. I'm kind of a pack-rat>..

2742. Atari 400 Carts Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A41.3.95.970323212154.32774E-100000@fn2.freenet.edmonton.ab.ca>
Source record: 74591
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

E-Mail me to subscrible to this auction or check out my web page for
current updates.
http://www.freenet.edmonton.ab.ca/~pepper

Rules Follow the Auction
Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

Atari 400/Ect. Carts (all loose unless stated)
****
3D Tic Tac Toe $5 sfyfsi
Action! With Inst. Orange Cart $10 sfyfsi
Alphabet Zoo no label $3 Min
Basic XL Orange Cart $10 sfyfsi
Centipede With inst. $5 Min
Computer Chess $5 Min
Donkey Kong Junior $7 supergun26
Hardball! Complete $6 bworkman
Logic Levels With Inst. $5 sfyfsi
Mac/65 with DDT Orange Cart $10 Min
Pac-man With inst. $5 Min
Rescue on Fractalus $7 sfyfsi
Robotron 2084 With Inst. $6 sfyfsi
Submarine Commander Faded label $6 sfyfsi
Atari XE Laser Gun $7 sfyfsi

Atari 65XE keyboard with Power Supply & Joystick $20 savetz

Other Items in Peppers Auction

Turbo Grafx Games/Systems 16 items Colecovision 7 items
Sega Master Games/System 27 items Genesis 10 items
Atary Lynx Games/System 9 items Virtual Boy System 1 item
Atari 400 Games/Systems 16 items Nintendo/Famicom 70 items
Atari 2600 Games/System 87 items C64 22 items
Atari 5200 Games 7 items Vic-20 30 items
Intellivision Games/System 50 items CD-I 90 items

Auction End March 26/97

Rules:
The 1st part of the auction ends March 26/97
Then a G1, G2, Sold format will occur March 27/97

One update per day or until bidding slows down...
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All items are tested and work, unless stated otherwise..

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

E-Mail bids to

E-Mail pepper@freenet.edmonton.ab.ca
=-
Pepper's Videogame Homepage
http://www.freenet.edmonton.ab.ca/~pepper
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

2743. Re: Xformer 3.6

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: Lord Spatula <lbattle@bellsouth.net>
Message-ID: <333629A4.6326@bellsouth.net>
Source record: 74592

<Re: AT-style keyboard without F11 & F12 keys>

David G. Dahlstrom wrote:
>
> Possibly true...but a keyboard without keys is a real problem.
>
> Dave
>

Very few programs use the F11 & F12 keys.. one that does is Xformer..
Another is Doom <to control gamma-correction>... Otherwise this is the
best keyboard made <practically indestructible, like an Atari 800>...
Isn't there some small patch somewhere that allows the use of Shift-F1 &
Shift-F2 to act as these keys <Worked in the old IBM BASICA>

I know this isn't directly related to the Atari 8-bit, but indirectly it
is, since it is a problem with Xformer.. Anybody?

2744. Re: Atari monitor cable?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: Lord Spatula <lbattle@bellsouth.net>
Message-ID: <33363020.1F6B@bellsouth.net>
Source record: 74593

John Clausen wrote:
>
> Can anyone post the pin out for the Atari 800's monitor port?
>
> Thanks
> John

Yes. This is directly from Mapping the Atari, Revised Edition, Appendix
15:

3 1

5 4
2

1 - Composite Luminance
2 - Ground
3 - Audio Output
4 - Composite video
5 - Composite Chroma

(Looking at the back of the computer itself; the pins are arranged in a
semicircular pattern. I have no idea why they aren't numbered in
clockwise order, but this information IS correct, I have built several
cables that work.)

..an interesting modification is to short either the Chroma or Luma
lines to the Composite Video line. You will get either better color
depth <chroma> or sharper contrast and picture definition <luma>. The
Luma mod works especially well if you are trying to see 80 columns on a
TV <these mods affect the picture even if you are using a TV and RF
box!! Just get a connector to fit the jack & short the necessary pins
together.>

enjoy

2745. Re: ATTN YOGI! (Well, you said to do this to get your attention.....)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: Lord Spatula <lbattle@bellsouth.net>
Message-ID: <33363350.326B@bellsouth.net>
Source record: 74594

Vidar Olavesen wrote:

> You shall stand on the ledge, and the balloon goes back and forth quite
> frequently. I know a bug in an old copy that will not show the balloons!
> Try buying the cartridge if possible!!!

...I used to have the same problem with a disk copy <ROM image of the
cart, I guess> of Pitfall II, I found that using a noDos type loader
<like Fenders 3-sector loader or one of the various MENU programs out
there> got rid of this bug..

2746. Atari 130 XE Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: Brian <Darkwing@ica.net>
Message-ID: <3336286E.7D26@ica.net>
Source record: 74595

Does anyone know how to copy 130 XE Cartridge to a disk, and then have
it
transfered to an IBM PC, and run it in an Atari Emulator.

HELP PLEASE

2747. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5h40vbcir1@zwieracz.psych.uw.edu.pl>
Source record: 74596

Thu, 20 Mar 1997 03:59:15 -0800 Timothy A. Seufert napisal byl w comp.sys.atari.8bit:
> I'm sorry to say that I just can't see anything like this selling for the
> prices Mr. Vendel has been throwing around. If he develops and produces
> the machine on his own dollar, great -- just don't send him advance money

shame on you. i think that curt vendel is really not a type of person who
wants to 'run out' with our money. his idea is really neat, and you should
be happy, that such kind of people exist!

25
--
= wasza KrAp = krap@freud.psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 22-6594364 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

2748. Re: Counterfeit Prototypes (Was Re: New? 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970323041101.XAA00916@ladder01.news.aol.com>
Source record: 74649

Im glad you got the info on B&C to clear up all this sh*t about Pirating
roms.
Its those dam colectors trying to make a BIG buck on the rest of us.

2749. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970323040400.XAA00505@ladder01.news.aol.com>
Source record: 74650

There are a lot of us here in the US and in Europe that are doing just
that keeping the 8bit "Alive" and where doing a gret job to. The 8bit is
a fine system, and one that I have gotten my moneys worth over the years.
Unlike the clone box, you just keep throwing money out the window with all
this upgrade shit.
and it looks like its never going to stop. Well maybe I should say the
bucks STOP here "Pentium 75" 16megs edo ram - 64bit 2 meg MPEG video card.

I think B&C is doing the best thing in doing a run on those NEW 8bit
games, it gives us all a chance to buy them at a fare price, He Hell
with all those clolectors trying to grab a "Prototype" cart just to sell
it to some poor soul for a 100 bucks or more. There the creeps.

8bits Rool dude, The hell with the Clone Shit and save a bundle!

2750. Re: APE questions and comments

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: jeffk914@groucho.roc.servtech.com
Message-ID: <3334b966.2329121@news.supernews.com>
Source record: 74651

On 22 Mar 1997 17:18:28 GMT, ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:

>If your using a MAX232 version of the SIO2PC cable be very careful
> with it, I have had many reports of this design going bad and damaging
> equiptment. I have no idea why it does, but ive never heard of any
> such problems with the 1489 cables.

I'm using a 1489, but it still makes me nervous - especially after using it for a while today, my 130XE (with all the mods) started acting very strangely, on two different occasions. Shutting it off and turning it back on didn't work - it was showing bogus filespecs, crashing, and had some flickery-screen errors - this was directly after running a game and rebooting, so it may have something to do with a bad game, and it just takes the computer a few minutes to recover? Sounds unlikely, but I'd switch to the 800XL I have, that'd work fine, then back to the 130 and it'd work perfectly again. It's odd, because I've had it going for a long stretches of time without hiccuping... I wonder if it's the memory, as I know that at least one or two chips have gone bad (it's a 320K machine.)

>I don't have a UltraSpeed+ OS so I can't add compatibility for it. E-mail
> me and I will give you instructions on how to get the APE
> configuration to ignore ultraspeed.

Will do, thanks.

>If your willing to send me a computer w/ the US+ OS to test with for
> a few days, I will be happy to add supports for it.

Well, switching the smart/stupid toggle appears to be the only issue now, and I'm kind of superprotective about it - I fear that if something happens to it, I wouldn't be able to find another.

>> Third, does anyone have a copy of the program "Fenders" in an ATR
>> format? This was my favorite utility for putting a menu in the boot
>> sector of a floppy so you could boot off of it and get a menu of games
>> to play without loading DOS. If I could get my 8bit drives working
>> again I could theoretically copy it over the SIO2PC cable, but all
>> such tries have been unsuccessful... :(
>
>Is that one different for the 3 soctor boot loader? I have a few
> utilitys that will write that to a disk/image.

Yeah, I used to have several, but I liked Fenders the best - though it may be a moot point, since I tried "menu.atr", Yogi's menuing program that can handle the megaimages (though it appears to only look at d2:,

not sure if it can look at anything higher.)

2751. Trivia

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5h2g7j$b9c$1@nuke.csu.net>
Source record: 74652

Wanted - please e-mail some good trivia questions about the Atari!
(Answers too, of course... and if you wanna think of any, send some
wrong answers too.)

This is for my "Quiz!" game on the web.. so far I've come up with a
few (VERY few) Atari questions... :^/

Also, I'm not going to keep track of who sent what, so if you WANT to be
credited, please make a note of that.

Thanks!

http://zippy.sonoma.edu/kendrick/quiz/

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2752. Star Raiders Tribute

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5h2gb9$b9c$2@nuke.csu.net>
Source record: 74653

If anyone has some suggestions for my Star Raiders Tribute on the web, please let me know! From style changes to ideas for content (ESPECIALLY content :))...

I'm going to hopefully finish up the online version of the origianl SR manual (FINALLY!!!!) and perhaps some day soon start adding some animations, sounds (perhaps even QuickTimes or something?) to spruce up the site more.

Thanks!

http://zippy.sonoma.edu/kendrick/star-raiders/

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2753. Get the Unofficial New Users / Emulator Help FAQ via e-mail!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5h2ggb$b9c$3@nuke.csu.net>
Source record: 74654

I just set up "procmail" on my account the other day, and I've got
my first auto-document fetcher setup! :)

If you would like a text-only version of my "Unofficial Atari 8-bit
New Users and Emulator Help" FAQ, you can now send e-mail to:

kendrick@zippy.sonoma.edu

with the following as the subject:

send emulator faq

Note that the "better" version (which the text version is based on) is
of course available:

http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

SPEAKING of this, since I've been so (unfortunately) out of the Atari
community for such a long time, I need HELP updating this!

So... give me suggestions, additions and corrections! I don't KNOW
what emulators are out there anymore! :)

Thanks!!!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2754. NBS Atari Website Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5h2gmp$b9c$4@nuke.csu.net>
Source record: 74655

The Atari section of my New Breed Software website has been fixed up
a little. (Especially "Cooltris" and "Sludges" existing pages.)

I'd of course love to add MORE software to this site (rather than just
upgrading the damned web pages of all of this OLD stuff :)), but

(1) Too little time at home (near the Atari)
(2) No good development system (Action!'s fast and all, but... :^/
I wish it were more crash resistant and stable and stuff. :(
and had better memory managment .. and... the list goes on :))
(3) No good ideas that are within my reaches :)

So... who wants to help me write some new games for the Atari?

E-mail me!

http://zippy.sonoma.edu/kendrick/nbs/atari/

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2755. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5h2gs3$b9c$5@nuke.csu.net>
Source record: 74656

Cvendel (cvendel@aol.com) wrote:
: I need some feedback from all parties:

: Would you be interested in an all new Atari 8-bit with the following
: specs:

[specs deleted]

YES YES YES

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2756. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5h2hh7$b9c$6@nuke.csu.net>
Source record: 74657

Glenn Saunders (krishna@primenet.com) wrote:

: Others have considered the 65816 upgrade path, most recently FTE, and I
: don't think anything really came of it due to the software-gap.

Good point Glenn. (BTW, HI! Long time no see! :))

What ever DID happen to Mike and 65816 development? I've got a 65816
in one of my 800XL's upstairs and it's done NOTHING since I got it
except run 6502 opcodes! :)

Is there any good 65816 development software out there for the PC, Mac
or (and this would be my preference) Unix?

Hell, if I could sit on my Unix account and whip out some code,
upload it to my 8bit and test it, I'd be pretty happy... :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2757. Re: Parts Still Available

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <5h2leq$39i@sjx-ixn8.ix.netcom.com>
Source record: 74658

My company, American Techna-Vision, has a large stock of parts still
available for your system. Examples:

Power Supply for 800XL, 600XL, 130XE, XEGS, 65XE . . . . $7.50 ea.
Power Supply for 800, 1050, XF551, 1200XL, 850, 400 . . $4.50 ea.
Serial I/O (SIO) cables /13 PIN 3 ft./ $1.50 ea. / (10) for $10.00
1050 Mechanic Assembly complete with read/write head/stepper
belt/drive motor etc. . . . . $9.50 ea. or (10) for $75.00
40 Pin LSI chip set (all the 40 pin chips) for the following units
800XL/600XL/1200XL includes CO14806 CPU / CO12294 POKEY / CO14795
PIA / CO14805 GTIA / CO12296 Antic. Most of these chips are also
used on the 130XE/65XE/XEGS/800/400. . Sets $4.95 ea./ (10) $35.00

MasterCard / Visa Welcome . . . firm established in 1973.

Contact: American Techna-Vision
15338 Inverness St.
San Leandro, Ca. 94579 Phone 510-352-3787

2758. Re: Mostly dead 800.. help wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <5h2lls$pmv@dfw-ixnews6.ix.netcom.com>
Source record: 74659

In <33339986.4B1E@NETCOM.CA> Stuart Simpson <SSIMPSO1@NETCOM.CA>
writes:
>
>Ron Kneusel wrote:
>>
>> Greetings!
>>
>> I came across an 800 and an 800XL, both with power supplies and a
few
>> carts and manauls. When connected to the TV and powered up both
>> machines respond with a blank green screen. I know the 800 supply
works
>> as it ran my 400 (which then told me the carts are good)
>>
>> I pulled the boards out of the 800 and reset the chips to no avail.
I
>> find it odd that both machines are acting the same way.
>>
>> If this is a common problem with the 800s I'd like to know the cure.
>> I'm especially interested in getting the 800 working.
>>
>> Any help appreciated! Aside from playing Star Raiders on my 400,
I'm
>> Atari illiterate, so apologies if this is a stupid question (I _did_
>> look in the FAQ first)
>>
>> - Ron Kneusel
>> rkneusel@post.its.mcw.edu
>
>have you tried cleaning the connections?
>
>I used to own an atari 800 years ago; I sold it to a friend, who later
>decided that it was my fault that it wasn't working. I was able to
fix
>it for him.
>
>In the 800, you can lift the top lid, and get at the ram and rom
boards.
>
>Initially, everything was labelled neatly in large cartridges, since
the
>atari came with 16K stock. The user could add two extra 16k modules
to
>upgrade to a max of 48k. (the rest of the address space was used by

>the system rom, iocbs, screen ram etc.)
>
>open the cartridge door
>
>If you have an earlier 800, there will be two brown tabs that will let
>you open the lid. If you have a "newer" model, then you will need a
>phillips screwdriver.
>
>you will find something like this
>
>16k ram
>16k ram
>16k ram
>12k? rom (might be 10k--I can't remember.)
>
>my computer had
>
>32k ram board (from upgrade)
>16k ram board
>system rom board
>
>the rom board is the one nearest the front.
>
>there are special de-oxidizer cleaners that you can buy to clean the
>contacts on the motherboard and the individual rom/ram boards. Try
>Radio shack.
>
>what I suggest is that you individually remove the boards and clean
the
>gold contacts on each board and then reseat them firmly.
>
>In the case of my old computer, I cleaned the contacts with a pencil
>eraser (my friend was impressed) and the computer then worked fine.
>However, some people think that in the long term, this is bad for the
>contacts, and opt for the cleaner.
>
>(some people are very cautious . . . perhaps overly so)
>
>All computers, after about 5 years or so suffer this oxidation problem
>that is the reasoning behind the gold contacts. wiggling the chips
and
>boards is a good idea, but it might not remove enough of the oxidation
>in order to make a good contact. With the new tin contacts on the new
>PC's (save costs) I imagine this is going to be a more frequent and
>prevalent problem in a few years.
>
>I hope this helps some.
>
>Let me know if you can get it to work.
>

>with the 800xl, I am not sure what to do. Everything was built in on
>the same board, in order to bypass the expense (and space) of the
800.
>
>I used to own one of these as well (I worked at a computer store in
the
>80's) but I never had to fix it. Sorry.
>
>Stuart Simpson

Additonal Note: The machine will power up with 16k only installed.
Try each 16k module in the socket behind the first one, the 10K module
slot. This will indicate whether one of the 16k modules is preventing
operation. - Ralph
>

2759. Re: how to make a .xfd or .atr file ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc3770$d45a8c20$0100007f@LocalHost>
Source record: 74660

Brian C. Allen <bca@udel.edu> wrote in article <333483AC.7FF0@udel.edu>...
> I have an 8-bit emulator running on my PC.
>
> How do I convert an atari file on my PC that has
> and .exe extender, say game.exe, and convert it
> into an .xfd or .atr file?
>
> thanks in advance...
>
> BCA
>
There's a program running on PC called Imagic that does it!

2760. Re: ATTN YOGI! (Well, you said to do this to get your attention.....)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <333527a2.2467286@206.127.32.39X119>
Source record: 74661

On Wed, 19 Mar 1997 07:04:14 GMT, noone@nowhere.com (Yogi) wrote:
> [7] Behind Jaggi Lines! (DARE TO BE
>DIFFERENT!, I always say!)

I';ve always liked that game, but after a while it gets somewhat
boring since it's pretty repetitive.........

> [8] MULE (3/4 player games)
> [9] Ixion
> [10] Pitfall II: Lost Caverns (solved in 18:18)

How did you finish it? On the copies of the game I have, I know that
at one point you're supposed to wait at the edge of a cliff for a
balloon to come by and pick you up, but it never comes........are you
supposed to like do something special to get the balloon to come?

2761. Re: What's the best 8-bit Atari computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <333516C6.15@tcd.net>
Source record: 74662

Think you summed it up pretty well. Bob Wooley surely will appreciate your support of his favorite computer..

The other XL's and XE's built after the 1200XL was produced show definate signs of cost reduction on Atari's part. Not built with the same quality materials.

2762. Re: bincancel:17 large binaries:AR997:@@NCM

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: red@redpoll.mrfs.oh.us
Message-ID: <ARMM-Report-997.a@redpoll.mrfs.oh.us>
Source record: 74663
Cross-posted to: alt.retromod,comp.lang.pascal.delphi.misc,comp.music.midi,comp.sys.atari.8bit,news.newusers.questions,rec.autos.simulators,rec.crafts.marketplace,rec.games.video.nintendo,rec.outdoors.fishing,rec.outdoors.fishing.bass,rec.outdoors.fishing.saltwater,rec.radio.scanner,rec.scuba,rec.sport.snowmobiles,soc.culture.korean,soc.culture.sri-lanka

Large binary posts do not belong in unmoderated discussion groups.

Please read this entire message, the Bincancel FAQ, and the complete
report (see below) before following up to or responding to this article.

As a service to, and with the cooperation of, other news administrators,
I run a program that searches for, and issues advisory cancels for,
large binaries in the akr, biz, comp, humanities, misc, news, nz, rec,
sci, soc, and talk hierarchies.

I have issued 17 cancels for large binary files (average size 233,284
characters - total size 3,965,836 characters) posted to 15 different
unmoderated discussion groups in the comp, news, rec, and soc
hierarchies as follows:
2 rec.sport.snowmobiles
2 news.newusers.questions
1 soc.culture.sri-lanka
1 soc.culture.korean
1 rec.scuba
1 rec.radio.scanner
1 rec.outdoors.fishing.saltwater
1 rec.outdoors.fishing.bass
1 rec.outdoors.fishing
1 rec.games.video.nintendo
1 rec.crafts.marketplace
1 rec.autos.simulators
1 comp.sys.atari.8bit
1 comp.music.midi
1 comp.lang.pascal.delphi.misc

This pointer is being posted to each affected group listed above.
Follow-ups are directed to news.admin.net-abuse.usenet.

If you want to see exactly which file was deleted from a particular
group, read the full report in news.admin.net-abuse.bulletins. The
full report can also be found in news.lists.filters and alt.retromod.
Look for AR997 in the subject, or, if your reader supports it,
use <URL:news:ARMM-Report-997@redpoll.mrfs.oh.us>.

The criteria used to search for this batch of large binaries were:
NEWSGROUPS: Unmoderated groups in the akr, biz, comp, humanities,
misc, news, rec, nz, sci, soc, and talk hierarchies
(except for comp.binaries.apple2, comp.bugs.2bsd, and

rec.games.bolo)
BINARY: base64, binhex, uuencode, and xbtoa encoded files, etc.
SIZE: > 100,000 characters [(size * (# of parts - .5)), if multi-part]

For more information about binary cancels, see the bincancel FAQ,
<URL:http://www.southcom.com.au/~geniac/binfaq.txt>.

Please direct public feedback to news.admin.net-abuse.usenet and private
feedback to red@redpoll.mrfs.oh.us. In the interests of preventing
cross-posted flame wars, please honor the followup-to header and do
not cross-post your reply to multiple groups. Thank you for your
cooperation.

Best wishes,
Dick
--
Richard E. Depew, Munroe Falls, OH red@redpoll.mrfs.oh.us (home)
It's over, and can't be helped, and that's one consolation, as they
always say in Turkey, when they cut the wrong man's head off''
-- Charles Dickens, _The Pickwick Papers_

2763. Re: How are !you! using your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970323120301.HAA16644@ladder01.news.aol.com>
Source record: 74664

How can you love your 8bit when you dont know athing about it?
You have it sitting next to a mac? YUK! Want to hear real good sounds
on 8bit Atari then load up some *.mpt files and enjoy. MD8 are ok, but
not the best the 8bit can do.

2764. Re: How are !you! using your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970323120701.HAA16731@ladder01.news.aol.com>
Source record: 74665

Hey I like your demos :)

I have an 8bit LAN network sitting next to my 586 is only used to Logon
the Internet to get to TAQUART! and Yogi Thats it nothing more.

8bits rool here

2765. Atari Books for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5h36gtjrk1@news3.voicenet.com>
Source record: 74666
Cross-posted to: comp.sys.atari.8bit,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,phl.forsale,us.forsale.computers,sdnet.forsale

Atari Items for Sale plus shipping

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

2766. Re: 800XL keyboard problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E7Hy96.F5z@iglou.com>
Source record: 74667

In article <Pine.ULT.3.90.970322222657.19124A-100000@post.its.mcw.edu>, Ronald T Kneusel wrote:
>
>I'm not sure how these keyboards work since the coating on the "contacts"
>does not conduct. So, here is my question:
>
>What should I do/use to keep this key from shorting out and to get it
>working again? Has anyone run into this before?
>
You can probably get a new keyboard mylar from Best Electronics or
another vendor on the 8-bit Vendors List (look in Dejanews or on an
Atari web site). Or look for another 800XL in a thrift store.
>- Ron Kneusel
> rkneusel@post.its.mcw.edu
>

--
Bill Marcum bmarcum at iglou dot com
"...and eleven long haired friends of Jesus in a chartreuse microbus..."

2767. Antic software for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5h36oljvj1@news3.voicenet.com>
Source record: 74668
Cross-posted to: comp.sys.atari.8bit,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,phl.forsale,us.forsale.computers,sdnet.forsale

```
Atari Items for Sale plus shipping

.................................................................
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.................................................................

................................................

Pre-paid only
Shipping Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209
```

2768. XLIT .19 and GPRIOR-"bug"

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: "M. Diepenhorst" <madie@worldonline.nl>
Message-ID: <01bc378c$6132ce80$239c099a@amulder>
Source record: 74669

Someone already noticed that there is some strange going on with some players. I've not discovered on which players things are going wrong, but some players are displayed at the background of the playfield on my real ATARI and they are displayed in FRONT of the playfield on the XLIT...

Some player # are doing OK and some don't.

This is the GPRIOR-label on 623 (=$026F)

Some strange things are going on if the missiles are used as a 5th player... and either if there is a "illegal" way of programming soft-sprites either.

I try to find some time to write a programm that shows all these "bugs" and I'll send it to Markus.

But one thing must be yelled!!! XLIT IS THE GREATEST ATARI 8BIT EMULATOR EVER MADE!!!!!!!!

I must say most of the games I play are giving me the same kick if I play them with XLIT. Yeah MARKUS: keep doing the good work, and I think your XLIT is much much much more capable making an 8bit of the PC than XFORMER does. Especially your SOUND emulation sounds GREAT.

Some ideas perhaps for further versions: try to emulate some tricky sio access (demos like Cool Emotion, JoyRide but also the bootmenu of ULTRA-Copy disk on Double Density disks isn't booting properly); then I got some timingsproblems on the emulation. If the ATARI-programm takes a lot of cpu-cycles the emulator slows down the whole emulation task :-(.... locking on 50Hz is not always the right way to fix it. Perhaps is my pentium 90 to slow for emulation everything ok, but this is the only point Xformer is doing a better job (the emulation of the timing of the 8bit seems very stable to me.... but perhaps is that because the sound emulating of that emulator is done in a very simple way (stupid way btw). Last idea is perhaps to build in some modem support... Xformer (shareware version) is doing it at 300 baud. HAHAHA at least I like a 19200 support bwahahahahahaha. But ok... you are the author, and you must do what YOU think is right.

THANX for writing this great emulator! I watch out for new versions!

Marius Diepenhorst

p.s. but allways in the first place: REAL ATARI 8bit RULEZZZZZZZZZZZZZZZZZz

2769. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-23 00:00:00 UTC
From: read@my.sig
Message-ID: <33362de1.1971752@news.networx.net.au>
Source record: 74670
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

Dan Mazurowski <smedley.antispam@gte.net> wrote:

>Roger Merchberger wrote:
>>
>> My question is this: Does an ST have an SIO interface to hook up 8-bit
>> peripherals? I'm getting an (Not old - middleaged) 1040ST in May.
>>
>
>No, but there was a custom cable designed for use with Darek Mihocka's
>8-bit emulator on the ST. I can't remember Darek's e-mail address, but
>his company (which markets 8-bit and ST emulators for the Windoze) is
>called Branch Always Software (BRA-Soft) and is on the web... perhaps he
>still sells these cables?
>

Actually, he's changed the URL to

www.emulators.com

and the company is now known as

Emulators Online

```
------------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
------------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
------------------------------------------------------------
```

2770. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5h6pke$821@freenet-news.carleton.ca>
Source record: 74522

Bill Marcum (bmarcum@iglou1) writes:
> In article <01bc3376$b48c91c0$0ff7aecc@127.0.0.1> "Will Fisher" <blackat@direct.ca>
writes:
>
>
>> > XL XL XL XL. XE is just ST styling. XL was classier. Chrome, cream
>> > and coffee.
>
>> XE XE XE XE. XL lookes older,the XE style looked much more classy! =)
>
> I say if you're serious about building this at a reasonable price,
> don't even worry about style. You might even consider selling a PC
> board without case, like the Black Box.

Making a pc board that would fit into a standard PC case would be killer, you
could even use the pc power supply and have +/- 5/12 volts available, w/
power for all those peripherals on hand already.

Now setting all those jumpers to make the case display say 1.79 will be
the only hard part :)

Steve

2771. Re: Don't Fear The Auction's : Huge Second Auc

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: slycy* <read_my_sig@bottom.of.message>
Message-ID: <3336F3E0.770D@bottom.of.message>
Source record: 74523

David Schilling / Lois Wadler wrote:
Perhaps I am missing something here, but why are you bidding $20, when
the opening bid is $5, and no one else has bid (according the
the auctioneer's post).

I must definitely be missing something here.

Cyrus
>
> I don't know if i'm doing this correctly.... having never responded to
> an online auction before. (For that matter i've never responded to a
> posting before...) Anyway, here goes:
>
> I can be reached at: dlsch@earthlink.net
>
> I bid $20.00 for:
> --
> 130 XE - tested w/ power supply, set of paddles (untested), video touch
> pad w/Star Raiders overlay, two 2600 joysticks (untested), owners
> manual,
> T.V. cord, and the following loose cartridges: Defender, and Atariwriter
>
> I bid $2.00 for:
>
> Oss
> ---
> Mac/65 (U)
> Basic XE (U) ------------
> Roklan
>
> Did I do this correctly? If so, do you let each bidder know the
> outcome? Please let me know...
> Thanks.

2772. FS: Atari Computer Goods! Some Listed! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: bensmith@kelly.teleport.com
Message-ID: <5h72gh$lt8@nr1.calgary.istar.net>
Source record: 74524
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Updated Atari Catalogs and find More Atari stuff! I've got HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers, Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks, Labtec Speakers & Under the Monitor Power Directors to Manage & Protect your Equipment. And Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141 Monitors, Atari 1050 Disk Drives, Indus GT Smart Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: 1040STF Computers, MonoChrome Monitors, Monitor Master Switch Boxes, Hard Drives, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II and Scenery Disks, Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, ST Karate, Ultima V, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

2773. FS: Atari Computer Goods! More Atari Stock! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: bensmith@kelly.teleport.com
Message-ID: <5h72h0$m09@nr1.calgary.istar.net>
Source record: 74525
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Updated Atari Catalogs and find More Atari stuff! I've got HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers, Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks, Labtec Speakers & Under the Monitor Power Directors to Manage & Protect your Equipment. And Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141 Monitors, Atari 1050 Disk Drives, Indus GT Smart Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: 1040STF Computers, MonoChrome Monitors, Monitor Master Switch Boxes, Hard Drives, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II and Scenery Disks, Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, ST Karate, Ultima V, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials.

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

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Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

2774. Alternate Reality (Dungeon)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: Chris Allen <Scanman@dial.pipex.com>
Message-ID: <01bc36e5$618443c0$0100a8c0@ScanmaN.dial.pipex.com>
Source record: 74526

My dungeon disk 1 side 1 doesn't seem to work does anybody know why? Or does anybody have a working copy they can mail me?

Cheers

Scanman@dial.pipex.com

2775. 80 Column

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: Asterisk <ampage@geocities.com>
Message-ID: <333733BD.16C2@geocities.com>
Source record: 74527

Is there a way to get 80-column text on an Atari 130XE?

2776. Xformer Cable Info

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: Brian Siano <siano@cceb.med.upenn.edu>
Message-ID: <33372E4D.1507@cceb.med.upenn.edu>
Source record: 74528

Okay, if I'm asking for proprietary information, please
warn me, but I need to know: exactly how does one make an
XFormer cable? Replies by Email, please.

--
Brian Siano - siano@cceb.med.upenn.edu
"And I'm just a battling white cell in the cancer of America."
-- Bill Hicks

2777. Re: Atari 130xe Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970324173653.28085E-100000@fissure.scar>
Source record: 74529

On Sun, 23 Mar 1997, Brian wrote:

> Can anyone tell me if it is possible to copy cartridge on disk and then
> convert it to run in xformer emulator or some other emulator, and how it
> is done.
>
> Any help would be appreciated. I have this Atari cartridge that i like a
> lot and would like to try and run it on my pentium machine.

I use to have the software cartridge copier that would copy 8k or 16k ROM cartridges. It only worked for a few of them, and it wouldn't work on 64k ROMs (like the bank select ones or XE game carts) I think it was in a program called the Pirate's Treasure Chet.

I think there was also a hardware gadget called the Super Pill that allowed you to copy ALL carts, but I don't know anyone that has it.

Alan

2778. Re: Star Raiders Tribute

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970324172611.28085D-100000@fissure.scar>
Source record: 74530

> If anyone has some suggestions for my Star Raiders Tribute on the web,
> please let me know! From style changes to ideas for content (ESPECIALLY
> content :))...
>
> I'm going to hopefully finish up the online version of the origianl
> SR manual (FINALLY!!!!) and perhaps some day soon start adding some
> animations, sounds (perhaps even QuickTimes or something?) to spruce
> up the site more.

Yeah, ask if ANYONE has ever completed Star Raiders and received the
HIGHEST ranking on the hardest level. My best I think was lietenant on
the medium difficulty.

Alan

2779. Re: Xformer Author Turns Down Registered User

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <859295257.8249.0@kwll.demon.co.uk>
Source record: 74531

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In article <5h6qll$ere@canyon.sr.hp.com>, frankh@sr.hp.com (Frank Hamlin) wrote:
>Has anybody received Xformer96 for Win95? I mailed my origional disk
>to him with a self addressed stamped envelope back in October. I'm still
>waiting for the Win95 release. The last I heard so was everyone else.
>It doesn't really make any difference now as Xl-it actually does what
>Xformer claims to be able to do. Xl-it runs most of my atari software,
>while Xformer failed on most. The Win95 release of Xformer will need
>to be a very major improvement over 3.0 and 3.6 to be worth putting onto
>the hard disk.
>
```

Look, I'm with you guys here. I also registered XFormer, but if you want an Atari emulator for Windoe's send ⁄15 to Chris Lam for Rainbow 95. It's excellent!

2780. Re: XL-It 0.19 question...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <859314239.22879.0@kwll.demon.co.uk>
Source record: 74532

In article <3337ed25.971403@news.networx.net.au>, read@my.sig (Stevo) wrote:
>robindhood@geocities.com (Brave, Brave Sir Robin) wrote:
>
>->Does any know if XL-It supports large .ATRs or .XFDs.. In
>particular,
>->I refer to the ones created by APE.. They can be up to 16mb.. So
>far
>->I haven't had success.. Has anyone heard any unsubstaniated rumors
>->that the author may be adding this feature somewhere down the line?
>->
>->Thanks!

XL-it v.019 works with the large ATRs as far as I know. I remember trying some
anyway. NOTE: The ones at ftp.hackerz.com do not have boot-loaders on them!
You'll get a 'BOOT ERROR!!!!!'

2781. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5h6ifq$s0j$1@zwieracz.psych.uw.edu.pl>
Source record: 74533

23 Mar 1997 06:10:47 GMT William Kendrick napisal byl w comp.sys.atari.8bit:
> Is there any good 65816 development software out there for the PC, Mac
> or (and this would be my preference) Unix?

> Hell, if I could sit on my Unix account and whip out some code,
> upload it to my 8bit and test it, I'd be pretty happy... :)

i agree. i wish someone will do it.

32
--
= wasza KrAp = krap@freud.psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 22-6594364 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

2782. Re: Xformer Author Turns Down Registered User

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: "M. Diepenhorst" <madie@worldonline.nl>
Message-ID: <01bc37e9$7566a4a0$189c099a@amulder>
Source record: 74597

There is just one thing I can say to you:

JUST FORGET ABOUT XFORMER (3.6 and on)

Sorry for you, but this emulator seems rather worthless to me!!

XLIT 0.19 is much much much much MUCH more better!! Just give it a try, and I know, that when you have found your right configuration settings, you'll love it!

Here at home my whole room is filled with real atari 8bit computers, but that's not enough for me. NO the PC is emulating ATARI 8bit comps, and ofcourse with XLIT. Even games are emulated that well, you will get the same kick. You don't just play with XLIT, you feel it <g>

Marius

2783. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: paulpenn@southconn.com
Message-ID: <33332e4a.2500207@news.dx.net>
Source record: 74598

Lord Spatula <lbattle@bellsouth.net> wrote:

>...This question was raised earlier, but never answered.. Where are you
>going to get GTIA, ANTIC, POKEY chips.

There was a message here in the newsgroup from someone who had
10,000+ surplus Atari chips for sale at $1.75 each. A run of 100 or
so would not seem to be a problem. Let me know if you need more info
-- I have the message printed out.

Paul Pennington
Augusta, Georgia

2784. Don't Fear's Huge Second Auct (Update 1)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5h4nuk$1k12@newssvr01-int.news.prodigy.com>
Source record: 74599

Don't Fear's Huge Second Auction (Update 1)

Alright kids here we go!

Highlights: Atari 2600 - Boing!, Death Trap w/instructions, Swordquest Waterworld, Shuttle Orbiter w/instructions, Pigs In Space, Rubix's Cube, Pengo (boxed), Shootin' Gallery, Piece O' Cake w/instructions, Tapper, Stunt Man, Spy Hunter, Chuck Norris Superkicks, and Miner 2049er.

Intellivision - Complete Dracula and Whitewater, and loose Commando and Chip Shot Super Pro Golf

Handhelds - Coleco Table Top Donkey Kong, Frogger, and Zaxxon

This Auction contains: Atari 400, Atari 800, Atari XE, Atari 2600, Atari 5200, Atari 7800, Colecovision, Handhelds, Intellevision, Odyssey 2, C-64,

Vic-20, TI99-4A, and other nuggets of joy.

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.
3. Bidding: $1.00 - $20.00 ------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ --> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's
Check all in U.S. funds. If you choose to send a personal check
please allow 2-3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14. Once an item has reached the G2 stage, only those on the update
list may bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the

auction!

Atari 2600

Atari

Combat (C) - boxed
Space War (U)
Outlaw (U)
Slot Racers (U) $2.00 macra
Canyon Bomber (U) - boxed
Super Breakout (U)
Defender (C) - boxed
Warlords (U) - boxed
Indy 500 (U)
Adventure (C)
Demons To Diamonds (U) - shrinkrapped
Championship Soccer (C) - boxed
3-D Tic-Tac-Toe (U) - boxed
Breakout (C) - boxed
Football (C)
Bowling (C)
Circus Atari (C)
Superman (C)
Space Invaders (C) - red lbl/shrinkwrapped
Night Driver (C) - boxed
Golf (C)
Maze Craze (U)
Missle Command (C)
Othello (R) - boxed
Surround (C)
Flag Capture (U) - w/inst
Pac-Man (C) - boxed
Video Pinball (U) - boxed
Asteroids (C)
Berzerk (C) - shrinkwrapped
Casino (U)
Haunted House (C)
Swordquest Earthworld (C)
Swordquest Fireworld (C)
Radiers Of The Lost Ark (C) - boxed
Star Raiders (U) - w/touch pad
Hangman (U)
RealSports Volleyball (U)
RealSports Soccer (U)
RealSports Football (C)
Swordquest: Waterworld (UR) $50.00 macra
Phoenix (C) - shrinkwrapped
E.T. (C) - boxed
Ms. Pac-Man (U) - w/inst

Centipede (C)
Galaxian (U)
Gravitar (U)
Kangaroo (U) $1.00 tick
Pengo (ER) - boxed $25.00 macra
Moon Patrol (U)
Pole Position (C)
Rubix's Cube (ER) $20.00 macra
Taz (R) $1.00 tick
Oscar's Trash Race (R) - lbl plaque $1.00 tick
Big Bird's Egg Catch (R) - lbl plaque $1.00 tick
Sorcerer's Apperntice (R) - w/inst $1.00 tick
Crystal Castles (U) - boxed $0.50 cccp
Pigs In Space (ER) $7.50 bworkman
Millipede (R)
Stargate (U)
Midnight Magic (R) $0.50 cccp
Solaris (U)
Donkey Kong (U)
Donkey Kong Jr. (R)
Venture (R)
Q*Bert (R)
Sprint Master (R) $1.00 tick

Sears

Outer Space (U) - pic lbl
Speedway II (U)
Space Combat (U)
Breakaway IV (C)
Brain Games (R)
Baseball (C)
Race (C)
Gunslinger (U)
Maze (C) - pic lbl
Arcade Golf (U)
Dare Diver (ER) $1.00 cccp
3-D Tic-Tac-Toe (ER) $1.00 cccp
Steeplechase (R) $1.00 tick
Math Grand Prix (R) - pic lbl
Adventure (U)
Dodger Cars (ER) $5.00 rex
Arcade Pinball (R) - pic lbl $2.50 roagie
Asteroids (U)
Missle Command (R)
Bezerk (R)
Pac-Man (C)
Defender (C)

Absolute

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Title Match Pro Wrestling (R) - w/inst $1.00 cccp
Tomcat F-14 (ER) $4.00 rex
----------
Activision
----------
Dragster (C)
Boxing (ER) - blue lbl $2.50 roagie
Checkers (ER) - w/inst $1.00 tick
Fishing Derby (U)
Skiing (U)
Bridge (U)
Tennis (C)
Laser Blast (C) - boxed
Freeway (U) - boxed
Kaboom! (ER) - blue lbl $0.50 cccp
Stampede (U)
Ice Hockey (U)
Barnstorming (U)
Grand Prix (U)
Chopper Command (U) - boxed
Starmaster (U)
Megamania (U)
Pitfall! (C)
Sky Jinks (R)
River Raid (U)
Spider Fighter (U)
Seaquest (R) - boxed
Oink! (R) - w/inst $0.50 cccp
Dolphin (R) $2.00 rex
Keystone Kapers (ER) - blue lbl $0.50 cccp
Enduro (U)
Plaque Attack (R) $0.50 cccp
Robot Tank (R)
Crackpots (R)
Decathalon (R)
Frostbite (R) $1.00 tick
Pressure Cooker (R) $0.50 ron moore
Space Shuttle (ER) - blue lbl $2.50 roagie
Pitfall II (R) $0.50 cccp
H.E.R.O. (R) - lbl wear $1.00 tick
Beamrider (R) - screws showing $5.00 macra
Kung Fu Master (R) - w/inst $0.50 cccp
Commando (R) $0.50 cccp
Ghostbusters (ER) - blue lbl $0.50 bworkman
------
Apollo
------
Space Cavern (U) - blue lbl $1.00 tick
Space Cavern (U) - red lbl
```

Lost Luggage (U) - green lbl $1.00 tick
Shark Atack (U) - boxed $1.00 tick
Infiltrate (U) $1.00 tick
Final Approach (R) $1.00 rex

Avalon Hill

Death Trap (UR) - w/inst $20.00 rex
Shuttle Orbiter (UR) - w/inst $20.00 rex

CBS

Wizzard Of Wor (R)
Gorf (U)
Blueprint (U) - writing on lbl
Solar Fox (U) - lbl damage
Omega Race (U) - w/inst and broken Booster Grip $0.50 ron moore
------
Coleco

Zaxxon (U) $1.00 tick
Venture (C)
Mouse Trap (U)
Smurfs R.I.G.C. (U) $1.00 tick
Carnival (U)
Donkey Kong Jr. (R)
Mr. Do! (R) $1.00 tick
Roc 'N Rope (R) $1.00 tick

Data Age

Encounter at L-5 (U) - end lbl damage
Airlock (C)
Journey Escape (C) - boxed no inst
Bermuda Triangle (R) $1.00 tick
Frankenstein's Monster (R) - screws showing w/inst $3.00 rex

Epyx

Summer Games (R)
Winter Games (R)

First Star

Boing! (ER) $15.00 jearney

Froggo

Sea Hawk (R) $2.50 bworkman

Imagic

Trick Shot (R)
Demon Attack (ER) - blue lbl $0.50 cccp
Star Voyager (C)
Atlantis (U)
Cosmic Ark (U)
Fire Fighter (R)
Shootin' Gallery (ER) $3.00 rex
Riddle Of The Sphinx (U)
Dragonfire (C)
Fathom (R) $3.00 rex
Quick Step (R) - w/inst $1.00 tick

M Network

Adventure of Tron (U) $1.00 tick
Masters of the Universe (R) $3.00 rex
Burgertime (R) - writing on back $1.00 tick
Kool-Aid Man (U) $3.00 rex
Space Attack (C) - boxed
Tron Deadly Discs (U)
Lock 'N Chase (C) - shrinkwapped
Frogs And Flies (U) - w/inst
Astroblast (U) - boxed
Dark Cavern (U)
Intl. Soccer (U) $1.00 tick
Air Raiders (R)
Bump 'n' Jump (R) - w/inst $1.00 rex

Mythicon

Sorcerer (U)
Fire Fly (U)
Star Fox (U)

Panda

Stunt Man (R) $3.00 roagie

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions $1.00 tick
Amidar (U)
Super Cobra (U) $0.50 cccp
Reactor (U)
Sky Skipper (R) - w/box top, inst, no lbl $1.00 tick
Q*Bert (C)
Strawberry Shortcake (U) $0.50 cccp

Sega

Tac-Scan (U) - lbl damage
Thunderground (R) $1.00 tick
Star Trek S.O.S. (R) $1.00 tick
Buck Rogers: Planet Zoom (U) $1.00 tick
Congo Bongo (R) - lbl plaque $0.50 cccp
Tapper (ER) - slight lbl wear $5.50 bworkman
Spy Hunter (ER) $5.50 bworkman

Telesys

Coco Nuts (R) $0.50 cccp

Tigervision

Miner 2049er (ER) $5.00 cccp

20th Century Fox

Worm War I (U)
Mega Force (R) $0.50 cccp
Alien (R) $0.50 cccp
Turmoil (U)- boxed
Crypts Of Chaos (R) end lbl damage w/inst $0.50 cccp
M*A*S*H (U)
Flash Gordon (R) $0.50 cccp

U.S. Games

Space Jockey (C)
Sneak 'N Peek (R) - w/inst $1.00 tick
Word Zapper (U) $0.50 cccp
Commando Raid (R) - w/inst $0.50 cccp
Name This Game (R) - fancy cart $0.50 cccp
Squeeze Box (ER) $2.00 cccp
Eggomania (R) - w/inst $1.00 tick
Piece O' Cake (ER) - w/inst $5.00 rex
Entombed (ER) $2.00 cccp

Xonox

Ghost Manor/Spike's Peak (U) - w/inst $1.00 cccp
Chuck Norris Superkicks (ER) $7.00 rex

Systems

Atari 2600: four switch, black front panel in original box w/two
working joysticks, set of paddles, power supply, R/F modulator, and
the following loose games: Combat, Defender, Space Invaders, Missle

Command, Pac-Man, Asteroids, Bezerk, Swordquest Fireworld, Raiders of
the Lost Ark, RealSports Football, E.T., Pole Position, Target Fun,
Pitfall!, Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx,
Astroblast, and Frogger.
$5.00 cccp

Sears Video Arcade II (2800) w/two controllers, and a R/F modulator
$5.00 roagie

"Franklinstein" A handcrafted American orignal device that allows
the user to interchange chips to play diffrent games. Comes with
eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!,
Amidar, Demon Attack, and Pitfall!. The device itself is homemade,
not the games. Also comes with case. If there are any questions
don't hesitate to ask. This thing is trully one of a kind.
$5.00 awwatkin

Atari 5200

Congo Bongo (R) $1.00 cccp
5200 Trac Ball $1.00 cccp
2600 adapter - untested $1.00 cccp
5200 controller - untested $1.00 cccp
5200 controller - untested $1.00 cccp

Atari 7800

Asteroids (R) - damaged box
Food Fight (R) - damaged box $1.00 tick
Pole Position II (C)
Xevious (U) - damaged box
Donkey Kong Jr. (R) $1.00 tick

ColecoVision

Decathlon (U) $1.00 Jeff
Donkey Kong (C)
Donkey Kong Jr. (C)
The Heist (U) $0.50 ron moore
Keystone Kapers (R) $0.50 ron moore
Popeye (C)
River Raid (U) $0.50 ron moore
Slurpy (ER) - lbl wear $1.00 cccp
Smurfs R.I.G.C. (C) - boxed
Super Action Baseball (C)
Super Action Football (C)
War Games (C)
Wing War (U)

ColecoVision Expansion Module #1 (2600 adapter) $2.00 cccp

System

ColecoVision w/two working controlers, power supply, T.V. cable, R/F
modulator, 2600 Expansion Module, and the folowing loose games:
ColecoVision Donkey Kong and Zaxxon, 2600 Combat, Pac-Man, Asteroids,
Space Invaders, Bezerk, and Pitfall!
$7.00 cccp

Handhelds

Coleco Table Tops

Donkey Kong (C) $5.00 roagie
Frogger (R) $5.00 min
Zaxxon (IR++) $10.00 min

Intellevision

Matell

Auto Racing (U) - complete
ABPA Backgammon (R) - w/two overlays
Armor Battle (C) - complete
NASL Soccer (U) - complete
U.S. Ski Team Skiing (C) - complete
Sea Battle (C) - complete
NFL Football (C) - complete
L.V. Poker/Blackjack (C) - complete
Space Battle (U) - complete
Major Leage Baseball (C) - complete
NBA Basketball (U) - w/2 overlays
Advanced D&D (U) - complete
USCF Chess (R)
Space Spartans (U) - complete
Astrosmash (U) - shrinkwrapped
Snafu (C) - complete
Space Armada (C) - complete
Triple Action (C) - complete
Bomb Squad (U) - complete
B-17 Bomber (U) - complete $0.75 beamontj
Loco-Motion (U)
Burgertime (U) - w/2 overlays
Kool-Aid Man (R)
Bump 'n' Jump (U)
Power Of He-Man (U)
Space Hawk (U) - complete
Utopia (U) - white lbl w/xerox inst
Star Strike (C) - complete
AD&D: Treasure Of Tarmin (U) - white lbl w/2 overlays $1.00 beamontj
Frog Bog (U) - w/2 overlays
Night Stalker (C) - shrinkwrapped
TRON Deadly Discs (C) - complete

TRON Maze-A-Tron (R) - complete
Lock 'n' Chase (C) - shrinkwrapped

INTV

Chip Shot Super Pro Golf (ER) $1.00 cccp
Commando (ER) $1.00 cccp

Activision

Pitfall! (U) - complete $0.50 cccp
Happy Trails (R) - 2 overlays $0.50 cccp
The Dreadnaught Factor (R) $1.00 cccp

Atarisoft

Centipede (R)

Coleco

Donkey Kong (C) - shrinkwrapped
Donkey Kong Jr. (R) $0.50 bworkman

Imagic

Atlantis (U) - shrinkwrapped
Beauty & The Beast (U)
Microsurgeon (U) - complete
Dracula (ER) - complete $2.00 cccp
Nova Blast (U)
White Water! (ER) - Complete $2.00 cccp

Parker Bros

Frogger (C) - w/box
Q*Bert (C)

Sears

Armor Battle (R) - complete
Astrosmash (R) - complete
Boxing (R) - complete
Football (U)
Golf (U) - white lbl w/2 overlays
Horse Racing (R) - complete
Space Hawk (R) - complete

Overlays

Package #1: Sea Battle (2), Space Armada (2), Baseball

(2), Snafu (2), Auto Racing (2), Night Stalker (2), Microsurgeon (2), Atlantis (2), Triple Action (2), Tron Deadly Discs (2), Pitfall! (3), Space Spartans (3), Dragonfire

Package #2: Lock 'n' Chase (2), Mission X (2), Poker/Blackjack (2), Mouse
Trap (2), Star Strike (2), Demon Attack (2), Space Battle (2), Pinball (2), Skiing (2), Astrosmash (2), Space Hawk (3), Sub Hunt, AD&D Treasure Of Tarmin

Systems

Intellivision w/two working controllers, power supply, R/F modulator, and the following games: complete Astrosmash and Night Stalker, loose Atlantis, Space Battle, Triple Action, Star Strike, Major League Baseball, Beauty & The Beast, and Donkey Kong
$5.00 tick

Intellivision II w/two controllers and loose Astrosmash
$2.00 Jeff

Intellivoice Voice Synthesis Module in box w/complete B-17 Bomber, and Space Spartans $2.00 cccp

Odyssey 2

Speedway!/Spin-Out!/Crypto-Logic! (C) - complete
Football! (U) - w/box
Sub Chase!/Armor Encounter! (C) - complete
Bowling!/Basketball! (U) - complete
Baseball! (C) - complete
Thunderball! (R) - complete $1.00 cccp
Alpine Skiing! (U) - complete
The Quest For The Rings! (U) - complete $1.00 tick
K.C. Munchkin! (C) - complete $1.00 tick
Pick Axe Pete! (U)

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!, Dynasty!/Directional Dynasty!, and K.C. Munchkin!
$5.00 cccp

Atari 400/800

Atari

Archon (C) $0.50 bworkman
Assembler Editor (U)
BASIC (C) w/reference guide

Centipede (C)
Flight Simulator II (C)
Hardball (U) $1.00 Jeff
Missle Command (C)
Ms. Pac-Man (C)
One on One Bball (U)
Pac-Man (C)
Super Breakout (C)
Star Raiders (C)
Pilot (U) $0.50 bworkman
Galaxian (C)
Defender (C)
Atari LOGO (U) - w/manual
Robotron 2084 (C) $0.50 bworkman
Atariwriter (C)
Joust (C)
Moon Patrol (C)
Ballblazer (C) $0.50 bworkman
Blue Max (U)
Bug Hunt (U)
Necromancer (U) $0.50 bworkman

Activision

Kaboom! (U) $0.50 bworkman
Megamania (U) - lbl tear $0.50 bworkman
Pitfall! (U) $0.50 bworkman

Big Five Software

Miner 2049er (C)

Epyx

Gateway To Apshai (U) - w/inst $1.00 Jeff

IDSI

Speedway Blast (R)

Oss

Mac/65 (U)
Basic XE (U)

Roklan

Deluxe Invaders (C) - w/inst $0.50 bworkman
Wizards Of Wor (C) - lbl severely faded $1.00 Jeff

Sega ----
Star Trek: S.O.S. (U)

Spinnaker

Alphabet Zoo (U) - boxed
Delta Drawing: Learning Program (U) - w/inst
Kids On Keys (U)
Kindercomp (U)
Story Machine (U)

Systems & computer related items
----
130 XE - tested w/ power supply, set of paddles (untested), video touch pad w/Star Raiders overlay, two 2600 joysticks (untested), owners manual, T.V. cord, and the following loose cartridges: Defender, and Atariwriter $5.00 min

800 XL - tested w/power supply, T.V. cord, and a 2600 joystick (untested)
$3.00 Jeff

600 XL - tested w/power supply, owners manual, and a 2600 joystick(untested)
$2.00 min

Atari 1010 Program recorder - untested w/power supply, owners manual, connecting cord, and the following loose cassettes Player Missle Graphics and Basics of Animations
$1.00 min

Atari Touch Tablet - tested w/Atariartist cart and owners manual
$5.00 roagie

Atari Light Pen - tested w/Atarigraphics cart
$5.00 roagie

Suncom Animation Station - untested w/owners manual
$5.00 roagie

Atari 1020 Printer - untested w/power supply and roll of paper
$1.00 min

Voice Box Speech Synthesizer by The Alien Group - untested
$1.00 min

Inside Atari Basic: a fast, fun, and friendly approach. By Bill Carris
$0.50 min

Atari DOS 2.5: XF551 Disk Drive owners manual
$0.50 min

Boulderdash Construction Kit: instruction manual
$0.10 min

Ghost and Ghouls: instructions
$0.10 min

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL, 65 XE, and 130 XE. Comes with owners manual. Untested
$0.50 min

Software: SubLogic Japan scenery disk (5.25) for use w/Flight Sim. II. Comes with owners manual, and approach charts. Untested
$0.50 min

Software: Adventure Maker/Tax Template (5.25 disk). Untested
$0.50 min

Software: Spinnaker's In Search Of The Most Amazing Thing (5.25) Untested
$0.50 min

Six 5.25 disks: Could contain Government cover-ups. Untested
$0.50 min

Vic-20

Atarisoft

Pac-Man (C) - w/box

Commodore

16K Memory Expander
Vic Avenger (C) - complete
Super Alien (C) - complete
Radar Rat Race (C) - complete
Raid On Fort Knox (C) - complete
Adventure Land Adventure (C) - complete
Pirate's Cove Adventure (C) - complete
Sargon II Chess (C) - complete
Cosmic Cruncher (C) - complete
Gorf (C) - complete
Omega Race (C) - complete
Star Post (U) - complete

Imagic

Demon Attack (C) - complete
Atlantis (C) - complete
Dragonfire (C) - complete

Sega

Star Trek [S.O.S.] (C) - complete

Vic-20 Cassettes

Academy Software

Typing Tutor/Word Invaders - complete

Commodore

An Introduction To Basic: Part 1 - complete
An Introduction To Basic: Part 2 - complete

System

Vic-20 in orignal box w/power supply, R/F modulator, and T.V. Cord
$2.00 min

VicModem in orignal box

C-64

Gateway To Apshai
Decathalon

TI99-4A

Burgertime (R) - w/inst $0.50 bworkman
Aligator Mix (R) $0.50 cccp
Early Reading (R) $0.50 cccp
Donkey Kong (VR) $0.50 cccp

System

TI99-4A in orignal box w/power supply, R/F modulator, and owners
manual
$2.00 cccp

Misc Stuff

Donkey Kong Trading cards - 3 unopened packs $5.00 min
Atari 2600 Power Supply - in orig box $1.00 beamontj
Atari Ultra Pong Doubles - in orig box $0.50 awwatkin
Atari Video Pinball/Breakout System $0.50 awwatkin
Sears Telegames Pinball/Breakay System - in orig box w/inst & R/F
modulator
$0.50 awwatkin

Atari Game Center (plastic case to hold games and system) $1.00 cccp
Telegames Center (plastic case to hold games and system) $1.00
beamontj
2600 Joystick $0.50 cccp

2600 Joystick $0.50 cccp
2600 Joystick $0.50 awwatkin
2600 Joystick $0.50 awwatkin
2600 Paddles - untested $0.50 awwatkin
2600 Paddles - untested $0.50 awwatkin
2600 Driving Controllers (2) - untested $0.50 awwatkin
2600 Keybord Controllers - untested $1.00 tick
2600 Track Ball $2.00 cccp
Atari Video Touch Pad $0.50 cccp
7800 Joystick $1.00 tick
7800 Joystick $0.50 awwatkin
Champ Joystick (retractable cord) $0.50 cccp
Suncom Star Fighter Joystick $0.50 cccp
Spctravision Joystick $0.50 cccp
Coleco Super Action Controller (doesn't work) $0.50 cccp
Coleco Super Action Controller (doesn't work) $0.50 cccp
Coleco Super Action Controller (doesn't work) $0.50 cccp
Coleco Adam Controller (doesn't work)
Atari Computer Power Supply - untested/very heavy/"the log"
Atari Computer Power Supply - untested/shady
Tyco Electric Racing Power Pack - untested $0.10 min
Chaos Strike Back: software manual $0.10 min
Box of 10 Xerox 5.25 floppy disks

This auction is dedicated to Bill Musselman and University of Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

2785. Re: Xformer Author Turns Down Registered User

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: "M. Diepenhorst" <madie@worldonline.nl>
Message-ID: <01bc3814$b63a32a0$119c099a@amulder>
Source record: 74600

Lawrence Staveley <monkfish@kwll.demon.co.uk> wrote in article
<859170790.23830.0@kwll.demon.co.uk>...
> In article <01bc37e9$7566a4a0$189c099a@amulder>, "M. Diepenhorst"
<madie@worldonline.nl> wrote:
> >There is just one thing I can say to you:
> >
> >JUST FORGET ABOUT XFORMER (3.6 and on)
> >
> >Sorry for you, but this emulator seems rather worthless to me!!
>
> Got to agree. But that's ***NOT*** the point here, is it?

No that isn't the point, but sometimes you can better forget something, to
get out of "trouble." XFORMER is already disqualified in the rice between
XFORMER and XLIT. It is impossible to win for XFORMER anymore.

Marius

2786. Re: ATTN YOGI! (Well, you said to do this to get your attention.....)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <3335b8b7.2487827@news.injersey.com>
Source record: 74601

On Sun, 23 Mar 1997 20:15:50 GMT, knave@usa.net (Dave Navajo) wrote:

-Sapphire@moc.cynonni (Janice in NYC) wrote:
-
->> [10] Pitfall II: Lost Caverns (solved in
18:18)
-
->How did you finish it? On the copies of the game I have, I know
that
->at one point you're supposed to wait at the edge of a cliff for a
->balloon to come by and pick you up, but it never comes........are
you
->supposed to like do something special to get the balloon to come?
-
-This was such a great game. It was really hard and I don't see how
-Yogi beat it in 18:18 as it was time-consuming for me. I caught the
-balloon but don't remember how. Thought you just waited at the ledge
-for it or something.
-
-I think I beat the game like once. This is a game that can't really
be
-played on an emulator, because it required the split-second timing.
-
-Dave Navajo
-
You go to the edge of the cliff and jump straight up. After the bat
leaves the screen, the balloon comes out. If the balloon graphics are
corrupted, you have the uncracked copy and need to d/l a new one. Grab
the balloon all the way to the top.

I got 18:18 because I used to listen to Tangerine Dream "force
majeure" track 1 is 18:18, it wasnt easy. BTW, you can finish in on an
emulator because I have on xl it.

-
-
-
-

2787. Re: WTB: Atari Editor/Assembler Disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970324091300.EAA26772@ladder01.news.aol.com>
Source record: 74602

In article <01bc37bc$456c8350$b5242299@christina>, "John McCormick" <johnmcc@gte.net> writes:

>I am purchasing an Atari 800XL with 1050 disk drive. I want to do assembler
>on this machine. I would like to purchase a primo editor assembler package.

My best recommendation would be to find a MAC/65 cartridge. B&C Computervisions may still have some, but unfortunately I don't have their number handy... dB^(

2788. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: bmarcum@iglou1
Message-ID: <BMARCUM.97Mar24074342@iglou1>
Source record: 74603

In article <01bc3376$b48c91c0$0ff7aecc@127.0.0.1> "Will Fisher" <blackat@direct.ca>
writes:

> > XL XL XL XL. XE is just ST styling. XL was classier. Chrome, cream
> > and coffee.

> XE XE XE XE. XL lookes older,the XE style looked much more classy! =)

I say if you're serious about building this at a reasonable price,
don't even worry about style. You might even consider selling a PC
board without case, like the Black Box.
--
Bill Marcum bmarcum at iglou dot com
"...and eleven long haired friends of Jesus in a chartreuse microbus..."

2789. Re: Star Raiders Tribute

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: mauricem@phonewave.net
Message-ID: <33365c72.119228496@nntp.sierra.net>
Source record: 74604

On 23 Mar 1997 05:50:33 GMT, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>If anyone has some suggestions for my Star Raiders Tribute on the web, >please let me know! From style changes to ideas for content (ESPECIALLY >content :))...

Well, since you asked...

Under "Author" you should have more on Doug than you have here. ANALOG printed an interview with Mr. Neubar (is that spelled right?), in 1986 (Sept. or Oct. issue) and you might want to get soem data from it.

Under "Features" you didn't mention that the explosions are in true 3D (hence the reason the game slows down when something blows up).

--Maurice

2790. Re: Printing with HP4L

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5h5vkk$6vc@dfw-ixnews3.ix.netcom.com>
Source record: 74605

In article <3332F063.3D5@pacbell.net>,
rwoolley@pacbell.net wrote:
>Bob Malay - Loral - X7750 wrote:
>>
>> Hi,
>>
>> I've got a HP 4ML (same as the 4L - except it does PostScript
>> and PCL and has both a serial and parallel connection). I'd
>> like to connect this up to the Atari via the BlackBox. Will
>> I be able to print to this printer in PCL mode??
>>
>> Bob Malay
>>
>
>Sure. The HP will run text OK, but you will need a driver for graphics.
>The printer commands are the same, even from an 8-bit. I wrote a simple
>graphics driver for my DeskJet, which is pretty much the same...
>
>Bob Woolley
>

Bob,
Check at the unich archive. I believe there is an HP Laserjet printer driver there.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

2791. Re: Atari 8-bit and ZIp drive?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: bmarcum@iglou1
Message-ID: <BMARCUM.97Mar24080706@iglou1>
Source record: 74606

In article <5h4072$qkc@netnews.upenn.edu> siano@cceb.med.upenn.edu (Brian Siano) writes:

Has anyone worked out a way of using a ZIP drive with an Atari
8-bit? It'd sure make it easier to transfer my old Atari files to my
PC. Any effort in this area?

The SCSI Zip drive might work with a Black Box, but I don't know if a
PC would be able to read the disks.

--
Bill Marcum bmarcum at iglou dot com
"...and eleven long haired friends of Jesus in a chartreuse microbus..."

2792. I need xep80 parallel port technical specifications.

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: slycy* <read_my_sig@bottom.of.message>
Message-ID: <33369CF7.5B15@bottom.of.message>
Source record: 74607

Does anybody have the documentation for XEP80? I need
the technical specifications for the parallel port.

Cyrus

reply to: cyk0@hotmail.com

2793. FS/T: Atari 8-bit hardware/software

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: John McCormick <johnmcc@gte.net>
Message-ID: <01bc3867$c21452b0$902e2299@christina>
Source record: 74608

```
For Sale/Trade
==============
1 - MicroPrint Parallel Printer Interface (Atari 850 interface compatible)
works with Atari 400, 800, 600XL, 800XL (according to packaging).

1 - Broderbund Software - "The Print Shop" software on diskette. Complete
docs/packaging.

1 - Atari - "Atariwriter - 'A word processor'" software on 16k cartridge.
Complete docs/packaging.

1 - Synapse - "FileManager+" database software on diskette. (Atari 800xx
compatible). Complete Docs/packaging.

1 - VisiCorp - "VisiCalc" the first spreadsheet, software on diskette.
(Atari 800xx compatible). Complete Docs/packaging.

Wanted
======
MAC/65 cartridge. w/Documentation
C Compiler package. w/Documentation.

Please respond via e-mail. I will check as often as my schedule allows.

Buyer pays any shipping costs. Prefer to deal in US/Canada only.

Thanks!
```

2794. 256K RAM DIP Chips

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <859218622.14537@dejanews.com>
Source record: 74609

I have fifty-two 256K DIP Chips that I would like to sell. I know these chips are usable to modify existing Atari 130 XE's to 320K or 512K upgrades. If you are interested, please make me an offer for the whole lot or it can be broken down to smaller amounts, as requested. Best Offer + shipping takes the lot or make an offer (+ Shipping) for smaller amounts desired.

Ron Powalisz

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2795. atari 8-bit, 2600, 5200, 7800, other hardware, PSX to trade

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: Kirk Prodzinski <kprod@infinet.com>
Message-ID: <33369F4E.2ABD@infinet.com>
Source record: 74610

I have a large trade list available, it has 8-bit carts,hardware.
7800,5200, 2600 carts and some PSX games for trade..
Other misc Hardwares too...

My main wants are:
2600 carts.. I will have a want list up soon need mostly more rare 3rd
party stuffs
5200 harder to find stuffs
7800 ERs
Vectrex Joystick and carts
atari XEGS system
8-bit carts
other stuffs ? :)

check it out :
http://www.infinet.com/~kprod/

2796. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <3336b7eb.3332992@news-east.sony.com>
Source record: 74611
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Bob,

You were screwed, and so were Atari owners.

As you discovered you had to have a "Storefront" and carry Atari products to be an authorized service center. Unfortunatly computer and video game stores are usually not run by people who fix things, so what you get is shoddy, overpriced unproffessional service. You can thank the folks in sales and marketing for this at Atari.

For the record, you may not remember me......but I tried hard to get you authorized in Salt Lake City. You had a very good reputation at Atari. Do you feel any better now........

jj

BTW: Here we are 15 years latter and nothing has changed!

If you own a new game console you do not have the same repair and service options as if you were a computer, TV, or VCR owner. Try to get parts or service information on any new console.

Opinions expressed are my own, and do not reflect my employers.

On Fri, 21 Mar 1997 17:10:43 -0800, BobKlaas <bobkla19@tcd.net> wrote:

>Good for you!!!
>
>
>Lets start a freking WAR....
>
>Old Screwed Atari Game Programers I/WE want you and your efforts..Have
>an inovative Idea want it Distributed without being SCREWED?? Ok I have
>been reapiring these things since the 80's..Know how you feel..Atari
>would not at the time authorise me/myself as a Repair Center but,
>authorised my set up to a local dealer as a Repair Center...he took the
>product I fixed it then he passed on..sad..ok lets gang up on the
>comunity..if they want New Products..you furnish I distribute we share
>whatever is reached in an agreement...as to Nice Fancy covers..who needs
>it..documentaion is a must..I am not above helping in this area..Nice
>Flash covers ect cost $$$$ and what happens to it..gets abused and not
>useable..MAKE SENSE??..GET BACK THROUGH E-MAIL
>
>Lets start a new Thread..What do you the user think?? Out of line out
>of sight???
>

>bob

2797. Atari Stuff for sale, including a 800XL w/ 256k memory added

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: Brian <bcostell@isd.net>
Message-ID: <01bc3880$9d88f860$9ec801cf@default>
Source record: 74612

Great Atari stuff!!! Old member of S.P.A.C.E.(Saint Paul Atari
Enthusiasts) is selling all of our Atari stuff. I am posting this for my
dad. We have over one hundred games, commercial, and programmed by other
SPACE members. There are 2 800XL units we're selling, one with 256k
memory, and one 130XE, and also
4 1050 drives
2 850 interfaces
1 1010 printer
1 2400 modem
2 color monitors
2 1020 color plotters
1 daisy wheel printer
1 Epson printer
2 tape drives
4 joysticks
2 trackballs
2 paddle
Books
Magazines,
DOS 1.0-3.0
Mucho business
game(Frogger, Ultima 8, Lode Runner, etc.)
graphic
SPACE DOM's disks and cartridges.

This is just a quick posting, and we have much more not listed. Asking
$500/BO for all Atari stuff you'll ever need. Period. E-mail at
bcostell@isd.net

2798. Yar's Revenge + E.T.

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: Justin_Rollins@discovery.umeres.maine.edu
Message-ID: <msg4152.thr-f2f864.4c4d19@discovery.umeres.maine.edu>
Source record: 74613

In the instruction manual for Yars it says that if you do your vicory
dance when the evil head is blowing up that the ghost of yar can be
seen or somesuch stuff like that... has anyone ever
see this "ghost" Or seen Yar show up in ET? He flew out of the hole
when I fixed the flower
once.... instead of the flower growing...
I like Yar. It is fun

2799. Re: Counterfeit Prototypes (Was Re: New? 8 Bi

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <3336d75e.11385932@news-east.sony.com>
Source record: 74614

On 22 Mar 1997 05:58:21 GMT, cvendel@aol.com (Cvendel) wrote:

>When Bruce bought out the remaining boxes of Atari eproms he was given
>consent from Atari that anything he found within those boxes he owned,
>therefor he has every right to burn copies, he's not doing it illegally,

Huh?

He was sold the intellectual rights to the games as well as the
physical Eproms. I find this very hard to believe Curt. If this is the
case it was the deal of the century.

jj

>he was given permission, therefor he's not doing anything wrong, itself of
>complaining you should be happy to have some fresh new games to play on
>the 8-bits.
>
>Curt
>
>Curt Vendel
>Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
>Email: cvendel@aol.com
>Web Site: http://members.aol.com/cvendel/vaporware.html
>

2800. Re: Don't Fear The Auction's : Huge Second Auc

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: David Schilling / Lois Wadler <dlsch@earthlink.net>
Message-ID: <3336D6A2.5EE@earthlink.net>
Source record: 74615

I don't know if i'm doing this correctly.... having never responded to an online auction before. (For that matter i've never responded to a posting before...) Anyway, here goes:

I can be reached at: dlsch@earthlink.net

I bid $20.00 for:
---
130 XE - tested w/ power supply, set of paddles (untested), video touch pad w/Star Raiders overlay, two 2600 joysticks (untested), owners manual,
T.V. cord, and the following loose cartridges: Defender, and Atariwriter

I bid $2.00 for:

Oss

Mac/65 (U)
Basic XE (U) ------------
Roklan

Did I do this correctly? If so, do you let each bidder know the outcome? Please let me know...
Thanks.

2801. Re: 800XL keyboard problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <3336d640.11099107@news-east.sony.com>
Source record: 74616

Ron,

Does the "=" key come up with the keyboard removed? If so the Pokey or
the two 4052 key decoders are bad.

If the keyboard is really bad, you could probably clean the mylar and
or fix the traces with some conductive paint used to fix rear
windsheild defogger elements.

Buying a new keyboard from Best as suggested by others would not be a
bad idea.

jj

On Sat, 22 Mar 1997 22:33:22 -0600 (CST), Ronald T Kneusel
<rkneusel@post.its.mcw.edu> wrote:

>
>I'm working on restoring a dead 800XL (which I have working now thanks to
>the ROMs from another dead 800XL)
>
>But, the keyboard is messed up a bit. The "=" is on constantly. I've
>taken the entire keyboard apart and can see that the contacts on the
>plastic under the keys looks to be burned which must be what is keeping
>the key on all the time, even with the good keyboard from the other 800XL.
>
>I'm not sure how these keyboards work since the coating on the "contacts"
>does not conduct. So, here is my question:
>
>What should I do/use to keep this key from shorting out and to get it
>working again? Has anyone run into this before?
>
>- Ron Kneusel
> rkneusel@post.its.mcw.edu
>

2802. Re: APE questions and comments

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <3336ce32.4044136@news.injersey.com>
Source record: 74617

On Sun, 23 Mar 1997 05:10:04 GMT, jeffk914@groucho.roc.servtech.com
(Jeff Kyle) wrote:

-
-Yeah, I used to have several, but I liked Fenders the best - though
it
-may be a moot point, since I tried "menu.atr", Yogi's menuing program
-that can handle the megaimages (though it appears to only look at
d2:,
-not sure if it can look at anything higher.)
-

Not yet. When I get time I'm going to go back into it and let you
change the drive. I didn't write it originally, I just hacked it to
look at D2: and goto another screen. A very poor method actually, all
it does is add 3 to the directory sector number until it reaches $170
then it resets. Hence the garbage occuring sometimes on the 3rd set of
filenames.
Maybe time for a complete rewrite and assembly.

2803. Re: ATTN YOGI! (Well, you said to do this to get your attention.....)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <3336ccd1.3691090@news.injersey.com>
Source record: 74618

On Sun, 23 Mar 1997 23:54:56 -0800, Lord Spatula
<lbattle@bellsouth.net> wrote:

-Vidar Olavesen wrote:
-
-> You shall stand on the ledge, and the balloon goes back and forth
quite
-> frequently. I know a bug in an old copy that will not show the
balloons!
-> Try buying the cartridge if possible!!!
-
-...I used to have the same problem with a disk copy <ROM image of the
-cart, I guess> of Pitfall II, I found that using a noDos type loader
-<like Fenders 3-sector loader or one of the various MENU programs out
-there> got rid of this bug..

Incorrect. There were 2 revisions released..... one to the masses who
said (in 1984, mind you) "OH NEATO ! A NEW WARE!" But they never
played it. Steve and Bruce (the original distributers) thought it was
really funny that all the "shit pirates (their term)" had this
uncracked copy. And they kept the good one for the ElItE (although no
one then used CaPItAl LeTTrs like they do today, possibly cause the 8
bit only did upper case??)

2804. Bank St. Writer disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <3336cf15.4270792@news.injersey.com>
Source record: 74619

My original bank st. writer disk and manual say "lifetime replacement guarantee. If this disk ever fails to boot, send it to broderbund and we will replace it for a $5 handling charge".

Anyone think they can still supply this????

2805. Re: Xformer Author Turns Down Registered User

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-24 00:00:00 UTC
From: frankh@sr.hp.com
Message-ID: <5h6qll$ere@canyon.sr.hp.com>
Source record: 74620

: I bought Xformer 3.0a for $35 more than a year ago. I got the 3.3
: upgrade from the website by using my password several months ago. Took
: a while but I finally was able to get it.

: I emailed Darek Mihocka to ask for the latest update Xformer for
: Win95. I provided my password and name and all that. 2 weeks later he
: emails me back saying "no."

: I guess he wants to be mailed the original 3.0a disk but he didn't
: really say.

Has anybody received Xformer96 for Win95? I mailed my origional disk
to him with a self addressed stamped envelope back in October. I'm still
waiting for the Win95 release. The last I heard so was everyone else.
It doesn't really make any difference now as Xl-it actually does what
Xformer claims to be able to do. Xl-it runs most of my atari software,
while Xformer failed on most. The Win95 release of Xformer will need
to be a very major improvement over 3.0 and 3.6 to be worth putting onto
the hard disk.

--

Frank Hamlin, Santa Rosa Systems, Hewlett Packard __@ __@
1400 Fountaingrove Pkwy, Santa Rosa, Calif _-\<,-\<,
frankh@sr.hp.com (*)/---/(*)

2806. Re: A New Atari 8bit with slots and detachabl

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <333813a4.5903599@news-east.sony.com>
Source record: 74472

Curt,

You must have some incomplete info on the "hack" because you are never going to get RGB out of an 800 with only 2 transistors. You need an RGB decoder chip to take the composite lum and chroma......and get RGB out.

Here is why the original 800 never had RGB:

1: The GTIA was designed to output composite only. It would have needed to be redesigned or have the above circuit. In 1978 the major design year, these types of components (RGB decoders) were not very cheap.

2: RGB monitors were almost unheard of in 1978. RGB outputs in latter models (130xe) would have made more logic as CGA/EGA was pretty popular at that time.

If you pick up a Motorola linear data book, you can find some IC's with example circuits that should work fine on an 800.

jj

On 25 Mar 1997 06:20:44 GMT, cvendel@aol.com (Cvendel) wrote:

>Alex,
>
> It wont be VGA, but it will be RGBI. Bill Richerson who designed the
>original RGBI output for the Atari 800 has told me I have permission to
>use his design, he's also looking to see if he has an 800's lying around
>with the mod. It runs off the A103 chip in the 800, A20 in the XL/XE.
>Its an extremely simple mod, I don't understand why Atari never included
>it. All it took was a Motorola Quad 2N2222 and a 2n2907, a few resistors
>and a pot and some wiring and bingo: RGBI output to an Atari SC1224 color
>monitor. Now we plan on including an Omniview type 80 column text mode.
> We haven't tried it yet, but without the normal text bleeding, 80 columns
>on RGB should look great!!!
>
> Things are happening. Still shooting for 1st quarter 1998 for
>release.
>
>Curt
>
>Curt Vendel
>Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
>Email: cvendel@aol.com
>Web Site: http://members.aol.com/cvendel/vaporware.html

>

2807. Re: XL-It 0.19 question...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: Markus Gietzen <magi@stud.uni-sb.de>
Message-ID: <3338133E.165E@stud.uni-sb.de>
Source record: 74473

Stevo wrote:

> I've had the same trouble also, all I get when I install a 16mb image
> is 0000 FREE SECTORS. I do seem to remember in earlier versions of
> XLit that the images worked fine, and now they don't. I guess Markus
Big _ATR_ images work fine (tested with Yogi's excellent collection).
XFD images with non-standard sizes will probably fail.
I don't plan to deal much with XFD anymore. That format is "stupid"
(there is no header with info on it; you can only guess if it's
256Bytes sectored or 128Bytes sectored etc.).

Bye,
Markus

--
Markus Gietzen
E-Mail: iig05-1@htw.uni-sb.de
WWW : http://myst.slcc.edu/~markus

"What? Is man merely a mistake of God's? Or God merely a mistake of
man's?"
----------F. Nietzsche

2808. Re: XL-it! 0.17 now available -- Did you get an answer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <333a3c76.1480894@news.inc.net>
Source record: 74474

On Tue, 25 Mar 1997 12:54:57 GMT, read@my.sig (Stevo) wrote:

>ssilicon@lax.net (Jon D. Melbo) wrote:
>
>>On Sat, 22 Mar 1997 21:55:13 GMT, robindhood@geocities.com (Brave,
>>Brave Sir Robin) wrote:
>>
>-snip-(explanations removed)
>
>>>
>>Uh, you don't have to reboot the machine to change virtual disks do
>>ya? It would be a distinct disadvantage if one could not change a
>>disk in a drive while still running the same software.
>>
>> Cheers,
>>
>> Jon
>
>
>No, you don't have to, but how are you going to see what's on the new
>"disk" if you don't boot it??

I don't know, maybe by using the directory function that you had
already previously loaded in. Obviously the question to reboot
depends on what you need to do with the new virtual disk that was
inserted.

Cheers,

Jon

2809. Re: 850 interface for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <33393b63.1206349@news.inc.net>
Source record: 74475

On Tue, 25 Mar 1997 04:00:25 GMT, kroser@pobox.com (Ken Roser) wrote:

>I'm selling an Atari 850 interface in working order with power supply,
>serial cable, and documentation. I posted this last week but only got
>one low offer of $25 and another offer from someone with an alias that
>sounded like a kitchen utensil.
>
>Any serious offers out there?

I would say $25 is a serious offer. When are you going to get serious
about how much it is worth? I have an old top loading VCR that you
have to hand tune the channels in. I'll buy your 850 for $50 if you
buy my old VCR for $125. No, I don't have such a VCR. Doesn't it
sound out of line though? See my point? :)

Cheers,

Jon

2810. Interactive Discussion added to InfoMan's Atari Page!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: InfoMan <infoman@poboxes.com>
Message-ID: <333836C3.49C6@poboxes.com>
Source record: 74476
Cross-posted to: alt.atari.2600.vcs,alt.atari.2600vcs,comp.sys.atari.8bit

I just added an interactive discussion page to my Atari web page. You can find it at http://www.holyoak.com/atari/. It covers all the videogame systems and the 8-bit computers.

/InfoMan

2811. star raiders colors

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <33388AE6.1EC7@worldnet.att.net>
Source record: 74477

Hi, how can I get correct colors for star raiders when running it under emulation, such as xl-it 019..?

The attack computer & crosshairs are green, as well as the stars. The shields are also a very faint and transparent green.

The real thing has the above items in various shades of blue.. Help!

Keith

2812. Re: Star Raiders Tribute

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: matthewp@netcom.com
Message-ID: <matthewpE7MIG6.945@netcom.com>
Source record: 74478

Alan Christie (94chrisv@scar.utoronto.ca) wrote:
: Yeah, ask if ANYONE has ever completed Star Raiders and received the
: HIGHEST ranking on the hardest level. My best I think was lietenant on
: the medium difficulty.

It can be done, but it is god awful tough. I got Star Commander Level 2
a half dozen times, but Level one only once. If I recall right, I start
the game and check the map. If the random map wasn't good (Zylons
clustered together for low energy jumps) I'd restart.

--
-Matt P

____
Matt Pritchard | Antique Computer & Game System Collector
matthewp@netcom.com | Assembly Language Programming Guru
via Dallas, Tx dialup | Article Writer/Game Programmer/Developer

2813. Re: XL-It 0.19 question...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: Tom McComb <tmccom01***@sprynet.com>
Message-ID: <33382D5C.4C6F@sprynet.com>
Source record: 74479

```
>
> XL-it v.019 works with the large ATRs as far as I know. I remember trying some
> anyway. NOTE: The ones at ftp.hackerz.com do not have boot-loaders on them!
> You'll get a 'BOOT ERROR!!!!!'

Where can I find large ATRs??
--
-Tom McComb, tmccom01***@sprynet.com
The *** is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!
```

2814. 8bit fun with buried bucks!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <3338C077.61EB@worldnet.att.net>
Source record: 74480
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

This game is absofraggin-lutely fantastic! You drive this little helicopter around (wheee!!) and drop explosive bombs on the ground and blast out the dirt. you have to blast enough to drill down and through to get the sacks of money. then you fly down and pick 'em up. There's this great big red airplane that keeps flying overhead and fills your finely bombarded trenches. A real pain in the ass! And you gotta watch out for the lakes, if you bomb too close, they flood the whole area. And that puts a stop on all the fun, unless you can buy your way out. Just wait till you get sealed in a cavern of your own making, you'll be hangin on the edge of your seat swinging that joystick around! I caught myself holding the joystick practically upside down. Jamming those buttons harder in hopes you can move the chopper just a tadbit faster. Ohhhhh..!! Ooof! whew.. wipe that sweat up. The exploding noise just doesn't stop! Incredible original 8-bit action i'm tellin' ya. Almost as good as star raiders, well that's a whole different style anyways. When I (like a damned stupid F***) trashed my atari-800 14 years ago I thought I'd never ever EVER see these games again. I wonder if an ultimate price is somehow attached to all this uncontrolled orgasmic fun? Inviting comments from everyone!

Keatah

2815. Re: How are !you! using your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: Mark Wang <mwang@broadcom.com>
Message-ID: <3338B130.4BBD@broadcom.com>
Source record: 74481

Thomas Havemeister wrote:
>
> well I'm very interessted, how the other atari enthusiasts are using there
> atari computer. Since PC & Mac's are the better one, who need a Atari?

Better watch out for flammable material! ;) ^^^^^^^^^

I put 800XLs in metal cases and turned them into industrial computers!
They control a stepper motor via the joystick port through an amplifier,
and also take digital feedback. I wrote the control program in assembly
and burned it onto homemade cartridges. The precise timing and high
rate
needed for turning the stepper smoothly took some serious IRQ tweeking,
and the VBI had to be minimized as well. The envelope was PUSHED!

They're installed mostly on surface grinders and cylindrical grinders,
which are not as sophisticated as multi-axis CNCs, but hey, I'm still
very proud of what an Atari can do. If you visit a machine shop and
spot
what looks like a GRAPHICS 2 screen on a piece of equipment, it may be
exactly what you think it is. :)

Mark Wang
mwang@broadcom.com

disclaimer: my present employer doesn't know what I'm doing now, let
alone
what I did for my past employer.

2816. Re: ATR vs XFD (was Re: XL-It 0.19 question...)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: "Kenneth Wm. Rempfer" <kennyr@pacbell.net>
Message-ID: <33385A1A.5FE5@pacbell.net>
Source record: 74482

I think that standardizing image files is an excellent idea. It
shouldn't be
too dificult either - the basic atr 16 byte header has bytes to spare
and as
far as I know even copy protected disks had to have standard first three
sectors
as single density - just add a flag in the header to indicate that the
rest of
the image is is a protected disk and the rest is software implementation
of the
standard.

2817. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5h8lg3$6cc$1@zwieracz.psych.uw.edu.pl>
Source record: 74483

```
24 Mar 1997 20:53:34 GMT Steven J. Tucker napisal byl w comp.sys.atari.8bit:
> Now setting all those jumpers to make the case display say 1.79 will be
> the only hard part :)

i think that turbo switch (fe 65816 10MHz) would be really neat idea.

36
--
= wasza KrAp = krap@freud.psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 22-6594364 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
```

2818. Re: Xformer Author Turns Down Registered User

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5h9ava$il7$1@zwieracz.psych.uw.edu.pl>
Source record: 74484

Sun, 23 Mar 1997 16:56:30 GMT Dave Navajo napisal byl w comp.sys.atari.8bit:
> I bought Xformer 3.0a for $35 more than a year ago. I got the 3.3
> upgrade from the website by using my password several months ago. Took
> a while but I finally was able to get it.

oh, it's quite interesting, as i bought xf 3.0a about a year ago too, but
darek ignored my emails or registration tries, and i couldn't upgrade in any
way to any higher version.
so be happy that you've upgraded to 3.3.

40
--
= wasza KrAp = krap@freud.psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 22-6594364 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

2819. Re: XL-it and 133k 180k Disk Image Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5h9dsbkbe1@zwieracz.psych.uw.edu.pl>
Source record: 74485

Fri, 21 Mar 1997 09:59:27 -0600 Michael Current napisal byl w comp.sys.atari.8bit:
> >Actually, it's in the FAQ. It's an 800XL with the freddie chip.
> >Basically a 65XE in an 800XL case.
> Er, according to _my_ FAQ :), it's best described as a 64K 130XE. (In as XE
> case rather than an XL case.)

for sure - 800XE is in XE style (grey, ST line) case. i owned one some time
ago...

42
--
= wasza KrAp = krap@freud.psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 22-6594364 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

2820. FS: ATARI 8-bit Software, Games, Books, Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: TSICRDSX@mu3.millersv.edu
Message-ID: <17B3CCD1FS86.TSICRDSX@mu3.millersv.edu>
Source record: 74486

Will post this ad occasionally over next few weeks.
If you see anything you want, need, etc make an offer.
Buyer will be responsible for shipping charges.

HAVE A BLESSED EASTER!!!CHRIST IS RISEN!!!!

Atari Games for Sale

(All complete with boxes and documentation, unless otherwise noted)

Cassette Tapes
~~~~~~~~ ~~~~~
**AIM Software

t X-Ray Art construction game

**Atari Corp

t States and Capitals Program cassette ONLY, Instructions and
game on tape.

**Cosmi

t Aztec Challenge Seems to be "Mountain King" type game.

t Caverns of Khafka typical cavern-tomb danger graphics
game

t The Crypts of Plumbous A lot like "Defender", as I recall.

t Forbidden Forest Find your way out of a deadly graphic
forest

t Galactic Avenger "Space Invaders" type game

t Professor IQ Series of educational learning games

t Slinky You've played with the springs, now try
them on the screen!!

t Spider Invasion Destroy deadly spider mutations, their
eggs and nest. Are you getting as
itchy as I am?

**Edu-ware Services

t Compu-read 3.0 Tool for improving reading speed and
comprehension. NOT boxed, but in it's
own folder including docs.
~~~~~~~~

**EPYX

t Curse of Ra Expansion module for "Temple of Apshai"
adventure game. Book of Lore missing.

**Program Design, Inc.

t Addition with Carrying Math games for the young. In clear
plastic sleeve.

t Sam the Sea Serpent Sammy will devour your child if she
gives the wrong answer! (Just Kidding
!!). A story and game for your young
ones.

**Thorn EMI -- love their packaging....beta-like plastic containers
(and we all know where beta is)

t Compute 4 & Reversi Connect-4 game and "Go" type game

t Cribbage & Dominoes Cribbage & Dominoes...get the idea?

t Darts So safe, you can even throw them at
your Mother-in-Law

t European Scene Jigsaw like those plastic toys where you
Puzzles Vol2 slide the tiles to get the picture
together.

t Figure Fun Two games to teach multiplication,
division, etc. Five levels, cover most
ages

t Owari & Bull and Cow Computer renditions of traditional folk
games

t Pool Everybody in the Pool !! No, not that
kind -- tournament and eight-ball,
practice included.

t Snooker & Billiards Pool with fewer balls and no numbers.

t Super Cubes and Slip Rubik's Cube and marble maze in
computer form.

5-1/4" diskettes
~~~~~~ ~~~~~~~~~
**Activision

d Master of the Lamps Riddles of music memory and color,
album type packaging

**ALA

d Dragon's Hideaway Gather the Dragon's eggs...make a
medieval omelet??
~~~~~~

**Atari

d Caverns of Mars Primitive Zaxxon in a Martian cave

**Atari Program Exchange

d Galahad and the Holy Grail Fairly well known adventure game, in
ziplock packaging.

d Seven Card Stud Monty Webb's poker game. Ziplock
packaging.

**Avalon Hill

d Divex Another darned "teach your kid" number
stuff... don't YOU ever sit down with
them??

**CBS Software

d Success With Math: Math for grade levels 5-8
Fractions

d Success with Math: Grade levels 7-11
Linear Equations

d Success with Math: Grade levels 9-12
Quadratic Equations

**CodeWriter (I found these VERY difficult to play because their
documents are too sketchy)

d Casebook of Hemlock Find out who murdered Lady Penelope
Soames #3 Wellington. Text adventure.

d Star Voyage 1/2 Electronic text adventure

d Star Voyage 3/4 If you haven't punished yourself
enough, finish the stupid thing.

**Cosmi

d The E Factor Save your planet against mimes, aliens
and asteroids!! Sorry, Marcel, oops,
that's "Mines"

**Crystalware

d Imperial Walker Idiotic robot elephant from Star Wars

**DataMost

d Ardy Anteater slurping up those ants !

d Night Raiders Blow up the alien spaceships
again...don't they ever give up?

d The Tail of Beta Lyrae Lyrae is blow up the spaceships you
& Round About missed before, Round About .. blow up
strange shapes. Two games in one
ziplock.

**Datasoft

d The Sands of Egypt Graphic adventure ... still getting it
out of my boots.

**EPYX

d Crypt of the Undead Fight the beasties, get out of the
cemetery before you become a permanent
resident.

d King Arthur's Heir Camelot adventure game.

d Morloc's Tower Kill the monsters, Morloc and steal his
wealth

d The Nightmare Elude the dangers and wake up or spend
eternity in Hell.

d Temple of Apshai Base for other DUNJONQUEST games.
Includes both cassette version and
5 1/4" disk.

d Upper Reaches of Apshai Another expansion module for Temple of
Apshai. Book of Lore missing.

**Hayden Software

d Final Conflict Futuristic tank warfare game

**Infocom

d The Four-in-one Infocom Sampler (DEMOS)
If this needs description, go back to
APX, do not collect $200. Diskette in
sleeve ONLY.

**K-TEK

d Gorgon Rescue the Golden Fleece with Jason,
beware Medusa, beware this game... it's
Booorrrrriiiinnnggggg.

**KeyPunch Software

d Strategy Simulations Robot Patrol, Star Merchant, Civil War,
Convoy. Sure sounds like public domain
games to me ! In plastic sleeve.

**Learning Company

d Word Spinner Basic building blocks of reading, ages
6 - 10. In cardboard folder.

**Main Street Publishing

d Ardy the Aardvark Same game as above, repackaged in
ziplock.

**Penguin Software

d The Quest Fairly decent graphic adventure game

**Scholastic

d Agent USA Educational puzzle solving adventure
for ages 9 to adult. Nice, but heavy
packaging.

d Turtle Tracks LOGO-type graphics language program
for ages 9 to adults. Also nicely but
heavily packaged.

**Sierra Online

d Dark Crystal Roberta Williams' four disk graphics
adventure based on movie of the same
name.

**Sirius

d Blade of Blackpool Illustrated myth and magic graphics
adventure game.

d Fast Eddie Jumpman, Donkey Kong type arcade game.

d Wayout Colorful elaborate maze game. Still
has the CLOWN glasses !!

**Spinnaker (Heavy plastic box packaging...nice, but probably
expensive to mail !)

d Kinder Comp Collection of six educational games.
Boy, are your kids going to be smart !!

d Snooper Troops, Case #1 Kids detective game. Teaches problem
solving skills

d Snooper Troops, Case #2 Are your kids skilled yet? If not, try
this one.

**Thorn EMI

d Home Financial Management If you buy all the above, this will
help tell you how much over budget you
are!!

**Walt Disney PC Software

d Mickey and the Great Outdoors If your kid can only learn from a
mouse, this is the one to do it.
More math and literacy skills.

Cartridges

**Atari

c Centipede Zap the worm and all his parts. Arcade
game.

c E.T. Phone Home Help the E.T. find the parts to make
his phone.

c Missile Command Save your cities from alien attack.

c Star Raiders Some more stupid spaceships!

**Broderbund

c Seafox Submarine warfare arcade game.

**CBS Software

c Mountain King Seize the crown, raid the treasures,
avoid the monsters beneath the earth.

c Time Bound Educational historical game, ages 10
and up. Heavy plastic packaging.

**EPYX

c Alien Garden Bunch of little crystals that grow and
this critter eats them and if he eats
the wrong one, they blow up.

c Fun with Art Art construction software

c Jumpman Junior He leaps, he jumps, he leaps, he
jumps...get the idea?

c Monster Maze Get out of the maze - avoid the
monsters.

**Imagic

c Atlantis Missile Command under water.

c Demon Attack Space Invaders with flapping wings.

**Sirius

c Fantastic Voyage Weave your way through somebody's body
to get rid of their blood clot.
Yuck... Raquel Welch not included.

**Spinnaker (once again, nice but heavy premium plastic packaging)

c Adventure Creator Teachers your kids to make up their own
adventures. Ages 8+

c Fraction Fever Shouldn't 98.6 be 98 3/5 ?

c Story Machine Kind of a "mad lib" for your kids.

**TG Software

c Droids De-activate the robots before they
destroy your spaceship.

c Nightstrike Is this our fifth or sixth version of
"Missile Command".

**Thorn EMI (Once again, neat little BETA boxes)

c Kickback A soccer-like breakthru game.

c Jumbo Jet Pilot This game is HARD !! Take your seat in
the cockpit of a jumbo jet.

c Major League Hockey Ice hockey game.

c Orc Attack Save your castle from the nasty little
cretins!!

c Soccer Wish it had never been introduced in
the United States.

Books and miscellany
~~~~~ ~~~ ~~~~~~~~~~
b Atari Fun and Games by Linda M. Schreiber

b Atari Programming with 55 Programs by Linda M. Schreiber

b Atari Games and Recreations by Kohl, Kah, Lindsay and Cleland

b A+ Programming in Atari Basic by John M. Reisinger

b Adventures with the Atari by Jack B. Hardy

b The Best Atari Software (1984) Software listing.

b "Computes" First Book of Atari

b "Computes" Second Book of Atari Graphics

b "Computes" Mapping the Atari

b K Power Computer Olympics Program listings for Olympic like
events

b K Power Collection Program listings for misc games
and utilities

s Atari Student PILOT Reference Guide Includes Cartridge for Atari
Pilot
~~~~~

b Awesome Games for Your Atari Computer Program listings for
awesome(??) games. Small
book.

b Time Lost Comic book with some small program
listings

b Atari Force #1 Special Edition DC Comic !!

s Atari Speed Reading Massive, looseleaf bound, six
cassette "Learn to Read Faster"
course. Weighs a ton.

Magazines
~~~~~~~~~
m Analog #23, October 1984

m Softside #44

m Atari Connection, Summer 1983

m Antic Vol3 #4, August 1984

m Antic Vol3 #7, November 1984

m Antic Vol4 #3, July 1985 DISK Included

m Antic Vol7 #2, June 1988 DISK Included

m Antic Vol7 #10, February 1989 DISK Included

m Antic Vol7 #11, March 1989 DISK Included

m Antic Vol7 #12, April 1989 DISK Included

m Antic Vol8 #1, May 1989 DISK Included
~~~~~~~~~

2821. Re: ATR vs XFD (was Re: XL-It 0.19 question...)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <859399699.16849.0@kwll.demon.co.uk>
Source record: 74487

In article <3338FB95.3A72@kawo2.rwth-aachen.de>, matz@kawo2.rwth-aachen.de wrote:
>You missunderstood my intention - I wanted to speak of "COPY"-protected
>disks !

Why? We've got .PRO for APE, and Yogi for XLit!

2822. Don't Fear's Huge Second Auct (Update 2)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5h75mq$1ffs@newssvr01-int.news.prodigy.com>
Source record: 74534

Don't Fear's Huge Second Auction (Update 2)

Alright kids here we go!

Highlights: Atari 2600 - Boing!, Death Trap w/instructions, Swordquest Waterworld, Shuttle Orbiter w/instructions, Pigs In Space, Rubix's Cube, Pengo (boxed), Shootin' Gallery, Piece O' Cake w/instructions, Tapper, Stunt Man, Spy Hunter, Chuck Norris Superkicks, and Miner 2049er.

Intellivision - Complete Dracula and Whitewater, and loose Commando and Chip Shot Super Pro Golf

Handhelds - Coleco Table Top Donkey Kong, Frogger, and Zaxxon

This Auction contains: Atari 400, Atari 800, Atari XE, Atari 2600, Atari 5200, Atari 7800, Colecovision, Handhelds, Intellevision, Odyssey 2, C-64,

Vic-20, TI99-4A, and other nuggets of joy.

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.
3. Bidding: $1.00 - $20.00 ------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ --> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's
Check all in U.S. funds. If you choose to send a personal check
please allow 2-3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14. Once an item has reached the G2 stage, only those on the update
list may bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the

auction!

Atari 2600

Atari

Combat (C) - boxed
Space War (U)
Outlaw (U)
Slot Racers (U) $2.00 macra
Canyon Bomber (U) - boxed
Super Breakout (U)
Defender (C) - boxed
Warlords (U) - boxed
Indy 500 (U)
Adventure (C)
Demons To Diamonds (U) - shrinkrapped
Championship Soccer (C) - boxed
3-D Tic-Tac-Toe (U) - boxed
Breakout (C) - boxed
Football (C)
Bowling (C)
Circus Atari (C)
Superman (C) $1.00 bluebat
Space Invaders (C) - red lbl/shrinkwrapped
Night Driver (C) - boxed
Golf (C) - w/inst
Maze Craze (U) $1.00 mrupp
Missle Command (C)
Othello (R) - boxed
Surround (C)
Flag Capture (U) - w/inst
Pac-Man (C) - boxed
Video Pinball (U) - boxed
Asteroids (C) - w/inst
Berzerk (C) - shrinkwrapped
Casino (U)
Haunted House (C)
Swordquest Earthworld (C) - w/inst
Swordquest Fireworld (C) - w/inst
Radiers Of The Lost Ark (C) - boxed
Star Raiders (U) - w/touch pad $1.25 bluebat
Hangman (U)
RealSports Volleyball (U)
RealSports Soccer (U)
RealSports Football (C)
Swordquest: Waterworld (UR) $50.00 macra
Phoenix (C) - shrinkwrapped
E.T. (C) - boxed
Ms. Pac-Man (U) - w/inst

Centipede (C)
Galaxian (U)
Gravitar (U)
Kangaroo (U) - w/inst $1.00 tick
Pengo (ER) - boxed $30.00 clint
Moon Patrol (U)
Pole Position (C) - w/inst
Rubix's Cube (ER) $40.00 smitty
Taz (R) $1.00 tick
Oscar's Trash Race (R) - lbl plaque $1.00 tick
Big Bird's Egg Catch (R) - lbl plaque $1.00 tick
Sorcerer's Apperntice (R) - w/inst $2.00 bworkman
Crystal Castles (U) - boxed $0.50 cccp
Pigs In Space (ER) $10.00 ron moore
Millipede (R) - w/inst
Stargate (U)
Midnight Magic (R) $0.50 cccp
Solaris (U)
Donkey Kong (U)
Donkey Kong Jr. (R)
Venture (R)
Q*Bert (R)
Sprint Master (R) $1.00 tick

Sears

Outer Space (U) - pic lbl
Speedway II (U)
Space Combat (U)
Breakaway IV (C)
Brain Games (R)
Baseball (C)
Race (C)
Gunslinger (U)
Maze (C) - pic lbl
Arcade Golf (U) $1.00 ron moore
Dare Diver (ER) $2.00 rex
3-D Tic-Tac-Toe (ER) $1.50 awwatkin
Steeplechase (R) $2.00 ron moore
Math Grand Prix (R) - pic lbl
Adventure (U)
Dodger Cars (ER) $5.50 awwatkin
Arcade Pinball (R) - pic lbl $2.50 roagie
Asteroids (U)
Missle Command (R)
Bezerk (R)
Pac-Man (C)
Defender (C)

Absolute

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Title Match Pro Wrestling (R) - w/inst $5.00 bworkman
Tomcat F-14 (ER) $5.00 bworkman
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Activision
----------
Dragster (C)
Boxing (ER) - blue lbl $2.50 roagie
Checkers (ER) - w/inst $1.00 tick
Fishing Derby (U)
Skiing (U)
Bridge (U)
Tennis (C)
Laser Blast (C) - boxed
Freeway (U) - boxed
Kaboom! (ER) - blue lbl $0.50 cccp
Stampede (U)
Ice Hockey (U)
Barnstorming (U)
Grand Prix (U)
Chopper Command (U) - boxed
Starmaster (U)
Megamania (U)
Pitfall! (C)
Sky Jinks (R)
River Raid (U) $0.50 wookie
Spider Fighter (U) $0.50 wookie
Seaquest (R) - boxed $0.50 wookie
Oink! (R) - w/inst $0.50 cccp
Dolphin (R) $2.00 rex
Keystone Kapers (ER) - blue lbl $0.50 cccp
Enduro (U) $0.50 wookie
Plaque Attack (R) $0.50 cccp
Robot Tank (R) $0.50 wookie
Crackpots (R) $0.50 wookie
Decathalon (R) $0.50 wookie
Frostbite (R) $1.00 tick
Pressure Cooker (R) $0.50 ron moore
Space Shuttle (ER) - blue lbl $2.50 roagie
Pitfall II (R) $1.00 awwatkin
H.E.R.O. (R) - lbl wear $1.00 tick
Beamrider (R) - screws showing $7.50 tick
Kung Fu Master (R) - w/inst $0.50 cccp
Commando (R) $0.50 cccp
Ghostbusters (ER) - blue lbl $0.50 bworkman
------
Apollo
------
Space Cavern (U) - blue lbl $1.00 tick
Space Cavern (U) - red lbl
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Lost Luggage (U) - green lbl $1.00 tick
Shark Atack (U) - boxed $1.00 tick
Infiltrate (U) - w/inst $1.00 tick
Final Approach (R) $2.00 ron moore

Avalon Hill

Death Trap (UR) - w/inst $40.00 smitty
Shuttle Orbiter (UR) - w/inst $40.00 smitty

CBS

Wizzard Of Wor (R)
Gorf (U)
Blueprint (U) - writing on lbl
Solar Fox (U) - lbl damage
Omega Race (U) - w/inst and broken Booster Grip $1.00 bworkman
------
Coleco

Zaxxon (U) $1.00 tick
Venture (C)
Mouse Trap (U)
Smurfs R.I.G.C. (U) $3.00 potpirate
Carnival (U) $1.00 mrupp
Donkey Kong Jr. (R)
Mr. Do! (R) $2.00 ron moore
Roc 'N Rope (R) $2.00 ron moore

Data Age

Encounter at L-5 (U) - end lbl damage $0.50 wookie
Airlock (C)
Journey Escape (C) - boxed no inst
Bermuda Triangle (R) $1.00 tick
Frankenstein's Monster (R) - screws showing w/inst $4.00 ron moore
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Epyx

Summer Games (R)
Winter Games (R)

First Star

Boing! (ER) $30.00 smitty

Froggo

Sea Hawk (R) $2.50 bworkman

Imagic

Trick Shot (R)
Demon Attack (ER) - blue lbl $5.00 smitty
Star Voyager (C) $0.50 wookie
Atlantis (U)
Cosmic Ark (U)
Fire Fighter (R)
Shootin' Gallery (ER) $4.00 ron moore
Riddle Of The Sphinx (U)
Dragonfire (C)
Fathom (R) $3.00 rex
Quick Step (R) - w/inst $2.00 ron moore

M Network

Adventure of Tron (U) $1.00 tick
Masters of the Universe (R) $4.00 ron moore
Burgertime (R) - writing on back $1.00 tick
Kool-Aid Man (U) $3.00 rex
Space Attack (C) - boxed
Tron Deadly Discs (U)
Lock 'N Chase (C) - shrinkwapped
Frogs And Flies (U) - w/inst
Astroblast (U) - boxed
Dark Cavern (U)
Intl. Soccer (U) w/inst $1.00 tick
Air Raiders (R)
Bump 'n' Jump (R) - w/inst $2.00 ron moore

Mythicon

Sorcerer (U)
Fire Fly (U)
Star Fox (U)

Panda

Stunt Man (R) $12.00 smitty

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions $1.00 tick
Amidar (U)
Super Cobra (U) $0.50 cccp
Reactor (U)
Sky Skipper (R) - w/box top, inst, no lbl $1.00 tick
Q*Bert (C)
Strawberry Shortcake (U) $0.50 cccp

Sega

Tac-Scan (U) - lbl damage $0.50 wookie
Thunderground (R) $2.00 ron moore
Star Trek S.O.S. (R) $1.00 tick
Buck Rogers: Planet Zoom (U) $1.00 tick
Congo Bongo (R) - lbl plaque $0.50 cccp
Tapper (ER) - slight lbl wear $6.00 awwatkin
Spy Hunter (ER) $5.50 bworkman

Telesys

Coco Nuts (R) $0.50 cccp

Tigervision

Miner 2049er (ER) $5.00 cccp

20th Century Fox

Worm War I (U)
Mega Force (R) $0.50 cccp
Alien (R) $0.50 cccp
Turmoil (U)- boxed $1.00 clint
Crypts Of Chaos (R) end lbl damage w/inst $1.00 awwatkin
M*A*S*H (U)
Flash Gordon (R) $0.50 cccp

U.S. Games

Space Jockey (C)
Sneak 'N Peek (R) - w/inst $1.00 tick
Word Zapper (U) $0.50 cccp
Commando Raid (R) - w/inst $0.50 cccp
Name This Game (R) - fancy cart $0.50 cccp
Squeeze Box (ER) $2.00 cccp
Eggomania (R) - w/inst $2.00 korin
Piece O' Cake (ER) - w/inst $5.00 rex
Entombed (ER) $2.00 cccp

Xonox

Ghost Manor/Spike's Peak (U) - w/inst $1.00 cccp
Chuck Norris Superkicks (ER) $12.00 smitty

Systems

Atari 2600: four switch, black front panel in original box w/two
working joysticks, set of paddles, power supply, R/F modulator, and
the following loose games: Combat, Defender, Space Invaders, Missle

Command, Pac-Man, Asteroids, Bezerk, Swordquest Fireworld, Raiders of
the Lost Ark, RealSports Football, E.T., Pole Position, Target Fun,
Pitfall!, Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx,
Astroblast, and Frogger.
$10.00 jim

Sears Video Arcade II (2800) w/two controllers, and a R/F modulator
$5.00 roagie

"Franklinstein" A handcrafted American orignal device that allows
the user to interchange chips to play diffrent games. Comes with
eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!,
Amidar, Demon Attack, and Pitfall!. The device itself is homemade,
not the games. Also comes with case. If there are any questions
don't hesitate to ask. This thing is trully one of a kind.
$5.50 beaumontj

Atari 5200

Congo Bongo (R) $1.00 cccp
5200 Trac Ball $1.00 cccp
2600 adapter - untested $1.50 awwatkin
5200 controller - untested $1.50 awwatkin
5200 controller - untested $1.50 awwatkin

Atari 7800

Asteroids (R) - damaged box
Food Fight (R) - damaged box $1.00 tick
Pole Position II (C)
Xevious (U) - damaged box
Donkey Kong Jr. (R) $1.00 tick

ColecoVision

Decathlon (U) $1.00 Jeff
Donkey Kong (C)
Donkey Kong Jr. (C)
The Heist (U) $2.00 clint
Keystone Kapers (R) $0.50 ron moore
Popeye (C)
River Raid (U) $1.00 bworkman
Slurpy (ER) - lbl wear $3.00 smitty
Smurfs R.I.G.C. (C) - boxed
Super Action Baseball (C)
Super Action Football (C)
War Games (C)
Wing War (U)

ColecoVision Expansion Module #1 (2600 adapter) $5.00 ron moore

System

ColecoVision w/two working controlers, power supply, T.V. cable, R/F
modulator, 2600 Expansion Module, and the folowing loose games:
ColecoVision Donkey Kong and Zaxxon, 2600 Combat, Pac-Man, Asteroids,
Space Invaders, Bezerk, and Pitfall!
$9.00 korin

Handhelds

Coleco Table Tops

Donkey Kong (C) $5.00 roagie
Frogger (R) $5.00 min
Zaxxon (IR++) $10.00 min

Intellevision

Matell

Auto Racing (U) - complete
ABPA Backgammon (R) - w/two overlays
Armor Battle (C) - complete
NASL Soccer (U) - complete
U.S. Ski Team Skiing (C) - complete
Sea Battle (C) - complete
NFL Football (C) - complete
L.V. Poker/Blackjack (C) - complete
Space Battle (U) - complete
Major Leage Baseball (C) - complete
NBA Basketball (U) - w/2 overlays $1.00 sodapop
Advanced D&D (U) - complete
USCF Chess (R)
Space Spartans (U) - complete
Astrosmash (U) - shrinkwrapped
Snafu (C) - complete
Space Armada (C) - complete
Triple Action (C) - complete
Bomb Squad (U) - complete
B-17 Bomber (U) - complete $0.75 beaumontj
Loco-Motion (U)
Burgertime (U) - w/2 overlays
Kool-Aid Man (R)
Bump 'n' Jump (U)
Power Of He-Man (U)
Space Hawk (U) - complete
Utopia (U) - white lbl w/xerox inst
Star Strike (C) - complete
AD&D: Treasure Of Tarmin (U) - white lbl w/2 overlays $1.00 beaumontj
Frog Bog (U) - w/2 overlays
Night Stalker (C) - shrinkwrapped
TRON Deadly Discs (C) - complete

TRON Maze-A-Tron (R) - complete
Lock 'n' Chase (C) - shrinkwrapped

INTV

Chip Shot Super Pro Golf (ER) $3.00 smitty
Commando (ER) $1.00 cccp

Activision

Pitfall! (U) - complete $0.50 cccp
Happy Trails (R) - 2 overlays $0.50 cccp
The Dreadnaught Factor (R) $1.00 cccp

Atarisoft

Centipede (R)

Coleco

Donkey Kong (C) - shrinkwrapped
Donkey Kong Jr. (R) $2.00 smitty

Imagic

Atlantis (U) - shrinkwrapped
Beauty & The Beast (U)
Microsurgeon (U) - complete
Dracula (ER) - complete $3.00 smitty
Nova Blast (U) $1.00 bworkman
White Water! (ER) - Complete $5.00 clint

Parker Bros

Frogger (C) - w/box
Q*Bert (C)

Sears

Armor Battle (R) - complete
Astrosmash (R) - complete
Boxing (R) - complete $1.00 beaumontj
Football (U)
Golf (U) - white lbl w/2 overlays
Horse Racing (R) - complete
Space Hawk (R) - complete

Overlays

Package #1: Sea Battle (2), Space Armada (2), Baseball

(2), Snafu (2), Auto Racing (2), Night Stalker (2), Microsurgeon (2), Atlantis (2), Triple Action (2), Tron Deadly Discs (2), Pitfall! (3), Space Spartans (3), Dragonfire

Package #2: Lock 'n' Chase (2), Mission X (2), Poker/Blackjack (2), Mouse
Trap (2), Star Strike (2), Demon Attack (2), Space Battle (2), Pinball (2), Skiing (2), Astrosmash (2), Space Hawk (3), Sub Hunt, AD&D Treasure Of Tarmin

Systems

Intellivision w/two working controllers, power supply, R/F modulator, and the following games: complete Astrosmash and Night Stalker, loose Atlantis, Space Battle, Triple Action, Star Strike, Major League Baseball, Beauty & The Beast, and Donkey Kong
$5.00 tick

Intellivision II w/two controllers and loose Astrosmash

$2.00 Jeff

Intellivoice Voice Synthesis Module in box w/complete B-17 Bomber, and Space Spartans
$2.00 cccp

Odyssey 2

Speedway!/Spin-Out!/Crypto-Logic! (C) - complete
Football! (U) - w/box
Sub Chase!/Armor Encounter! (C) - complete
Bowling!/Basketball! (U) - complete
Baseball! (C) - complete
Thunderball! (R) - complete $1.00 cccp
Alpine Skiing! (U) - complete
The Quest For The Rings! (U) - complete $1.00 tick
K.C. Munchkin! (C) - complete $1.00 tick
Pick Axe Pete! (U)

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!, Dynasty!/Directional Dynasty!, and K.C. Munchkin!
$5.00 cccp

Atari 400/800

Atari

Archon (C) $2.00 lyle
Assembler Editor (U)

BASIC (C) w/reference guide
Centipede (C) $1.00 lyle
Flight Simulator II (C) $1.00 smitty
Hardball (U) $2.00 smitty
Missle Command (C)
Ms. Pac-Man (C) $1.00 lyle
One on One Bball (U)
Pac-Man (C) $1.00 lyle
Super Breakout (C) $1.00 lyle
Star Raiders (C) $2.00 lyle
Pilot (U) $0.50 bworkman
Galaxian (C) $2.00 lyle
Defender (C)
Atari LOGO (U) - w/manual $0.50 bluebat
Robotron 2084 (C) $1.00 smitty
Atariwriter (C) $0.50 bluebat
Joust (C) $2.00 lyle
Moon Patrol (C) $1.00 lyle
Ballblazer (C) $1.00 lyle
Blue Max (U) $1.00 smitty
Bug Hunt (U) $1.00 smitty
Necromancer (U) $1.00 smitty

Activision

Kaboom! (U) $1.00 smitty
Megamania (U) - lbl tear $1.00 smitty
Pitfall! (U) $1.00 smitty

Big Five Software

Miner 2049er (C) $2.00 lyle

Epyx

Gateway To Apshai (U) - w/inst $1.50 bworkman

IDSI

Speedway Blast (R) $1.00 bworkman

Oss

Mac/65 (U) $4.00 david
Basic XE (U) $4.00 david

Roklan

Deluxe Invaders (C) - w/inst $3.00 lyle
Wizards Of Wor (C) - lbl severely faded $1.50 bworkman

Sega

Star Trek: S.O.S. (U) $1.00 smitty

Spinnaker

Alphabet Zoo (U) - boxed
Delta Drawing: Learning Program (U) - w/inst
Kids On Keys (U)
Kindercomp (U)
Story Machine (U)

Systems & computer related items
----
130 XE - tested w/ power supply, set of paddles (untested), video touch pad w/Star Raiders overlay, two 2600 joysticks (untested), owners manual, T.V. cord, and the following loose cartridges: Defender, and Atariwriter
$40.00 Robert

800 XL - tested w/power supply, T.V. cord, and a 2600 joystick (untested)
$3.00 Jeff

600 XL - tested w/power supply, owners manual, and a 2600 joystick(untested)
$2.00 min

Atari 1010 Program recorder - untested w/power supply, owners manual, connecting cord, and the following loose cassettes Player Missle Graphics and Basics of Animations
$1.00 min

Atari Touch Tablet - tested w/Atariartist cart and owners manual
$5.00 roagie

Atari Light Pen - tested w/Atarigraphics cart
$5.00 roagie

Suncom Animation Station - untested w/owners manual
$5.00 roagie

Atari 1020 Printer - untested w/power supply and roll of paper
$1.00 min

Voice Box Speech Synthesizer by The Alien Group - untested
$1.00 min

Inside Atari Basic: a fast, fun, and friendly approach. By Bill Carris
$0.50 min

Atari DOS 2.5: XF551 Disk Drive owners manual
$0.50 min

Boulderdash Construction Kit: instruction manual
$0.10 min

Ghost and Ghouls: instructions
$0.10 min

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL,
65 XE, and 130 XE. Comes with owners manual. Untested
$0.50 min

Software: SubLogic Japan scenery disk (5.25) for use w/Flight Sim.
II. Comes with owners manual, and approach charts. Untested
$0.50 min

Software: Adventure Maker/Tax Template (5.25 disk). Untested
$0.50 min

Software: Spinnaker's In Search Of The Most Amazing Thing (5.25)
Untested
$0.50 min

Six 5.25 disks: Could contain Government cover-ups. Untested
$0.50 min

Vic-20

Atarisoft

Pac-Man (C) - w/box

Commodore

16K Memory Expander
Vic Avenger (C) - complete
Super Alien (C) - complete
Radar Rat Race (C) - complete
Raid On Fort Knox (C) - complete
Adventure Land Adventure (C) - complete
Pirate's Cove Adventure (C) - complete
Sargon II Chess (C) - complete
Cosmic Cruncher (C) - complete
Gorf (C) - complete
Omega Race (C) - complete
Star Post (U) - complete

Imagic

Demon Attack (C) - complete
Atlantis (C) - complete
Dragonfire (C) - complete

Sega

Star Trek [S.O.S.] (C) - complete

Vic-20 Cassettes

Academy Software

Typing Tutor/Word Invaders - complete

Commodore

An Introduction To Basic: Part 1 - complete
An Introduction To Basic: Part 2 - complete

System

Vic-20 in orignal box w/power supply, R/F modulator, and T.V. Cord
$2.00 biglous

VicModem in orignal box

C-64

Gateway To Apshai
Decathalon

TI99-4A

Burgertime (R) - w/inst $0.50 bworkman
Aligator Mix (R) $0.50 cccp
Early Reading (R) $0.50 cccp
Donkey Kong (VR) $0.50 cccp

System

TI99-4A in orignal box w/power supply, R/F modulator, and owners
manual
$2.00 cccp

Misc Stuff

Donkey Kong Trading cards - 3 unopened packs $5.00 shrink
Atari 2600 Power Supply - in orig box $1.00 beamontj
Atari Ultra Pong Doubles - in orig box $0.50 awwatkin
Atari Video Pinball/Breakout System $0.50 awwatkin
Sears Telegames Pinball/Breakay System - in orig box w/inst & R/F
modulator
$0.50 awwatkin

Atari Game Center (plastic case to hold games and system) $1.00 cccp
Telegames Center (plastic case to hold games and system) $1.00

beaumontj
2600 Joystick $0.50 cccp
2600 Joystick $0.50 cccp
2600 Joystick $0.50 awwatkin
2600 Joystick $0.50 awwatkin
2600 Paddles - untested $0.50 awwatkin
2600 Paddles - untested $0.50 awwatkin
2600 Driving Controllers (2) - untested $0.50 awwatkin
2600 Keybord Controllers - untested $1.00 tick
2600 Track Ball $15.00 Robert
Atari Video Touch Pad $0.50 cccp
7800 Joystick $1.00 tick
7800 Joystick $0.50 awwatkin
Champ Joystick (retractable cord) $1.00 awwatkin
Suncom Star Fighter Joystick $1.00 awwatkin
Spctravision Joystick $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Adam Controller (doesn't work)
Atari Computer Power Supply - untested/very heavy/"the log"
Atari Computer Power Supply - untested/shady
Tyco Electric Racing Power Pack - untested $0.10 min
Chaos Strike Back: software manual $0.10 min
Box of 10 Xerox 5.25 floppy disks

This auction is dedicated to Bill Musselman and University of Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

2823. Re: How do I write ATR and XFD files to Atari Formatted Floppies?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <33371ce8.16902823@news.inc.net>
Source record: 74535

On Fri, 21 Mar 1997 21:56:44 -0700, cardinal <cardinal@swcp.com>
wrote:

>I want to take the ATR and XFD files floating around the Internet and
>write them onto Atari Formatted floppy disks. In other words, how do I
>get some of these games like (Loderunner, MULE, etc.) from my PC to my
>Atari 800XL and 1050 Drive without using something like APE?

Simple. Run an Atari 8-bit emulator on your PC. Use the emulator to
access the XFD or ATR disk image. Also run Disk Communicator (or
scrunch or etc) on the emulator to make a .DCM file. Export the .DCM
file from it's image with one of the utilites made to do so under
MS-DOS. Now you have a .DCM file on your PC. Using modem or null
modem cable, transfer the .DCM file to your real Atari. Run Disk
Communicator on the real atari to turn the .DCM file into a real disk.

Cheers,

Jon

2824. Re: XL-it! 0.17 now available -- Did you get an answer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <33372c16.20789843@news.inc.net>
Source record: 74536

On Sat, 22 Mar 1997 21:55:13 GMT, robindhood@geocities.com (Brave,
Brave Sir Robin) wrote:

>On Wed, 19 Feb 1997 17:03:43 -0800, Darryl Carr
><Carrd@mltec5.agw.bt.co.uk> wrote:
>
>>Markus,
>>
>>Could you please, please, please tell me how to load a (*.atr) and (
>>*.xfd) images.
>>
>>Would you please explain step by step, from the time the emulator starts
>>until the game starts.
>>
>>Thanks in advance
>>
>>Darryl Carr
>
>Darryl,
> Once the emulator is running, just hit F8 or ALT-F8 and you'll
>be taken into the user interface portion of XL-It.. From there, go to
>the drives menu, select D1: or whatever. You'll be presented with a
>file selection box. Point it to the .ATR or .XFD file that you wish
>to run. Click Ok. Now either go to the emulation menu (?) or hit
>ALT-E to return to the emulator. Hit F10 to reboot. Your "disk"
>should now load if the image is good / compatible / supported / (you
>get the picture). Make sure to either start the program with the
>command line option -nobasic if you're running a binary game or hold
>down [F1] while it loads up.
>
>Hope this answers your question.
>-Keith
>
Uh, you don't have to reboot the machine to change virtual disks do
ya? It would be a distinct disadvantage if one could not change a
disk in a drive while still running the same software.

Cheers,

Jon

2825. Re: Help! Xfer files to 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <33382714.19507236@news.inc.net>
Source record: 74537

On Sat, 22 Mar 1997 17:44:42 GMT, read@my.sig (Stevo) wrote:

>davelow@ix.netcom.com (Dave Low) wrote:
>
>>Howdy,
>>
>>My dad sent back to me my trusty 800xl system, complete with Indus GT
>>drive, 850 interface and some old books, carts and disks (still works,
>>amazing!)...sure brings back memories. Anyways, I'm excited about getting
>>it up and running...you know, play some of the games I never had that I can
>>now download from the net. Problem is I can't get the files over to the
>>thing. I had tried using MyUtil and my friend's PC to format Atari disks
>>but MyUtil gave me an error ("Error Track 0" or something similar.)
>>
>>So now I'm thinking I could just construct a null modem cable and connect
>>my 800xl to my Mac. I've got all the cables. I suppose all I need now is
>>a term program on both ends, correct? If that is the case, can anyone
>>point out a place that carries Atari term software?
>>
>>BTW, I could use an extra drive or two...Anyone willing to sell to me?
>>
>>Thanks.
>>
>
>I have just tried a program called ATARIDSK, which is very similar to
>MYUTIL, but has a user interface to make life easier. It *does*
>actually seem to work fine on a PC 5.25 1.2mb disk drive, double
>density only I'm afraid tho. It gives you a directory listing of an
>Atari disk, and the ability to copy/delete/format/whatever. A great
>program to say the least, but I cannot find the URL where I downloaded
>it from. So, if anyone wants it I can email it to you, or if anyone
>has the URL for it please reply. I did a Lycos search and got 3 URL's,
>but none were the correct file (Umich archive I think).
>BTW, I tested it by fomatting a disk in the PC's 5.25, writing a few
>files to the disk, and then reading it on 2 1050 disk drives AND a
>RANA systems disk drive too, without any bad sector reads at all.
>With MYUTIL, I regularly got bad sectors whether the disk was
>formatted on the PC or the Atari, so this seems to have gotten around
>these problems. I don't know much about INDUS drives, do they support
>double density? You should be ok if they do..... :)
>
>Stevo.
>
> ----------

>/ If you want to email me, please remove the asterisks. \
> reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
>\ http://www.geocities.com/SiliconValley/Heights/9364/ /
> --
> ATARI Lives!! From one Decade to another- GO ATARI 8!!!
> --
>
Just a note... a disk that is formatted to or written to with either
an Atari drive or PC 360K drive will never be able to be read in
either of those drives, any data that was written (or a format) to it
while in a 1.2MB drive.

The 1.2MB drive's read/write head is 1/2 the size of the head on 360K
drives.

Cheers,

Jon

2826. Thompson PROBURNER Auction 3/24/97

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: dougm@freenet.edmonton.ab.ca
Message-ID: <5h7fpc$hb8$2@news.sas.ab.ca>
Source record: 74538

```
LAST UPDATED 3/24/97

Up For Auction.....
=-=-=-=-=-=-=-=-=-=
PROBURNER by Thompson Electronics (Toronto, Canada)

-EPROM/EEPROM Programmer (Just the Cartrigde)
For use with Atari models:400, 800, XL and XE
(24 PIN Devices or 28 PIN Devices)
(I tried it out on an Atari 800 and menu's etc came up great)

+60.00 Scavone ONCE

RULES
=-=-=
Auction ENDS SOON!!
Prices are U.S. Funds
Canada and U.S. Only Please
Shipping is $2.00
Bid Increment is $2.00 above previous bid
******* This will be updated regularly on my homepage *******
http://www.freenet.edmonton.ab.ca/~dougm
Thanks

DougM's Super Summer Homepage
http://www.freenet.edmonton.ab.ca/~dougm

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@freenet.edmonton.ab.ca
```

2827. power supply for a Trak At-d2?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: ak527@cleveland.Freenet.Edu
Message-ID: <5h7kqj$nhn@alexander.INS.CWRU.Edu>
Source record: 74539

What power supply is used in the above disk drive?

thank you
Martin Quinones

2828. Re: XLIT & M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: jsegur@capital.net
Message-ID: <33375ab8.39396506@news.capital.net>
Source record: 74540

jsegur@capital.net (Josef W. Segur) wrote:

>Markus Gietzen <magi@stud.uni-sb.de> wrote:
>
>>Two Noahs wrote:
>>
>>> Has anyone tried the XL-it with MULE?
>>Yes, me ;-)
>>Beside a few priority-problems it works quite well.
>>
>>> joystick. The joysticks configs in XL-it, sees it before the games screen
>>
>>Someone else had a similar problem. He solved it by disabling
>>the Atari800 mode (e.g. using XL-it! as Atari XL/XE).
>>Anyway I never ran across that problem.
>>
>>Bye,
>> Markus
>>
>I've had the same problem with both 0.17 and 0.18, though the very
>first time I tried 0.18 (before calibrating the joystick), it worked
>perfectly. I've been thinking about changing the values in joy.cfg to
>see if I can find better values. Perhaps you could post the effective
>values XL-it uses before a calibration is performed?
>
As a follow-up, I'll note that I did finally get a good calibration,
by activating a large number of Windows programs to bog down my
machine, then running XLit in a Dos Window. For those who might be
interested, the resulting Joy.cfg file has these values:

116 550 116 550

Joe

2829. Re: APE questions and comments

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: jeffk914@groucho.roc.servtech.com
Message-ID: <33376252.6426817@news.supernews.com>
Source record: 74541

On Mon, 24 Mar 1997 20:26:12 GMT, noone@nowhere.com (Yogi) wrote:

>-Yeah, I used to have several, but I liked Fenders the best - though
>it
>-may be a moot point, since I tried "menu.atr", Yogi's menuing program
>-that can handle the megaimages (though it appears to only look at
>d2:,
>-not sure if it can look at anything higher.)
>
>Not yet. When I get time I'm going to go back into it and let you
>change the drive. I didn't write it originally, I just hacked it to
>look at D2: and goto another screen. A very poor method actually, all
>it does is add 3 to the directory sector number until it reaches $170
>then it resets. Hence the garbage occuring sometimes on the 3rd set of
>filenames.
>Maybe time for a complete rewrite and assembly.

Hmmm, that might explain a couple of the screwed-up third screens I
was getting - I figured it was just a ramdom hiccup.

BTW, I remember your name from waaaay back in the 8bit's heyday - it's
good to see some folks sticking with the Atari after all this time. :)

Speaking of menus, I did some, IMHO, fairly slick Basic programs way
back when, including a quite-nice Basic game loader and what I humbly
think was the best (and the first!) ATASCII animation program, but
currently have no way to get them onto PC images... :((And I really
haven't done any programming since then, despite dabbling with Action
and assembly...) I also did a full conversion of Cavelord from German
to English, but again, no way to get it to the PC.

2830. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970325060901.BAA00731@ladder01.news.aol.com>
Source record: 74542

Your cautions are well founded Tim,

And yes, this is all comming out of my pocket. I'm actually doing this more for myself then anyone else, however I would like everyone to take advantage of this product. Also, the answer is NO to any and all who want to ADVANCE PURCHASE, no orders are being taken, no donations are being taken. The only thing I am accepting is assistance with specific area's of design.

As for your question about PCB's. I have an in on that one, a friend who works at a manufacturer and my batch will be an after-hours run :)

Curt
Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

2831. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970325061301.BAA00956@ladder01.news.aol.com>
Source record: 74543

Hi Alan,

Apparently most people are not familiar with B&C ATARI sales & service. They are one of two California based Atari retailers who purchased the remaining inventory of Atari 8-bit and Atari ST items (as well as Lynx, Jag and other Atari related items) B&C has more then sufficent quantities of Atari Antic, GTIA, Pokey, PIA, 6502c, Freddy and all other Atari related items (SIO cables) and so forth. This is where I've ordered my initial batch of equipment for development between myself and the 2 other people assisting me on this project.

By The Way, B&C's number is 408-986-9960, closed Sun & Mon for those looking for Atari products both new and used.

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

2832. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970325061400.BAA00990@ladder01.news.aol.com>
Source record: 74544

Hi Alex,

A standard floppy controller is planned, but wont be included with the
base unit. I have an engineer looking at a simple disk drive controller
that will be plugged in as a daughter card through an SIO header.

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

2833. Re: A New Atari 8bit with slots and detachabl

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970325062001.BAA01298@ladder01.news.aol.com>
Source record: 74545

Alex,

It wont be VGA, but it will be RGBI. Bill Richerson who designed the original RGBI output for the Atari 800 has told me I have permission to use his design, he's also looking to see if he has an 800's lying around with the mod. It runs off the A103 chip in the 800, A20 in the XL/XE. Its an extremely simple mod, I don't understand why Atari never included it. All it took was a Motorola Quad 2N2222 and a 2n2907, a few resistors and a pot and some wiring and bingo: RGBI output to an Atari SC1224 color monitor. Now we plan on including an Omniview type 80 column text mode. We haven't tried it yet, but without the normal text bleeding, 80 columns on RGB should look great!!!

Things are happening. Still shooting for 1st quarter 1998 for release.

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

2834. 850 interface for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: kroser@pobox.com
Message-ID: <33374d39.6827685@news.openix.com>
Source record: 74546

I'm selling an Atari 850 interface in working order with power supply, serial cable, and documentation. I posted this last week but only got one low offer of $25 and another offer from someone with an alias that sounded like a kitchen utensil.

Any serious offers out there?

2835. Re: Xformer Cable Info

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5h7pi8$o18@freenet-news.carleton.ca>
Source record: 74547

Brian Siano (siano@cceb.med.upenn.edu) writes:
> Okay, if I'm asking for proprietary information, please
> warn me, but I need to know: exactly how does one make an
> XFormer cable? Replies by Email, please.

Anyone know what the big secret w/ the xformer cable is? I had
to search a long time w/ dejanews to find a pinout for it, but its
there.

The subject is 'Xformer Cable', posted by by 'rely@ix.netcom.com' on 7/17/96.
You should be able to find it at http://www.dejanews.com.

If Derek won't sell these simple cables anymore, I will sell them to anyone
who wants one for whatever he was asking. Might not be such
a great idea, since from all the dejanews articles I read it appears
they dont work well anyway.

Steve

2836. Re: Xformer Cable Info

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <33377F64.167E@htw.uni-sb.de>
Source record: 74548

Steven J. Tucker wrote:

> If Derek won't sell these simple cables anymore, I will sell them to anyone
> who wants one for whatever he was asking. Might not be such
> a great idea, since from all the dejanews articles I read it appears
> they dont work well anyway.

Absolutely right !
These cables are 1:1 connections of the SIO to the parallel-port.
The advantage is that you can solder them quite easy. Anyway:
I built that cable (not for XFormer but I played around with
sources that I found) and it worked on my 486 but it failed on
most Pentiums (no, it's no timing issue). I think that the
"electrical" implementation of the parallel-port of those
mainboards is the reason.
Anyway doing 19200 Baud via the parallel-port is a stupid idea.
Any task-change in win95 will cause failures. Not to speak about
high-speed loaders that will work at 56000 Baud and higher.

Therefore I go for Steven J. Tucker's(your:-) APE-pro cable.
I'll also support it in XL-it!.

Bye,
Markus

--
Markus Gietzen

E-Mail: iig05-1@htw.uni-sb.de
WWW : http://myst.slcc.edu/~markus

"What? Is man merely a mistake of God's? Or God merely a mistake of
man's?"
---F. Nietzsche

2837. Yogi and other Atr sites

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: Drew Online! <kdaniel@gisco.net>
Message-ID: <01bc38dc$ad1004c0$083d8fd0@Kevin.gisco.net>
Source record: 74549

What happen to Yogi's site with ATR files, I went to browse. and all gone.

anybody know? or have any good places to get ATR files?? let me know here
or e-mail
Thanks
Kevin

2838. Re: DCM File Format (in Visual Basic source code) ***LONG POST***

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970325004142897l8@ts199.vcr.wis.net>
Source record: 74550

Will Fisher <blackat@direct.ca> wrote:

> buffer$ = buffer$ + (" Decoding Disk Commander Image ") + Chr$(13) +

Minor correction, it's "Disk Communicator" ;-)

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

2839. Re: How are !you! using your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970325004144898806@ts199.vcr.wis.net>
Source record: 74551

Ed L. Pulliam <pulliam@earth.inwave.com> wrote:

> Now that they have been retired, I have offered them to a start-up
> public access cable channel.

Did they go for it?

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

2840. Re: A New Atari 8bit with slots and detachabl

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970325004141896 22@ts199.vcr.wis.net>
Source record: 74552

Cvendel <cvendel@aol.com> wrote:

> and a pot and some wiring and bingo: RGBI output to an Atari SC1224 color
> monitor. Now we plan on including an Omniview type 80 column text mode.

WHAT!? Cool! I would love to haave this capability on my 8-bit! Any
chance you can upgrade my 130? ;-)

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

2841. Re: Atari XE game system HELP

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: bmarcum@iglou1
Message-ID: <BMARCUM.97Mar25041952@iglou1>
Source record: 74553
Cross-posted to: comp.sys.atari.8bit,alt.emulators

In article <859004448.25081@dejanews.com> matrixdrake@hotmail.com writes:

Also,I was wondering if it would be possible for me to modify an
old APPLE IIe disk drive I have to make it work for the atari as a disk
drive for this is almost impossible to find.
Actually any information about this system would be great.

I'm afraid that's not possible, but Atari disk drives shouldn't be
that difficult to find if you know where to look.
--
Bill Marcum bmarcum at iglou dot com
"...and eleven long haired friends of Jesus in a chartreuse microbus..."

2842. Re: ATTN YOGI! (Well, you said to do this to get your attention.....)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: bmarcum@iglou1
Message-ID: <BMARCUM.97Mar25044043@iglou1>
Source record: 74554

In article <3336ccd1.3691090@news.injersey.com> noone@nowhere.com
(Yogi) writes:
uncracked copy. And they kept the good one for the ElItE (although no
one then used CaPItAl LeTTrs like they do today, possibly cause the 8
bit only did upper case??)

Unlike some early home computers, the Atari 8-bit always had
upper/lower case. It just starts out in upper case until you press
the Caps key.
--
Bill Marcum bmarcum at iglou dot com
"...and eleven long haired friends of Jesus in a chartreuse microbus..."

2843. Re: Atari XE game system HELP

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <3337B184.41C6@htw.uni-sb.de>
Source record: 74555
Cross-posted to: comp.sys.atari.8bit,alt.emulators

Bill Marcum wrote:

> I'm afraid that's not possible, but Atari disk drives shouldn't be
> that difficult to find if you know where to look.

http://www.ataricentral.com:80/8bit/hardware.html

Please note that I never ordered something there. I can't say
how reliable this vendor is.

Bye,
Markus

--
Markus Gietzen

E-Mail: iig05-1@htw.uni-sb.de
WWW : http://myst.slcc.edu/~markus

"What? Is man merely a mistake of God's? Or God merely a mistake of
man's?"
---F. Nietzsche

2844. Re: XL-it! 0.17 now available -- Did you get an answer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: read@my.sig
Message-ID: <333acab0.2601522@news.networx.net.au>
Source record: 74556

ssilicon@lax.net (Jon D. Melbo) wrote:

>On Sat, 22 Mar 1997 21:55:13 GMT, robindhood@geocities.com (Brave,
>Brave Sir Robin) wrote:
>
-snip-(explanations removed)

>>
>Uh, you don't have to reboot the machine to change virtual disks do
>ya? It would be a distinct disadvantage if one could not change a
>disk in a drive while still running the same software.
>
> Cheers,
>
> Jon

No, you don't have to, but how are you going to see what's on the new
"disk" if you don't boot it??

:)

cheers
Stevo

```
-----------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-----------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
-----------------------------------------------------------
```

2845. XL-It 0.19 question...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: robindhood@geocities.com
Message-ID: <3337cb76.69612561@news.mindspring.com>
Source record: 74557

Does any know if XL-It supports large .ATRs or .XFDs.. In particular,
I refer to the ones created by APE.. They can be up to 16mb.. So far
I haven't had success.. Has anyone heard any unsubstaniated rumors
that the author may be adding this feature somewhere down the line?

Thanks!
-Keith

2846. Re: Xformer Author Turns Down Registered User

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5h8j2k$pvv@sjx-ixn7.ix.netcom.com>
Source record: 74558

In article <5h6qll$ere@canyon.sr.hp.com>,
frankh@sr.hp.com (Frank Hamlin) wrote:
>: I bought Xformer 3.0a for $35 more than a year ago. I got the 3.3
>: upgrade from the website by using my password several months ago. Took
>: a while but I finally was able to get it.
>
>: I emailed Darek Mihocka to ask for the latest update Xformer for
>: Win95. I provided my password and name and all that. 2 weeks later he
>: emails me back saying "no."
>
>: I guess he wants to be mailed the original 3.0a disk but he didn't
>: really say.
>
>Has anybody received Xformer96 for Win95? I mailed my origional disk
>to him with a self addressed stamped envelope back in October. I'm still
>waiting for the Win95 release. The last I heard so was everyone else.
>It doesn't really make any difference now as Xl-it actually does what
>Xformer claims to be able to do. Xl-it runs most of my atari software,
>while Xformer failed on most. The Win95 release of Xformer will need
>to be a very major improvement over 3.0 and 3.6 to be worth putting onto
>the hard disk.
>
>
>--
>
>Frank Hamlin, Santa Rosa Systems, Hewlett Packard __@ __@
>1400 Fountaingrove Pkwy, Santa Rosa, Calif _-\<,-\<,
>frankh@sr.hp.com (*)/---/(*)
>
>

Frank,
The last time I checked into WWW.EMULATORS.COM, which was a couple of weeks back, the page said the beginning of April. I just checked and now there is NO mention of Xformer 96 at all, anywhere on the page. Hmmm... Sounds like it's time for a massive write-in campaign to Darek. Thsi is no way to run a business. Personally, I like Xformer, but I was promised an upgrade to Win95 and I did what was requested to get it, now I want what I'm suppose to recieve. I'm now getting to ne not such a happy camper here!

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

2847. Re: Atari 130xe Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: read@my.sig
Message-ID: <333bcde3.3421168@news.networx.net.au>
Source record: 74559

Brian <Darkwing@ica.net> wrote:

>Can anyone tell me if it is possible to copy cartridge on disk and then
>convert it to run in xformer emulator or some other emulator, and how it
>is done.
>
>Any help would be appreciated. I have this Atari cartridge that i like a
>lot and would like to try and run it on my pentium machine.
>
>Thanks!!!
>
>dpatekar @ica.net

That all depends on if it is one of the newer "supercarts", which use
"bank selection" to map more data into memory. If it is , then it's a
difficult task to find out exactly what it's doing.
Also, you either need to have some sort of built in "monitor" program
to allow access to your computers memory, or an Atari 800 machine
which has 2 cartridge slots- there is a BASIC program around which can
copy carts to disk using the second cart slot.

I could work on a "monitor" for you to try out, I remember seeing the
XL-FIX program will actually let you insert a cartridge while the
computer is on (for translating the XL O.S to the older 400/800, and
allow the cart to work). That is of course if you are using an XL/XE
machine. XL-FIX of course will not run on the 400/800 machine.
What I can do is insert the ROM image from the SuperMON O.S. I have in
my 130XE into XL-FIX, and then you will have a translator/MONITOR
which can load from disk, AND give you access to the memory after the
cart is installed..
If you would like to see some DOCs on SuperMON, I have posted them on
my home page. I personally could not live without SuperMON, I just
leave the computer with SuperMON on, as it is a built in translator,
and switch it off when something doesn't work..

Anway, let me know what you think of this idea..

Stevo.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

2848. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5h8jmq$eho@dfw-ixnews7.ix.netcom.com>
Source record: 74560

In article <19970325060901.BAA00731@ladder01.news.aol.com>,
cvendel@aol.com (Cvendel) wrote:
>Your cautions are well founded Tim,
>
> And yes, this is all comming out of my pocket. I'm actually doing this
>more for myself then anyone else, however I would like everyone to take
>advantage of this product. Also, the answer is NO to any and all who
>want to ADVANCE PURCHASE, no orders are being taken, no donations are
>being taken. The only thing I am accepting is assistance with specific
>area's of design.
>
> As for your question about PCB's. I have an in on that one, a friend
>who works at a manufacturer and my batch will be an after-hours run :)
>
>Curt
>Curt Vendel
>Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
>Email: cvendel@aol.com
>Web Site: http://members.aol.com/cvendel/vaporware.html
>
>

Curt,
I like the idea, count me in! However, the idea of a hardware 130XE card would be even better. The card could use the PC's existing RAM, peripherals and ports, but would need Atari joystick, SIO and Cart ports via the card slots. What would you think of this instead or plus the stand alone version?

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

2849. Re: 80 Column - C80.COM (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: read@my.sig
Message-ID: <333ed59b.5396326@news.networx.net.au>
Source record: 74561

Asterisk <ampage@geocities.com> wrote:

>Is there a way to get 80-column text on an Atari 130XE?

Yep, copy this (C80.COM) on to your Atari, and run it.
If you have any trouble decoding, just let me know and I'll email it
to you. I think I got this file from the Umich archive, but to save
time here it is...

Have fun.

Stevo.

```
-----------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-----------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
-----------------------------------------------------------
```

2850. Re: 80 Column - C80.COM (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: read@my.sig
Message-ID: <333cd48a.5123843@news.networx.net.au>
Source record: 74562

Asterisk <ampage@geocities.com> wrote:

>Is there a way to get 80-column text on an Atari 130XE?

Yep, copy this (C80.COM) on to your Atari, and run it.
If you have any trouble decoding, just let me know and I'll email it
to you. I think I got this file from the Umich archive, but to save
time here it is...

Have fun.

Stevo.

```
-----------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-----------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
-----------------------------------------------------------
```

2851. Re: 80 Column - C80.COM (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: read@my.sig
Message-ID: <333dd58f.5385945@news.networx.net.au>
Source record: 74563
Body handling: Inline uuencoded payload not displayed: C80.COM

```
[Inline uuencoded payload not displayed: C80.COM]
```

2852. Re: 80 Column - C80.COM (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: read@my.sig
Message-ID: <333fd5a5.5409453@news.networx.net.au>
Source record: 74564
Body handling: Inline uuencoded payload not displayed: C80.COM

```
[Inline uuencoded payload not displayed: C80.COM]
```

2853. Re: wanted: info about power cord -130 xe.

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <3337E05B.5063@tcd.net>
Source record: 74565

The power supply for the 65XE is the same..Your 130XE more than likely
has 1 or more bad Rams..

bob

2854. Re: 80 Column - C80.COM (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: read@my.sig
Message-ID: <3340d6b2.5676059@news.networx.net.au>
Source record: 74566

Asterisk <ampage@geocities.com> wrote:

>Is there a way to get 80-column text on an Atari 130XE?

Yep, copy this (C80.COM) on to your Atari, and run it.
If you have any trouble decoding, just let me know and I'll email it
to you. I think I got this file from the Umich archive, but to save
time here it is...

Have fun.

Stevo.

```
-------------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-------------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
-------------------------------------------------------------
```

2855. Re: 80 Column - C80.COM (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: read@my.sig
Message-ID: <3341d6c9.5701819@news.networx.net.au>
Source record: 74567
Body handling: Inline uuencoded payload not displayed: C80.COM

```
[Inline uuencoded payload not displayed: C80.COM]
```

2856. Re: XL-It 0.19 question...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: read@my.sig
Message-ID: <3337ed25.971403@news.networx.net.au>
Source record: 74568

robindhood@geocities.com (Brave, Brave Sir Robin) wrote:

->Does any know if XL-It supports large .ATRs or .XFDs.. In
particular,
->I refer to the ones created by APE.. They can be up to 16mb.. So
far
->I haven't had success.. Has anyone heard any unsubstaniated rumors
->that the author may be adding this feature somewhere down the line?
->
->Thanks!
->-Keith

I've had the same trouble also, all I get when I install a 16mb image
is 0000 FREE SECTORS. I do seem to remember in earlier versions of
XLit that the images worked fine, and now they don't. I guess Markus
has been flat out getting the "H:" drive (PC hard drive mirror?)
working properly and hasn't had time to work on that problem.
Markus- what happened anyway?

Stevo.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

2857. Re: Alternate Reality (Dungeon)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: read@my.sig
Message-ID: <3339f0a6.1868054@news.networx.net.au>
Source record: 74569

"Chris Allen" <Scanman@dial.pipex.com> wrote:

->My dungeon disk 1 side 1 doesn't seem to work does anybody know why?
Or
->does anybody have a working copy they can mail me?
->
->Cheers
->
->Scanman@dial.pipex.com
->
->
->

You can find the Dungeon disk 1 at

ftp://ftp.hackerz.com/hackerz/atari/jellystone/bootdisks-a-to-k/AlternateRealityTheDungeon_1.ATR

If you need it Diskcommed instead of in ATR format let me know...

Stevo

```
-------------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-------------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
-------------------------------------------------------------
```

2858. Re: 80 Column - C80.COM (0/1) oopsy..

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-25 00:00:00 UTC
From: read@my.sig
Message-ID: <3338eeac.1362579@news.networx.net.au>
Source record: 74570

Sorry for the multiple postings guys, I'm having a heck of a time with
my ISP. My Email is down, and I thought the newsgroup server was also
down, but apparantly not :)

Stevo.

```
-----------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-----------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
-----------------------------------------------------------
```

2859. Re: A New Atari 8bit with slots and detachabl

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <33394d9a.743738@news-east.sony.com>
Source record: 74422

Glenn,

When you sum them together (as in the 2600 and 800) you get composite video. Composite is generated this way because you can control the Lum and Chroma better with discrete off silicon components. In 1978 it was difficult to fabricate LSI devices with fairly consistant resistor and capacitor values on the die itself. In order for the video to look the same on each console.....these components and functions were placed outside the chip.

My original point was that you will never get RGB out with 2 transistors added. And that Atari was not stupid for not doing it, it just is not possible!

jj

On 26 Mar 1997 01:12:03 -0700, Glenn Saunders <krishna@primenet.com> wrote:

>The mortal Jerry Jessop wrote:
>: Here is why the original 800 never had RGB:
>: 1: The GTIA was designed to output composite only. It would have
>
>The Atari 800 has separate chroma and luma lines. You can even get chroma
>and luma out of a 2600. RGB is a different story, of course.
>
>

2860. best Atari keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: Falcon <wfalcon@uofrlaw.urich.edu>
Message-ID: <33394FC1.555C@uofrlaw.urich.edu>
Source record: 74423

A while ago, somebody ranked the Atari computers in terms of which had the best keyboard. Is there a consensus best? Could someone repost that list, or else email me with their choice of which is the best. I've owned/used a 400,800,600xl,800xl,130xe, and of all those, I know its not the 130xe (too soft) or the 400 (what keyboard?). The 800 might have had too much resistance, so that would leave the 600xl and the 800xl. Which was the best?

Falcon

2861. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: lvt-cfc@cyber3.servtech.com
Message-ID: <5hbrnj$jpt@cyber3.servtech.com>
Source record: 74424

In article <Pine.SUN.3.92.961224010256.18720D-100000@linda.teleport.com>,
Bravo Sierra Computers <bensmith@teleport.com> wrote:
>On 19 Dec 1996, Daniel Klugh wrote:
>
>> Bravo Sierra Computers (bensmith@teleport.com) wrote:
>>
>> : Bob Puff of CSS told me that neither the P:R:
>> : Connection nor the 850 Interface can reliably do over 2400 Baud. I have a
>>
>> I think you mean 9600,not 2400.
>
>No, I meant 2400. I called Bob Puff and he said trying to exceed 2400
>would result in dropped characters.

Has anybody ever tried yanking the guts out of an 850 and replacing the
ROMs or whatever's necessary, with something that WON'T drop characters at
>2400 baud? Or is that essentially how the P:R: Connection et al were
invented in the first place? :-) (Actually, I'd have thought that if
ANYBODY were going to do such a thing (rip up an 850 and improve it), it
would've been Bob Puff himself. But he didn't, so maybe it's not
possible. Hardware hackers? Opinions?)

>> : Have the 8 Bit to send the Originate Signal
>> : with BobTerm and Answer on your PC. If necessary, reverse which Answers
>> : & Originates. Once you've Connected with BobTerm you can transfer with
>> : Y-Modem Batch or even F-Modem Batch (If PCs Support F-Modem).
>>
>> huh.I always wondered if that would work.I could never do it.

Of _course_ it would work. That's what modems _do_, period. I wonder why
you couldn't do it... if I'd been there that day I would've helped you
out...

>> Of course what's the point?
>> Why not just bypass the modems and connect the RS232 ports of the Atari
>> and PC via a null modem and gender changer?

That works too, of course. Might not improve the dropped-characters-at-
9600-baud situation, although I've used a null-modem cable to transfer
files between the Atari 8-bit (with Atari 850) and my Amiga, at 9600 baud,
for YEARS and NEVER dropped a character...

Chris Chiesa
lvt-cfc@servtech.com

2862. Re: FS: Rare Atari Book - INSIDE ATARI DOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: lvt-cfc@cyber3.servtech.com
Message-ID: <5hbub9$n3k@cyber3.servtech.com>
Source record: 74425

In article <marksim-2203971953420001@port128.bitstream.net>,
Mark L. Simonson <marksim@bitstream.net> wrote:
>In article <33320EC3.6A01@ix.netcom.com>, -- VorTeX --
><jonart@ix.netcom.com> wrote:
>
>> ��� This book is all about Atari DOS�2.0. Totally invaluable to the
>> Atari HACKER/CODER.
>>
>> http://www.ebay.com/aw/item.cgi?item=mzy48269
>
>Rare? Really? Various Compute! books show up here FS regularly--including
>that one. I'd be surprised if it was really rare--at least relative to
>other Atari 8-bit books...

I don't know whether things have changed today, but ten years ago I had a HELLLL of a time getting "Inside Atari DOS" from ANY source, INCLUDING this list -- went through at least three attempts to buy it from a couple of people, only to lose contact with them when they "never wrote back" to conclude the deal. Finally got a copy, but it was hard work! And I would have thought these things would have become RARER STILL after another ten years. Is that not the case?

Chris Chiesa
lvt-cfc@servtech.com

2863. Re: Star Raiders Tribute

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <v7ypvwmikim.fsf@cuthbert.co.umist.ac.uk>
Source record: 74426

> Alan Christie (94chrisv@scar.utoronto.ca) wrote:
> : Yeah, ask if ANYONE has ever completed Star Raiders and received the
> : HIGHEST ranking on the hardest level. My best I think was lietenant on
> : the medium difficulty.

I've done it a couple of dozen or so times, it just takes a LOT of practice, it took me about a year of playing regularly to achieve it. I still play it from time to time, but I'm out of practice so I don't tend to get the highest score anymore. You've just gotta be fast blowing up those Zylons, make sure you don't get hit, and don't dock unless you really have to.

2864. Re: HIP sources

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <333a9eb7.92183971@news.inc.net>
Source record: 74427

On Wed, 26 Mar 1997 11:39:44 +0100, Matthias Belitz
<matz@kawo2.rwth-aachen.de> wrote:

>nadkar wrote:
>>
>> the bmp2hip sources (in C) are avaible on the big atari homepage
>> in the tiny ftp-archive
>>
>Please could you tell me, where to find a simple HIP-Viewer for the XL ?
>I heard continiusly of HIP, but never got an Viewer for it.
>Thanx in advance, Matt
>--
> | | | _____________________________
> | | | / /
> | | | / /
> / | \ /email: matz@kawo2.rwth-aachen.de /
> / | \ / belitz@genesis.rwth-aachen.de /
> Atari 8-bit / /
>power without the price /_____________________________/

I've never even heard of .HIP. Someone explain? I have heard of
GIF, JPG, PCX, TRG, BMP, RLE, ETC ETC ETC, but HIP??

Cheers,

Jon

2865. Re: best Atari keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <33399d6e.91855016@news.inc.net>
Source record: 74428

On 26 Mar 1997 16:33:28 GMT, Falcon <wfalcon@uofrlaw.urich.edu> wrote:

>A while ago, somebody ranked the Atari computers in terms of which had
>the best keyboard. Is there a consensus best? Could someone repost
>that list, or else email me with their choice of which is the best.
>I've owned/used a 400,800,600xl,800xl,130xe, and of all those, I know
>its not the 130xe (too soft) or the 400 (what keyboard?). The 800 might
>have had too much resistance, so that would leave the 600xl and the
>800xl. Which was the best?

Here is my opinion of best keyboards to worst, of all machines I've
laid my hands on:

800 or 1200XL (tie? I tend to favor the 1200XL slightly)
800XL & 600XL (same keyboards really)
130XE
400

Of course the best keybaord is a good quality IBM (other high end PC
style) keyboard with real switches used with the Transkey.

Cheers,

Jon

2866. Re: ATR vs XFD (was Re: XL-It 0.19 question...)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: lvt-cfc@cyber3.servtech.com
Message-ID: <5hc02c$oto@cyber3.servtech.com>
Source record: 74429

In article <33385A1A.5FE5@pacbell.net>,
Kenneth Wm. Rempfer <kennyr@pacbell.net> wrote:
>I think that standardizing image files is an excellent idea. It
>shouldn't be
>too dificult either - the basic atr 16 byte header has bytes to spare
>and as
>far as I know even copy protected disks had to have standard first three
>sectors
>as single density - just add a flag in the header to indicate that the
>rest of
>the image is is a protected disk and the rest is software implementation
>of the
>standard.

That would be perfect. You could then tack on a "protection map" of some form (yet to be defined) AFTER the disk-image data, and what _ought_ to happen is that software from today (the "pre-enhanced_ATR days") would simply ignore that "this is a protected disk" flag, and load only the portion of the file that it knew about, i.e. the disk image, and would IGNORE (never look for, and never see) the protection-map stuff. Newer software WOULD know to look, and WOULD see it, and could work properly.

It's called "backward compatibility." :-) And I LIKE it. :-)

Chris Chiesa
lvt-cfc@servtech.com

2867. Re: Atari 8-bit and ZIp drive?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: lvt-cfc@cyber3.servtech.com
Message-ID: <5hbvba$o25@cyber3.servtech.com>
Source record: 74430

In article <BMARCUM.97Mar24080706@iglou1>, Bill Marcum <bmarcum@iglou1> wrote:
>In article <5h4072$qkc@netnews.upenn.edu> siano@cceb.med.upenn.edu (Brian Siano) writes:
>
> Has anyone worked out a way of using a ZIP drive with an Atari
> 8-bit? It'd sure make it easier to transfer my old Atari files to my
> PC. Any effort in this area?
>
>The SCSI Zip drive might work with a Black Box, but I don't know if a
>PC would be able to read the disks.

1) If anybody does get this to work, I want to know about it! (There could conceivably be SCSI-1 / SCSI-2 / SCSI-3 issues, though; I assume because of its vintage that the BB uses SCSI-1; anybody know what the Zip drive uses? I couldn't get one to work with my Amiga a year or so ago, but other people claim to have done so...)

2) Assuming you did get the Zip drive to work with the BB, the PC should have no problem reading the PHYSICAL MEDIA -- you'd just have to write an application that understood the DATA FORMAT (i.e. whatever DOS you had used on the Atari). I suppose it's just barely possible that there could be a signal-inversion issue (a la the MIO), but that seems like a rather remote possibility. I'd EXPECT it to work, and would be surprised if it didn't.

Chris Chiesa
lvt-cfc@servtech.com

2868. Re: 8-Bit seen on HBO!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: lvt-cfc@cyber3.servtech.com
Message-ID: <5hbta4$m0l@cyber3.servtech.com>
Source record: 74431

In article <marksim-2003972153470001@port162.bitstream.net>,
Mark L. Simonson <marksim@bitstream.net> wrote:
>In article <33310272.5969@student.uci.agh.edu.pl>,
>dhor@student.uci.agh.edu.pl wrote:
>
>> Ronald J. Hall wrote:
>[snip]
>> watching 'terminator' u can see piece of 6502 assembler code...
>
>I noticed that too when I saw it in the theater years ago. I seem to
>recall that it appeared to be a portion of the 400/800 OS source code
>(including the code name "COLLEEN") from the Tech Notes & Hardware Manual.
>I don't think it's legible in the video release.

I too had the experience of recognizing 6502 code flowing across the
Terminator's vision in the theater. I was sharp-eyed enough to note that
the title "Super-Key" appeared at one point, and in a discussion here some
years later (now some years AGO) I believe someone said that it was
actually Apple code.

Maybe it'll become legible again if HDTV takes off...

Chris
lvt-cfc@servtech.com

2869. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: atari@teleport.TINC.com
Message-ID: <5hbrmq$nlc@ornews.intel.com>
Source record: 74432
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

In article <3336b0e3.87659858@news.inc.net>,
ssilicon@lax.net (Jon D. Melbo) wrote:
>His company is now called Emulators Inc. I wonder if Darek works for
>MS, he is in the same neighborhood.

Yes, AFAIK he does. I've got one of those cables around here someplace...

Remove the "TINC" from my email address to reply.
----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the magazine for all Atari users For info, email:
CANADA: info@compdirect.com
Europe: ataricomputing@cix.compulink.co.uk USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

2870. Re: 8bit fun with buried bucks!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: lvt-cfc@cyber3.servtech.com
Message-ID: <5hc130$q4j@cyber3.servtech.com>
Source record: 74433
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

In article <3338C077.61EB@worldnet.att.net>,
Keatah <Keatah@worldnet.att.net> wrote:
>This game is absofraggin-lutely fantastic!

Yeah! I've loved this game for years myself!

>blast out the dirt. you have to blast enough to drill down and through to
>get the sacks of money. then you fly down and pick 'em up. There's this
>great big red airplane that keeps flying overhead and fills your finely
>bombarded trenches. A real pain in the ass!

Yup. You can trick the airplane into bombing where you're not, by laying
down a light barrage of minimal bomb-blasts in some area you're not
actively interested in. That will divert the plane from at least SOME of
its interference with your real task!

> And you gotta watch out for
>the lakes, if you bomb too close, they flood the whole area. And that
>puts a stop on all the fun, unless you can buy your way out.

Buy your way out? How's that? Do you mean, pick up enough $$ underground
to get more ammo and somehow SHOOT your way back out? Or is there a twist
to the game that I'm not aware of where you CAN "buy" your way out? (This
is what comes of inheriting people's disks but not their docs...)

>till you get sealed in a cavern of your own making,

Yeah... And after all the work it took to GET there! Figuring out
where to hover so that your bombs hit the ground at JUST the right
angle to dig a ramp down to the money, WITHOUT hitting a lake. Digging a
deep vertical pit where your ramp meets the surface, to suck up some of
the dirt the plane drops, so you DON'T get sealed in. Then getting sealed
in ANYWAY! AAAAAAAUUUUUUUUUGGGHHHHHH!

Incidentally, does *your* version of BB put up a big winged-eagle-shield
sort of banner graphic while loading?? My "file" version has the graphic
data for this embedded in it, but it never displays. One of my pet
projects for YEARS has been to try to restore that display...

Chris Chiesa
lvt-cfc@servtech.com

2871. Mars Tesero

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: Stephen Knox <gooch@pop.erols.com>
Message-ID: <3339942F.6649@pop.erols.com>
Source record: 74434

There was a game awhile called Mars Tesero or such. It was a
diving game that needed Atari Basic to run.

Basically you had to find sunken treasure and sell it to get a bigger
boat/dive bell, etc..

This was a fun game that my original recently died. I havent seen it
anywhere on the ftp sites. Anyone got it?

Thanks,
Steve

2872. Re: best Atari keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <33399358.5905@pacbell.net>
Source record: 74435

Falcon wrote:
>
> A while ago, somebody ranked the Atari computers in terms of which had
> the best keyboard. Is there a consensus best? Could someone repost
> that list, or else email me with their choice of which is the best.
> I've owned/used a 400,800,600xl,800xl,130xe, and of all those, I know
> its not the 130xe (too soft) or the 400 (what keyboard?). The 800 might
> have had too much resistance, so that would leave the 600xl and the
> 800xl. Which was the best?
>
> Falcon

No doubt here.... the 1200XL has the best keyboard.

2873. PRO-images (was Re: ATR vs XFD)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <333998E3.76CE@kawo2.rwth-aachen.de>
Source record: 74436

```
Lawrence Staveley wrote:
>
> In article <3338FB95.3A72@kawo2.rwth-aachen.de>, matz@kawo2.rwth-aachen.de wrote:
> >You missunderstood my intention - I wanted to speak of "COPY"-protected
> >disks !
>
> Why? We've got .PRO for APE, and Yogi for XLit!
```

First I�d never heard of "PRO"-images before ...
Maybe, thats just the thing, Iwant to have.

I�d like to have only one ! fileformat for ATARI-disks and not just 10
...
So lets do a specification in this group (maybe your PRO-images are),
all programmers can rely on for future developments. So it would be
nice, to use my copy-protected disks also with XL-it ...

```
Any suggestions ?

Matt
```

2874. i search for adresses atari 8 bits vendors in california

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: MULLER <mulher@imaginet.fr>
Message-ID: <01bc3a2f$f9b69e20$441644c3@moria.imaginet.fr>
Source record: 74437

```
i search for adress to complete my collection of atari 8 bits items
i search for 1200,1450,1245,1400 xl,xld

and pc1,pc2 etc....
```

2875. XEP80 documentation and happy 1050 docs

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: slycy@geocities.com
Message-ID: <859413844.32020@dejanews.com>
Source record: 74438

I have come into posession of an XEP80 and 1050 Happy Drive, both
without documentation. Can someone point me to documentation
on the internet, or can you email it to me? or through the postal service?

Thanks in advance.

slycy@geocities.com

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2876. I Buy atari items to complete my collection

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: MULLER <mulher@imaginet.fr>
Message-ID: <01bc3a2f$60245900$441644c3@moria.imaginet.fr>
Source record: 74439

I am a collector of atari
i searach adress in california to buy old items like 1200,1450,1400 xl and
xld ....

2877. Re: Bank St. Writer disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: thedm <thedm@idir.net>
Message-ID: <01bc3a26$2a7af240$12c28e92@girnius-w-kc.kc.bls.gov>
Source record: 74440

Well Borderbund is still in business, can't hurt to ask.

Alan Christie <94chrisv@scar.utoronto.ca> wrote in article
<Pine.GSO.3.95.970325215630.17043C-100000@fissure.scar>...
> On Mon, 24 Mar 1997, Yogi wrote:
>
> > My original bank st. writer disk and manual say "lifetime replacement
> > guarantee. If this disk ever fails to boot, send it to broderbund and
> > we will replace it for a $5 handling charge".
> >
> > Anyone think they can still supply this????
>
> Bahahah! Yeah right! Do you honestly think Broderbund even HAS any 8bit
> disks lying around? I don't think so.
>
> The lifetime replacement guarantee actually meant the profitability
> lifetime of the Atari 8bit. Which by my best estimates died in the late
> 80s or early 90s..
>
> Alan
>
>
>

2878. Re: Weird Thrift Finds (light pen)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5hbtld$srb@nnrp1.news.primenet.com>
Source record: 74441
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <5hbha0meg1@geraldo.cc.utexas.edu>,
The Fierce Pancake <pancake@mail.utexas.edu> wrote:
>In article <3338347c.10716986@news.cyberhighway.net>, doctor@cyberhighway.net
>says...
>> I beleive this was a pen created for the C-64. I seem to remember
>>one out, but very little software was ever released for it.
>>
>
>I have a light pen for a Commodore VIC-20 that fits that description. I
>imagine it would be compatible with the C=64 as well. There definitely wasn't
>much software for it, but perhaps you can play some of the light gun games on
>an Atari 7800 with it.

Software is easy to write. Both the Vic-20 and Commodore 64, and I also
believe the Atari 8-bit (and even 5200 perhaps!) has built-in light pen
handling in the video chip. It could conceivably be written in BASIC.

I remember one light pen and light pen system I used that generated this
tiny patch of static around the area where the light pen touched the
screen when you moved it close enough. I seem to remember that it had no
button, you had to press START or something to get it to click. Was that
the function of a driver that sent a small player-missile deal after the
light pen signal, some hardware oddity caused by the particular TV, the
light pen's effect on the TV, or the video chip's reaction to the light
pen? This was for the Atari 8-bit and came with a disk full of programs
loaded by a menu, that seemed to be written mostly in BASIC.

2879. Re: 8bit fun with buried bucks!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <5hc43v$f1$1@earth.execpc.com>
Source record: 74442
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

In article <3339dedb.43060420@news.inc.net>,
Jon D. Melbo <ssilicon@lax.net> wrote:
>On Tue, 25 Mar 1997 22:21:43 -0800, Keatah <Keatah@worldnet.att.net>
>wrote:
>
>>This game is absofraggin-lutely fantastic! You drive this little
>>helicopter around (wheee!!) and drop explosive bombs on the ground and
>>blast out the dirt. you have to blast enough to drill down and through to
>>get the sacks of money. then you fly down and pick 'em up. There's this
>>great big red airplane that keeps flying overhead and fills your finely
>>bombarded trenches. A real pain in the ass! And you gotta watch out for
>>the lakes, if you bomb too close, they flood the whole area. And that
>>puts a stop on all the fun, unless you can buy your way out. Just wait
>
>I think Tom Hunt wrote that didn't he?

No, Tom Hudson from Analog Computing magazine. Some of his other great games
included "Fill 'Er Up", "Bacterion" and "Fire Bug". Those are still some of
the best games ever made for any system.

How can you not love trying to save your brain cells from being stolen??

--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

2880. Re: 8bit fun with buried bucks!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <3339C8A7.5E8@worldnet.att.net>
Source record: 74443
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

You can 'buy your way out' by hitting the ALT key when running under
emulation on xlit. it subtracts some huge amount of money and restarts
the level. The higher the level the higher the cost. on a real atari I
think its the 'atari' symbol key.

Mine doesn't display the graphic. but now I know its there, I can play
around with it.

christopher f. chiesa wrote:
>
> In article <3338C077.61EB@worldnet.att.net>,
> Keatah <Keatah@worldnet.att.net> wrote:
> >This game is absofraggin-lutely fantastic!
>
> Yeah! I've loved this game for years myself!
>
> >blast out the dirt. you have to blast enough to drill down and through to
> >get the sacks of money. then you fly down and pick 'em up. There's this
> >great big red airplane that keeps flying overhead and fills your finely
> >bombarded trenches. A real pain in the ass!
>
> Yup. You can trick the airplane into bombing where you're not, by laying
> down a light barrage of minimal bomb-blasts in some area you're not
> actively interested in. That will divert the plane from at least SOME of
> its interference with your real task!
>
> > And you gotta watch out for
> >the lakes, if you bomb too close, they flood the whole area. And that
> >puts a stop on all the fun, unless you can buy your way out.
>
> Buy your way out? How's that? Do you mean, pick up enough $$ underground
> to get more ammo and somehow SHOOT your way back out? Or is there a twist
> to the game that I'm not aware of where you CAN "buy" your way out? (This
> is what comes of inheriting people's disks but not their docs...)
>
> >till you get sealed in a cavern of your own making,
>
> Yeah... And after all the work it took to GET there! Figuring out
> where to hover so that your bombs hit the ground at JUST the right
> angle to dig a ramp down to the money, WITHOUT hitting a lake. Digging a
> deep vertical pit where your ramp meets the surface, to suck up some of
> the dirt the plane drops, so you DON'T get sealed in. Then getting sealed
> in ANYWAY! AAAAAAAUUUUUUUUUGGGHHHHHH!
>

> Incidentally, does *your* version of BB put up a big winged-eagle-shield
> sort of banner graphic while loading?? My "file" version has the graphic
> data for this embedded in it, but it never displays. One of my pet
> projects for YEARS has been to try to restore that display...
>
> Chris Chiesa
> lvt-cfc@servtech.com

2881. Re: 8bit fun with buried bucks!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5hcj5h$d2j@nnrp1.news.primenet.com>
Source record: 74444
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

In article <5hc43v$f1$1@earth.execpc.com>,
Andrew Krieg <krieg@earth.execpc.com> wrote:
>No, Tom Hudson from Analog Computing magazine. Some of his other great games
>included "Fill 'Er Up", "Bacterion" and "Fire Bug". Those are still some of
>the best games ever made for any system.

How is Firebug played, anyway? I forgot what the point was to that one.

Didn't he also take part in "Planetary Defense"? That was awesome.

2882. Re: 8-bit BBS software

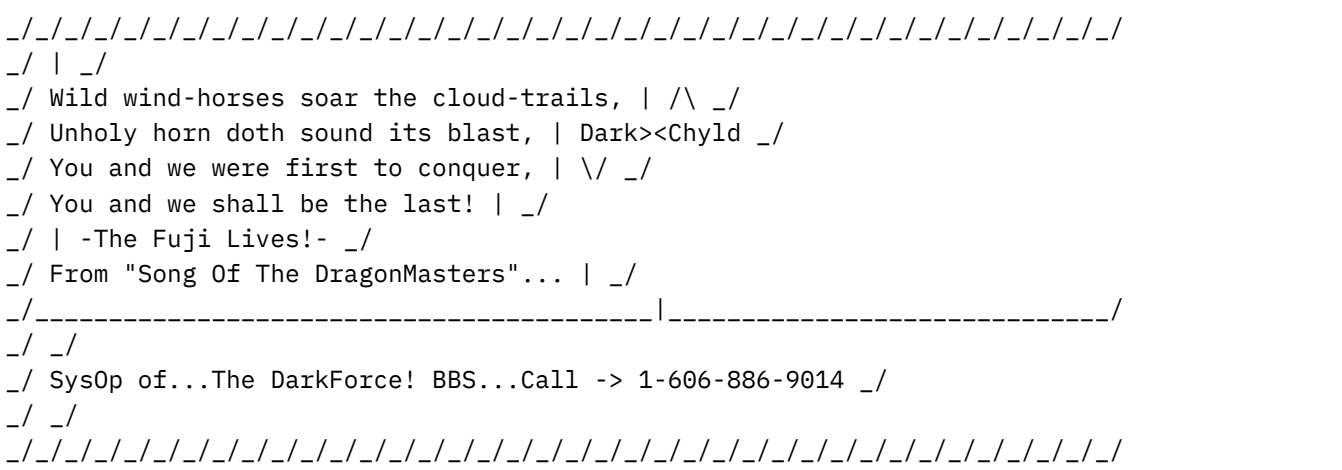
Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <859369828_OASIS_@pcc-uky.campus.mci.net>
Source record: 74445

In article <5halu8$ien@nnrp1.news.primenet.com>
Glenn Saunders <krishna@primenet.com> said:-

>The mortal Ronald J. Hall wrote:
>: Goto ftp.teleport.com\vendors\bensmith and download the Carina BBS archive.
>: It has a very good reputation and is still supported, AFAIK... :)
>
>It is supported? Tell me what's happened to the software in the last 2
>

My best advice would be to just go there and see for yourself. (or E-mail
Ben Smith!)

--



2883. Re: best Atari keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970326234015.4566A-100000@moose.erie.net>
Source record: 74446

On 26 Mar 1997, Falcon wrote:

> A while ago, somebody ranked the Atari computers in terms of which had
> the best keyboard. Is there a consensus best? Could someone repost
> that list, or else email me with their choice of which is the best.
> I've owned/used a 400,800,600xl,800xl,130xe, and of all those, I know
> its not the 130xe (too soft) or the 400 (what keyboard?). The 800 might
> have had too much resistance, so that would leave the 600xl and the
> 800xl. Which was the best?

Atari often used keyboards from different suppliers in a given
model, so this question can be difficult to get consistent answers to.
But, I think the winner was the one model not on your list, the 1200XL.
Possibly in a toss-up with the 800.

2884. FS/t: Atari 1400Xl in case with power supply $350 OBO

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-2603972052590001@ppp27-stk.sonnet.com>
Source record: 74447
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

Hello,

I have an Atari 1400XL in a true 14XX case. The anondixed label on it
says 1450XLD. It also has a true 1400XL power supply.

This unit is in 100% working order. I have used it and would rather have
a PowerBook so it it up for sale.

I am looking for $350 but am willing to consider offers and/or a straight
out trade for an Apple PowerBook.

Please send any and all inquiries offers to:

mbates@s3.sonnet.com
mbates@cs.uop.edu

Thanks
-Marlin
---*** Videos, VWs, & Video games...sad and pathetic but social
---*** Marlin Bates, owner: '69 VW Westfalia Bus aka Lazarus
---*** XL/XE: 220 / Lynx: 80 / Jaguar: 51 / CEDs: 1025
--*-*-* Always looking for RCA VideoDisks (aka CED)
-*--*--* Web Page: http://www.stocko.sonnet.com/Fujidom/

2885. Re: 80 Column

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: Brad Rogers <swen@pianosa.demon.co.uk>
Message-ID: <9703261906.05pe@pianosa.demon.co.uk>
Source record: 74448

In article <Pine.GSO.3.95.970325220718.17043E-100000@fissure.scar> Alan Christie
<94chrisv@scar.utoronto.ca> writes:
>Hardware is the best choice. There is the ATARI XEP80, Atari's own 80 col
>hardware upgrade that plugs right in the SIO port (I think it used the

Actually, it plugs into a joystick port, not the SIO. As such it requires
the use of it's own device driver, and is incompatible with many games. :-(

Even worse, the UK XEP80 can't be driven by SpartaDOX X XEP80 handler. :-((

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

2886. Re: cable&modem problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6TaLsRqpzHB@peter.soemtron.sb.sub.de>
Source record: 74449

In article <Re: cable&modem problems>, mcurrent@carleton.edu (Michael Current) wrote:

Howdy Michael,

> Anyway, the symptoms you describe also describe how my system behaves if I
> forget to give my modem an at&k4 command before dialing.
> I have a Zoom 2400bps V.42bis modem, connected through a P:R:Connection.
I
> need to do the
> at&k4 no matter what I'm dialing into, and no matter what comm program I'm
> running.
> Nobody's ever really been able to explain it to me, but I know it has
helped
> a few other people. Try it!

GREAT it works very well. Great to communicate with my ATARI :)

But ICE-T isn't so good while being online :(With 9600 Baud sudden
disappear charakter, won't be printed on screen. Is my Atari too slow? In
the documentation of ICE-T speaks the author of up to 19.2 baud with less
errors, but the highest baud rate is 9600 by me. And only under it without
any errors.

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

2887. For trade: Atari 800 carts and other stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: vtcam@ucdavis.edu
Message-ID: <vtcam-2603970835150001@ts35-12.wla.ts.ucla.edu>
Source record: 74450

I have the following items up for trade or sale:

I am interested in NES, SNES, Jag, Genesis, Atari 2600, Atari 800, or Atari 7800 items. Thanks for reading!

For trade:

32X Star Trek: Starfleet Academy

Odyssey 2 carts:

Invaders from Hyperspace
Subchase/Armored Encounter
Blockout/Breakdown
Alien Invaders Plus
Thunderball
Speedway/Spinout/Crypto-Logic
Showdown in 2100 A.D.
Football

Commodore 64 carts:

Avenger
Clowns
Music Composer

Atari 800 carts:

Galaxian
Star Raiders
Pac-Man
Basic Programming
Centipede

For sale:

PAL 8-bit Nintendo system with over 40 games. The system is red (in color) and comes with both card and cartridge games. If you are interested, please email for more information. This system is a hard find. Again, please note that it is PAL and not NTSC.

My email address is: vtcam@ucdavis.edu

2888. User Groups wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: atari@teleport.NO.SPAM.com
Message-ID: <5h9u73nfk3@nadine.teleport.com>
Source record: 74488
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

We're looking for a few good Atari User Groups!

If you have an Atari users' group in your area, no matter whether 8-bit
or st, or both, please visit http://www.teleport.com/~atari/ugbbs.htm
and make sure it's on the list! If not, please submit the group for
inclusion - it doesn't have to have a Web page, or even email access, as
long as there's a place to meet and a date and time for the meeting.

----------http://www.teleport.com/~atari----------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: mkerslake@cix.compulink.co.uk USA: atari@teleport.com
----------ftp://ftp.teleport.com/users/atari----------

2889. ATR vs XFD (was Re: XL-It 0.19 question...)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <33386DD8.2591@kawo2.rwth-aachen.de>
Source record: 74489

```
Markus Gietzen wrote:
>
> Stevo wrote:
>
> > I've had the same trouble also, all I get when I install a 16mb image
> > is 0000 FREE SECTORS. I do seem to remember in earlier versions of
> > XLit that the images worked fine, and now they don't. I guess Markus
> Big _ATR_ images work fine (tested with Yogi's excellent collection).
> XFD images with non-standard sizes will probably fail.
> I don't plan to deal much with XFD anymore. That format is "stupid"
> (there is no header with info on it; you can only guess if it's
> 256Bytes sectored or 128Bytes sectored etc.).
```

Markus, I completely agree with your point of view. I d like to have any kind of standard. Maybe STEVE (author of APE) could do anything like that:
I want to have only one standard of storing XL-Disks as files on any System.
Of course, ATR didn not care much about write protected disks., but maybe someone creating the neccesary Software (Yogi, Steve, Nick Kennedy, Markus ...) would do a specification dealing with all of these problems ...
This is the only way making sense for the future, I think .I..

```
Please forget XFD-files for future times. ATR is a step to right
direction, I think, but only a step ...

Matt
```

2890. Re: APE questions and comments

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2503972122010001@tsb-27.ucsc.edu>
Source record: 74490

In article <5h1494$daa@freenet-news.carleton.ca>,
ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:

>If your using a MAX232 version of the SIO2PC cable be very careful
> with it, I have had many reports of this design going bad and damaging
> equiptment. I have no idea why it does, but ive never heard of any
> such problems with the 1489 cables.

That's pretty bizarre, considering that the MAX232's main function is to
provide voltage levels closer to RS-232 standards. Perhaps people have
wired them up wrong.

(Note: you can also use the MAX233, which does not require external
capacitors. That's a nice chip.)

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

2891. Re: 80 Column - C80.COM (0/1) oopsy..

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970326054101.AAA11873@ladder01.news.aol.com>
Source record: 74491

In article <3338eeac.1362579@news.networx.net.au>, read@my.sig (Stevo) writes:

>Sorry for the multiple postings guys, I'm having a heck of a time with
>my ISP. My Email is down, and I thought the newsgroup server was also
>down, but apparantly not :)

Oh, well, things happen. Sometimes it IS the ISP that creates the multiple posts. About 2 months ago there was about a week that a whole bunch of messages in rec.games.chess.computer were posted 3 and 4 times. (Talk about wasted bandwidth!) dB^)

2892. Re: wanted: info about power cord -130 xe.

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970326054100.AAA11879@ladder01.news.aol.com>
Source record: 74492

In article <3337E05B.5063@tcd.net>, BobKlaas <bobkla19@tcd.net> writes:

>
>The power supply for the 65XE is the same..Your 130XE more than likely
>has 1 or more bad Rams..

Just make sure it is not an XEGS supply. I made that mistake, thought the computer was bad, turned out to be just a wimpy supply.

2893. Re: Xformer Author Turns Down Registered User

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: sunspot@well.com
Message-ID: <3338b50c.10070323@news.well.com>
Source record: 74493

On Mon, 24 Mar 97 17:32:30 GMT, monkfish@kwll.demon.co.uk (Lawrence Staveley) wrote:

>> The Win95 release of Xformer will need
>>to be a very major improvement over 3.0 and 3.6 to be worth putting onto
>>the hard disk.
>>
>Look, I'm with you guys here. I also registered XFormer, but if you want an
>Atari emulator for Windoe's send 15 to Chris Lam for Rainbow 95. It's
>excellent!

I agree. Although you can't beat the price of XLit!, Rainbow kicks ass. It even runs Alley Cat, which crashes the other emulators without making it to the startup screen (sigh).

2894. Re: ATR vs XFD (was Re: XL-It 0.19 question...)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3338dc16.42351431@news.inc.net>
Source record: 74494

On Wed, 26 Mar 1997 01:29:12 +0100, Matthias Belitz
<matz@kawo2.rwth-aachen.de> wrote:

>Of course, ATR didn not care much about write protected disks., but
>maybe someone creating the neccesary Software (Yogi, Steve, Nick
>Kennedy, Markus ...) would do a specification dealing with all of these
>problems ...

Well, since they are just virtual disks, why not just put the read
only attribute on the MSDOS file that stores the image? I realize
that doing something in MESSY DOS is external to the emulated Atari,
but then so is slapping on a real write protect sticker on a real
atari floppy used on a real Atari system.

>This is the only way making sense for the future, I think .l..
>
>Please forget XFD-files for future times. ATR is a step to right
>direction, I think, but only a step ...

By the way, I agree a header is the way to go. XFD is much inferior
to ATR. Could somebody please post the accurate detail on the make up
of those 16 bytes of ATR header? It would be nice to know what those
bytes are supposed to represent.

Cheers,

Jon

2895. Re: How are !you! using your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: pulliam@earth.inwave.com
Message-ID: <09970225225758.OUI12.pulliam@earth.inwave.com>
Source record: 74495

In article <19970325004144898806@ts199.vcr.wis.net>, From
ryang@computerhelp.ca (Ryan Goolevitch), the following was written:
>> Now that they have been retired, I have offered them to a start-up
>> public access cable channel.
>
> Did they go for it?

Not yet, still waiting for a reply.

--
Ed L. Pulliam pulliam@earth.inwave.com
03/26/97 00:26

"The Internet is self-supporting - always say 'Thank You',
always help a newbie, and ALWAYS give more than you take."

2896. Re: 8bit fun with buried bucks!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3339dedb.43060420@news.inc.net>
Source record: 74496
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

On Tue, 25 Mar 1997 22:21:43 -0800, Keatah <Keatah@worldnet.att.net>
wrote:

>This game is absofraggin-lutely fantastic! You drive this little
>helicopter around (wheee!!) and drop explosive bombs on the ground and
>blast out the dirt. you have to blast enough to drill down and through to
>get the sacks of money. then you fly down and pick 'em up. There's this
>great big red airplane that keeps flying overhead and fills your finely
>bombarded trenches. A real pain in the ass! And you gotta watch out for
>the lakes, if you bomb too close, they flood the whole area. And that
>puts a stop on all the fun, unless you can buy your way out. Just wait

I think Tom Hunt wrote that didn't he?

2897. Re: APE questions and comments

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5hahtl$4po@freenet-news.carleton.ca>
Source record: 74497

Timothy A. Seufert (bwanga@cats.uc*sc.edu) writes:
> In article <5h1494$daa@freenet-news.carleton.ca>,
> ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:
>
>>If your using a MAX232 version of the SIO2PC cable be very careful
>> with it, I have had many reports of this design going bad and damaging
>> equiptment. I have no idea why it does, but ive never heard of any
>> such problems with the 1489 cables.
>
> That's pretty bizarre, considering that the MAX232's main function is to
> provide voltage levels closer to RS-232 standards. Perhaps people have
> wired them up wrong.
>
> (Note: you can also use the MAX233, which does not require external
> capacitors. That's a nice chip.)

The last time it happened, one of the caps was shorted, and the chip
would get very hot. It cooked a Rana drive when it went, another
person reported a dead Indus, and another a dead 1050. I'm sure
the whole drive was not damaged, just the first input gate or something, I
never repaired the rana and its still sitting here.

I would assume it ended up putting a negative voltage across the data output,
since I cant imagine how else it could have happened.

Steve

2898. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5half7$hhk@nnrp1.news.primenet.com>
Source record: 74498

The mortal William Kendrick wrote:
: Is there any good 65816 development software out there for the PC, Mac
: or (and this would be my preference) Unix?

There is plenty out for the Apple IIGS (or, I assume, the PC in order to design games for the SNES). I also know a very good IIGS coder, although he's pretty booked up.

2899. Re: A New Atari 8bit with slots and detachabl

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5haloj$i38@nnrp1.news.primenet.com>
Source record: 74499

The mortal Jerry Jessop wrote:
: Here is why the original 800 never had RGB:
: 1: The GTIA was designed to output composite only. It would have

The Atari 800 has separate chroma and luma lines. You can even get chroma
and luma out of a 2600. RGB is a different story, of course.

2900. Re: 80 Column - C80.COM (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5hals9$ian@nnrp1.news.primenet.com>
Source record: 74500

I remember this. This is a replacement E:/S: driver of some kind that does the usual Gr.8 trick but it's of limited usefulness.

2901. Re: 8-bit BBS software

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5halu8$ien@nnrp1.news.primenet.com>
Source record: 74501

The mortal Ronald J. Hall wrote:
: Goto ftp.teleport.com\vendors\bensmith and download the Carina BBS archive.
: It has a very good reputation and is still supported, AFAIK... :)

It is supported? Tell me what's happened to the software in the last 2
years.

2902. Re: HIP sources

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33397496.1003@zeus.fh-pforzheim.de>
Source record: 74502

```
the bmp2hip sources (in C) are avaible on the big atari homepage
in the tiny ftp-archive

bye heaven
```

2903. vote your best demos/musics/grafix

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <333973E1.56B6@zeus.fh-pforzheim.de>
Source record: 74503

hi folks... please vote your best demos... online on hermes
homepage:

http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

the big atari 8bit homepage

papa heaven/taquart

2904. Re: ATR vs XFD (was Re: XL-It 0.19 question...)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <3338FB95.3A72@kawo2.rwth-aachen.de>
Source record: 74504

```
Jon D. Melbo wrote:
>
> On Wed, 26 Mar 1997 01:29:12 +0100, Matthias Belitz
> <matz@kawo2.rwth-aachen.de> wrote:
>
> >Of course, ATR didn not care much about write protected disks.
>
> Well, since they are just virtual disks, why not just put the read
> only attribute on the MSDOS file that stores the image?
You missunderstood my intention - I wanted to speak of "COPY"-protected
disks !
>
> >This is the only way making sense for the future, I think .l..
> >
> >Please forget XFD-files for future times. ATR is a step to right
> >direction, I think, but only a step ...
>
> By the way, I agree a header is the way to go. XFD is much inferior
> to ATR. Could somebody please post the accurate detail on the make up
> of those 16 bytes of ATR header? It would be nice to know what those
> bytes are supposed to represent.

Here is, was Frank posted to this group :
----------------------------------------Subject: Re: function of the
atr-file header
Date: 23 Sep 1996 22:32:20 GMT
From: feb6399@osfmail.isc.rit.edu (Frank Barrus)
Organization: Rochester Institute of Technology, Rochester, NY
Newsgroups: comp.sys.atari.8bit
References: <324433D6.1E78@kawo2.rwth-aachen.de>

In article <324433D6.1E78@kawo2.rwth-aachen.de>,
Matthias Belitz <matz@kawo2.rwth-aachen.de> wrote:
>Hello !
>
>Is anyone here, could tell me the function of the 16 byte file-header of
>the ATR-files.
>
>Thanks Matt

Well, here's the structure from it, taken out of ACE
(the Atari Computer Emulator)

struct sio2pc_image_hdr {
byte code_lo, code_hi; /* ID code = 0x0296 */
```

```
byte size_b1, size_b2; /* low 16-bits of size */
byte secsize_lo, secsize_hi; /* sectors size: 128/256 */
byte size_b3, size_b4; /* high 16-bits of size
(paragraphs) */
byte resv[6]; /* reserved */
byte numerr_hi, numerr_lo; /* number of sectors with errors
*/
};

struct errormap {
byte sec_lo, sec_hi; /* sector with error */
byte cstat; /* communication status */
byte hstat; /* hardware status */
byte resv[4]; /* reserved */
};

Note that the size (which is stored in size_b1 through size_b4)
is in paragraphs, or multiples of 16. Thus, take the total number
of sectors, multiply by the sector size, and divide by 16, then store
this result across those four bytes.
(Actually, I might have added bytes 3 and 4 to it.... or someone
else might have already. I can't remember now)

Note that the errormap was an extension I added, but I'd like
to see it get standardized, since they're useful for some disks.

Basically, the errormap sits at the end of the data, and 'numerr'
specifies the number of error records. Each one tells what
sector should give an error when reading it, along with the
codes that should be given for the error. The reserved part
could be used to add other information for really strange
errors. (but make sure you publish the extensions, if you
add any!)

I hope this helps some.

- Frank

--
Frank "Shaggy" Barrus: feb6399@osfmail.isc.rit.edu, shaggy@csh.rit.edu
http://www.csh.rit.edu/~shaggy
------------------------------

Maybe, someone could add it to a FAQ - section.

Thanx, Matt

--
| | | _____________________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
```

```
Atari 8-bit / /
power without the price /_________________________________/
```

2905. Large atr (was Re: XL-It 0.19 question...)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <3338FC6D.7B5B@kawo2.rwth-aachen.de>
Source record: 74505

Tom McComb wrote:

> Where can I find large ATRs??

At ftp.hackerz.com ; /hackerz/atari/jellystone/

At least last week there were some 8-).

Matt
--
```
| | | ___________________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /___________________________________/
```

2906. Re: HIP sources

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <3338FCF0.71B8@kawo2.rwth-aachen.de>
Source record: 74506

nadkar wrote:
>
> the bmp2hip sources (in C) are avaible on the big atari homepage
> in the tiny ftp-archive
>
Please could you tell me, where to find a simple HIP-Viewer for the XL ?
I heard continiusly of HIP, but never got an Viewer for it.
Thanx in advance, Matt
--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

2907. Don't Fear's Huge Second Auct (Update 3)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5h9qfn$1jme@newssvr02-int.news.prodigy.com>
Source record: 74507

Don't Fear's Huge Second Auction (Update 3)

Alright kids here we go!

Highlights: Atari 2600 - Boing!, Death Trap w/instructions, Swordquest Waterworld, Shuttle Orbiter w/instructions, Pigs In Space, Rubik's Cube, Pengo (boxed), Shootin' Gallery, Piece O' Cake w/instructions, Tapper, Stunt Man, Spy Hunter, Chuck Norris Superkicks, and Miner 2049er.

Intellivision - Complete Dracula and Whitewater, and loose Commando and Chip Shot Super Pro Golf

Handhelds - Coleco Table Top Donkey Kong, Frogger, and Zaxxon

This Auction contains: Atari 400, Atari 800, Atari XE, Atari 2600, Atari 5200, Atari 7800, Colecovision, Handhelds, Intellevision, Odyssey 2, C-64,

Vic-20, TI99-4A, and other nuggets of joy.

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check all in U.S. funds. If you choose to send a personal check please allow 2-3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

Atari 2600

Atari

```
-----
Combat (C) - boxed
Space War (U)
Outlaw (U)
Slot Racers (U) $2.00 macra
Canyon Bomber (U) - boxed $1.00 alex
Super Breakout (U)
Defender (C) - boxed
Warlords (U) - boxed
Indy 500 (U)
Adventure (C)
Demons To Diamonds (U) - shrinkrapped
Championship Soccer (C) - boxed
3-D Tic-Tac-Toe (U) - boxed $1.00 alex
Breakout (C) - boxed
Football (C)
Bowling (C)
Circus Atari (C)
Superman (C) $1.00 bluebat
Space Invaders (C) - red lbl/shrinkwrapped
Night Driver (C) - boxed
Golf (C) - w/inst
Maze Craze (U) $1.00 mrupp
Missle Command (C)
Othello (R) - boxed $1.00 alex
Surround (C)
Flag Capture (U) - w/inst $1.00 alex
Pac-Man (C) - boxed
Video Pinball (U) - boxed
Asteroids (C) - w/inst
Berzerk (C) - shrinkwrapped
Casino (U)
Haunted House (C)
Swordquest Earthworld (C) - w/inst
Swordquest Fireworld (C) - w/inst
Radiers Of The Lost Ark (C) - boxed $3.00 garry
Star Raiders (U) - w/touch pad $1.25 bluebat
Hangman (U) $1.00 alex
RealSports Volleyball (U)
RealSports Soccer (U) $1.00 eyabs
RealSports Football (C)
Swordquest: Waterworld (UR) $50.00 macra
Phoenix (C) - shrinkwrapped
E.T. (C) - boxed
Ms. Pac-Man (U) - w/inst
Centipede (C)
Galaxian (U)
Gravitar (U) $1.00 eyabs
Kangaroo (U) - w/inst $1.00 tick
Pengo (ER) - boxed $42.00 macra
```

Moon Patrol (U)
Pole Position (C) - w/inst
Rubik's Cube (ER) $40.00 smitty
Taz (R) $1.00 tick
Oscar's Trash Race (R) - lbl plaque $2.00 shalon
Big Bird's Egg Catch (R) - lbl plaque $2.00 shalon
Sorcerer's Apperntice (R) - w/inst $3.00 tick
Crystal Castles (U) - boxed $0.50 cccp
Pigs In Space (ER) $10.00 ron moore
Millipede (R) - w/inst $1.00 alex
Stargate (U) - w/writing on back $1.00 eyabs
Midnight Magic (R) $0.50 cccp
Solaris (U) $1.00 eyabs
Donkey Kong (U)
Donkey Kong Jr. (R) $1.00 eyabs
Venture (R)
Q*Bert (R)
Sprint Master (R) $1.50 mrupp

Sears

Outer Space (U) - pic lbl
Speedway II (U)
Space Combat (U)
Breakaway IV (C)
Brain Games (R) $1.00 eric
Baseball (C)
Race (C)
Gunslinger (U)
Maze (C) - pic lbl
Arcade Golf (U) $2.00 eric
Dare Diver (ER) $2.50 awwatkin
3-D Tic-Tac-Toe (ER) $3.00 eric
Steeplechase (R) $3.00 tick
Math Grand Prix (R) - pic lbl $1.00 eric
Adventure (U)
Dodger Cars (ER) $5.50 awwatkin
Arcade Pinball (R) - pic lbl $2.50 roagie
Asteroids (U)
Missle Command (R)
Bezerk (R)
Pac-Man (C)
Defender (C)

Absolute

Title Match Pro Wrestling (R) - w/inst $5.00 bworkman
Tomcat F-14 (ER) $7.00 eric

Activision

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Dragster (C)
Boxing (ER) - blue lbl $2.50 roagie
Checkers (ER) - w/inst $4.00 eric
Fishing Derby (U)
Skiing (U)
Bridge (U)
Tennis (C)
Laser Blast (C) - boxed
Freeway (U) - boxed
Kaboom! (ER) - blue lbl $0.50 cccp
Stampede (U)
Ice Hockey (U)
Barnstorming (U)
Grand Prix (U)
Chopper Command (U) - boxed
Starmaster (U)
Megamania (U)
Pitfall! (C)
Sky Jinks (R)
River Raid (U) $0.50 wookie
Spider Fighter (U) $0.50 wookie
Seaquest (R) - boxed $0.50 wookie
Oink! (R) - w/inst $1.00 alex
Dolphin (R) $2.00 rex
Keystone Kapers (ER) - blue lbl $0.50 cccp
Enduro (U) $0.50 wookie
Plaque Attack (R) $1.00 alex
Robot Tank (R) $0.50 wookie
Crackpots (R) $0.50 wookie
Decathalon (R) $0.50 wookie
Frostbite (R) $1.00 tick
Pressure Cooker (R) $1.00 alex
Space Shuttle (ER) - blue lbl $2.50 roagie
Pitfall II (R) $1.00 awwatkin
H.E.R.O. (R) - lbl wear $2.00 shalon
Beamrider (R) - screws showing $7.50 tick
Kung Fu Master (R) - w/inst $0.50 cccp
Commando (R) $1.00 alex
Ghostbusters (ER) - blue lbl $1.00 mrupp
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Apollo
------
Space Cavern (U) - blue lbl $1.00 tick
Space Cavern (U) - red lbl $1.00 macra
Lost Luggage (U) - green lbl $1.00 tick
Shark Atack (U) - boxed $1.00 tick
Infiltrate (U) - w/inst $1.00 tick
Final Approach (R) $5.00 eric
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Avalon Hill

Death Trap (UR) - w/inst $40.00 smitty
Shuttle Orbiter (UR) - w/inst $50.00 shrink

CBS

Wizzard Of Wor (R) $1.00 shalon
Gorf (U) $1.00 macra
Blueprint (U) - writing on lbl $0.50 mrupp
Solar Fox (U) - lbl damage $0.50 shalon
Omega Race (U) - w/inst and broken Booster Grip $1.00 bworkman
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Coleco

Zaxxon (U) $1.00 tick
Venture (C)
Mouse Trap (U)
Smurfs R.I.G.C. (U) $4.00 tick
Carnival (U) $1.00 mrupp
Donkey Kong Jr. (R)
Mr. Do! (R) $3.00 tick
Roc 'N Rope (R) $3.00 tick

Data Age

Encounter at L-5 (U) - end lbl damage $0.50 wookie
Airlock (C)
Journey Escape (C) - boxed no inst
Bermuda Triangle (R) $1.50 mrupp
Frankenstein's Monster (R) - screws showing w/inst $4.00 ron moore
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Epyx

Summer Games (R) $1.00 macra
Winter Games (R) $1.00 macra

First Star

Boing! (ER) $30.00 smitty

Froggo

Sea Hawk (R) $2.50 bworkman

Imagic

Trick Shot (R) $1.00 alex
Demon Attack (ER) - blue lbl $5.00 smitty
Star Voyager (C) $0.50 wookie

Atlantis (U)
Cosmic Ark (U)
Fire Fighter (R) $1.00 tick
Shootin' Gallery (ER) $7.00 eric
Riddle Of The Sphinx (U) $1.00 macra
Dragonfire (C)
Fathom (R) $3.00 rex
Quick Step (R) - w/inst $3.00 tick

M Network

Adventure of Tron (U) $1.50 mrupp
Masters of the Universe (R) $5.00 tick
Burgertime (R) - writing on back $1.50 mrupp
Kool-Aid Man (U) $4.00 tick
Space Attack (C) - boxed
Tron Deadly Discs (U) $1.00 macra
Lock 'N Chase (C) - shrinkwapped
Frogs And Flies (U) - w/inst $1.00 korin
Astroblast (U) - boxed
Dark Cavern (U)
Intl. Soccer (U) w/inst $1.00 tick
Air Raiders (R) $1.00 tick
Bump 'n' Jump (R) - w/inst $2.00 ron moore

Mythicon

Sorcerer (U) $1.00 tick
Fire Fly (U) $1.00 tick
Star Fox (U) $3.00 eric

Panda

Stunt Man (R) $12.00 smitty

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions $1.00 tick
Amidar (U) $1.00 macra
Super Cobra (U) $0.50 cccp
Reactor (U)
Sky Skipper (R) - w/box top, inst, no lbl $1.50 mrupp
Q*Bert (C)
Strawberry Shortcake (U) $0.50 cccp

Sega

Tac-Scan (U) - lbl damage $0.50 wookie
Thunderground (R) $3.00 tick
Star Trek S.O.S. (R) $1.50 mrupp

Buck Rogers: Planet Zoom (U) $1.00 tick
Congo Bongo (R) - lbl plaque $0.50 cccp
Tapper (ER) - slight lbl wear $6.00 awwatkin
Spy Hunter (ER) $6.00 mrupp

Telesys

Coco Nuts (R) $0.50 cccp

Tigervision

Miner 2049er (ER) $6.00 Jeff

20th Century Fox

Worm War I (U) $1.00 macra
Mega Force (R) $1.00 mrupp
Alien (R) $1.00 eyabs
Turmoil (U)- boxed $1.00 clint
Crypts Of Chaos (R) end lbl damage w/inst $3.00 shalon
M*A*S*H (U) $1.00 macra
Flash Gordon (R) $0.50 cccp

U.S. Games

Space Jockey (C)
Sneak 'N Peek (R) - w/inst $1.00 tick
Word Zapper (U) $0.50 cccp
Commando Raid (R) - w/inst $0.50 cccp
Name This Game (R) - fancy cart $0.50 cccp
Squeeze Box (ER) $2.00 cccp
Eggomania (R) - w/inst $3.00 tick
Piece O' Cake (ER) - w/inst $5.00 rex
Entombed (ER) $3.00 tick

Xonox

Ghost Manor/Spike's Peak (U) - w/inst $1.00 cccp
Chuck Norris Superkicks (ER) $15.00 shrink

Systems

Atari 2600: four switch, black front panel in original box w/two
working joysticks, set of paddles, power supply, R/F modulator, and
the following loose games: Combat, Defender, Space Invaders, Missle
Command, Pac-Man, Asteroids, Bezerk, Swordquest Fireworld, Raiders of
the Lost Ark, RealSports Football, E.T., Pole Position, Target Fun,
Pitfall!, Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx,
Astroblast, and Frogger.
$10.00 jim

Sears Video Arcade II (2800) w/two controllers, and a R/F modulator
$5.00 roagie

"Franklinstein" A handcrafted American orignal device that allows
the user to interchange chips to play diffrent games. Comes with
eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!,
Amidar, Demon Attack, and Pitfall!. The device itself is homemade,
not the games. Also comes with case. If there are any questions
don't hesitate to ask. This thing is trully one of a kind.
$5.50 beaumontj

Atari 5200

Congo Bongo (R) $1.00 cccp
5200 Trac Ball $2.00 smedley
2600 adapter - untested $2.00 smedley
5200 controller - untested $1.50 awwatkin
5200 controller - untested $1.50 awwatkin

Atari 7800

Asteroids (R) - damaged box
Food Fight (R) - damaged box $1.00 tick
Pole Position II (C)
Xevious (U) - damaged box $1.00 eyabs
Donkey Kong Jr. (R) $1.00 tick

ColecoVision

Decathlon (U) $1.00 Jeff
Donkey Kong (C)
Donkey Kong Jr. (C)
The Heist (U) $2.00 clint
Keystone Kapers (R) $0.50 ron moore
Popeye (C)
River Raid (U) $1.00 bworkman
Slurpy (ER) - lbl wear $3.00 smitty
Smurfs R.I.G.C. (C) - boxed
Super Action Baseball (C)
Super Action Football (C)
War Games (C)
Wing War (U)

ColecoVision Expansion Module #1 (2600 adapter) $5.00 ron moore

System

ColecoVision w/two working controlers, power supply, T.V. cable, R/F
modulator, 2600 Expansion Module, and the folowing loose games:
ColecoVision Donkey Kong and Zaxxon, 2600 Combat, Pac-Man, Asteroids,
Space Invaders, Bezerk, and Pitfall!
$10.00 joe

Handhelds

Coleco Table Tops

Donkey Kong (C) $10.00 harry
Frogger (R) $10.00 harry
Zaxxon (IR++) $22.00 eric

Intellevision

Matell

Auto Racing (U) - complete $0.50 smedley
ABPA Backgammon (R) - w/two overlays
Armor Battle (C) - complete
NASL Soccer (U) - complete
U.S. Ski Team Skiing (C) - complete $0.50 smedley
Sea Battle (C) - complete
NFL Football (C) - complete
L.V. Poker/Blackjack (C) - complete
Space Battle (U) - complete
Major Leage Baseball (C) - complete
NBA Basketball (U) - w/2 overlays $1.00 sodapop
Advanced D&D (U) - complete $0.50 smedley
USCF Chess (R)
Space Spartans (U) - complete
Astrosmash (U) - shrinkwrapped
Snafu (C) - complete
Space Armada (C) - complete
Triple Action (C) - complete
Bomb Squad (U) - complete
B-17 Bomber (U) - complete $0.75 beaumontj
Loco-Motion (U)
Burgertime (U) - w/2 overlays
Kool-Aid Man (R)
Bump 'n' Jump (U)
Power Of He-Man (U)
Space Hawk (U) - complete
Utopia (U) - white lbl w/xerox inst
Star Strike (C) - complete
AD&D: Treasure Of Tarmin (U) - white lbl w/2 overlays $2.00 alex
Frog Bog (U) - w/2 overlays
Night Stalker (C) - shrinkwrapped $0.50 ryan
TRON Deadly Discs (C) - complete $0.50 ryan
TRON Maze-A-Tron (R) - complete
Lock 'n' Chase (C) - shrinkwrapped

INTV

Chip Shot Super Pro Golf (ER) $3.00 smitty
Commando (ER) $1.00 cccp

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Activision
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Pitfall! (U) - complete $0.50 cccp
Happy Trails (R) - 2 overlays $0.50 cccp
The Dreadnaught Factor (R) $1.00 cccp
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Atarisoft
---------
Centipede (R) $1.00 eyabs
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Coleco
------
Donkey Kong (C) - shrinkwrapped
Donkey Kong Jr. (R) $2.00 smitty
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Imagic
------
Atlantis (U) - shrinkwrapped $0.50 ryan
Beauty & The Beast (U)
Microsurgeon (U) - complete $1.00 eyabs
Dracula (ER) - complete $3.00 smitty
Nova Blast (U) $1.00 bworkman
White Water! (ER) - Complete $5.00 clint
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Parker Bros
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Frogger (C) - w/box
Q*Bert (C)
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Sears
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Armor Battle (R) - complete
Astrosmash (R) - complete
Boxing (R) - complete $1.00 beaumontj
Football (U)
Golf (U) - white lbl w/2 overlays
Horse Racing (R) - complete
Space Hawk (R) - complete

Overlays
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Package #1: Sea Battle (2), Space Armada (2), Baseball
(2), Snafu (2), Auto Racing (2), Night Stalker (2), Microsurgeon (2),
Atlantis (2), Triple Action (2), Tron Deadly Discs (2), Pitfall! (3),
Space Spartans (3), Dragonfire
$0.50 smedley

Package #2: Lock 'n' Chase (2), Mission X (2), Poker/Blackjack (2),
Mouse
Trap (2), Star Strike (2), Demon Attack (2), Space Battle (2), Pinball
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(2), Skiing (2), Astrosmash (2), Space Hawk (3), Sub Hunt, AD&D Treasure
Of Tarmin
$0.50 smedley

Systems

Intellivision w/two working controllers, power supply, R/F modulator,
and the following games: complete Astrosmash and Night Stalker,
loose Atlantis, Space Battle, Triple Action, Star Strike, Major
League Baseball, Beauty & The Beast, and Donkey Kong
$10.00 larry

Intellivision II w/two controllers and loose Astrosmash

$5.00 eyabs

Intellivoice Voice Synthesis Module in box w/complete B-17 Bomber,
and Space Spartans
$5.00 sodapop

Odyssey 2

Speedway!/Spin-Out!/Crypto-Logic! (C) - complete
Football! (U) - w/box $1.00 tick
Sub Chase!/Armor Encounter! (C) - complete $1.00 tick
Bowling!/Basketball! (U) - complete $1.00 tick
Baseball! (C) - complete
Thunderball! (R) - complete $1.00 cccp
Alpine Skiing! (U) - complete $1.00 tick
The Quest For The Rings! (U) - complete $1.00 tick
K.C. Munchkin! (C) - complete $1.00 tick
Pick Axe Pete! (U)

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F
modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-
Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!,
Dynasty!/Directional Dynasty!, and K.C. Munchkin!
$10.00 larry

Atari 400/800

Atari

Archon (C) $2.50 bluebat
Assembler Editor (U) $0.50 bluebat
BASIC (C) w/reference guide
Centipede (C) $1.50 bluebat
Flight Simulator II (C) $1.00 smitty
Hardball (U) $2.00 smitty
Missle Command (C)

Ms. Pac-Man (C) $1.50 eyabs
One on One Bball (U)
Pac-Man (C) $1.50 bluebat
Super Breakout (C) $1.50 eyabs
Star Raiders (C) $2.00 lyle
Pilot (U) $0.50 bworkman
Galaxian (C) $2.00 lyle
Defender (C)
Atari LOGO (U) - w/manual $0.50 bluebat
Robotron 2084 (C) $1.00 smitty
Atariwriter (C) $0.50 bluebat
Joust (C) $2.00 lyle
Moon Patrol (C) $1.00 lyle
Ballblazer (C) $1.00 lyle
Blue Max (U) $1.00 smitty
Bug Hunt (U) $1.00 smitty
Necromancer (U) $1.00 smitty

Activision

Kaboom! (U) $1.00 smitty
Megamania (U) - lbl tear $1.00 smitty
Pitfall! (U) $2.00 krieg

Big Five Software

Miner 2049er (C) $2.00 lyle

Epyx

Gateway To Apshai (U) - w/inst $2.50 bluebat

IDSI

Speedway Blast (R) $1.00 bworkman

Oss

Mac/65 (U) buyout pending
Basic XE (U) buyout pending

Roklan

Deluxe Invaders (C) - w/inst $3.00 lyle
Wizards Of Wor (C) - lbl severely faded $1.50 bworkman

Sega

Star Trek: S.O.S. (U) $1.50 eyabs

Spinnaker

Alphabet Zoo (U) - boxed
Delta Drawing: Learning Program (U) - w/inst
Kids On Keys (U)
Kindercomp (U)
Story Machine (U)

Systems & computer related items
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130 XE - tested w/ power supply, set of paddles (untested), video touch pad w/Star Raiders overlay, two 2600 joysticks (untested), owners manual, T.V. cord, and the following loose cartridges: Defender, and Atariwriter
$45.00 david

800 XL - tested w/power supply, T.V. cord, and a 2600 joystick (untested)
$5.00 eyabs

600 XL - tested w/power supply, owners manual, and a 2600 joystick(untested)
$2.00 eyabs

Atari 1010 Program recorder - untested w/power supply, owners manual, connecting cord, and the following loose cassettes Player Missle Graphics and Basics of Animations
$1.00 min

Atari Touch Tablet - tested w/Atariartist cart and owners manual
$5.00 roagie

Atari Light Pen - tested w/Atarigraphics cart
$5.00 roagie

Suncom Animation Station - untested w/owners manual
$5.00 roagie

Atari 1020 Printer - untested w/power supply and roll of paper
$1.00 min

Voice Box Speech Synthesizer by The Alien Group - untested
$1.00 mario

Inside Atari Basic: a fast, fun, and friendly approach. By Bill Carris
$0.50 min

Atari DOS 2.5: XF551 Disk Drive owners manual
$0.50 min

Boulderdash Construction Kit: instruction manual
$0.10 min

Ghost and Ghouls: instructions
$0.10 min

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL, 65 XE, and 130 XE. Comes with owners manual. Untested
$0.50 min

Software: SubLogic Japan scenery disk (5.25) for use w/Flight Sim. II. Comes with owners manual, and approach charts. Untested
$0.50 min

Software: Adventure Maker/Tax Template (5.25 disk). Untested
$0.50 min

Software: Spinnaker's In Search Of The Most Amazing Thing (5.25) Untested
$0.50 min

Six 5.25 disks: Could contain Government cover-ups. Untested
$0.50 min

Vic-20

Atarisoft

Pac-Man (C) - w/box

Commodore

16K Memory Expander
Vic Avenger (C) - complete
Super Alien (C) - complete
Radar Rat Race (C) - complete
Raid On Fort Knox (C) - complete
Adventure Land Adventure (C) - complete
Pirate's Cove Adventure (C) - complete
Sargon II Chess (C) - complete
Cosmic Cruncher (C) - complete
Gorf (C) - complete
Omega Race (C) - complete
Star Post (U) - complete

Imagic

Demon Attack (C) - complete $0.50 smedley
Atlantis (C) - complete
Dragonfire (C) - complete

Sega

Star Trek [S.O.S.] (C) - complete

Vic-20 Cassettes

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Academy Software
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Typing Tutor/Word Invaders - complete
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Commodore
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An Introduction To Basic: Part 1 - complete
An Introduction To Basic: Part 2 - complete
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System
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Vic-20 in orignal box w/power supply, R/F modulator, and T.V. Cord
$2.00 biglous

VicModem in orignal box

C-64
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Gateway To Apshai
Decathalon

TI99-4A
-------
Burgertime (R) - w/inst $0.50 bworkman
Aligator Mix (R) $0.50 cccp
Early Reading (R) $0.50 cccp
Donkey Kong (VR) $1.00 eyabs

System
------
TI99-4A in orignal box w/power supply, R/F modulator, and owners
manual
$2.00 cccp

Misc Stuff
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Donkey Kong Trading cards - 3 unopened packs $5.00 shrink
Atari 2600 Power Supply - in orig box $2.00 eyabs
Atari Ultra Pong Doubles - in orig box $0.50 awwatkin
Atari Video Pinball/Breakout System $2.00 smedley
Sears Telegames Pinball/Breakay System - in orig box w/inst & R/F
modulator
$3.00 smedley
Atari Game Center (plastic case to hold games and system) $1.00 cccp
Telegames Center (plastic case to hold games and system) $1.00
beaumontj
2600 Joystick $1.00 eyabs
2600 Joystick $1.00 eyabs
2600 Joystick $0.50 awwatkin
2600 Joystick $0.50 awwatkin
2600 Paddles - untested $0.50 awwatkin
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2600 Paddles - untested $0.50 awwatkin
2600 Driving Controllers (2) - untested $0.50 awwatkin
2600 Keybord Controllers - untested $1.00 tick
2600 Track Ball $15.00 Robert
Atari Video Touch Pad $0.50 cccp
7800 Joystick $1.50 eyabs
7800 Joystick $1.50 eyabs
Champ Joystick (retractable cord) $1.00 awwatkin
Suncom Star Fighter Joystick $1.00 awwatkin
Spctravision Joystick $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Adam Controller (doesn't work)
Atari Computer Power Supply - untested/very heavy/"the log"
Atari Computer Power Supply - untested/shady
Tyco Electric Racing Power Pack - untested $0.10 min
Chaos Strike Back: software manual $0.10 min
Box of 10 Xerox 5.25 floppy disks

This auction is dedicated to Bill Musselman and University of Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

2908. Re: Yogi and other Atr sites

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <3338b542.13407418@news.injersey.com>
Source record: 74508

On Tue, 25 Mar 1997 00:44:56 -0500, "Drew Online!" <kdaniel@gisco.net>
wrote:

-What happen to Yogi's site with ATR files, I went to browse. and all
gone.
-
-anybody know? or have any good places to get ATR files?? let me know
here
-or e-mail
-Thanks
-Kevin
-
ftp://ftp.hackerz.com/hackerz/atari/web/index.html

moved

'nuff said

2909. Atari Computer sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5hb2bq$5in$1@news3.voicenet.com>
Source record: 74509
Cross-posted to: comp.sys.atari.8bit,alt.forsale,ca.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,misc.forsale.computers.other.systems,nj.forsale,ny.forsale,pa.forsale,pa.hbg.forsale,pa.ne.forsale,pgh.forsale,us.forsale.computers

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Atari Items for Sale plus shipping

Atari 850 Interface no power supply..................... $39
Atari XMM801 printer.................................... $24
Atari 1020 Printer...................................... $15
Atari XM301 Modem....................................... $15
Atari 410 Program Recorder (tape deck) (2).............. $14
Atari 400 Program Recorder (tape deck).................. $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ................... $ 8 each
Paddles (2 sets)........................................ $12 each
DVE Printer Power Supply Model DV-2412A................. $10
50 5-1/4 diskettes ..................................... $10
50 3-1/2 diskettes...................................... $12.50
.....................................................................
Wishbringer from Infocom on Disktte w/box & docs.... $18
.....................................................................

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
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Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions

PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor Donkey Kong
Jungle Hunt Missile Command
Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs

Zaxxon w/box & docs
.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

2910. Re: HIP sources+viewer

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <333990FE.CD@zeus.fh-pforzheim.de>
Source record: 74510

```
on that page there are viewers as well...
check it out

bye heaven/taquart
```

2911. Re: FS: Atari Computer Goods! Some Listed! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970325220036.17043D-100000@fissure.scar>
Source record: 74511
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

On 24 Mar 1997, Benjamin Smith wrote:

> Now available on Bravo Sierra's FTP Site also available through the BSC
> Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow
> Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer
> Platform. Also from The Shadow of Shadow Software (my Boss) a File
> called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit
> Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports.

Carina BBS the Best, Most Powerful BBS software for any 8bit computer!? I don't know where that came from, but the last time I saw Carina it was written in Basic and didn't impress me that much. (Granted it was an older version) But still BBS PRO! without a shadow of a doubt is the mos powerful 8bit BBS program in terms of baud rate, emulation support, networking, msg base processor and file processor, and online game support. What does Carina do that BBS PRO! can'T?

BTW you may think I own or run BBS PRO!.. no I actually was an 8bit sysop using OASIS 4.7 a few years ago.

Alan

2912. Re: Yar's Revenge + E.T.

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970325215324.17043B-100000@fissure.scar>
Source record: 74512

On Mon, 24 Mar 1997, Justin Rollins wrote:

> In the instruction manual for Yars it says that if you do your vicory
> dance when the evil head is blowing up that the ghost of yar can be
> seen or somesuch stuff like that... has anyone ever
> see this "ghost" Or seen Yar show up in ET? He flew out of the hole
> when I fixed the flower
> once.... instead of the flower growing...
> I like Yar. It is fun

I LOVED that games Yars Revenge on the Atari 2600 and I looked FORVER for an Atari 8bit port but never could find one. If you or ANYBODY else has a version of Yars Revenge for the 8bit please e-mail me!

Thanks

Alan
U of T, Computer Science

2913. OK, wheres the sources?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <3338c0d9.16374390@news.injersey.com>
Source record: 74513

OK, who has sources to Atari Dos 2.0 and FMS? (already on disk!, ready
to be modified and assembled.)
I want to add more than 64 file name support to atari disks, and
greater than 720 sector for use with emulators and actual ataris via
ape.
I dont really want to type it all in from Inside Atari Dos but if I
have to I will.
Also, anyone know which manual the FMS source code is in?
Also, anyone willing to help with this type of project, post here!

yogi

2914. Re: Star Raiders Tribute

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: mauricem@phonewave.net
Message-ID: <33391d96.165556449@nntp.sierra.net>
Source record: 74514

On Mon, 24 Mar 1997 22:26:55 GMT, Alan Christie
<94chrisv@scar.utoronto.ca> wrote:

>Yeah, ask if ANYONE has ever completed Star Raiders and received the
>HIGHEST ranking on the hardest level. My best I think was lietenant on
>the medium difficulty.

I never played the 800 version enough to know if I could do it, but on the 5200 (identical game, different controllers) my brother and I got so where we got Star Commander Class 1 virtually every mission, and we ended up competing to see who could complete the game fastest and get that rank. My top time was Commander Mission in 6.9 minutes. I averaged about 20 seconds per sector!

The 5200 version might be considered slightly "easier" because the ship can turn marginally faster and you can thumb the controls while steering and firing...tough to do on the 800.

2915. Re: Bank St. Writer disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970325215630.17043C-100000@fissure.scar>
Source record: 74515

On Mon, 24 Mar 1997, Yogi wrote:

> My original bank st. writer disk and manual say "lifetime replacement
> guarantee. If this disk ever fails to boot, send it to broderbund and
> we will replace it for a $5 handling charge".
>
> Anyone think they can still supply this????

Bahahah! Yeah right! Do you honestly think Broderbund even HAS any 8bit disks lying around? I don't think so.

The lifetime replacement guarantee actually meant the profitability lifetime of the Atari 8bit. Which by my best estimates died in the late 80s or early 90s..

Alan

2916. Re: 80 Column

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970325220718.17043E-100000@fissure.scar>
Source record: 74516

On Mon, 24 Mar 1997, Asterisk wrote:

> Is there a way to get 80-column text on an Atari 130XE?

80 column text can be achieved in 2 basic ways. Via software or hardware.

Software tends to be cheaper, I have an 80 column word processor (I forget the name) unless you have a crisp monochrome monitor (or colour) the docs said monochrome looked better, it is VERY hard on the eyes. There are other software packages that emulate 80 columns, I think FlickerTerm is another. (don't quote me on that(

Hardware is the best choice. There is the ATARI XEP80, Atari's own 80 col hardware upgrade that plugs right in the SIO port (I think it used the same case as an SX212, those cheapo's at Atari!) YOu also can get an internal 80 col upgrade. But those are special OS hardware enhancements, Omniview, Ramrod, and others. Don't quote me on the names, it's been a long time since I dabbled in 8bit stuff, but this message base keeps me coming back.

I hope this helped...

Alan

2917. Re: XL-it and 133k 180k Disk Image Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970326084617.14332B-100000@moose.erie.net>
Source record: 74517

So is the 800XE just a PAL version of the 65XE or are there
other differences?

On 25 Mar 1997, maciej grzeszczuk wrote:

> Fri, 21 Mar 1997 09:59:27 -0600 Michael Current napisal byl w
> comp.sys.atari.8bit: > >Actually, it's in the FAQ. It's an 800XL with
> the freddie chip. > >Basically a 65XE in an 800XL case. > Er,
> according to _my_ FAQ :), it's best described as a 64K 130XE. (In as XE
> > case rather than an XL case.)
>
> for sure - 800XE is in XE style (grey, ST line) case. i owned one some
> time ago...

2918. ATTN Alternate Reality Fans - Read This !

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: followell@mindspring.com
Message-ID: <33392e4c.1375025@news.mindspring.com>
Source record: 74518

There was some Alternate Reality news in the May issue of
Computer Games Strategy Plus magazine. It seems Monolith (I'm assuming
it's the same Monolith responsible for Blood) has plans to create
Alternate Reality Online, an internet based role-playing game. The two
original creators, Philip Price and Gary Gilbertson are online with
Monolith to head up the project. We were told to expect it sometime in
1998. Lets all keep our fingers crossed that this title lives up to
it's namesakes.

Sincerely,
- Byron Followell
followell@mindscape.com

2919. FS 8 BIT Hardware and software.

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <5h9uoe$6kb$1@macaw.cyberport.com>
Source record: 74519

email if interested

ANTIQUE COMM PACKAGE
Atari 830 300-Baud Acoustic Cup Modem,
Power Supply, and Atari cable to 850
w/ Atari 850 interface, cable, power supply, manual
and Telelink 1 cartridge with manual and box. $30

850, manual, cable, $20
Atari 1050, cable, power supply $25
Atari 1025 printer, owners guide, dust cover $30

MANY GAMES

ATARI and various publishers, shrink wrapped NEW games,
would like to trade for other 8 bit games i dont have, ask for list, or send
yours.

ATARI Necromancer
ATARI Blue Max
ATARI Lode Runner
ATARI Dark Chambers
PARKER BROTHERS Frogger
PARKER BROTHERS Astro Chase
SPINAKER Alf in the color caves

8bit Carts

Star Raiders $2
Pac Man $2
Centipede $2
Donkey Kong $3
Basketball $3
Football $3
Missle Command $3
Computer Chess $3
Fraction Fever $3
Real Sports Football $3
Fight Night $7
Adventure Creator $4
Donkey Kong Jr $4
Joust $4
Dig Dug $6
Lode Runner $7
Archon $7
Rescue on Fractalus $9

SubLogic Flight Simulator II $7
Bug Hunt (lightgun) $8
Skywriter $4
ET phone home $4
Pole Position $4
Popeye $4
Frogger $5
3D tic tac toe $5
River Raid $6
Demon Attack $6
Caverns of Mars $7
Computer Wars $6
Kickback $6
Soccer $6
K-Razy Antics, docs $6
Star Wars, Death Star Battle $11
Star Wars $11
Super Breakout, paddles $12
---
non game cartridges

Atari Lab Starter Set, open, new sell the pair. $50 or
Atari Lab Light Module, open, xlnt trade for 8bit items.

Atari XE Light Gun $15
Atari Graphics cart, manual, light pen $29
BASIC bare cart $2
Atari Writer $3
Music Composer, with Manual $4

Atari 8 bit disk based software

Time Wise, new, sealed $7
KYAN Pascal, disk and manual $9
Micro Painter, disk and manual $5

Games on disk

Frogger II Threedeep, docs $7
Touchdown football, Electronic Arts, no docs $2
Larry Bird, Julius Erving One On One, Elec. Arts, no docs $2
Archon II Adept, Elec. arts, no docs $5
Computer Ambush, Stragic Simulations, no docs $2
F-15 Strike Eagle, MicroProse, no docs $2
Blue Max, Synapse, no docs $4
StarBowl Football, GameStar, no docs $2
HardBall, Accolade, no docs $2
La swat/panther, box (combo C64/Atari) $3
One on one, box, docs, $4
Silent service, box, manual $4
Gauntlet, box, manual (box crushed) $5

Math blaster, box, manual $3
Match wits, docs $3
Jumpman junior, docs $3
Laser Races $2
Richard petty's talledega, docs $3
Typing tutor/word invaders, docs $2
Pit stop, docs $3
ZORK 1 $7

2920. Re: Atari monitor cable?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <5hbe7a$pn8$2@kirin.wwa.com>
Source record: 74520

In article <01bc370c$af066b60$b305879e@ppl_sfs>, jclausen@mcia.com says...
>
>Can anyone post the pin out for the Atari 800's monitor port?
>
>Thanks
> John

D.I.N. 5 Jack

3 1
O O
5 4
O O
O
2

3- Audio Output
5- Composite Chroma
2- Ground
1- Composite Luminence
4- Composite Video

eric

2921. 800 XE (was Re: XL-it and 133k 180k Disk Image Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-26 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <333949C2.7699@kawo2.rwth-aachen.de>
Source record: 74521

Dennis McGuire wrote:
>
> So is the 800XE just a PAL version of the 65XE or are there
> other differences?
So here again:
The 800 XE is J U S T the S A M E as an 130 XE, but without the second RAM-bank installed. I don't remember correctly, but think even the mainboard of the one I own is labeled "130 XE".

Matt

One question - I've posted this the third time in the last 1-2 month- aren't my messages readable to everyone ?

```
| | | _________________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_________________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html
```

2922. FS/T: Rare Atari 1400XL in 14XX XL case

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: Marlin Bates <mbates@jarl.cs.uop.edu>
Message-ID: <Pine.SUN.3.91.970327082037.22582A-100000@jarl.cs.uop.edu>
Source record: 74372
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

I have one of the rare 1400XL for sale. This unit works great! I have some software for the voice synthesizers as well as the internal modem.

It is in a true 1400XL case with a factory produced anondized (normal XL styling) 'name badge' on it which says 1450XLD!

Everything on it is in 100% working order
Keyboard (1200XL style)
Cart slot which is more accessible then the 1200XL one
Internal 300 baud modem works great!
Built-in voice synthesizer

The power supply is a true ATARI production model power supply and also works great!

I am looking for $300 - $350 on this (as this is what I paid for it all told) and I will pay shipping -OR-

I will trade this for a Powerbook 145 or 160 + some of my cash.

-OR-

Make me an offer!

Please send any and all inquiries to me at either

mbates@cs.uop.edu
mbates@s3.sonnet.com

Thanks

-Marlin

2923. Re: Star Raiders Tribute

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: dlw@bridge.net
Message-ID: <333b0649.5386048@news.bridge.net>
Source record: 74373

On Thu, 27 Mar 1997 01:15:53 -0800, Mark Wang <mwang@broadcom.com>
wrote:

>
>Salesmen haven't changed much over the years, have they? :)

Well, in this case he was pretty smart, he knew when he had a product
that sold itself, why get in the way?

>
>For me, Pacman and Asteroids instilled in me respect for the machine
>as a major platform, but it was Star Raiders that made me a lifetime
>loyal fan. I remember sitting on a stool in front of a 25" TV, my
>body instinctively tilting as I tried desperately to dodge incoming
>torpedoes. Many a time when the action gets intense, I would tilt
>so much I actually fell off the stool. Good thing I was on carpet.
>Yes, the game literally blew me away.
>

Same thing used to happen to me. One time, I was hunched over in the
heat of battle and suddenly, a Zylon fighter swooped right over my
head from behind outta nowhere. I ducked so fast I actually hit my
head on the top of my 800! People today talk about the immersion
factor and being 'pulled in' by a game, hell Star Raiders had all
that before they even had a term for it.

>p.s. So where's this tribute gonna be at?

That's what I've been asking.
--
David L Webster
dlw@bridge.net

2924. More Stuff F/S

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <333B4515.54E2@tcd.net>
Source record: 74374

I have at least

3ea 130XL's in good working condition, $35.00 each shipped...30day gurantee..includs Power Supply and Video cable.

4ea 800XL's in good working condition $25.00 each shipped..30 day gurantee.

3ea XF551 Disk Drives in good working conditon..$41.00 ea Shipped 30day gurantee with power supply and SIO cable.

3ea 1050 Disk Drives Stock...$15.00 each in good condition $15.00 each shipped included...power supply and sio cable.

2ea 850 Interfaces...comes with power supply..in good conditon $20.00ea shipped..30day gurantee..

800 Computer in good condition $20.00ea shipped (due to weight) comes with power supply...and Basic Cart..30day gurantee..

Atari Dealer Demo Cartridge...Extremely Rare..??? CLX4019..will entertain bids on this one..if not acceptable I keep it..This is/was the instore Demonstration Program Cartridge..funkey music...kinda like it...after a while..

2ea Rana Double Density Disk Drives...$20.00 ea shipped...comes with power supply and sio cable...no manual..30day gurantee..good conditon.

Seikosha AT-100 (Axiom) direct connect Atari Printer..works with Atariwriter Plus. FX80 selection..Clean...$35.00 shipped..

Just aquired 30 Atari 8-Bit cartridges all original not copies..have to check the out and list them..If you are looking for something make me an offer..$3.00 s/h on carts...Priority mail..

Have an Atari Logo Cartridge listed as Uncommon..with 2 books Atari Logo introduction to programing through turtle graphics and Atari Logo Reference manual..these will cost at least $4.00 to mail..open to offers.

If interested in any or all get back to me..

bob

2925. Atari 800 Repair?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <333B4918.3C09@tcd.net>
Source record: 74375

I have access to a bunch of Atari 800 computers...the cost of shipping is actually prohibitive, due to the weight of this machine..But what I can do is if you Determine what is wrong..can have you send me a Card from the computer..and test it out in a test module. If that is what is wrong I will send you a used working card back? Good idea/bad? Most cards from this computer will go shipping $3.00 plus the price of the card..so say I come up with a price of $8.00 a card shipped?...gives me $5.00 to check it out and send it back?

If the mother board is faulty..then we go from there.??Takes my time saves you shipping the whole thing// besides you have to tear it down not me...

bob

2926. Atari Cartridges 400/800/2600/5200 Ect

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <333B473C.460C@tcd.net>
Source record: 74376

If you are looking for a Rare cartridge for you game system or even a Tape..Let me know because I run across old Carts all the time and just pass them by..maybe something you really want?

I have recently come accross some Atari Manuals..1050 Disk Drive, Atari Writer for the Cartrige type. And several other Atari Good manuals or Documentation..Some are light and some are heavy for mailing ect. Make offer shipping included and if it is within reason will accept.

If you are looking for an original manual let me know may even have it here or locate it for you within a reasonable amount of time..Have a box of Game Docs I have to go through so anything from computer, disk drive, games, utilities ect..???

bob

2927. Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6TeNAg1$zHB@peter.soemtron.sb.sub.de>
Source record: 74377

Howdy !

can anybody explain the lucas-game Koronis Rift? Hell, is this game
tricky. For what are those add-on modules? I can't detect any changes...

thx, 4 hints.

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

2928. Re: Bank St. Writer disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6TeNBy74zHB@peter.soemtron.sb.sub.de>
Source record: 74378

In article <Bank St. Writer disk>, noone@nowhere.com (Yogi) wrote:

Howdy Yogi,

> My original bank st. writer disk and manual say "lifetime replacement
> guarantee. If this disk ever fails to boot, send it to broderbund and
> we will replace it for a $5 handling charge".
>
> Anyone think they can still supply this????

guarantee is guarantee ... try it. An agreement is judicial belligerent
and BR0DERBUND has much money or at least much copies of Bank St. Writer
Disks :))

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

2929. Re: APE questions and comments

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6TeN7z$4zHB@peter.soemtron.sb.sub.de>
Source record: 74379

In article <Re: APE questions and comments>, ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:

Howdy Steven,

> You should not use your SIO2PC cable to make PRO images, it requires
> a special 'pro' cable. Plans for building the PRO cable are available
> at my web site, http://www.nacs.net/~classics.
>
> If your using a MAX232 version of the SIO2PC cable be very careful
> with it, I have had many reports of this design going bad and damaging
> equiptment. I have no idea why it does, but ive never heard of any
> such problems with the 1489 cables.

My MAX232 never worked with APE. Nobody can explain why !?!

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

2930. FS: ATARI 8-bit Software, Games, Books, Magazine UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: TSICRDSX@mu3.millersv.edu
Message-ID: <17B3EC039S86.TSICRDSX@mu3.millersv.edu>
Source record: 74380

Some things gone already, actually had to turn some foreign orders
down. Guess I should have let Algore smuggle some out of the
country to save postage... but was afraid money would have only
gotten to the DNC or the Clinton defence fund.

Will post this ad occasionally over next few weeks.
If you see anything you want, need, etc make an offer.

Buyer will be responsible for shipping charges.

Sales to contiguous US only. (Just cause somebody told me foreign
shipments are a pain!)

HAVE A BLESSED EASTER!!! CHRIST IS RISEN INDEED!!!

Atari Games for Sale

(All complete with boxes and documentation, unless otherwise noted)

Cassette Tapes
~~~~~~~~ ~~~~~
**AIM Software

t X-Ray Art construction game

**Atari Corp

t States and Capitals Program cassette ONLY, Instructions and
game on tape.

**Cosmi

t Aztec Challenge Seems to be "Mountain King" type game.

t Caverns of Khafka typical cavern-tomb danger graphics
game

t The Crypts of Plumbous A lot like "Defender", as I recall.

t Forbidden Forest Find your way out of a deadly graphic
forest

t Galactic Avenger "Space Invaders" type game

t Professor IQ Series of educational learning games

t Slinky You've played with the springs, now try
them on the screen!!
~~~~~~~~

t Spider Invasion Destroy deadly spider mutations, their
eggs and nest. Are you getting as
itchy as I am?

**Edu-ware Services

t Compu-read 3.0 Tool for improving reading speed and
comprehension. NOT boxed, but in it's
own folder including docs.

**EPYX

t Curse of Ra Expansion module for "Temple of Apshai"
adventure game. Book of Lore missing.

**Program Design, Inc.

t Addition with Carrying Math games for the young. In clear
plastic sleeve.

t Sam the Sea Serpent Sammy will devour your child if he
gives the wrong answer! (Just Kidding
!!). A story and game for your young
ones.

**Thorn EMI -- love their packaging....beta-like plastic containers
(and we all know where beta is)

t Compute 4 & Reversi Connect-4 game and "Go" type game

t Cribbage & Dominoes Cribbage & Dominoes...get the idea?

t Darts So safe, you can even throw them at
your Mother-in-Law

t European Scene Jigsaw Like those plastic toys where you
Puzzles Vol2 slide the tiles to get the picture
together.

t Figure Fun Two games to teach multiplication,
division, etc. Five levels, cover most
ages

t Owari & Bull and Cow Computer renditions of traditional folk
games

t Pool Everybody in the Pool !! No, not that
kind -- tournament and eight-ball,
practice included.

t Snooker & Billiards Pool with fewer balls and no numbers.

t Super Cubes and Slip Rubik's Cube and marble maze in
computer form.

5-1/4" diskettes
~~~~~~ ~~~~~~~~~
~~~~~~

**Activision

d Master of the Lamps Riddles of music memory and color,
album type packaging

**ALA

d Dragon's Hideaway Gather the Dragon's eggs...make a
medieval omelet??

**Atari

d Caverns of Mars Primitive Zaxxon in a Martian cave

**Atari Program Exchange

d Galahad and the Holy Grail Fairly well known adventure game, in
ziplock packaging.

d Seven Card Stud Monty Webb's poker game. Ziplock
packaging.

**Avalon Hill

d Divex Another darned "teach your kid" number
stuff... don't YOU ever sit down with
him??

**CBS Software

d Success With Math: Math for grade levels 5-8
Fractions

d Success with Math: Grade levels 7-11
Linear Equations

d Success with Math: Grade levels 9-12
Quadratic Equations

**CodeWriter (I found these VERY difficult to play because their
documents are too sketchy)

d Casebook of Hemlock Find out who murdered Lady Penelope
Soames #3 Wellington. Text adventure.

d Star Voyage 1/2 Electronic text adventure

d Star Voyage 3/4 If you haven't punished yourself
enough, finish the stupid thing.

**Cosmi

d The E Factor Save your planet against mimes, aliens
and asteroids!! Sorry, Marcel, oops,
that's "Mines"

**Crystalware

d Imperial Walker Idiotic robot elephant from Star Wars

**DataMost

d Ardy the Anteater With a tongue as slick as Willy's,
but not as forked, Ardy slurps them ants.

d Night Raiders Blow up the alien spaceships
again...don't they ever give up?

d The Tail of Beta Lyrae Lyrae is blow up the spaceships you
& Round About missed before, Round About .. blow up
strange shapes. Two games in one
ziplock.

**Datasoft

d The Sands of Egypt Graphic adventure ... still getting it
out of my boots.

**EPYX

d King Arthur's Heir Camelot adventure game. Has nothing to
do with Royal toupees.

d Temple of Apshai Base for other DUNJONQUEST games.
Includes both cassette version and
5 1/4" disk.

d Upper Reaches of Apshai Another expansion module for Temple of
Apshai. Book of Lore missing.

**Hayden Software

d Final Conflict Futuristic tank warfare game

**Infocom

d Four-in-one Infocom Sampler (DEMOS of text adventures)
If this needs description, go back to
APX, do not collect $200. Diskette in
sleeve ONLY.

**K-TEK

d Gorgon Rescue the Golden Fleece with Jason,
beware Medusa, beware this game... it's
Booorrrrriiiinnnggggg.

**KeyPunch Software

d Strategy Simulations Robot Patrol, Star Merchant, Civil War,
Convoy. Sure sounds like public domain
games to me ! In plastic sleeve.

**Learning Company

d Word Spinner Basic building blocks of reading, ages
6 - 10. In cardboard folder.

**Main Street Publishing

d Ardy the Aardvark Same game as above, repackaged in
ziplock.

**Penguin Software

d The Quest Fairly decent graphic adventure game

**Scholastic

d Agent USA Educational puzzle solving adventure
for ages 9 to adult. Nice, but heavy
packaging.

d Turtle Tracks LOGO-type graphics language program
for ages 9 to adults. Also nicely but
heavily packaged.

**Sierra Online

d Dark Crystal Roberta Williams' four disk graphics
adventure based on movie of the same
name... otherwise they might have
called it 'Casablanca'

**Sirius

d Blade of Blackpool Illustrated myth and magic graphics
adventure game.

d Fast Eddie Jumpman, Donkey Kong type arcade game.

d Wayout Colorful elaborate maze game. Still
has the CLOWN glasses !!

**Spinnaker (Heavy plastic box packaging...nice, but probably
expensive to mail !)

d Kinder Comp Collection of six educational games.
Boy, are your kids going to be smart !!

d Snooper Troops, Case #1 Kids detective game. Teaches problem
solving, deductive skills

d Snooper Troops, Case #2 Are your kids skilled yet? If not, try
this one too.

**Thorn EMI

d Home Financial Management If you buy all the above, this will
help tell you how much over budget you
are!!

**Walt Disney PC Software

d Mickey & the Great Outdoors If your kid can only learn from a
mouse, this is the one to do it.
More math and literacy skills.
By the way,
BOYCOTT DISNEY!!!

Cartridges

**Atari

c Centipede Zap the worm and all his parts. Arcade
game.

c E.T. Phone Home Help E.T. find the parts to make
his phone.

c Missile Command Save your cities from alien attack.

c Star Raiders Some more stupid spaceships!

**CBS Software

c Mountain King Seize the crown, raid the treasures,
avoid the monsters beneath the earth.

c Time Bound Educational historical game, ages 10
and up. Heavy plastic packaging.

**EPYX

c Fun with Art Art construction software

c Monster Maze Get out of the maze - avoid Donna
Shalala and Jocelyn Elders - no,
only some monsters.

**Imagic

c Atlantis Missile Command under water.

c Demon Attack Space Invaders with flapping wings.

**Spinnaker (once again, nice but heavy premium plastic packaging)

c Adventure Creator Teaches your kids to make up their own
adventures. Ages 8+

c Fraction Fever Shouldn't 98.6 be 98 3/5 ?

c Story Machine Kind of a "mad lib" for your kids.

**Thorn EMI (Once again, neat little BETA boxes)

c Kickback A soccer-like breakthru game.

c Jumbo Jet Pilot This game is HARD !! Take your seat in
the cockpit of a jumbo jet.

c Major League Hockey Ice hockey game.

c Soccer Wish it had never been introduced in
the United States.

Books and miscellany
~~~~~ ~~~ ~~~~~~~~~~
b Atari Fun and Games by Linda M. Schreiber

b Atari Programming with 55 Programs by Linda M. Schreiber

b Atari Games and Recreations by Kohl, Kah, Lindsay and Cleland

b A+ Programming in Atari Basic by John M. Reisinger

b Adventures with the Atari by Jack B. Hardy

b The Best Atari Software (1984) Software listing.

b "Computes" First Book of Atari

b "Computes" Second Book of Atari Graphics

b "Computes" Mapping the Atari

b K Power Computer Olympics Program listings for Olympic like
events

b K Power Collection Program listings for misc games
and utilities

s Atari Student PILOT Reference Guide Includes Cartridge for Atari
Pilot

b Awesome Games for Your Atari Computer Program listings for
awesome(??) games. Small
book.

b Time Lost Comic book with some small program
listings

b Atari Force #1 Special Edition DC Comic !!

s Atari Speed Reading Massive, looseleaf bound, six
cassette "Learn to Read Faster"
course. Weighs a ton.

Magazines
~~~~~~~~~
m Analog #23, October 1984

m Softside #44

m Atari Connection, Summer 1983

m Antic Vol3 #4, August 1984

m Antic Vol3 #7, November 1984

m Antic Vol4 #3, July 1985 DISK Included

m Antic Vol7 #2, June 1988 DISK Included

m Antic Vol7 #10, February 1989 DISK Included

m Antic Vol7 #11, March 1989 DISK Included

m Antic Vol7 #12, April 1989 DISK Included

m Antic Vol8 #1, May 1989 DISK Included

If you need any further info, heck I don't have much to say.
Haven't played most of these more than once or twice, and
certainly not in the last 5 years!

If you have problems with any descriptions or comments, don't
blame me, I'm from Arkansas... oops, I lied... proving I'm from
Arkansas. I just spell it with different letters. Besides, P.J.
O'Rourke is the ONLY thing worth reading in 'Rolling Stone'....
and the most beautiful face on television belongs to Odalys Garcia
on 'Lente Loco'!!! So there!

2931. Re: Star Raiders Tribute

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw@reading.ac.uk>
Message-ID: <333A3883.CC@reading.ac.uk>
Source record: 74381

Raphael James Espino wrote:
>
> > Alan Christie (94chrisv@scar.utoronto.ca) wrote:
> > : Yeah, ask if ANYONE has ever completed Star Raiders and received the
> > : HIGHEST ranking on the hardest level. My best I think was lietenant on
> > : the medium difficulty.
>
> I've done it a couple of dozen or so times, it just takes a LOT of practice, it
> took me about a year of playing regularly to achieve it. I still play
> it from time to time, but I'm out of practice so I don't tend to get
> the highest score anymore. You've just gotta be fast blowing up those
> Zylons, make sure you don't get hit, and don't dock unless you really
> have to.

I recall an 'early' issue of Analog featured the top ten games
of some of the Analog staff. Each was accompanied by a short
blurb. Lee Pappas (sp?) the editor at the time said something
to the effect of playing Commander level, with no shields.
Star Commander class I awarded.

No shields...

- Joel

2932. Re: This is cool!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6TeNCIp$zHB@peter.soemtron.sb.sub.de>
Source record: 74382

In article <Re: This is cool!>, 94chrisv@scar.utoronto.ca (Alan Christie) wrote:

Howdy Alan,

> > I'm an Atari fan from way back, and I'm glad to see that people still
> > think they are worthy machines to use. I enjoy reading all the
> > technobabble that I had no access to when I owned an Atari. Being the
> > only kid in town who owned an Atari, I had to rely on Compute! and
> > ANALOG/Antic (when I could find them) to get progs and advice. Thanks
> > for bringing back some cool memories.
> Yeah, I know what you mean! I felt the same way when I found this message
> base at school. I love it. Brings back fantastic memories.. and I still
> have about 60 issues or so of COMPUTE! and about 40 antics. Amazing.
> They just don't make computers like they used too!

it's just the same here in germany. After reunification was the 8-bit
atari market reborn. Today I read very interessted this wonderfull
newsgroup ... and of course: the magazin that I often bought was the great
'ATARI Magazin'. To bad :(

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

2933. Another Stupid Idea..

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <333B4AF5.72D0@tcd.net>
Source record: 74383

We all know shipping our product somewhere costs due to the Weight of the item shipped...What IF...Say you have a bad 1050 Disk drive..you ship me the bottom board unless it is not reading disks ect...bad alignment dirty head dirty tracks ect...I send you a tested board for say $10.00 plus shipping for the board..not over $4.00..we both win?

Atari 800XL's cost a bunch to send with power supplies ect..if your power supply is working why send it..tear the computer down to the main board..remove the shields ect..can fix them for $10.00 plus $4.00 s/h..

Same with the 130XE...if the keyboard works, power supply works remove it from the shield and same deal...$10.00 repair..$4.00 s/h..

Now the above applys to computers that have not been FRIED...all rams blown..all chips blown..normal repair..IF YOUR SYSTEM GOT HIT BY LIGHTNING THEN BUY A USED ONE!!!!

bob

2934. Re: Star Raiders Tribute

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-2703971603370001@mcmdc.library.carleton.edu>
Source record: 74384

In article <Pine.GSO.3.95.970324172611.28085D-100000@fissure.scar>, Alan Christie <94chrisv@scar.utoronto.ca> wrote:

>Yeah, ask if ANYONE has ever completed Star Raiders and received the
>HIGHEST ranking on the hardest level. My best I think was lietenant on
>the medium difficulty.

Me! :)

(That's using the original Atari joystick too, not any of those more expensive but inferior imitations. :)

The main key is to conserve energy as much as possible. That means keeping those shields off at all times, unless you're about to be hit!

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.landfield.com/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2935. Re: PRO-images (was Re: ATR vs XFD)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3339bd52.1730164@news.inc.net>
Source record: 74451

On Wed, 26 Mar 1997 22:45:07 +0100, Matthias Belitz
<matz@kawo2.rwth-aachen.de> wrote:

>Lawrence Staveley wrote:
>>
>> In article <3338FB95.3A72@kawo2.rwth-aachen.de>, matz@kawo2.rwth-aachen.de wrote:
>> >You missunderstood my intention - I wanted to speak of "COPY"-protected
>> >disks !
>>
>> Why? We've got .PRO for APE, and Yogi for XLit!
>
>First I d never heard of "PRO"-images before ...
>Maybe, thats just the thing, Iwant to have.
>
>I d like to have only one ! fileformat for ATARI-disks and not just 10
>...
>So lets do a specification in this group (maybe your PRO-images are),
>all programmers can rely on for future developments. So it would be
>nice, to use my copy-protected disks also with XL-it ...
>
>Any suggestions ?
>
>Matt

I have some good ideas I think. I agree with whoever had the idea of
a defect map appended to the end of an .ATR file, with one of the
reserved bytes of the original 16 (or one bit of one of them) to
specify that there is or is not a defect map appended at the end of
the file. Then, for the defect map, simply have x number of bits for
each sector. These bits would identify the particular defect for each
sector. For example, say that there are 3 possible errors that a real
1050, 810, or XF551 would return. In that case, we need two bits in
the defect map for each sector of the disk. 00 would be no defect, 01
would be defect type 1, 10 would be defect type 2, & 11 would be
defect type 3. Each byte of defect map in this example obviously can
represent 4 sectors.

Okay, but now... before we get off too fast... since we are talking
about redoing a standard, shall we think about double sided media (is
that even needed in a virtual disk)? How about large volumes? Are
things like head and track important, or just worry about translated
sector numbers and sector size? Hmm... maybe that's getting a little
too complex for what we are trying to do here.

Cheers,

Jon

2936. Re: Xformer Author Turns Down Registered User

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <5hce6t$plh@dfw-ixnews7.ix.netcom.com>
Source record: 74452

In article <859295257.8249.0@kwll.demon.co.uk>, monkfish@kwll.demon.co.uk (Lawrence Staveley) wrote:
>Look, I'm with you guys here. I also registered XFormer, but if you want an
>Atari emulator for Windoe's send ♦15 to Chris Lam for Rainbow 95. It's
>excellent!

Right on. Rainbow is very cool.

As far as Xformer is concerned, Darek is a wanker. I'm surprised he hasn't
been sued for bad business practices yet. After getting Xformer I had a good
mind to sue him for alot of things, like misrepresentation of product.

-=
"The death of the warrior or the old man or the little
child, this I understand, and I take away the pain and
end the suffering. I do not understand this death of
mind" - Death (The Light Fantastic / Terry Pratchett)

Check out -> http://www.netcom.com/~chelm/main.html

NMA Rules
-=

2937. Re: Star Raiders Tribute

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: dlw@bridge.net
Message-ID: <3339b607.6743258@news.bridge.net>
Source record: 74453

On Mon, 24 Mar 1997 10:55:39 GMT, mauricem@phonewave.net (Maurice Molyneaux) wrote:

>On 23 Mar 1997 05:50:33 GMT, kendrick@zippy.sonoma.edu (William >Kendrick) wrote:
>
>>If anyone has some suggestions for my Star Raiders Tribute on the web, >>please let me know! From style changes to ideas for content (ESPECIALLY >>content :))...
>
>Well, since you asked...
>
>Under "Author" you should have more on Doug than you have here.
>ANALOG printed an interview with Mr. Neubar (is that spelled right?), >in 1986 (Sept. or Oct. issue) and you might want to get soem data from >it.
>
>Under "Features" you didn't mention that the explosions are in true 3D >(hence the reason the game slows down when something blows up).
>
>--Maurice
>
>

I missed the start of this thread, what's the address of this page?

I have the Analog issue with the Doug Neubauer (correct spelling) interview (Oct. 86). In addition to the 3D explosions mentioned, here are a couple of other items he talked about:

He like the explosions best, the hyperwarp display he was never satisfied with (sure blew me away!).

He credits the lunchtime playtesting by Atari employees for greatly improving the game (yes, there was a time when beta testing really worked).

He wonders why in the later sequels to Star Raiders no one tried to model his sparkling photon graphic (I agree, even today, those photon balls are still a fantastic effect)

Since he was a hardware engineer for Atari, Star Raiders was something created basically on the side. Since he wasn't contracted to write the game, he didn't make a nickel from the huge success the game became (I think I'm going to send him some money, he deserves it)

And lastly, the most amazing thing to me was that Atari never approached him to do a sequel on the 8bit or to do the ST version. I mean, this guy writes a monster game that is light years ahead of anything imagined at the time, 'on the side' no less and they don't ask him (or pay him) to do anything else? No wonder they went down the tubes.

I believe that as great as the 8bit machines were, without Star Raiders they might never have gotten off the ground. What happened to me in 1981 I think happened to a lot of people. I went in to a computer store ready to buy an Apple, because that's the name I knew. Then I saw this moving starfield display and heard this incredible 'woosh' sound coming from this little computer in the back of the store. I asked the salesman what the hell it was and he told me it was a computer 'flying' game. He said "Watch this" and proceeded to demonstrate hyperwarp (this was his entire sales pitch). Well, after picking my jaw and eyeballs up off the floor, I walked out of there with an Atari. You could make a case and say the Doug Neubauer was probably the most influential person that Atari ever had.

--
David L Webster
dlw@bridge.net

2938. Don't Fear's Huge Second Auct (Update 4)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5hcrmc$1hng@newssvr02-int.news.prodigy.com>
Source record: 74454

Don't Fear's Huge Second Auction (Update 4)

Alright kids here we go!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

Atari 2600

Atari

Combat (C) - boxed
Space War (U)
Outlaw (U) $0.50 albert
Slot Racers (U) $2.50 albert
Canyon Bomber (U) - boxed $1.50 albert
Super Breakout (U)
Defender (C) - boxed $0.50 albert
Warlords (U) - boxed $1.00 pat man
Indy 500 (U) $0.50 albert
Adventure (C) $1.00 isaac
Demons To Diamonds (U) - shrinkrapped $0.50 albert
Championship Soccer (C) - boxed $0.50 albert

3-D Tic-Tac-Toe (U) - boxed $1.50 albert
Breakout (C) - boxed $0.50 albert
Football (C)
Bowling (C)
Circus Atari (C)
Superman (C) $1.00 bluebat
Space Invaders (C) - red lbl/shrinkwrapped $0.50 albert
Night Driver (C) - boxed $1.00 isaac
Golf (C) - w/inst $0.50 albert
Maze Craze (U) $1.00 mrupp
Missle Command (C)
Othello (R) - boxed $1.00 alex
Surround (C)
Flag Capture (U) - w/inst $1.50 albert
Pac-Man (C) - boxed
Video Pinball (U) - boxed
Asteroids (C) - w/inst
Berzerk (C) - shrinkwrapped $0.50 albert
Casino (U)
Haunted House (C)
Swordquest Earthworld (C) - w/inst $1.00 slyfox
Swordquest Fireworld (C) - w/inst $1.00 slyfox
Radiers Of The Lost Ark (C) - boxed $3.50 slyfox
Star Raiders (U) - w/touch pad $2.00 slyfox
Hangman (U) $1.00 alex
RealSports Volleyball (U) $0.50 albert
RealSports Soccer (U) $1.50 albert
RealSports Football (C)
Swordquest: Waterworld (UR) $55.00 bworkman
Phoenix (C) - shrinkwrapped $0.50 albert
E.T. (C) - boxed $0.50 albert
Ms. Pac-Man (U) - w/inst $0.50 albert
Centipede (C) $1.00 isaac
Galaxian (U)
Gravitar (U) $1.00 eyabs
Kangaroo (U) - w/inst $1.00 tick
Pengo (ER) - boxed $50.00 bworkman
Moon Patrol (U) $0.50 albert
Pole Position (C) - w/inst $1.00 isaac
Rubik's Cube (ER) $50.00 bworkman
Taz (R) $1.50 albert
Oscar's Trash Race (R) - lbl plaque $2.00 shalon
Big Bird's Egg Catch (R) - lbl plaque $2.00 shalon
Sorcerer's Apperntice (R) - w/inst $4.00 bworkman
Crystal Castles (U) - boxed $1.00 albert
Pigs In Space (ER) $11.00 bworkman
Millipede (R) - w/inst $1.50 albert
Stargate (U) - w/writing on back $1.00 eyabs
Midnight Magic (R) $1.00 albert
Solaris (U) $1.00 eyabs

Donkey Kong (U) $1.00 isaac
Donkey Kong Jr. (R) $1.00 eyabs
Venture (R)
Q*Bert (R) $1.00 slyfox
Sprint Master (R) $2.00 tick

Sears

Outer Space (U) - pic lbl $0.50 albert
Speedway II (U) $0.50 albert
Space Combat (U) $0.50 albert
Breakaway IV (C)
Brain Games (R) $1.50 albert
Baseball (C) $0.50 albert
Race (C) $0.50 albert
Gunslinger (U) $0.50 albert
Maze (C) - pic lbl $0.50 albert
Arcade Golf (U) $2.00 eric
Dare Diver (ER) $3.00 shalon
3-D Tic-Tac-Toe (ER) $3.00 eric
Steeplechase (R) $3.00 tick
Math Grand Prix (R) - pic lbl $1.00 eric
Adventure (U) $0.50 albert
Dodger Cars (ER) $5.50 awwatkin
Arcade Pinball (R) - pic lbl $2.50 roagie
Asteroids (U) $0.50 albert
Missle Command (R) $0.50 albert
Bezerk (R) $0.50 albert
Pac-Man (C) $0.50 albert
Defender (C) $0.50 albert

Absolute

Title Match Pro Wrestling (R) - w/inst $1.00 cccp
Tomcat F-14 (ER) $8.00 bworkman

Activision

Dragster (C)
Boxing (ER) - blue lbl $2.50 roagie
Checkers (ER) - w/inst $5.00 tick
Fishing Derby (U)
Skiing (U)
Bridge (U)
Tennis (C)
Laser Blast (C) - boxed
Freeway (U) - boxed
Kaboom! (ER) - blue lbl $0.50 cccp
Stampede (U)
Ice Hockey (U)

Barnstorming (U) $1.00 isaac
Grand Prix (U)
Chopper Command (U) - boxed
Starmaster (U)
Megamania (U)
Pitfall! (C) $1.00 isaac
Sky Jinks (R)
River Raid (U)
Spider Fighter (U) $1.00 shalon
Seaquest (R) - boxed
Oink! (R) - w/inst $1.50 albert
Dolphin (R) $2.00 rex
Keystone Kapers (ER) - blue lbl $0.50 cccp
Enduro (U)
Plaque Attack (R) $1.00 alex
Robot Tank (R)
Crackpots (R)
Decathalon (R)
Frostbite (R) $1.00 tick
Pressure Cooker (R) $1.50 mrupp
Space Shuttle (ER) - blue lbl $2.50 roagie
Pitfall II (R) $1.00 awwatkin
H.E.R.O. (R) - lbl wear $3.00 tick
Beamrider (R) - screws showing $7.50 tick
Kung Fu Master (R) - w/inst $0.50 cccp
Commando (R) $1.00 alex
Ghostbusters (ER) - blue lbl $1.00 mrupp

Apollo

Space Cavern (U) - blue lbl $1.00 tick
Space Cavern (U) - red lbl $1.00 macra
Lost Luggage (U) - green lbl $1.00 tick
Shark Atack (U) - boxed $1.00 tick
Infiltrate (U) - w/inst $1.00 tick
Final Approach (R) $6.00 bworman

Avalon Hill

Death Trap (UR) - w/inst $40.00 smitty
Shuttle Orbiter (UR) - w/inst $50.00 shrink

CBS

Wizzard Of Wor (R) $1.50 albert
Gorf (U) $1.00 macra
Blueprint (U) - writing on lbl $1.00 bworkman
Solar Fox (U) - lbl damage $1.00 slyfox
Omega Race (U) - w/inst and broken Booster Grip $1.00 bworkman
------

Coleco

Zaxxon (U) $1.00 tick
Venture (C)
Mouse Trap (U) $1.00 slyfox
Smurfs R.I.G.C. (U) $4.50 aaa
Carnival (U) $1.00 mrupp
Donkey Kong Jr. (R)
Mr. Do! (R) $4.00 shalon
Roc 'N Rope (R) $4.00 shalon

Data Age

Encounter at L-5 (U) - end lbl damage
Airlock (C) $0.50 albert
Journey Escape (C) - boxed no inst $0.50 albert
Bermuda Triangle (R) $1.50 mrupp
Frankenstein's Monster (R) - screws showing w/inst $5.00 shalon
----
Epyx

Summer Games (R) $1.00 macra
Winter Games (R) $1.00 macra

First Star

Boing! (ER) $35.00 bworkman

Froggo

Sea Hawk (R) $2.50 bworkman

Imagic

Trick Shot (R) $1.50 albert
Demon Attack (ER) - blue lbl $5.00 smitty
Star Voyager (C)
Atlantis (U)
Cosmic Ark (U)
Fire Fighter (R) $1.00 tick
Shootin' Gallery (ER) $10.00 bworkman
Riddle Of The Sphinx (U) $1.00 macra
Dragonfire (C)
Fathom (R) $3.00 rex
Quick Step (R) - w/inst $3.50 shalon

M Network

Adventure of Tron (U) $1.50 mrupp
Masters of the Universe (R) $5.00 tick

Burgertime (R) - writing on back $2.00 tick
Kool-Aid Man (U) $4.00 tick
Space Attack (C) - boxed
Tron Deadly Discs (U) $1.00 macra
Lock 'N Chase (C) - shrinkwapped
Frogs And Flies (U) - w/inst $1.00 korin
Astroblast (U) - boxed
Dark Cavern (U)
Intl. Soccer (U) w/inst $1.00 tick
Air Raiders (R) $1.00 tick
Bump 'n' Jump (R) - w/inst $2.00 ron moore

Mythicon

Sorcerer (U) $1.00 tick
Fire Fly (U) $1.00 tick
Star Fox (U) $3.00 eric

Panda

Stunt Man (R) $13.00 bworkman

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions $1.50 albert
Amidar (U) $1.00 macra
Super Cobra (U) $0.50 cccp
Reactor (U) $0.50 albert
Sky Skipper (R) - w/box top, inst, no lbl $2.00 tick
Q*Bert (C)
Strawberry Shortcake (U) $1.00 albert

Sega

Tac-Scan (U) - lbl damage
Thunderground (R) $3.00 tick
Star Trek S.O.S. (R) $1.50 mrupp
Buck Rogers: Planet Zoom (U) $1.00 tick
Congo Bongo (R) - lbl plaque $1.00 aaa
Tapper (ER) - slight lbl wear $10.00 bworkman
Spy Hunter (ER) $10.00 bworkman

Telesys

Coco Nuts (R) $0.50 cccp

Tigervision

Miner 2049er (ER) $6.00 Jeff

20th Century Fox

Worm War I (U) $1.00 macra
Mega Force (R) $1.00 mrupp
Alien (R) $1.00 eyabs
Turmoil (U)- boxed $1.00 clint
Crypts Of Chaos (R) end lbl damage w/inst $3.00 shalon
M*A*S*H (U) $1.00 macra
Flash Gordon (R) $0.50 cccp

U.S. Games

Space Jockey (C)
Sneak 'N Peek (R) - w/inst $1.00 tick
Word Zapper (U) $0.50 cccp
Commando Raid (R) - w/inst $0.50 cccp
Name This Game (R) - fancy cart $0.50 cccp
Squeeze Box (ER) $2.00 cccp
Eggomania (R) - w/inst $4.00 korin
Piece O' Cake (ER) - w/inst $5.00 rex
Entombed (ER) $3.00 tick

Xonox

Ghost Manor/Spike's Peak (U) - w/inst $1.50 albert
Chuck Norris Superkicks (ER) $15.00 shrink

Systems

Atari 2600: four switch, black front panel in original box w/two
working joysticks, set of paddles, power supply, R/F modulator, and
the following loose games: Combat, Defender, Space Invaders, Missle
Command, Pac-Man, Asteroids, Bezerk, Swordquest Fireworld, Raiders of
the Lost Ark, RealSports Football, E.T., Pole Position, Target Fun,
Pitfall!, Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx,
Astroblast, and Frogger.
$15.00 jacob

Sears Video Arcade II (2800) w/two controllers, and a R/F modulator
$6.00 albert

"Franklinstein" A handcrafted American orignal device that allows
the user to interchange chips to play diffrent games. Comes with
eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!,
Amidar, Demon Attack, and Pitfall!. The device itself is homemade,
not the games. Also comes with case. If there are any questions
don't hesitate to ask. This thing is trully one of a kind.
$5.50 beaumontj

Atari 5200

Congo Bongo (R) $1.50 richard
5200 Trac Ball $2.00 smedley
2600 adapter - untested $2.00 smedley
5200 controller - untested $1.50 awwatkin
5200 controller - untested $1.50 awwatkin

Atari 7800

Asteroids (R) - damaged box $1.00 richard
Food Fight (R) - damaged box $1.50 richard
Pole Position II (C)
Xevious (U) - damaged box $1.50 richard
Donkey Kong Jr. (R) $1.50 richard

ColecoVision

Decathlon (U) $2.00 korin
Donkey Kong (C) $0.50 richard
Donkey Kong Jr. (C) $0.50 richard
The Heist (U) $2.00 clint
Keystone Kapers (R) $1.00 richard
Popeye (C) $0.50 shalon
River Raid (U) $1.00 bworkman
Slurpy (ER) - lbl wear $4.00 bworkman
Smurfs R.I.G.C. (C) - boxed $0.50 richard
Super Action Baseball (C) $0.50 richard
Super Action Football (C) $0.50 richard
War Games (C) $0.50 shalon
Wing War (U)

ColecoVision Expansion Module #1 (2600 adapter) $5.00 ron moore

System

ColecoVision w/two working controlers, power supply, T.V. cable, R/F
modulator, 2600 Expansion Module, and the folowing loose games:
ColecoVision Donkey Kong and Zaxxon, 2600 Combat, Pac-Man, Asteroids,
Space Invaders, Bezerk, and Pitfall!
$15.00 wipeout

Handhelds

Coleco Table Tops

Donkey Kong (C) $10.00 harry
Frogger (R) $20.00 cutlass
Zaxxon (IR++) $35.00 harry

Intellevision

Matell

Auto Racing (U) - complete $0.50 smedley
ABPA Backgammon (R) - w/two overlays $0.50 macra
Armor Battle (C) - complete $0.50 macra
NASL Soccer (U) - complete $0.50 macra
U.S. Ski Team Skiing (C) - complete $0.50 smedley
Sea Battle (C) - complete $0.50 macra
NFL Football (C) - complete $0.50 macra
L.V. Poker/Blackjack (C) - complete $0.50 macra
Space Battle (U) - complete $0.50 macra
Major Leage Baseball (C) - complete $0.50 macra
NBA Basketball (U) - w/2 overlays $1.00 sodapop
Advanced D&D (U) - complete $1.00 rob
USCF Chess (R) $0.50 macra
Space Spartans (U) - complete $0.50 macra
Astrosmash (U) - shrinkwrapped $0.50 macra
Snafu (C) - complete $0.50 macra
Space Armada (C) - complete $0.50 macra
Triple Action (C) - complete $0.50 macra
Bomb Squad (U) - complete $0.50 macra
B-17 Bomber (U) - complete $0.75 beaumontj
Loco-Motion (U) $0.50 macra
Burgertime (U) - w/2 overlays $0.50 macra
Kool-Aid Man (R) $0.50 macra
Bump 'n' Jump (U) $1.00 jeff
Power Of He-Man (U) $0.50 macra
Space Hawk (U) - complete $0.50 macra
Utopia (U) - white lbl w/xerox inst $0.50 macra
Star Strike (C) - complete $0.50 macra
AD&D: Treasure Of Tarmin (U) - white lbl w/2 overlays $2.00 alex
Frog Bog (U) - w/2 overlays $0.50 macra
Night Stalker (C) - shrinkwrapped $0.50 ryan
TRON Deadly Discs (C) - complete $0.50 ryan
TRON Maze-A-Tron (R) - complete $0.50 macra
Lock 'n' Chase (C) - shrinkwrapped $0.50 macra

INTV

Chip Shot Super Pro Golf (ER) $4.00 bworkman
Commando (ER) $1.00 cccp

Activision

Pitfall! (U) - complete $0.50 cccp
Happy Trails (R) - 2 overlays $0.50 cccp
The Dreadnaught Factor (R) $1.00 cccp

Atarisoft

Centipede (R) $2.00 bworkman

Coleco

Donkey Kong (C) - shrinkwrapped $0.50 brian
Donkey Kong Jr. (R) $3.00 bworkman

Imagic

Atlantis (U) - shrinkwrapped $0.50 ryan
Beauty & The Beast (U)
Microsurgeon (U) - complete $1.50 rob
Dracula (ER) - complete $4.00 bworkman
Nova Blast (U) $1.00 bworkman
White Water! (ER) - Complete $6.00 bworkman

Parker Bros

Frogger (C) - w/box
Q*Bert (C)

Sears

Armor Battle (R) - complete
Astrosmash (R) - complete
Boxing (R) - complete $1.00 beaumontj
Football (U)
Golf (U) - white lbl w/2 overlays
Horse Racing (R) - complete
Space Hawk (R) - complete

Overlays

Package #1: Sea Battle (2), Space Armada (2), Baseball
(2), Snafu (2), Auto Racing (2), Night Stalker (2), Microsurgeon (2),
Atlantis (2), Triple Action (2), Tron Deadly Discs (2), Pitfall! (3),
Space Spartans (3), Dragonfire
$0.50 smedley

Package #2: Lock 'n' Chase (2), Mission X (2), Poker/Blackjack (2),
Mouse
Trap (2), Star Strike (2), Demon Attack (2), Space Battle (2), Pinball
(2), Skiing (2), Astrosmash (2), Space Hawk (3), Sub Hunt, AD&D Treasure
Of Tarmin
$0.50 smedley

Systems

Intellivision w/two working controllers, power supply, R/F modulator,
and the following games: complete Astrosmash and Night Stalker,
loose Atlantis, Space Battle, Triple Action, Star Strike, Major
League Baseball, Beauty & The Beast, and Donkey Kong
$10.00 larry

Intellivision II w/two controllers and loose Astrosmash

$5.00 eyabs

Intellivoice Voice Synthesis Module in box w/complete B-17 Bomber,
and Space Spartans
$5.00 sodapop

Odyssey 2

Speedway!/Spin-Out!/Crypto-Logic! (C) - complete
Football! (U) - w/box $1.00 tick
Sub Chase!/Armor Encounter! (C) - complete $1.00 tick
Bowling!/Basketball! (U) - complete $1.00 tick
Baseball! (C) - complete
Thunderball! (R) - complete $1.00 cccp
Alpine Skiing! (U) - complete $1.00 tick
The Quest For The Rings! (U) - complete $1.00 tick
K.C. Munchkin! (C) - complete $1.00 tick
Pick Axe Pete! (U)

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F
modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-
Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!,
Dynasty!/Directional Dynasty!, and K.C. Munchkin!
$10.00 larry

Atari 400/800

Atari

Archon (C) $3.00 lyle
Assembler Editor (U) $0.50 bluebat
BASIC (C) w/reference guide $0.50 kurt
Centipede (C) $1.50 bluebat
Flight Simulator II (C) $2.00 alias
Hardball (U) $3.00 alias
Missle Command (C)
Ms. Pac-Man (C) $2.00 lyle
One on One Bball (U) $1.00 alias
Pac-Man (C) $2.00 lyle
Super Breakout (C) $1.50 eyabs
Star Raiders (C) $2.00 lyle
Pilot (U) $0.50 bworkman
Galaxian (C) $2.00 lyle
Defender (C)
Atari LOGO (U) - w/manual $1.00 randy
Robotron 2084 (C) $2.00 bworkman
Atariwriter (C) $0.50 bluebat
Joust (C) $2.00 lyle
Moon Patrol (C) $2.00 alias

Ballblazer (C) $2.00 alias
Blue Max (U) $2.00 alias
Bug Hunt (U) $2.00 alias
Necromancer (U) $5.00 bworkman

Activision

Kaboom! (U) $2.00 alias
Megamania (U) - lbl tear $2.00 alias
Pitfall! (U) $3.00 bworkman

Big Five Software

Miner 2049er (C) $4.00 jeff

Epyx

Gateway To Apshai (U) - w/inst $3.00 kurt

IDSI

Speedway Blast (R) $5.00 alias

Oss

Mac/65 (U) buyout
Basic XE (U) buyout

Roklan

Deluxe Invaders (C) - w/inst $4.00 alias
Wizards Of Wor (C) - lbl severely faded $2.00 alias

Sega

Star Trek: S.O.S. (U) $2.00 alias

Spinnaker

Alphabet Zoo (U) - boxed
Delta Drawing: Learning Program (U) - w/inst $1.00 alias
Kids On Keys (U)
Kindercomp (U)
Story Machine (U)

Systems & computer related items
----
130 XE - tested w/ power supply, set of paddles (untested), video
touch pad w/Star Raiders overlay, two 2600 joysticks (untested),
owners manual, T.V. cord, and the following loose cartridges:

Defender, and Atariwriter
$45.00 david

800 XL - tested w/power supply, T.V. cord, and a 2600 joystick
(untested)
$8.00 slyfox

600 XL - tested w/power supply, owners manual, and a 2600
joystick(untested)
$2.50 randy

Atari 1010 Program recorder - untested w/power supply, owners manual,
connecting cord, and the following loose cassettes Player Missle
Graphics and Basics of Animations
$1.00 alias

Atari Touch Tablet - tested w/Atariartist cart and owners manual
$6.00 alias

Atari Light Pen - tested w/Atarigraphics cart
$6.00 alias

Suncom Animation Station - untested w/owners manual
$5.00 roagie

Atari 1020 Printer - untested w/power supply and roll of paper
$1.50 slyfox

Voice Box Speech Synthesizer by The Alien Group - untested
$2.00 slyfox

Inside Atari Basic: a fast, fun, and friendly approach. By Bill
Carris
$0.50 randy

Atari DOS 2.5: XF551 Disk Drive owners manual
$0.50 randy

Boulderdash Construction Kit: instruction manual
$0.10 alias

Ghost and Ghouls: instructions
$0.10 min

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL,
65 XE, and 130 XE. Comes with owners manual. Untested
$0.50 alias

Software: SubLogic Japan scenery disk (5.25) for use w/Flight Sim.
II. Comes with owners manual, and approach charts. Untested
$0.50 alias

Software: Adventure Maker/Tax Template (5.25 disk). Untested
$0.50 min

Software: Spinnaker's In Search Of The Most Amazing Thing (5.25)
Untested
$0.50 min

Six 5.25 disks: Could contain Government cover-ups. Untested
$0.50 min

Vic-20

Atarisoft

Pac-Man (C) - w/box

Commodore

16K Memory Expander $0.50 biglous
Vic Avenger (C) - complete $0.50 biglous
Super Alien (C) - complete
Radar Rat Race (C) - complete
Raid On Fort Knox (C) - complete
Adventure Land Adventure (C) - complete
Pirate's Cove Adventure (C) - complete $0.50 biglous
Sargon II Chess (C) - complete
Cosmic Cruncher (C) - complete
Gorf (C) - complete
Omega Race (C) - complete
Star Post (U) - complete $0.50 biglous

Imagic

Demon Attack (C) - complete $1.00 bworkman
Atlantis (C) - complete $1.00 bworkman
Dragonfire (C) - complete $1.00 bworkman

Sega

Star Trek [S.O.S.] (C) - complete $1.00 bworkman

Vic-20 Cassettes

Academy Software

Typing Tutor/Word Invaders - complete

Commodore

An Introduction To Basic: Part 1 - complete $0.50 biglous
An Introduction To Basic: Part 2 - complete $0.50 biglous

System

Vic-20 in orignal box w/power supply, R/F modulator, and T.V. Cord

$5.00 bworkman

VicModem in orignal box

C-64

Gateway To Apshai
Decathalon $0.50 mrupp

TI99-4A

Burgertime (R) - w/inst $0.50 bworkman
Aligator Mix (R) $0.50 cccp
Early Reading (R) $0.50 cccp
Donkey Kong (VR) $1.00 eyabs

System

TI99-4A in orignal box w/power supply, R/F modulator, and owners
manual
$2.00 cccp

Misc Stuff

Donkey Kong Trading cards - 3 unopened packs $5.00 shrink
Atari 2600 Power Supply - in orig box $2.00 eyabs
Atari Ultra Pong Doubles - in orig box $0.50 awwatkin
Atari Video Pinball/Breakout System $2.00 smedley
Sears Telegames Pinball/Breakay System - in orig box w/inst & R/F
modulator
$3.00 smedley
Atari Game Center (plastic case to hold games and system) $3.00 james
Telegames Center (plastic case to hold games and system) $1.00
beaumontj
2600 Joystick $1.00 eyabs
2600 Joystick $1.00 eyabs
2600 Joystick $1.00 pat man
2600 Joystick $1.00 pat man
2600 Paddles - untested $1.00 albert
2600 Paddles - untested $0.50 awwatkin
2600 Driving Controllers (2) - untested $1.00 albert
2600 Keybord Controllers - untested $1.00 tick
2600 Track Ball $15.00 Robert
Atari Video Touch Pad $0.50 cccp
7800 Joystick $1.50 eyabs
7800 Joystick $1.50 eyabs
Champ Joystick (retractable cord) $1.00 awwatkin
Suncom Star Fighter Joystick $1.00 awwatkin
Spctravision Joystick $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin

Coleco Adam Controller (doesn't work)
Atari Computer Power Supply - untested/very heavy/"the log"
Atari Computer Power Supply - untested/shady
Tyco Electric Racing Power Pack - untested $0.10 min
Chaos Strike Back: software manual $0.10 min
Box of 10 Xerox 5.25 floppy disks

This auction is dedicated to Bill Musselman and University of Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

2939. Re: ATR vs XFD (was Re: XL-It 0.19 question...)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5hcdfo$1uq@freenet-news.carleton.ca>
Source record: 74455

Jon D. Melbo (ssilicon@lax.net) writes:
> On Wed, 26 Mar 1997 01:29:12 +0100, Matthias Belitz
> <matz@kawo2.rwth-aachen.de> wrote:
>
>
>>Of course, ATR didn not care much about write protected disks., but
>>maybe someone creating the neccesary Software (Yogi, Steve, Nick
>>Kennedy, Markus ...) would do a specification dealing with all of these
>>problems ...
>
> Well, since they are just virtual disks, why not just put the read
> only attribute on the MSDOS file that stores the image? I realize
> that doing something in MESSY DOS is external to the emulated Atari,
> but then so is slapping on a real write protect sticker on a real
> atari floppy used on a real Atari system.

APE already supports read only images, as well as read/write images
marked read only in the atr header. Images marked read only in msdos
are treated as write protected in APE as of 1.12.

>>This is the only way making sense for the future, I think .l..
>>
>>Please forget XFD-files for future times. ATR is a step to right
>>direction, I think, but only a step ...
>
> By the way, I agree a header is the way to go. XFD is much inferior
> to ATR. Could somebody please post the accurate detail on the make up
> of those 16 bytes of ATR header? It would be nice to know what those
> bytes are supposed to represent.

There is the standard ATR header, and the APE ATR header which uses some of the
extended bits of the standard ATR. APE ATR images are backward compatible
since extra functions are in the 'unused' bytes.

The 'standard' nickatari ATR is: (first byte listed as 1, not 0)

01: NICKATARI Signature
02: "
03: Paragraphs, low
04: Paragraphs, high
05: Sector Size, low
06: Sector Size, high
07: Extended paragraphs
08..16: Unused

Current APE changes to the ATR header:

8 : 32bit Authentication CRC
9 : 32bit Authentication CRC
10: 32bit Authentication CRC
11: 32bit Authentication CRC

16: Bit 0: Write Protect
Bit 1: Sealed/Authenticated A
Bit 2..7: Unused

ATR Authentication info is available at http://www.nacs.net/~classics.

Steve

2940. Re: Star Raiders Tribute

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: dlw@bridge.net
Message-ID: <3339e124.17782696@news.bridge.net>
Source record: 74456

On Wed, 26 Mar 1997 13:02:13 GMT, mauricem@phonewave.net (Maurice Molyneaux) wrote:

>On Mon, 24 Mar 1997 22:26:55 GMT, Alan Christie
><94chrisv@scar.utoronto.ca> wrote:
>
>>Yeah, ask if ANYONE has ever completed Star Raiders and received the
>>HIGHEST ranking on the hardest level. My best I think was lietenant on
>>the medium difficulty.
>
>I never played the 800 version enough to know if I could do it, but on
>the 5200 (identical game, different controllers) my brother and I got
>so where we got Star Commander Class 1 virtually every mission, and we
>ended up competing to see who could complete the game fastest and get
>that rank. My top time was Commander Mission in 6.9 minutes. I
>averaged about 20 seconds per sector!
>
>The 5200 version might be considered slightly "easier" because the
>ship can turn marginally faster and you can thumb the controls while
>steering and firing...tough to do on the 800.
>

It was tough on the 800 if you used the Atari joystick which needed two hands to use. When I bought a Wico Command Stick (anyone remember those?) I was able to rest in on the desk next to the computer. I would steer and shoot with one hand, while the other hand rested on the the T (Target computer), H (Hyperspace), and M (Manual target selector) keys. Trivial stuff with todays joysticks but heh, this was 1981, and we were pioneering the HOKAS (Hands on Keyboard and Stick) technique.. Toggling the T and M keys while flying made it very effective to locate and target the nearest threats quickly. When I got a Zylon in front of me, I would turn off T so the computer woudn't suddenly switch to a guy in back of me (the dreaded front-rear attack). As soon as I blew the Zylon away, I would toggle T on and hit M to see who was next and where he was coming from.

Once I mastered this method, Star Commander Class One was easily attainable.

However, the one thing I have never achieved was something I read in Analog. One of the editors (Lee Pappas I think) mentioned that his greatest achievement was completing a Commander Level of Star Raiders with no shields used the entire game. I have tried to do this on many occasions, but never been able to make it all the way through without getting blown up or plowing into an asteroid. I guess you could call

this the Jedi Master Level of the game.
--
David L Webster
dlw@bridge.net

2941. Re: ATTN YOGI! (Well, you said to do this to get your attention.....)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <3339f15a.2128684@news.injersey.com>
Source record: 74457

On Tue, 25 Mar 1997 09:40:43 GMT, bmarcum@iglou1 (Bill Marcum) wrote:

-In article <3336ccd1.3691090@news.injersey.com> noone@nowhere.com
-(Yogi) writes:
- uncracked copy. And they kept the good one for the ElItE (although
no
- one then used CaPItAl LeTTrs like they do today, possibly cause
the 8
- bit only did upper case??)
-
-Unlike some early home computers, the Atari 8-bit always had
-upper/lower case. It just starts out in upper case until you press
-the Caps key.

I meant for commands.
I realize Basic xl lets you use lower case, but it used to drive me
nuts that I couldnt leave it in lower case all the time.
I just remember the Crapple II series as not doing lowercase, and
probably the Vic 20.

2942. Re: XL-It 0.19 question...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <3339f283.2425381@news.injersey.com>
Source record: 74458

On Mon, 24 Mar 97 22:48:13 GMT, monkfish@kwll.demon.co.uk (Lawrence Staveley) wrote:

-
-XL-it v.019 works with the large ATRs as far as I know. I remember trying some
-anyway. NOTE: The ones at ftp.hackerz.com do not have boot-loaders on them!
-You'll get a 'BOOT ERROR!!!!!'

Thats because the menu program I use to get more than 10 or so images on the screen does fit in 3 boot sectors.
Hence, the menu.atr to be used as D1:

2943. Re: Star Raiders Tribute

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: Mark Wang <mwang@broadcom.com>
Message-ID: <333A3AC9.34CE@broadcom.com>
Source record: 74459

David L Webster wrote:

(stuff deleted)

> And lastly, the most amazing thing to me was that Atari never
> approached him to do a sequel on the 8bit or to do the ST version. I
> mean, this guy writes a monster game that is light years ahead of
> anything imagined at the time, 'on the side' no less and they don't
> ask him (or pay him) to do anything else? No wonder they went down
> the tubes.

Yeah. Atari produces cool stuff, but sometimes one wonders where
they found the boneheads to run the company.

> .....
> Then I saw this moving starfield display and heard this incredible
> 'woosh' sound coming from this little computer in the back of the
> store. I asked the salesman what the hell it was and he told me it
> was a computer 'flying' game. He said "Watch this" and proceeded to
> demonstrate hyperwarp (this was his entire sales pitch). Well, after
> picking my jaw and eyeballs up off the floor, I walked out of there
> with an Atari. You could make a case and say the Doug Neubauer was
> probably the most influential person that Atari ever had.
>
> --
> David L Webster
> dlw@bridge.net

Salesmen haven't changed much over the years, have they? :)

For me, Pacman and Asteroids instilled in me respect for the machine
as a major platform, but it was Star Raiders that made me a lifetime
loyal fan. I remember sitting on a stool in front of a 25" TV, my
body instinctively tilting as I tried desperately to dodge incoming
torpedoes. Many a time when the action gets intense, I would tilt
so much I actually fell off the stool. Good thing I was on carpet.
Yes, the game literally blew me away.

Mark Wang
mwang@broadcom.com
p.s. So where's this tribute gonna be at?

disclaimer: my employer has never heard of Star Raiders.

2944. Re: PRO-images (was Re: ATR vs XFD)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <333A3BDD.966@kawo2.rwth-aachen.de>
Source record: 74460

Jon D. Melbo wrote:
>

> I have some good ideas I think. I agree with whoever had the idea of
> a defect map appended to the end of an .ATR file, with one of the
> reserved bytes of the original 16 (or one bit of one of them) to
> specify that there is or is not a defect map appended at the end of
> the file. Then, for the defect map, simply have x number of bits for
> each sector. These bits would identify the particular defect for each
> sector. For example, say that there are 3 possible errors that a real
> 1050, 810, or XF551 would return. In that case, we need two bits in
> the defect map for each sector of the disk. 00 would be no defect, 01
> would be defect type 1, 10 would be defect type 2, & 11 would be
> defect type 3. Each byte of defect map in this example obviously can
> represent 4 sectors.
No, think it will not work properly:
first you cant deal with such protection as double sectors ... Some
games use that and put different information into the sectors. So where
to store these additional information.
So rather a map, only listing the sectors are defekt and what defekt
they have. So it's more dynamical ...

But whats the matter with these PRO-images. I wont do double work and if
its a real good implementation, why not taking it ?

Matt

> Okay, but now... before we get off too fast... since we are talking
> about redoing a standard, shall we think about double sided media (is
> that even needed in a virtual disk)? How about large volumes? Are
> things like head and track important, or just worry about translated
> sector numbers and sector size? Hmm... maybe that's getting a little
> too complex for what we are trying to do here.
>
> Cheers,
>
> Jon

--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /

power without the price /_____/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

2945. Re: Star Raiders Tribute

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: Mark Wang <mwang@broadcom.com>
Message-ID: <333A32DD.68C9@broadcom.com>
Source record: 74461

Janice in NYC wrote:
>
> A technique I found useful was to just hit the '9' key for full
> impulse engines or even do a _short_ hyperspace jump in a front-rear
> attack situation to get both enemy ships behind me, that way, I could
> keep the targeting computer on (it does come in handy, after all) and
> still handle the enemies pretty easily.....of course, I got pretty
> good at manoeuvring whilst in the aft view.....

I could never get the hang of aftview pointing, so I do what undoubtedly thousands of other people do, turn the joystick backwards. I still get a kick out of the silliness of it all.

On that note, was anyone bothered by the reversed left/right sense between frontview and aftview? An enemy passing on screen-left would emerge (incorrectly) at screen-left after you switch the view. Maybe the warp field distorts the space around your ship? :)

Mark Wang
mwang@broadcom.com

disclaimer: my employer has never heard of Star Raiders.

2946. Re: OK, wheres the sources?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <333AC469.7948@zeus.fh-pforzheim.de>
Source record: 74462

```
why using such "old-fashioned" dos 2.0??? why not bewedos or
spartados???

bye heaven/tqa
```

2947. Re: HIP sources

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <333AC4B8.B56@zeus.fh-pforzheim.de>
Source record: 74463

check my HIP-Faq out avaible on some homepages...

http://www.uni-karlsruhe.de/~Marek.Tomczyk

in the demo-corner...

bye heaven/tqa

2948. Re: OK, wheres the sources?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: bmarcum@iglou1
Message-ID: <BMARCUM.97Mar27065516@iglou1>
Source record: 74464

In article <3338c0d9.16374390@news.injersey.com> noone@nowhere.com (Yogi) writes:
OK, who has sources to Atari Dos 2.0 and FMS? (already on disk!, ready
to be modified and assembled.)
I want to add more than 64 file name support to atari disks, and
greater than 720 sector for use with emulators and actual ataris via
ape.
I dont really want to type it all in from Inside Atari Dos but if I
have to I will.
Also, anyone know which manual the FMS source code is in?
Also, anyone willing to help with this type of project, post here!

The source code to Mydos is out there somewhere, probably on umich.edu.
I might even have a copy somewhere if it can't be found online. As I'm sure
you know, it already supports subdirectories and disks with up to
65535 sectors. It just has that limit of 64 files per directory.

--
Bill Marcum bmarcum at iglou dot com
"...and eleven long haired friends of Jesus in a chartreuse microbus..."

2949. Re: 8-bit BBS software

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <333A68DF.27BD@tcd.net>
Source record: 74465

Do you want the commercial version of BBS Express! Professional or the
Public Domain version?

bob

2950. Re: PRO-images (was Re: ATR vs XFD)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <333A51E6.D14@htw.uni-sb.de>
Source record: 74466

Matthias Belitz wrote:

> But whats the matter with these PRO-images. I wont do double work and if
> its a real good implementation, why not taking it ?

Simple: It's so to say a "trademark" of Steven Tucker.
This means that he doesn't give away the full specs.

I don't blame him for that ! He probably spent a lot of time
in inventing this format.

Bye,
Markus

--
Markus Gietzen

E-Mail: iig05-1@htw.uni-sb.de
WWW : http://myst.slcc.edu/~markus

"What? Is man merely a mistake of God's? Or God merely a mistake of
man's?"
---F. Nietzsche

2951. [ANN] XA 6502 crossassembler for reloc. binaries

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5hdivi$skb@narses.hrz.tu-chemnitz.de>
Source record: 74467
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

I have a new version of my relocating 6502 cross assembler and the
relocation fileformat.
New are an align opcode, that aligns a current segment to a given
byte address boundary. Also you can now use segments in absolute mode,too.
This way you can use the same code base for relative and absolute
programs, and you don't have to handle the variable space yourself.

The new version is on its homepage:
http://www.tu-chemnitz.de/~fachat/xa

Below is the original announcement.

hope it helps
Andre

relocatable binary file format o65
& 6502 cross assembler xa65

This is the announcement for the 6502 relocatable binary file format 'o65'.

This format allows to

- relocate (i.e. move to a different address) a file when loading it, to
be able to execute at a different address

- produce global label lists, i.e. being able to export labels from one
file to another

- have undefined references, i.e. allow late binding (resolving symbols
at load time)

- code sharing in virtual memory architectures

- do block oriented transfer and have minimum side storage when loading a file

The format works for the 6502 and for the 65816 CPU. It knows object from
executable files and more.
The file format itself is free (I can do the clearance, if you have
suggestions for extensions etc.)
Have a look at: http://www.tu-chemnitz.de/~fachat/c64/xa/fileformat.txt

About another 6502 file format, see note 1).

6502 cross assembler xa65

As reference assembler to produce this kind of code, I have implemented
the file format in my 6502 cross assembler "xa65".
From version 2.1.1 it supports the new file format standard, and from

version 2.1.2a (i.e. current), it comes with the "file65", "reloc65" and
"ld65" utilities to print information about a file, relocate a file
and link several object files together resp.
The all programs are close to production stage (you never know if you
got all bugs...), while the linker is in beta stage. Esp. I want to know
about options you would like to have.

The assembler is under GNU public license and can be found at:
http://www.tu-chemnitz.de/~fachat/c64/xa/index.html

Other changes from earlier versions:

- supports o65 file format, including linker, relocator and file utility.

- much better code quality (only two warnings with
gcc -W -Wall -pedantic -ansi)

- supports more MASM pseudo opcodes (but still not the important ones
that I have my C-like preprocessor for: .if, .macro, .include.
This might change someday...

General description:

- C-like Preprocessor to make macros
- label "hiding" on different levels,
i.e. multiple use of the same label possible
- 1.5-pass assembler:
Everything that can be derefenced is being assembled in pass 1 and
saved in memory. The second pass does the rest. This (together
with hashing etc) gives quite a good speed (30kByte binary out of
300kByte source in less than two minutes on an 8MHz Atari ST -
hey, the first versions would have taken half an hour for this
job! - my 486DX4/100 with linux needs around two seconds or so...)
- needs no linker - all stuff is in source code (with this speed,
it's ok)
- (optional) support for relocatable 'o65' file format,
including linker, relocator and file utility. A loader in 6502
assembly code is also included.
- reads DOS and Unix(tm) files (LF or CR+LF)

so long
Andr&#65533; Fachat

---
1) There is already another relocatable object file format, called "OMF",
which is mostly used in the Apple community. I didn't take this format
for my projects for several reasons: It has some limits on filename
lengths; the relocation information is encoded between assembler code,
i.e. one cannot easily use block loading; it doesn't provide different
segments (as I can see) that have this meaning.
The OMF file format has never been published on the internet and mostly
commercial companies from the Apple world seem to support it - but then
they even have C compilers for this file format.

--
Andre Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit&#65533;t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

2952. WTB Happy

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: kanada@aol.com
Message-ID: <333a9179.1843519@news.world-net.net>
Source record: 74468

Want to buy a Happy 810 or 1050 drive---or some EASY method of
preserving my 15 year old floppies to new media base, or to the PC.
answer by e-mail luecknik@world-net.net. thanks.

2953. Software602, Inc.

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: Justin Morgan <jmorgan@software602.com>
Message-ID: <01bc3a56$e80e9700$7c36c4c2@soft602.software602.com>
Source record: 74469

602proINTERNET, automated LAN access to the INTERNET, software allows Local

Area Network to connect simultaneously to the Internet through just ONE
modem dial-up or dedicated, with Firewall, WWW and E-Mail Clients.

http://www.software602.com

602proINTERNET is a communication software package for full connection to
the Internet using dial-up or leased line. If you are a small business
owner
or an IS manager in a small to medium sized company, you have just found
the
software you need. 602proINTERNET allows a number of computers to access
the
Internet through one account. The product includes SMTP/MIME e-mail with
clients for Windows 3.1x, Windows95 and WEB clients for Windows 3.1x and
Windows95. 32-bits Mail602 INTERNET Server provides fast, high-quality
delivery of your messages. Firewall SOCKS solves the security of your
network. 602proINTERNET offers the possibility of using online access to
the
Internet for all users in your network simultaneously for the price of
connecting a single PC.

What can 602proINTERNET do?

"SURF" the NET from any workstation on the network!
The user of each workstation on the network has access to WWW pages of any
WEB site on the Internet. All users on the network can "surf" on the
Internet simultaneously.

Electronic mail for each network user!
602proINTERNET includes SMTP/MIME e-mail with the option to send and
receive
attached files for any user on the network, regardless whether he is using
Windows 3.1x or Windows95. E-mail has many ways of administrating the
users'
rights. Every user of your network has his own Internet address (i.e.
"user@yourcompany.com").

Security!
Our firewall SOCKS solves the security of your network against access
byunauthorized personnel. At the same time you may define access to WWW to
selected users on your network. Security is solved directly at the IP
packet
level and this is why it is reliable.

Only one IP address is all that you need!
You save your money! Your full connection to the Internet using
602proINTERNET requires only one IP address for the whole network. You will

connect your whole network to the Internet for the price of connecting a
single computer.

Available for Dial-up and leased line connections, too!
The software package 602proINTERNET is great for Dial-up as well as for
leased line connections. No more expensive telephone lines!

=-=-=-

2954. SpartaDOS and BasicXE carts?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: Lois & David <dlsch@earthlink.net>
Message-ID: <333A1CB0.1C1@earthlink.net>
Source record: 74470

Is there anyone who can suggest where I might find Sparta DOS cart and
Basic XE cart?

Thanks,
David Schilling

2955. REQ: Atascii (aka "Break Messages") Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-27 00:00:00 UTC
From: ambrosia@flash.net
Message-ID: <5hekjs$1ro$1@excalibur.flash.net>
Source record: 74471

I am attempting to collect as many of the old "Atascii Movies" (remember them?) as I can find, and put them at my web site for download.

If you have any, or are just curious, visit:
The "Break Movie" Warehouse.
http://www.flash.net/~ambrosia/index2.html

2956. Re: SpartaDOS and BasicXE carts?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-2803971652210001@mcmdc.library.carleton.edu>
Source record: 74322

In article <333A1CB0.1C1@earthlink.net>, Lois & David <dlsch@earthlink.net>
wrote:

>Is there anyone who can suggest where I might find Sparta DOS cart and
>Basic XE cart?

Try either:

B&C ComputerVisions
1725 De La Cruz Blvd Ste 7
Santa Clara CA 95050-3011
USA
tel: (408) 986-9960 Phone Orders: Tue - Fri 10am-6pm
FAX: (408) 986-9968 Store Hours: Thur & Fri 10am-6pm / Saturday 10am-5pm

Computer Software Services (CSS)
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
mailto:76702.1076@compuserve.com (Bob Puff)

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.landfield.com/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2957. Re: How are !you! using your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: Jason Whorton <chesster@pcl.net>
Message-ID: <01bc3b28$85211640$3f880fcf@chesster.pcl.net>
Source record: 74385

Well, right now, my two 400's (as is the rest of my little Atari 8-bit collection) are sitting, collecting dust. I did like being able to play Pac-Man with a 2600 joystick, instead of 5200, though.

2958. Thompson PROBURNER Auction 3/27/97

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: dougm@freenet.edmonton.ab.ca
Message-ID: <5hfe6beue2@news.sas.ab.ca>
Source record: 74386

```
Bid Increment is "NOW" $5.00 above previous bid

LAST UPDATED 3/27/97

Up For Auction.....
=-=-=-=-=-=-=-=-=-=
PROBURNER by Thompson Electronics (Toronto, Canada)

-EPROM/EEPROM Programmer (Just the Cartrigde)
For use with Atari models:400, 800, XL and XE
(24 PIN Devices or 28 PIN Devices)
(I tried it out on an Atari 800 and menu's etc came up great)

+65.00 Keithyer ONCE

RULES
=-=-=
Auction ENDS SOON!!
Prices are U.S. Funds
Canada and U.S. Only Please
Shipping is $2.00
Bid Increment is "NOW" $5.00 above previous bid
******* This will be updated regularly on my homepage *******
http://www.freenet.edmonton.ab.ca/~dougm
Thanks

DougM's Super Summer Homepage
http://www.freenet.edmonton.ab.ca/~dougm
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| |_) ) ( (_) ) ( )_( ) ( )_( ) ( ) () ( )
(______) (_____) (_____) (_____) (_) (_)
@freenet.edmonton.ab.ca
```

2959. 5200 pwr?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: kanada@aol.com
Message-ID: <333b314a.1961719@news.world-net.net>
Source record: 74387

What voltage does the 5200 require?. I imagine it's 9 or 12 volts, and probably DC. Can anyone e-mail me at luecknik@world-net.net if you know. thanks. James

2960. WTB Happy Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: kanada@aol.com
Message-ID: <333b3266.2245823@news.world-net.net>
Source record: 74388

Need to buy a Happy 810 or 1050. Please e-mail me at
luecknik@world-net.net. Thanks. james

2961. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: dodge777@aol.com
Message-ID: <19970328093400.EAA16180@ladder01.news.aol.com>
Source record: 74389

This whole thread brings up a point I made on alt.folklore.computers. The point was you can't find any cheap hobbist computers like they made in the 80s [at least new, with any support] I am not about to dedicate this $1000.00 plus computer I am writing on, to a hobby project.

I think a low cost computer like an Atari, TRS-80 color computer, Apple II would have a market tdoay among the electronics hobby crowd. [O.K., you can always find plenty of old 286s, but they tend to be nonstandard, used, and missing documentation, software and such]

In the 80s the electronic magazines ran various projects [heart monitors, weather stations, satellite image decoders] around the 1980s micocomputers. I got a TRS Color Computer for about $160.00 with the idea of possibily using it as a satellite image decoder.

It seems like the market for an under $200.00 computer would be there?

2962. Warning!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: John Collins <bosco@user2.inficad.com>
Message-ID: <5hf1v7$590$1@news.inficad.com>
Source record: 74390

IMPORTANT NOTICE!

ALL NWPAC / NYBBLES & BYTES
MEMBERS AND SUBSCRIBERS!

APRIL 2, 1997

By this time,you may have received a letter from a Mr. Dale Wooster concerning the status of the NWPAC organization (also known as PAC or the Phoenix Atari Connection). Please note that Mr. Wooster is neither an officer nor a member of NWPAC. Any and all actions executed by Mr. Wooster have not been approved by anyone conected to NWPAC/PAC and should be considered to be a hostile action against NWPAC/PAC.

Please ignore his letter as it is full of misinformation, false facts and half-truths. If you receive any funds from him, please note that the money was taken from our bank account ILLEGALLY! Mr. Wooster was never given the authority to withdraw the money. Any monies given to me for producing the newsletter and for maintaining the NWPAC web site were approved by the current officers and were given to me by the NWPAC treasurer.

If you wish to help us out, send us the money he sent you (not the check) and we will credit you with an 18 month subscription to our Nybbles & Bytes newsletter (which by the way, HAS been published 5 times since this time last year, contrary to Mr. Wooster's assertions!) Maybe Mr. Wooster hasn't received any newsletters since he hasn't subscribed to it and is no longer a member of the club!

Full details on this matter will be provided upon your request.

John Collins
NWPAC Officer
Nybbles & Bytes Editor

"You were right, Dave!"

2963. Re: XL-It 0.19 question...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <333b82a6.2325443@news.injersey.com>
Source record: 74391

```
-Thats because the menu program I use to get more than 10 or so images
-on the screen does fit in 3 boot sectors.
-Hence, the menu.atr to be used as D1:
-
OOPS Thats supposed to read DOES NOT fit in 3 boot sectors.
```

2964. Re: OK, wheres the sources?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <333b8363.2514772@news.injersey.com>
Source record: 74392

-The source code to Mydos is out there somewhere, probably on
umich.edu.
-I might even have a copy somewhere if it can't be found online. As
I'm sure
-you know, it already supports subdirectories and disks with up to
-65535 sectors. It just has that limit of 64 files per directory.
-
You know, I really should look at the umich more carefully. But
there's stuff EVERYWHERE, hard to make heads or tails of it.
I'd rather modify MYdos, since thats what I use almost exclusively.
Thanks, bill.

2965. Re: PRO-images (was Re: ATR vs XFD)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <333b83be.2605770@news.injersey.com>
Source record: 74393

On Wed, 26 Mar 1997 22:45:07 +0100, Matthias Belitz
<matz@kawo2.rwth-aachen.de> wrote:

-
-First I�d never heard of "PRO"-images before ...
-Maybe, thats just the thing, Iwant to have.
-
-I�d like to have only one ! fileformat for ATARI-disks and not just
10
-...
-So lets do a specification in this group (maybe your PRO-images are),
-all programmers can rely on for future developments. So it would be
-nice, to use my copy-protected disks also with XL-it ...
-

.PRO is a copy protected format for APE. Some time ago I believe Steve
(tucker) contacted Markus (Gietzen) about including .PRO support in
xlit, but something didnt work out.
Maybe they'll try again in the future?

2966. Re: Star Raiders Tribute

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: mauricem@phonewave.net
Message-ID: <333b8473.322986166@nntp.sierra.net>
Source record: 74394

On 26 Mar 1997 18:19:13 +0000, rje@co.umist.ac.uk (Raphael James Espino) wrote:

>I've [gotten Star Commander Class 1] a couple of dozen or so times,
>it just takes a LOT of practice, it
>took me about a year of playing regularly to achieve it. I still play
>it from time to time, but I'm out of practice so I don't tend to get
>the highest score anymore. You've just gotta be fast blowing up those
>Zylons, make sure you don't get hit, and don't dock unless you really
>have to.

Yeah! I've been known to complete the game with dead shields, just because I'd rather risk death than limp to a starbase. Hell, practically the only things that would send me back to base were a) photons destroyed and b) radio destroyed. I'd limp along with every other kind of damage. In fact, I even figured out how to hyperwarp into adjoining sectors without using the map!

2967. FS: Atari Computer Goods! Some Shown! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: bensmith@kelly.teleport.com
Message-ID: <5hgcm1$pv6$1@kelly.teleport.com>
Source record: 74395
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Following is only a partial list of what's in my Computer HardWare & SoftWare Catalogs. Everything mentioned on this list is on this list because I have multiples of these Items and I thought I'd list them for you. Especially if you wanted to buy More than one. So check it out!!!

Check out my Updated Atari Catalogs and find More Atari stuff! I've got HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers, Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks, Labtec Speakers & Under the Monitor Power Directors to Manage & Protect your Equipment. And Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141 Monitors, Atari 1050 Disk Drives, Indus GT Smart Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: 1040STF Computers, Spectre GCR Macintosh Emulators, MonoChrome Monitors, Monitor Master Switch Boxes, Mouse Master Switch Boxes, Hard Drives, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II and Scenery Disks, Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, ST Karate, Ultima V, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I

will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

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Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

2968. Re: ATR vs XFD (was Re: XL-It 0.19 question...)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <333b8302.2417415@news.injersey.com>
Source record: 74396

On Wed, 26 Mar 1997 11:33:57 +0100, Matthias Belitz
<matz@kawo2.rwth-aachen.de> wrote:

-You missunderstood my intention - I wanted to speak of
"COPY"-protected
-disks !
->
What's a "COPY"-protected disk?? ;)

2969. Re: POTGO

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: dan.boris@coat.com
Message-ID: <859555973.7378@dejanews.com>
Source record: 74397

> I don't understand why VCOUNT would be reset; shouldn't it *always*
> give you the current scan line (+/- 1) being drawn? This suggests
> that a POTGO poke will throw VCOUNT off permanently which sounds
> unlikely as well.
>

From the research I have done I am pretty sure that VCOUNT does get reset by a poke to POTGO, a number of books mention this and it seems to be true from experimentaion. The purpose of it being reset is that the scanline count is used to indicate the current position of the paddle controls. When the timing capacitor on the paddle port discharges, the current scanline count is loaded into the paddle register, so to get accurate values you have to be able to reset the scanline count.

I am also pretty sure that VCOUNT gets reset automatically at the begining of every frame so this would prevent VCOUNT form getting trown off permenently.

I think it is important to think of VCOUNT as a counter, it does not actually control which scanline is being drawn. Every time a scanline is drawn the VCOUNT 'counter' is incremented by one. It is actually keeping track of 'how many' scanlines have been drawn and not 'which' scanline is being draw. It is a subtle but important difference.

These are just my assumptions on how VCOUNT works, but I have implemented them in my Atari 5200 emulator and they seem to work ok.

Dan Boris

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2970. Re: APE questions and comments

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: read@my.sig
Message-ID: <333bd930.1640829@news.networx.net.au>
Source record: 74398

peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:

->In article <Re: APE questions and comments>,
ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:
->
->Howdy Steven,
->
->> You should not use your SIO2PC cable to make PRO images, it
requires
->> a special 'pro' cable. Plans for building the PRO cable are
available
->> at my web site, http://www.nacs.net/~classics.
->>
->> If your using a MAX232 version of the SIO2PC cable be very careful
->> with it, I have had many reports of this design going bad and
damaging
->> equiptment. I have no idea why it does, but ive never heard of
any
->> such problems with the 1489 cables.
->
->My MAX232 never worked with APE. Nobody can explain why !?!
->

I also had a MAX 232 version (now I use the 1489). which worked ok
using the original SIO2PC software, but ran very much slower under APE
(but yes, it did work). Since using the 1489 version I've had no speed
troubles..

Stevo

```
-----------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-----------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
-----------------------------------------------------------
```

2971. Re: Star Raiders Tribute

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: read@my.sig
Message-ID: <333cda69.1953627@news.networx.net.au>
Source record: 74399

mauricem@phonewave.net (Maurice Molyneaux) wrote:

->On 26 Mar 1997 18:19:13 +0000, rje@co.umist.ac.uk (Raphael James
->Espino) wrote:
->
->>I've [gotten Star Commander Class 1] a couple of dozen or so times,

->>it just takes a LOT of practice, it
->>took me about a year of playing regularly to achieve it. I still
play
->>it from time to time, but I'm out of practice so I don't tend to
get
->>the highest score anymore. You've just gotta be fast blowing up
those
->>Zylons, make sure you don't get hit, and don't dock unless you
really
->>have to.
->
->Yeah! I've been known to complete the game with dead shields, just
->because I'd rather risk death than limp to a starbase. Hell,
->practically the only things that would send me back to base were a)
->photons destroyed and b) radio destroyed. I'd limp along with
every
->other kind of damage. In fact, I even figured out how to hyperwarp
->into adjoining sectors without using the map!
->

Now thats something I remember doing, actually placing the crosshairs
to the side of the lines instead of in the center, and working out
just how far I could go doing it this way. Certainly saves a bit of
time if you know that a starbase is in the next sector, and your
photons or long range scanners are dead, and your energy is almost
out, and you are in the heat of battle..... Just push 'H' and hope
you make it there.....

Stevo

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

2972. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: krieg@miller.cs.uwm.edu
Message-ID: <5hgnee$1ks@uwm.edu>
Source record: 74400
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

I had a nice long talk with B&C yesterday. Here are the highlights from our discussion on Atari 8-bit carts.

1) B&C burns copies of prototypes title, and prints labels for them.

2) B&C sells their copies to the public *AND* to Video 61 and Best Electronics.

3) Other titles that B&C have but haven't got around to burning copies for yet include:
Commando
MidiMaze (this sounds cool as you should be able to network with ST MidiMaze players)
Xenophobe
RealSports Soccer

4) B&C has a standing deal with John Hardie to give him first pick of anything new that comes in.

5) B&C obtained a couple of uncompiled sources for 2 Atari 8-bit games tenatively titled "Puffer" and "Jungle River Cruise". I believe John is in possession of these now.

6) B&C also have some chips that I believe can only be installed in XEGS machines. They are multi-game chips which would replace the built-in game chip on the XEGS.

I think we can look forward to at least a few more new 8-bit titles in the months to come.
--

==========
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =

2973. Atari 800/XL/XE/XEGS Cart List

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: krieg@miller.cs.uwm.edu
Message-ID: <5hgntf$91q@uwm.edu>
Source record: 74401
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

```
================================================================================
= Cartridge List for the Classic Atari 800/XL/XE Computers =
================================================================================
= Rev. 2.5 March 28th, 1997 =
= =
= Author: Andrew Krieg krieg@execpc.com =
= =
= This list is also available via the WWW at: =
= http://www.execpc.com/~krieg/VidGames.htm =
================================================================================
= Welcome to the Classic Atari Computers Cartridge List! This list is based =
= on a list originally started by Kevin Chase. Many personalized versions of =
= Kevin's list started to pop-up, so I have attempted to consolidate every =
= bit of data I could find into one list. I hope you find it useful! =
================================================================================
= Key =
= ------ =
= NR = Never released =
= ?xx = Year of release not known for certain. =
= kbo = Keyboard overlay was included with cartridge. =
= kp = Works with a Koala pad device. =
= lp = Works with a lightpen device. =
= ppt = Requires Chalkboard Inc.'s Powerpad Tablet device. =
= rso = This is a right slot only cart, exclusively for 800 computers. =
= CPS = Consumer Products Service, a division of Atari.
= * = This cart only runs on 400 and 800 model computers. =
= 2 = This cart requires 2 joysticks to play. =
= + = This cart was released more than once in different cart cases. =
= <none> = No catalog # for this cart =
= [C] = Checklist for cartridge ownership =
= [I] = Checklist for instructions ownership =
= [B] = Checklist for original box ownership =
= =
= To reuse the checklists, use your favorite editor and replace all of the =
= string patterns "[x]" with "[ ]". You have to calculate your own ownership =
= and ratio values as well. =
================================================================================
= The rarity ratings are still undergoing fine tuning. I would appreciate =
= any feedback on them. It should be noted that common carts for the Atari =
= computers are harder to find than common 2600 carts. They would probably =
= rank as uncommon or rare on the VGR 2600 list. =
= =
= Rarity =
```

```
= ------ =
= C Common These carts can be found fairly easily at thrift =
= stores, in sale posts on the 'Net, or in Atari =
= computer vendor catalogs (yes there still are some =
= vendors!). =
= U Uncommon A little harder to find, but they pop up on the 'Net =
= infrequently. =
= R Rare Very elusive to find carts. Some vendors still have =
= them in stock, but they are generally more expensive. =
= ER Extremely These are very, very hard to find. They usually have =
= Rare had a very low production run. Consider yourself =
= very lucky to come across one! =
= PR Prototype Never formally released. At one time, these were only=
= available as pre-release carts. Now, several vendors =
= are burning new copies of these prototype games. Not =
= as rare as they sound anymore. =
================================================================================
= Total = 357 carts Own = 194 carts Ratio = 54% =
================================================================================
Rar-
Manufacturer Catalog # Yr Title ity [C][I][B]
--------------- --------- -- ----------------------------------- --- - - -
Activision Beamrider R [ ][ ][ ]
Activision CC-008-04 83 Decathlon U [x][x][ ]
Activision CC-102-04 84 Designer's Pencil, The U [x][ ][ ]
Activision CZ-005-04 84 Dreadnought Factor, The C [x][x][ ]
Activision CZ-007-04 84 H.E.R.O. U [x][ ][ ]
Activision CZ-002-04 83 Kaboom! U [x][x][x]
Activision CZ-006-04 84 Keystone Kapers U [x][ ][ ]
Activision CZ-003-04 83 MegaMania U [x][x][x]
Activision Pastfinder R [ ][ ][ ]
Activision CZ-004-04 84 Pitfall! U [ ][ ][ ]
Activision CA-011-04 84 Pitfall II U [x][x][ ]
Activision CZ-001-04 83 River Raid U [x][ ][ ]
Activision CA-012-04 83 Space Shuttle: A Journey Into Space U [x][ ][ ]
Activision CZ-010-04 84 Zenji U [x][x][ ]
Activision CC-101-04 84 Zone Ranger U [x][ ][ ]
Adventure Intl Rally X Speedway R [ ][ ][ ]
Atari CXL4010 79 3-D Tic-Tac-Toe U [x][x][ ]
Atari [CPS] FD100335 1200XL SuperSALT Diag. cart (w/ kit) ER [ ][ ][ ]
Atari 79 400/800 SALT Diagnostic cartridge ER [x][ ][ ]
Atari TE15644 82 400/800 SALT Diagnostic cart 2.05 ER [x][ ][ ]
Atari 400/800 SALT Diagnostic cart 2.07 ER [ ][ ][ ]
Atari 83 600/800XL SuperSALT Diag. cart 3.04 ER [ ][ ][ ]
Atari [CPS] FD100006 810 Diagnostic cartridge ER [ ][ ][ ]
Atari RX8099 88 Ace of Aces (by Accolade) C [x][x][ ]
Atari RX8109 88 Airball R [x][x][ ]
Atari <none> ?? Animated Puzzle PR [x][-][-]
Atari RX8092 87 Archon (by Electronic Arts) C [x][x][ ]
Atari CXL4003 79 Assembler Editor Computing Language U [x][x][ ]
```

Atari CXL4013 81 Asteroids C [x][x][ ]
Atari RX8054 83 Atari Graphics [w/ CX75 Light Pen] R [ ][ ][ ]
Atari RX8032 83 Atari LOGO Computing Language U [x][ ][ ]
Atari RX8053 83 Atariartist [w/ CX77 Touch Tablet] U [x][ ][ ]
Atari AED80014 83 AtariLab: Light Module R [ ][ ][ ]
Atari AED80013 84 AtariLab: Temperature Module R [ ][ ][ ]
Atari RX8036 82 AtariWriter [version A, brown] C [x][ ][ ]
Atari RX8036 84 AtariWriter [version C, silver] U [x][ ][ ]
Atari RX8064 87 Ballblazer (by Lucasfilm) C [x][x][x]
Atari RX8086 87 Barnyard Blaster [uses lightgun] U [x][x][x]
Atari CXL4002 79 BASIC Computing Language [ver. A] C [x][x][ ]
Atari CXL4002B ?81 BASIC Computing Language [ver. B] ER [ ][ ][ ]
Atari CXL4002C ?83 BASIC Computing Language [ver. C] R [ ][ ][ ]
Atari CXL4004 79 Basketball C [x][x][ ]
Atari RX8077 87 Battlezone U [x][x][x]
Atari <none> 83 Berzerk PR [x][-][-]
Atari RX8081 87 Blue Max (by Synapse) U [x][x][x]
Atari RX8087 87 Bug Hunt [uses lightgun] U [x][ ][ ]
Atari RX8021 87 Caverns of Mars C [x][x][ ]
Atari CXL4020 82 Centipede C [x][x][ ]
Atari RX8096 88 Choplifter! (by Br0derbund) U [x][x][x]
Atari CXL4009 79 Computer Chess U [x][ ][ ]
Atari RX8104 88 Crime Buster [uses lightgun] R [x][x][x]
Atari RX8088 87 Crossbow [uses lightgun] R [x][ ][ ]
Atari RX8102 88 Crystal Castles R [x][x][x]
Atari RX8101 88 Dark Chambers U [x][x][ ]
Atari RX8083 87 David's Midnight Magic(by Br0derbund) U [x][x][x]
Atari CXL4025 82 Defender C [x][x][ ]
Atari RX8??? 89 Deflektor (by US Gold) PR [x][-][-]
Atari RX8089 88 Desert Falcon U [x][x][x]
Atari RX8026 83 Dig Dug C [x][x][ ]
Atari RX8031 83 Donkey Kong C [x][x][ ]
Atari RX8040 83 Donkey Kong Jr. C [x][x][ ]
Atari RX8039 83 Eastern Front (by APX) C [x][d][ ]
Atari CXL4001 79 Educational System Master Cartridge U [x][ ][ ]
Atari RX8030 83 E.T. Phone Home! C [x][ ][ ]
Atari RX8085 87 Fight Night (by Accolade) U [x][ ][ ]
Atari RX8067 84 Final Legacy U [x][x][ ]
Atari RX8091 87 Flight Simulator II (by subLOGIC) C [x][x][ ]
Atari RX8079 87 Food Fight U [x][x][ ]
Atari CXL4024 82 Galaxian C [x][x][x]
Atari RX8090 87 GATO (by Spectrum Holobyte) R [x][x][x]
Atari RX8084 87 Hardball (by Accolade) U [x][x][ ]
Atari CXL4019 In-Store Demonstration Program Cart ER [x][-][-]
Atari RX8114 88 Into the Eagle's Nest (by Pandora) U [x][x][x]
Atari RX8044 83 Joust C [x][x][ ]
Atari <none> 84 Jr. Pac-Man PR [x][-][-]
Atari RX8049 83 Jungle Hunt [+] U [x][x][ ]
Atari Kangaroo PR [ ][-][-]
Atari RX8095 Karateka (by Br0derbund) R [ ][x][ ]

Atari <none> Letter Tutor [lp] PR [x][-][-]
Atari RX8082 87 Lode Runner (by Br0derbund) U [x][x][x]
Atari CXL4014 Mailing List R [ ][ ][ ]
Atari RX8103 88 Mario Bros. U [x][x][ ]
Atari RX8035 82 Microsoft BASIC II Programming Lang. U [x][ ][ ]
Atari RX8048 84 Millipede U [x][x][ ]
Atari CXL4012 81 Missile Command C [x][x][ ]
Atari RX8052 87 Moon Patrol C [x][x][ ]
Atari RX8043 83 Ms. Pac-Man C [x][x][ ]
Atari CXL4007 80 Music Composer C [x][x][ ]
Atari RX8108 88 Necromancer U [x][x][x]
Atari RX8093 87 One-on-One Basketball (by Elec. Arts) U [x][x][ ]
Atari CXL4022 82 Pac-Man C [x][x][ ]
Atari RX8045 83 Pengo U [x][x][x]
Atari CXL4018 80 Pilot Computing Language U [x][ ][ ]
Atari RX8080 85 The Learning Phone (PLATO) R [x][ ][ ]
Atari RX8034 83 Pole Position C [x][x][ ]
Atari CXL4027 82 Qix C [x][x][ ]
Atari RX8029 83 RealSports Football C [x][x][ ]
Atari RX8063 87 Rescue on Fractalus (by Lucasfilm) U [x][x][x]
Atari RX8033 83 Robotron: 2084 C [x][x][ ]
Atari RX8059 84 Skywriter (by EduFun!) U [x][x][x]
Atari CXL4008 81 Space Invaders U [x][x][x]
Atari CXL4011 80 Star Raiders C [x][x][ ]
Atari RX8078 87 Star Raiders II U [x][x][x]
Atari <none> 84 Stargate PR [x][-][-]
Atari RX8098 88 Summer Games (by Epyx) U [x][ ][ ]
Atari CXL4006 79 Super Breakout C [x][x][ ]
Atari CB101931 84 Super Pac-Man PR [x][-][-]
Atari <none> 83 Superman III PR [x][-][-]
Atari CXL4015 81 Telelink I U [x][x][ ]
Atari CXL4016 Telelink II R [ ][ ][ ]
Atari RX8042 83 Tennis C [x][ ][x]
Atari RX8113 88 Thunderfox U [x][x][x]
Atari RX8111 88 Tower Toppler PR [x][-][-]
Atari RX8069 84 Track and Field R [ ][ ][ ]
Atari RX8057 84 Typo Attack (by APX) U [x][ ][ ]
Atari CXL4005 79 Video Easel U [x][ ][ ]
Atari CA400201 87 XE Demo Cartridge [4 games] ER [x][-][-]
Austin Franklin <none> Austin 80 SWP ATR 8000 Console Term. ER [ ][ ][ ]
Austin Franklin <none> Austin 80 Console Software [rso] ER [ ][ ][ ]
Beaumont PUP (Primary Utility Pack) ER [ ][ ][ ]
Big Five <none> 84 Bounty Bob Strikes Back! ER [x][ ][ ]
Big Five <none> 83 Miner 2049er [+] C [x][x][ ]
Br0derbund 82 Choplifter! U [x][ ][ ]
Br0derbund Sea Fox R [ ][ ][ ]
Br0derbund ATCART190 82 Serpentine C [x][x][ ]
CBS Software 4L-0502 84 Astro-Grover [kbo] U [x][ ][ ]
CBS Software 4L-0505 84 Big Bird's Funhouse U [ ][ ][ ]
CBS Software 4L-0109 84 Big Bird's Special Delivery U [x][x][x]

CBS Software Blue Print R [ ][ ][ ]
CBS Software Boulders & Bombs R [ ][ ][ ]
CBS Software 4L-9847 84 Coconotes U [x][ ][ ]
CBS Software Domino Man R [ ][ ][ ]
CBS Software 4L-9889 84 Ducks Ahoy! U [ ][ ][ ]
CBS Software 4L-0108 84 Ernie's Magic Shapes U [x][x][x]
CBS Software 84 Halftime Battlin' Bands R [ ][ ][ ]
CBS Software M8786 82 K-razy Antiks (by K-Byte) C [x][x][ ]
CBS Software M8788 82 K-razy Kritters (by K-Byte) [*] U [x][x][x]
CBS Software M8784 82 K-razy Shoot-Out (by K-Byte) C [x][x][ ]
CBS Software M8790 82 K-star Patrol (by K-Byte) U [x][x][ ]
CBS Software Madden's Football R [ ][ ][ ]
CBS Software 75010 84 Math Mileage U [ ][ ][ ]
CBS Software 4L-2541 83 Mountain King (by K-Byte) U [x][x][x]
CBS Software 84 Movie Musical Madness R [ ][ ][ ]
CBS Software Omega Race R [ ][ ][ ]
CBS Software 84 Peanut Butter Panic R [ ][ ][ ]
CBS Software Satan's Hollow R [ ][ ][ ]
CBS Software 4L-9890 84 Sea Horse Hide'n Seek U [ ][ ][ ]
CBS Software 4L-0365 84 Sesame Street Letter-Go-Round[2 kbo] U [x][x][x]
CBS Software Solar Fox R [ ][ ][ ]
CBS Software 4L-0111 Time Bound U [x][x][ ]
CBS Software Time Trials R [ ][ ][ ]
CBS Software 84 Webster: The Word Game U [ ][ ][ ]
CBS Software Wings R [ ][ ][ ]
Chalkboard Inc. 10031A-3 83 BearJam [ppt] [*] ER [ ][ ][ ]
Chalkboard Inc. 10011A-3 83 Leo's 'Lectric Paintbrush [ppt] [*] ER [x][x][x]
Chalkboard Inc. Leo's Links [ppt] [*] ER [ ][ ][ ]
Chalkboard Inc. 10042A-3 83 LogicMaster [ppt] [*] ER [ ][ ][ ]
Chalkboard Inc. 10021A-3 83 MicroMaestro [ppt] [*] ER [x][x][x]
Chalkboard Inc. 10016A-3 Micro Illustrator [ppt] [*] ER [ ][ ][ ]
Concepts for Darren 86 Math Works: Addition ER [ ][ ][ ]
Concepts for Darren 86 Math Works: Basic Subtraction ER [ ][ ][ ]
Citibank 84 Direct Access (home banking) ER [ ][ ][ ]
Dana <none> 83 Alien Ambush U [ ][ ][ ]
Dana <none> 83 Cloudburst (by Tensor Technologies) R [ ][ ][ ]
Datasoft Letter Wizard R [ ][ ][ ]
Eastern House KISS [rso] R [ ][ ][ ]
Eastern House Monkey Wrench [rso] R [ ][ ][ ]
Eastern House 83 Monkey Wrench II [rso] R [ ][ ][ ]
Elcomp Atext-1 (word processor) ER [ ][ ][ ]
Elcomp Atmas (macro assembler) ER [ ][ ][ ]
Elcomp Atmona-1 (machine language monitor) ER [ ][ ][ ]
Epyx 54 82 Alien Garden U [x][x][ ]
Epyx 83 Fun with Art U [x][ ][ ]
Epyx Fun with Music R [ ][ ][ ]
Epyx 614R 83 Gateway to Apshai U [x][x][ ]
Epyx <none> 83 Jumpman Junior U [x][x][ ]
Epyx Lunar Outpost R [ ][ ][ ]
Epyx <none> 82 Monster Maze [*] U [x][ ][ ]

Epyx 604R 83 Pitstop U [x][x][ ]
Epyx 55 82 Plattermania U [x][x][ ]
Epyx 664R 83 Silicon Warrior C [x][x][ ]
Epyx SWAT Rescue R [ ][ ][ ]
Exidy Demo Cartridge ER [ ][ ][ ]
First Star 82 Astrochase ER [ ][ ][ ]
First Star <none> 83 Bristles ER [ ][ ][ ]
First Star <none> 84 Boulder Dash ER [d][x][ ]
First Star <none> 83 Flip and Flop ER [ ][ ][ ]
Fisher-Price DCF-AT 84 Dance Fantasy U [ ][ ][ ]
Fisher-Price LNL-AT 84 Linking Logic U [x][ ][ ]
Fisher-Price LLV-AT 84 Logic Levels U [x][ ][ ]
Fisher-Price MEM-AT 84 Memory Manor U [x][x][x]
FTe SpartaDOS X (OS) (by ICD) U [ ][ ][ ]
Gebelli Doc Goodlode's Cavern ER [ ][ ][ ]
Gebelli <none> 82 Embargo (by Solitare Group) ER [x][x][x]
Gebelli <none> 81 Firebird ER [x][x][x]
GeminiSoft Magic Dump [rso] R [ ][ ][ ]
HES 83 Gridrunner R [ ][ ][ ]
HES C730 Mr. TNT ER [ ][ ][ ]
Hsu Software Math Encounter R [ ][ ][ ]
ICD Basic XL [ver. 1.03, black](by O.S.S.)U [ ][ ][ ]
ICD Basic XL [ver. 1.02, orange] U [ ][ ][ ]
ICD R-Time 8 (clock cartridge) U [ ][ ][ ]
ICD SpartaDOS X (OS) U [ ][ ][ ]
IDSI AC1001 82 Pool 400 R [x][x][x]
IDSI AC1021 82 Speedway Blast R [x][ ][ ]
IDSI Survival of the Fittest R [ ][ ][ ]
Imagic 720125-1A 83 Atlantis C [x][x][ ]
Imagic 720149-1A 82 Demon Attack U [x][x][x]
InHome Software Baseball ER [ ][ ][ ]
InHome Software Captain Beeble ER [ ][ ][ ]
K-Byte 81 K-razy Antiks R [ ][ ][ ]
K-Byte 81 K-razy Kritters [*] R [ ][ ][ ]
K-Byte ATR 1000 81 K-razy Shoot-Out R [x][x][x]
Koala AT00315-1 83 KoalaPainter [lp?] [kp] [*] U [x][ ][ ]
LindaSoft Conquest of the Crown ER [ ][ ][ ]
LindaSoft Hypnotic Land ER [ ][ ][ ]
LJK Data Perfect [80 column] R [ ][ ][ ]
LJK Edit 6502 R [ ][ ][ ]
LJK Letter Perfect [40 column] U [ ][ ][ ]
LJK Letter Perfect [80 column] R [ ][ ][ ]
MPP Microfiler (database) R [ ][ ][ ]
MPP <none> 83 Smart Terminal R [x][ ][ ]
MPP 85 Supercharger (BBS software) U [ ][ ][ ]
OrionMicro Express! R [ ][ ][ ]
O.S.S. <none> 84 Action! C [x][x][ ]
O.S.S. <none> 85 Basic XE U [ ][ ][ ]
O.S.S. <none> Basic XL U [ ][ ][ ]
O.S.S. <none> 84 Mac/65 U [ ][ ][ ]

O.S.S. <none> Writer's Tool, The U [ ][ ][ ]
Pandora <none> 85 Powerstar ER [x][x][x]
Parker Bros. 83 Astrochase (by First Star Software) R [x][ ][ ]
Parker Bros. Chess R [ ][ ][ ]
Parker Bros. PB1110 83 Frogger C [x][x][ ]
Parker Bros. Frogger II: Threedeep R [ ][ ][ ]
Parker Bros. PB1280 84 Gyruss R [x][x][x]
Parker Bros. 84 James Bond 007 R [x][ ][ ]
Parker Bros. <none> 83 Popeye C [x][x][ ]
Parker Bros. <none> 83 Q*Bert C [x][x][ ]
Parker Bros. Risk ER [ ][ ][ ]
Parker Bros. 84 Star Wars: The Arcade Game U [x][ ][ ]
Parker Bros. PB101303 83 Star Wars: RotJ-Death Star Battle R [x][ ][ ]
Parker Bros. PB1140 83 Super Cobra U [x][ ][ ]
Parker Bros. Tutankham R [ ][ ][ ]
PPI G2300 Super Sketch Graphics Master ER [ ][ ][ ]
Rantom Trust R [ ][ ][ ]
Reevesoft Diamond GOS 1.0 R [ ][ ][ ]
Reevesoft Diamond GOS 2.0 R [ ][ ][ ]
Reevesoft Diamond GOS 3.0 ER [ ][ ][ ]
Reston Movie Maker R [ ][ ][ ]
Roklan 09-01123 83 Castle Hassle R [x][x][x]
Roklan 09-01101 83 Deluxe Invaders C [x][x][ ]
Roklan 09-01131 83 Diamond Mine U [x][x][ ]
Roklan 09-01102 83 Gorf [*] C [x][x][ ]
Roklan 09-01124 83 Journey to the Planets C [x][x][ ]
Roklan Lifespan ER [ ][ ][ ]
Roklan Rack Em Up ER [ ][ ][ ]
Roklan 11-01222 84 Scott Foresman's Star Maze ER [ ][ ][ ]
Roklan 09-01116 83 Space Journey U [x][x][ ]
Roklan <none> 81 Wizard of Wor C [x][x][ ]
Romox <none> 82 Ant Eater R [x][-][x]
Romox <none> 82 Attack at EP-CYG-4 (by Bram) [*] R [x][-][x]
Romox Flapper ER [ ][ ][ ]
Romox <none> 82 Fortune Hunter R [x][-][x]
Romox <none> Princess and the Frog R [x][-][x]
Romox <none> 83 Sea Chase R [x][-][x]
Romox Spark Bugs R [ ][ ][ ]
Romox Starion R [ ][ ][ ]
Romox Typo R [ ][ ][ ]
Romox <none> 82 Whiz Kid R [x][-][x]
Scarborough #102 83 MasterType U [x][ ][ ]
Sega 005-03 83 Buck Rogers: Planet of Zoom U [x][x][x]
Sega 006-03 83 Congo Bongo R [x][ ][ ]
Sega 011-03 84 Spy Hunter [2] R [x][ ][ ]
Sega 004-03 83 Star Trek: Strategic Operations Sim. U [x][ ][ ]
Sega 012-03 84 Super Zaxxon R [ ][ ][ ]
Sega Tac-Scan R [ ][ ][ ]
Sega Tapper R [ ][ ][ ]
Sega 009-03 84 Up N Down U [ ][ ][ ]

Sega 008-03 84 Zaxxon U [x][ ][ ]
Sierra On-Line 83 BC's Quest for Tires R [ ][x][ ]
Sierra On-Line Creepy Corridors R [ ][ ][ ]
Sierra On-Line ORM-001 81 Crossfire U [x][x][x]
Sierra On-Line Jawbreaker R [ ][ ][ ]
Sierra On-Line Jawbreaker II U [ ][ ][ ]
Sierra On-Line Learning with Leeper U [ ][ ][ ]
Sierra On-Line Maurauder R [ ][ ][ ]
Sierra On-Line MCL-201 83 Mr. Cool R [ ][ ][ ]
Sierra On-Line OWL-801 83 Oil's Well R [ ][ ][ ]
Sierra On-Line Sammy Lightfoot ER [ ][ ][ ]
Sirius 33022 83 Alpha Shield R [x][x][x]
Sirius Capture the Flag ER [ ][ ][ ]
Sirius <none> 82 Fantastic Voyage(by 20th Century Fox) R [ ][ ][ ]
Sirius <none> 82 Fast Eddie R [ ][ ][ ]
Sirius <none> 83 Final Orbit R [x][x][ ]
Sirius <none> 83 Spider City U [x][ ][ ]
Sirius <none> 83 Squish 'Em R [x][ ][ ]
Sirius <none> 82 Turmoil (by 20th Century Fox) U [x][ ][ ]
Sirius Worm War I R [ ][ ][ ]
SoftCountry Chessmaster 2000 ER [d][ ][ ]
Softmark 86 ESP Mindlock BBS ER [ ][ ][ ]
SpectraVideo Frantic Freddie ER [ ][ ][ ]
Spinnaker ADV-AT 84 Adventure Creator U [x][x][ ]
Spinnaker Aegean Voyage R [ ][ ][ ]
Spinnaker ALF-AT 84 Alf in the Color Caves R [x][x][x]
Spinnaker ABZ-AT 83 Alphabet Zoo U [x][x][ ]
Spinnaker Cosmic Life R [ ][ ][ ]
Spinnaker DLD-AT 83 Delta Drawing Learning Program U [x][ ][ ]
Spinnaker Delta Music U [ ][ ][ ]
Spinnaker FMK-AT 83 Facemaker U [x][x][x]
Spinnaker FRF-AT Fraction Fever U [x][ ][ ]
Spinnaker JUK-AT Jukebox R [ ][ ][ ]
Spinnaker Kid Writer R [ ][ ][ ]
Spinnaker KOK-AT 83 Kids on Keys U [x][ ][ ]
Spinnaker KDC-AT 83 Kindercomp U [x][ ][ ]
Spinnaker Ranch ER [ ][ ][ ]
Spinnaker SMC-AT 83 Story Machine U [x][d][ ]
Spinnaker Up for Grabs R [ ][ ][ ]
Synapse <none> 82 Chicken [*] U [x][x][ ]
Synapse <none> 82 Claim Jumper U [x][x][ ]
Synapse <none> Drelbs R [ ][ ][ ]
Synapse <none> File Manager R [ ][ ][ ]
Synapse <none> Fort Apocalypse U [ ][ ][ ]
Synapse <none> Nautilus R [ ][ ][ ]
Synapse <none> Necromancer R [ ][ ][ ]
Synapse <none> Pharoah's Curse, The R [ ][ ][ ]
Synapse <none> 82 Picnic Paranoia [*] R [x][x][x]
Synapse <none> 82 Protector II R [ ][ ][ ]
Synapse <none> Shadow World R [ ][ ][ ]

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Synapse <none> 82 Shamus [*] C [x][x][ ]
Synapse <none> Slamball R [ ][ ][ ]
Synapse <none> 82 Slime [*] U [x][x][ ]
Synapse <none> Survivor U [ ][ ][ ]
Synapse <none> Synassembler R [ ][ ][ ]
Tech-Sketch Paint-N-Sketch Level I [lp] ER [ ][ ][ ]
Tech-Sketch Paint-N-Sketch Level II [lp] ER [ ][ ][ ]
TG Software <none> 83 Abracadabra R [ ][ ][ ]
TG Software <none> 83 Droids ER [ ][ ][ ]
TG Software <none> 83 Nightstrike ER [ ][ ][ ]
TG Software <none> Ozzy's Orchard R [ ][ ][ ]
Thompson Elec. Proburner R [ ][ ][ ]
Thorn EMI THA12010 83 Computer War U [x][x][ ]
Thorn EMI THA12002 82 Jumbo Jet Pilot U [x][x][ ]
Thorn EMI THB12004 82 Kickback U [x][x][ ]
Thorn EMI THB12009 83 Major League Hockey U [x][ ][ ]
Thorn EMI THB12008 83 Orc Attack ER [ ][x][x]
Thorn EMI THB12005 83 River Rescue U [x][x][ ]
Thorn EMI THB12003 82 Soccer U [x][x][x]
Thorn EMI THA12001 82 Submarine Commander U [x][x][ ]
Thorn EMI Tank Commander R [ ][ ][ ]
TigerVision 84 MatterHorn R [ ][ ][ ]
TigerVision 7-006-400 83 Springer R [x][x][x]
Walling Co. AProm ER [ ][ ][ ]
Walling Co. AProm XL ER [ ][ ][ ]
Walling Co. Six Pack I ER [ ][ ][ ]
Walling Co. Six Pack II ER [ ][ ][ ]
??? Bumper Bash ER [ ][ ][ ]
??? VisiCalc ER [ ][ ][ ]
================================================================================
= The following games were never released but prototypes may exist. Until =
= someone claims to own a prototype, they will not be part of the regular =
= list. =
================================================================================
Atari Blast 'Em NR [ ][ ][ ]
Atari Macro Assembler NR [ ][ ][ ]
Atari RX8094 Commando NR [ ][ ][ ]
Atari <none> 84 Jr. Pac-Man [beta] NR [ ][ ][ ]
Atari Jungle River Cruise NR [ ][ ][ ]
Atari RX8124 MidiMaze NR [ ][ ][ ]
Atari Puffer NR [ ][ ][ ]
Atari RX8028 RealSports Soccer NR [ ][ ][ ]
Atari RX8037 Star Trux NR [ ][ ][ ]
Atari RX8120 Super Football NR [ ][ ][ ]
Atari SuperPILOT NR [ ][ ][ ]
Atari RX8118 89 Xenophobe NR [ ][ ][ ]
Atari Xevious NR [ ][ ][ ]
CBS Software Big Bird's Egg Catch NR [ ][ ][ ]
MPP Assault Force 3-D NR [ ][ ][ ]
Parker Bros. Montezuma's Revenge NR [ ][ ][ ]
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Roklan Anti-Sub Patrol NR [ ][ ][ ]
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=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =

2974. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: read@my.sig
Message-ID: <333ddd3d.2678197@news.networx.net.au>
Source record: 74402

peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:

->
->Howdy !
->
->can anybody explain the lucas-game Koronis Rift? Hell, is this game

->tricky. For what are those add-on modules? I can't detect any
changes...
->
->thx, 4 hints.
-
What a great game it is. I still have a saved game where I'm at level
20! And I still have not yet figured out how to get any further.
Anyway, each module that you recieve has it's own specific use, and
it's own specific power usage (or output). Your task is to find the
best of each type of modules. This does get pretty tricky to work out,
because these modules also work in COLOUR bands. For example, say you
pick up a module that is a SHIELD, and the monitor screen on the top
right shows a band of colours with RED showing the most. This means
that if you get hit by a lazer blast that is RED you will recieve
minimal damage. When you get the robot on the mother ship to check
these modules out, he gives you the EFFICIENCY and POWER ratings. Lets
say the power rating of the shield is 20 and its efficiency is10, you
would be better off finding one that is better balanced. A shield that
is 15 power 15 efficient would work better, but be less powerful? (I
know this is wierd, but thats the design :) I certainly would not use
one that is 50 power 10 efficient, because it uses too much power to
be 10 efficient.
There are modules that activate the other monitor screens. There are
modules that increase your speed. There are modules that change the
RADAR to only detect the type of module it is. You just have to try
them out and see what happens. Some of them might not work because you
don't have enough power output to start them, so keep a lookout for
GENERATOR modules. You will also find BATTERY modules, but these need
a GENERATOR to keep them charged up. Once you have these two in
operation, you will be able to use the higher rated shields and guns,
and the guns will not take so long to recharge after firing them.
(that is if you can fire them at all, power permitting) .
Beware of Space ships that EAT the REPO ROBOT!! You'll have to go
back to the mother ship to get another one :)
The way I got to level 20, SAVE THE GAME after picking up each
module. It's a real pain, but after getting killed over and over I
decided this is the best way.
Oh, the modules seem to work better the more you have of the same

"make". For example, the shield and gun that you start with work well together. This is because they were both made by the same "race". So check the symbols that are on each one that you find and try to use the same "race" built ones.

I had a great time getting thru this game, I just wish I knew how to finish it off :(. At level 20, there is a ship on my radar, but I cannot get to it. I have tried climbing all over the mountains, with a super speed module which is apparently supposed to get me over hills etc, but as I say, I cannot get to it....

Good luck..
Stevo

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

2975. Re: cable&modem problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: kmosiejc@lcp.com
Message-ID: <5hgrlj$jh6@tlpnews.tlp.com>
Source record: 74403

> peter@soemtron.sb.sub.de (Thomas Havemeister) writes:

> *GREAT* it works very well. Great to communicate with my ATARI :)
>
> But ICE-T isn't so good while being online :(With 9600 Baud sudden
> disappear charakter, won't be printed on screen. Is my Atari too slow? In
> the documentation of ICE-T speaks the author of up to 19.2 baud with less
> errors, but the highest baud rate is 9600 by me. And only under it without
> any errors.

I don't know what interface you're using but my setup with an MIO had no problems at 9600. It's at 19,200 that it starts dropping chunks of characters. One thing you might want to check is that you have the setting "Status Calls" set to "Constantly". He mentions this in the manual and for anything but a true 850, is very important for high speed.

I still want 19,200 though... I need to find out why it doesn't work properly.

Good Luck.

--Kurt

2976. Re: Uploaded: Atari800-0.6.2.tar.gz (Unix/Amiga/DOS)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5hgkrb$sf8$1@zwieracz.psych.uw.edu.pl>
Source record: 74404
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

Sun, 23 Mar 1997 15:31:20 +0000 David J. Firth napisal byl w comp.sys.atari.8bit:
> The emulator writes a file called "atari800.cfg" in your default

yuck! could you change it in the next release to something like
.atari800rc ? that would be much nicer...

> a configuration file from "/etc/atari800.cfg".

and that's ok.
70
--
= wasza KrAp = krap@freud.psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 22-6594364 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

2977. Re: Bank St. Writer disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <333b8273.2274684@news.injersey.com>
Source record: 74405

On Wed, 26 Mar 1997 02:57:57 GMT, Alan Christie
<94chrisv@scar.utoronto.ca> wrote:

-On Mon, 24 Mar 1997, Yogi wrote:
-
-> My original bank st. writer disk and manual say "lifetime
replacement
-> guarantee. If this disk ever fails to boot, send it to broderbund
and
-> we will replace it for a $5 handling charge".
->
-> Anyone think they can still supply this????
-
-Bahahah! Yeah right! Do you honestly think Broderbund even HAS any
8bit
-disks lying around? I don't think so.
-

I dont think so either but I think its pretty funny that they even
offered it. I'm VERY tempted to try.

2978. Re: XL-it and 133k 180k Disk Image Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5hgursjdl1@zwieracz.psych.uw.edu.pl>
Source record: 74406

Wed, 26 Mar 1997 08:48:19 -0500 Dennis McGuire napisal byl w comp.sys.atari.8bit:
> So is the 800XE just a PAL version of the 65XE or are there
> other differences?

i suppose that it also contains freddie chip.

74
--
= wasza KrAp = krap@freud.psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 22-6594364 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

2979. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: Asterisk <ampage@geocities.com>
Message-ID: <333C21D3.374A@geocities.com>
Source record: 74407

Not just as a hobbyist computer either...

How much computing power do you need to do word processing? or a spreadsheet? or play games? games on 8-bit computers are still fun...

And Look at schools: They don't have a lot of money and yet they are constantly buying $2000 to $2500 macs and Pc's to keep up, even though they realy don't need it. Anm 8-bit computer is fine for, say, teaching someone BASIC. Apple IIgs's are perfect for this, but all the schools in this county at least put their old apple II's in warehouse where they just Sit there and go out and buy more expensive computers.

I think if they came out with a new computer, based around the 16-bit version of the 6502, with good graphics, a gui, and a cli OS, sort of linke an updated Commodore 128, or Atari 130XE, (or an Apple IIgs with just better screen resolution and a hard drive!) people would buy it.

That's one of the reasons there's all this talk about network computers, but I think it should be more of a general-purpose computer. And of course if they integrated a Java VM into the OS, software wouldn't be a problem in the future...

BTW, I think if Atari had made a set top box for browsing the web, maybe as an add-on to their Jaguar, like the few that have come out now, they could have made a LOT of money and re-established themselves in the computer/video game market.

2980. Atascii Movies

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: none@flash.com
Message-ID: <5hhb04kje2@excalibur.flash.net>
Source record: 74408

Does anyone remember the old 8bit "Atascii Movies", aka Break Messages, that were so popular on the old BBS's? I am trying to collect as many as I can and place them for download at my website.

If ANYBODY has any, please drop by my site and let me know!

http://www.flash.net/~ambrosia/index2.html

2981. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: mattack@area.com
Message-ID: <5hh8n0$8v6@nixon.area.com>
Source record: 74409
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

In article <gussie-ya023580001603971740320001@nntp.alaska.net>,
Grant Stockly <gussie@alaska.net> wrote:
>Could I have it? Is that the way Apple II people can get on the internet
>with their Apple II?
>Grant Stockly

You can already get on the Internet on your Apple II.. get ProTERM, or any
other communications program ("terminal software"), and a modem.

Then call up to a shell account and you can read news, use the web, or
any other Internet activities.
--
mattack@apple.com

2982. Don't Fear's 2nd Auct (Update 6) Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5hhjfh$140m@newssvr02-int.news.prodigy.com>
Source record: 74410

Don't Fear's Huge Second Auction (Update 6)

Part 1: 2600/5200/7800

Alright kids here we go!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

Atari 2600

Atari

Combat (C) - boxed
Space War (U)
Outlaw (U) $0.50 albert
Slot Racers (U) $2.50 albert
Canyon Bomber (U) - boxed $1.50 albert
Super Breakout (U) $0.50 kevin
Defender (C) - boxed $0.50 albert
Warlords (U) - boxed $1.00 pat man
Indy 500 (U) $1.00 pat man
Adventure (C) $1.00 isaac
Demons To Diamonds (U) - shrinkrapped $0.50 albert

Championship Soccer (C) - boxed $0.50 albert
3-D Tic-Tac-Toe (U) - boxed $2.00 bensonj
Breakout (C) - boxed $0.50 albert
Football (C)
Bowling (C)
Circus Atari (C)
Superman (C) $1.00 bluebat
Space Invaders (C) - red lbl/shrinkwrapped $0.50 albert
Night Driver (C) - boxed $1.50 jeffgamer
Golf (C) - w/inst $0.50 albert
Maze Craze (U) $1.00 mrupp
Missle Command (C)
Othello (R) - boxed $1.00 alex
Surround (C) $0.50 ryan
Flag Capture (U) - w/inst $1.50 albert
Pac-Man (C) - boxed
Video Pinball (U) - boxed
Asteroids (C) - w/inst
Berzerk (C) - shrinkwrapped $0.50 albert
Casino (U)
Haunted House (C)
Swordquest Earthworld (C) - w/inst $1.50 kevin
Swordquest Fireworld (C) - w/inst $1.50 kevin
Radiers Of The Lost Ark (C) - boxed $5.00 garry
Star Raiders (U) - w/touch pad $5.00 bluebat
Hangman (U) $1.00 alex
RealSports Volleyball (U) $0.50 albert
RealSports Soccer (U) $1.50 albert
RealSports Football (C)
Swordquest: Waterworld (UR) $60.00 macra
Phoenix (C) - shrinkwrapped $0.50 albert
E.T. (C) - boxed $0.50 albert
Ms. Pac-Man (U) - w/inst $0.50 albert
Centipede (C) $1.00 isaac
Galaxian (U)
Gravitar (U) $1.00 eyabs
Kangaroo (U) - w/inst $1.50 eyabs
Pengo (ER) - boxed $50.00 bworkman
Moon Patrol (U) $1.00 kevin
Pole Position (C) - w/inst $1.00 isaac
Rubik's Cube (ER) $53.00 nicky
Taz (R) $1.50 albert
Oscar's Trash Race (R) - lbl plaque $3.00 bensonj
Big Bird's Egg Catch (R) - lbl plaque $3.00 bensonj
Sorcerer's Apperntice (R) - w/inst $4.00 bworkman
Crystal Castles (U) - boxed $1.50 bensonj
Pigs In Space (ER) $14.00 bworkman
Millipede (R) - w/inst $2.00 bensonj
Stargate (U) - w/writing on back $2.00 bensonj
Midnight Magic (R) $2.00 bensonj

Solaris (U) $1.00 eyabs
Donkey Kong (U) $1.00 isaac
Donkey Kong Jr. (R) $1.00 eyabs
Venture (R)
Q*Bert (R) $1.50 kevin
Sprint Master (R) $2.50 bensonj

Sears

Outer Space (U) - pic lbl $0.50 albert
Speedway II (U) $0.50 albert
Space Combat (U) $0.50 albert
Breakaway IV (C) $0.50 bensonj
Brain Games (R) $2.00 bensonj
Baseball (C) $1.00 bensonj
Race (C) $0.50 albert
Gunslinger (U) $1.00 bensonj
Maze (C) - pic lbl $0.50 albert
Arcade Golf (U) $2.00 eric
Dare Diver (ER) $4.50 awwatkin
3-D Tic-Tac-Toe (ER) $4.00 bensonj
Steeplechase (R) $3.50 bensonj
Math Grand Prix (R) - pic lbl $1.50 bensonj
Adventure (U) $1.00 kevin
Dodger Cars (ER) $7.00 awwatkin
Arcade Pinball (R) - pic lbl $3.00 bensonj
Asteroids (U) $0.50 albert
Missle Command (R) $0.50 albert
Bezerk (R) $0.50 albert
Pac-Man (C) $0.50 albert
Defender (C) $0.50 albert

Absolute

Title Match Pro Wrestling (R) - w/inst $6.00 bensonj
Tomcat F-14 (ER) $9.00 dogberry

Activision

Dragster (C)
Boxing (ER) - blue lbl $2.50 roagie
Checkers (ER) - w/inst $5.50 bensonj
Fishing Derby (U)
Skiing (U)
Bridge (U)
Tennis (C)
Laser Blast (C) - boxed
Freeway (U) - boxed
Kaboom! (ER) - blue lbl $0.50 cccp
Stampede (U)

Ice Hockey (U)
Barnstorming (U) $1.00 isaac
Grand Prix (U)
Chopper Command (U) - boxed
Starmaster (U)
Megamania (U) $0.50 ryan
Pitfall! (C) $1.00 isaac
Sky Jinks (R) $0.50 ryan
River Raid (U)
Spider Fighter (U) $1.00 shalon
Seaquest (R) - boxed $1.00 ncfirefighter
Oink! (R) - w/inst $1.50 albert
Dolphin (R) $2.00 rex
Keystone Kapers (ER) - blue lbl $1.00 ncfirefighter
Enduro (U) $0.50 ryan
Plaque Attack (R) $1.00 alex
Robot Tank (R)
Crackpots (R) $0.50 ryan
Decathalon (R) $0.50 ryan
Frostbite (R) $1.00 tick
Pressure Cooker (R) $1.50 mrupp
Space Shuttle (ER) - blue lbl $2.50 roagie
Pitfall II (R) $1.00 awwatkin
H.E.R.O. (R) - lbl wear $3.00 tick
Beamrider (R) - screws showing $8.50 bensonj
Kung Fu Master (R) - w/inst $0.50 cccp
Commando (R) $1.00 alex
Ghostbusters (ER) - blue lbl $2.00 nicky

Apollo

Space Cavern (U) - blue lbl $1.00 tick
Space Cavern (U) - red lbl $1.00 macra
Lost Luggage (U) - green lbl $1.00 tick
Shark Atack (U) - boxed $2.00 bensonj
Infiltrate (U) - w/inst $1.00 tick
Final Approach (R) $6.50 bensonj

Avalon Hill

Death Trap (UR) - w/inst $40.00 smitty
Shuttle Orbiter (UR) - w/inst $57.00

CBS

Wizzard Of Wor (R) $2.00 kevin
Gorf (U) $1.00 macra
Blueprint (U) - writing on lbl $1.00 bworkman
Solar Fox (U) - lbl damage $1.00 slyfox
Omega Race (U) - w/inst and broken Booster Grip $1.00 bworkman

------
Coleco

Zaxxon (U) $2.00 bensonj
Venture (C) $0.50 ryan
Mouse Trap (U) $1.00 slyfox
Smurfs R.I.G.C. (U) $4.50 aaa
Carnival (U) $1.00 mrupp
Donkey Kong Jr. (R) $1.00 bensonj
Mr. Do! (R) $5.50 bensonj
Roc 'N Rope (R) $5.50 bensonj

Data Age

Encounter at L-5 (U) - end lbl damage $0.50 macra
Airlock (C) $0.50 albert
Journey Escape (C) - boxed no inst $0.50 albert
Bermuda Triangle (R) $2.00 bensonj
Frankenstein's Monster (R) - screws showing w/inst $5.50 bensonj
----
Epyx

Summer Games (R) $2.00 bensonj
Winter Games (R) $1.00 macra

First Star

Boing! (ER) $38.00 nicky

Froggo

Sea Hawk (R) $3.00 bensonj

Imagic

Trick Shot (R) $2.00 bensonj
Demon Attack (ER) - blue lbl $5.00 smitty
Star Voyager (C)
Atlantis (U) $0.50 ryan
Cosmic Ark (U) $0.50 ryan
Fire Fighter (R) $1.00 tick
Shootin' Gallery (ER) $11.00 dogberry
Riddle Of The Sphinx (U) $1.00 macra
Dragonfire (C) $0.50 bensonj
Fathom (R) $4.00 dogberry
Quick Step (R) - w/inst $3.50 shalon

M Network

Adventure of Tron (U) $1.50 mrupp

Masters of the Universe (R) $6.00 bensonj
Burgertime (R) - writing on back $2.00 tick
Kool-Aid Man (U) $4.50 bensonj
Space Attack (C) - boxed $0.50 ryan
Tron Deadly Discs (U) $1.00 macra
Lock 'N Chase (C) - shrinkwapped $0.50 ryan
Frogs And Flies (U) - w/inst $1.00 korin
Astroblast (U) - boxed $0.50 ryan
Dark Cavern (U) $0.50 ryan
Intl. Soccer (U) w/inst $1.00 tick
Air Raiders (R) $1.00 tick
Bump 'n' Jump (R) - w/inst $3.00 bensonj

Mythicon

Sorcerer (U) $1.00 tick
Fire Fly (U) $1.00 tick
Star Fox (U) $3.00 eric

Panda

Stunt Man (R) $15.00 bworkman

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions $2.00 kevin
Amidar (U) $1.00 macra
Super Cobra (U) $0.50 cccp
Reactor (U) $0.50 albert
Sky Skipper (R) - w/box top, inst, no lbl $2.00 tick
Q*Bert (C) $0.50 kevin
Strawberry Shortcake (U) $1.00 albert

Sega

Tac-Scan (U) - lbl damage
Thunderground (R) $4.00 dogberry
Star Trek S.O.S. (R) $2.50 bensonj
Buck Rogers: Planet Zoom (U) $2.00 bensonj
Congo Bongo (R) - lbl plaque $2.00 aaa
Tapper (ER) - slight lbl wear $11.00 bworkman
Spy Hunter (ER) $10.50 bensonj

Telesys

Coco Nuts (R) $0.50 cccp

Tigervision

Miner 2049er (ER) $7.00 bensonj

20th Century Fox

Worm War I (U) $1.00 macra
Mega Force (R) $1.00 mrupp
Alien (R) $1.00 eyabs
Turmoil (U)- boxed $1.00 clint
Crypts Of Chaos (R) end lbl damage w/inst $4.00 awwatkin
M*A*S*H (U) $1.00 macra
Flash Gordon (R) $2.00 bensonj

U.S. Games

Space Jockey (C) $0.50 macra
Sneak 'N Peek (R) - w/inst $1.00 tick
Word Zapper (U) $0.50 cccp
Commando Raid (R) - w/inst $1.00 kevin
Name This Game (R) - fancy cart $1.00 ryan
Squeeze Box (ER) $2.50 bensonj
Eggomania (R) - w/inst $4.00 korin
Piece O' Cake (ER) - w/inst $6.00 bensonj
Entombed (ER) $4.00 bensonj

Xonox

Ghost Manor/Spike's Peak (U) - w/inst $2.00 bensonj
Chuck Norris Superkicks (ER) $20.00 shrink

Systems

Atari 2600: four switch, black front panel in original box w/two working joysticks, set of paddles, power supply, R/F modulator, and the following loose games: Combat, Defender, Space Invaders, Missle Command, Pac-Man, Asteroids, Bezerk, Swordquest Fireworld, Raiders of the Lost Ark, RealSports Football, E.T., Pole Position, Target Fun, Pitfall!, Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx, Astroblast, and Frogger.
$16.00 kevin

Sears Video Arcade II (2800) w/two controllers, and a R/F modulator
$6.00 albert

"Franklinstein" A handcrafted American orignal device that allows the user to interchange chips to play diffrent games. Comes with eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!, Amidar, Demon Attack, and Pitfall!. The device itself is homemade, not the games. Also comes with case. If there are any questions don't hesitate to ask. This thing is trully one of a kind.
$7.00 jeffgamer

Atari 5200

Congo Bongo (R) $1.50 richard
5200 Trac Ball $2.50 eyabs
2600 adapter - untested $2.50 awwatkin
5200 controller - untested $4.00 lml
5200 controller - untested $4.00 lml

Atari 7800

Asteroids (R) - damaged box $1.00 richard
Food Fight (R) - damaged box $1.50 richard
Pole Position II (C) $1.00 eyabs
Xevious (U) - damaged box $1.50 richard
Donkey Kong Jr. (R) $1.50 richard

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

2983. Re: Alien Voicebox

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5hhjc5$1136@newssvr02-int.news.prodigy.com>
Source record: 74411

Check Don't Fear's Auction Part 2 for an Alien Voicebox.

2984. Cheat code for "Whirly Nurd"

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: ken@condor.circa.ufl.edu
Message-ID: <ken.1311.000E4CF9@condor.circa.ufl.edu>
Source record: 74412

Does anyone remember the cheat code for Whirly Nurd? I thought I remembered it as being something like "I am the hungry nurd" or something, but that doesn't seem to work..

Thanks,

Ken

2985. Re: How are !you! using your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: johnh@newberry.microserve.com
Message-ID: <MPG.da656f0213a36e89896b0@news.microserve.net>
Source record: 74413

In article <01bc3b28$85211640$3f880fcf@chesster.pcl.net>,
chesster@pcl.net says...

I used my 800 this evening to play 4 player M.U.L.E. (still a great
game).
--
John

johnh@newberry.microserve.com

That's Newberry Township in York County, PA
My homepage is at http://www.microserve.net/~johnh

This message written with 100% recycled photons.

2986. Video Games Buy Sell Trade

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: joe thompson <jjvideo@sunlink.net>
Message-ID: <333CC5B5.5BF5@sunlink.net>
Source record: 74414

From Atari to N64 thousands of games all in one place.
jjvideo@sunlink.net

2987. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: Asterisk <ampage@geocities.com>
Message-ID: <333C4163.3277@geocities.com>
Source record: 74415
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

Didn't someone come out with a TCP/IP stack and a graphical browser for
the IIgs?

2988. Re: best Atari keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2803971932390001@tsb-29.ucsc.edu>
Source record: 74416

In article <Pine.LNX.3.95.970326234015.4566A-100000@moose.erie.net>,
Dennis McGuire <mcguired@moose.erie.net> wrote:

> Atari often used keyboards from different suppliers in a given
>model, so this question can be difficult to get consistent answers to.

This is definitely true. My first computer was an 800XL my dad bought.
It had a great keyboard. Later we bought second used 800XL from a friend
of his, and it had a very inferior keyboard (it has a ton of friction).
The general fit and finish of this second 800XL was much worse, too, which
leads me to suspect that Atari was trying to cheapen up production.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

2989. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2803971915200001@tsb-29.ucsc.edu>
Source record: 74417

In article <5h40vbcir1@zwieracz.psych.uw.edu.pl>, maciej grzeszczuk
<krap@zwieracz.psych.uw.edu.pl> wrote:

>Thu, 20 Mar 1997 03:59:15 -0800 Timothy A. Seufert napisal byl w
comp.sys.atari.8bit:
>> I'm sorry to say that I just can't see anything like this selling for the
>> prices Mr. Vendel has been throwing around. If he develops and produces
>> the machine on his own dollar, great -- just don't send him advance money
>
>shame on you. i think that curt vendel is really not a type of person who
>wants to 'run out' with our money. his idea is really neat, and you should
>be happy, that such kind of people exist!

You misunderstood my point.

As I related, I've had experience with sending somebody advance money on a
product that was not yet in production, the Fast Technology TinyTurbo030
accelerator for STs. And it is my opinion that Jim Allen (the guy behind
Fast Technologies) had every intention of delivering what he had
advertised.

But good intentions don't ship complex electronic products. To the best
of my knowledge, the TinyTurbo030 never did ship. I was stuck with having
paid $350 (I think) in advance on a product that did not exist. Month
after month of attempting to call Jim Allen got more and more stories
about various problems with testing and production. I eventually got Mr.
Allen to send me a Turbo25 as an interim measure (25 MHz 68000 instead of
50 MHz 68030). At that point I gave up on the 030 board and considered
myself lucky to have gotten at least some kind of an accelerator, even if
it wasn't a good value at the price.

I am relieved to hear that Mr. Vendel is not asking for advance money. In
fact, that makes me *more* confident that he has a chance of bringing it
to fruition. If this kind of project is to succeed, it needs to be
something that does not require much funding for development and
production, because of the extremely low volume of sales. I can easily
see something good coming out of donated after-hours time and so forth.

I'm not sure if I really think it's worthwhile (it doesn't seem to offer
significant advantage over existing XL/XE hardware and hacks, and it seems
likely that one real Atari will have to be cannibalized to make each
Cvendel Atari-clone), but if there are people interested that's great.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
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wish to send me email. No unsolicited commercial junk mail!

2990. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2803971919120001@tsb-29.ucsc.edu>
Source record: 74418

In article <19970328093400.EAA16180@ladder01.news.aol.com>,
dodge777@aol.com (Dodge777) wrote:

>I think a low cost computer like an Atari, TRS-80 color computer, Apple II
>would have a market tdoay among the electronics hobby crowd. [O.K., you
>can always find plenty of old 286s, but they tend to be nonstandard, used,
>and missing documentation, software and such]

You can buy new 386 machines for a couple hundred bucks (including HD and
monochrome monitor), and I think this is what is used by the vast majority
of the hobby crowd. Especially since development tools for embedded
microprocessors, EPROM programmers, and similar devices are most cheaply
and easily available for the PC.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

2991. Re: Star Raiders Tribute

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2803972125310001@port128.bitstream.net>
Source record: 74419

In article <333b0649.5386048@news.bridge.net>, dlw@bridge.net (David L Webster) wrote:

> On Thu, 27 Mar 1997 01:15:53 -0800, Mark Wang <mwang@broadcom.com>
> wrote:
>
[snip]
>
> >p.s. So where's this tribute gonna be at?
>
> That's what I've been asking.

Try http://zippy.sonoma.edu/kendrick/star-raiders/

It's part of Bill Kendrick's Atari site. It's been up since last year. Given the lively discussion this has generated, it will be interesting to see what he does with it. Apparently, I'm not the only person who bought an Atari after seeing a demo of Star Raiders. It has been said every popular computer has had a "killer app" that that made people want to buy that particular computer. The Apple II had VisiCalc; the IBM PC had Lotus 1-2-3. Star Raiders was it on the Atari 8-bit. I wonder if Atari ever realized it.

Mark
marksim@bitstream.net

2992. Re: XL-It v0.19 and Lucasarts Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: Klaus <Klaus.Weber@frankfurt.netsurf.de>
Message-ID: <333CB636.17EA@frankfurt.netsurf.de>
Source record: 74420
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

```
Will Fisher wrote:
>
> Markus you are a genuis!!!
>
> The Edilon and Koronis Rift now work on your emulator!
> I was amazed to see The Edilon boot up and work great
> WITH sound on your emu... i think yours is the 1st emu
> that these games work on!
>
> Keep up the good work... I live in Canada... how could
> I get a donation your way and what is the average
> donation you get? I would love to contribute to your
> project and help out! Have you thought of porting
> XLit to the LINUX platform? I know it has optimized
> assembly language for the 386/486/Pentuim in it but
> LINUX is a PC O/S...
>
> Anyways, great job!
>
> A few suggestions: The user interface on 0.19 is
> slightly broken... the options under Environment
> don't get loaded back in correctly...
> Artifacting looks promising.. how about a hotkey
> to toggle it off and on while running the emulator?
> GR.0 looks horrible with artifacting on...
> Perhaps a screen mask would be a good idea... if only
> an odd pixel is on make both pixels blue/red, and vice
> versa for even?
> Also I think you should add an option to let us choose
> what colours get artifacted... since on MY old tv it was
> brownish/purpleish... and for others it could be red/green
> or something... this way we could recreate what we
> saw on our old TV's...
>
> Sorry to drivel on like this, i've been using XL-It since
> ver 0.15 or so and LOVE it... i've finally decided to let
> you know know some of my ideas!
>
> Will Fisher

Hello Will
```

Is this really the first time the mighty, great "Koronis Rift"
can be played with an Emulator ?? Not on CBM64, on Apple, not on

other Atari Emus ??? I don't think so.....

Klaus in Frankfurt am Main.

2993. Re: Mars Tesero

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-28 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-2803971651070001@mcmdc.library.carleton.edu>
Source record: 74421

In article <3339942F.6649@pop.erols.com>, Stephen Knox <gooch@pop.erols.com>
wrote:

>There was a game awhile called Mars Tesero or such. It was a
>diving game that needed Atari Basic to run.
>
>Basically you had to find sunken treasure and sell it to get a bigger
>boat/dive bell, etc..
>
>This was a fun game that my original recently died. I havent seen it
>anywhere on the ftp sites. Anyone got it?

I believe the proper title is "Mar Tesoro", the filename was "mtesoro.bas". It
was
advertised in an early Antic (the first issue? Kevin Savetz has my earliest
Antics right now.)

Graphically very sub-par, but my brother, friends and cousins found it totally
engrossing for days at a time.

I've always wanted to find an original disk, or at least a copy of the
instructions.

If anyone has either, I will pay!!

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.landfield.com/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2994. Atari 850 manual

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: "James R. DiGiacomo" <digiacomo@worldnet.att.net>
Message-ID: <01bc3be5$ac80c100$272174cf@xitaclan>
Source record: 74323

I have an atari 850 interface with no documentation and would like to find
out the specs of the unit.

If any can suggest where I can obtain an original users manual or
an electronic version, I would appreciate it very much

reply as soon as you can

James

2995. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc3be8$051efe60$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 74324

Stevo <read@my.sig> wrote in article
<333ddd3d.2678197@news.networx.net.au>...
> peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:
> What a great game it is. I still have a saved game where I'm at level
> 20!

Not bad. I never got anywhere in the game, but I still thought it was cool.
I think I still have my "terrain printer" that will print out maps of the
levels (can't get it though, because I don't have an Atari). The mountains
in one level said "LFL" when looked at from above. Another one said
something else, which I forgot.

> I had a great time getting thru this game, I just wish I knew how to
> finish it off :(. At level 20, there is a ship on my radar, but I
> cannot get to it. I have tried climbing all over the mountains, with a
> super speed module which is apparently supposed to get me over hills
> etc, but as I say, I cannot get to it....

I still have an old computer magazine from that time, where one of the
programmers talks about hints to the game. Maybe I can dig it up...

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

2996. Re: Star Raiders Tribute

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: dlw@bridge.net
Message-ID: <333c929f.1281472@news.bridge.net>
Source record: 74325

On Fri, 28 Mar 1997 21:25:31 -0600, marksim@bitstream.net (Mark L. Simonson) wrote:

>
>
>Try http://zippy.sonoma.edu/kendrick/star-raiders/

I just checked it out, I don't know if anyone has told Bill (he didn't leave an email address) but he's spelling Doug's last name wrong, should be Neubauer. The page looks promising for Star Raiders fans, I see he's putting up the whole manual. A nice addition would be a section where people can post their tips and experiences with the game.

>
>It's part of Bill Kendrick's Atari site. It's been up since last year.
>Given the lively discussion this has generated, it will be interesting to
>see what he does with it. Apparently, I'm not the only person who bought
>an Atari after seeing a demo of Star Raiders. It has been said every
>popular computer has had a "killer app" that that made people want to buy
>that particular computer. The Apple II had VisiCalc; the IBM PC had Lotus
>1-2-3. Star Raiders was it on the Atari 8-bit. I wonder if Atari ever
>realized it.
>
>Mark
>marksim@bitstream.net

I don't think Atari really understood the games impact, because they never followed up on it. After SR, they went the 2600 route with 8 bit versions of Asteroids, Missile Command and Defender. Star Raiders should have served notice that the 400/800's were capable of more than just arcade conversions. Atari just didn't get it.

--
David L Webster
dlw@bridge.net

2997. Don't Fear's 2nd Auct (Update 6) Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5hi79k$14so@newssvr01-int.news.prodigy.com>
Source record: 74326

Don't Fear's Huge Second Auction (Update 5)

Part 2: Everything Else

Alright kids here we go!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

ColecoVision

Decathlon (U) $2.00 korin
Donkey Kong (C) $0.50 richard
Donkey Kong Jr. (C) $1.50 richard
The Heist (U) $2.00 clint
Keystone Kapers (R) $1.00 richard
Popeye (C) $1.00 richard
River Raid (U) $1.00 bworkman
Slurpy (ER) - lbl wear $4.00 bworkman
Smurfs R.I.G.C. (C) - boxed $1.50 richard
Super Action Baseball (C) $0.50 richard
Super Action Football (C) $0.50 richard
War Games (C) $1.00 richard
Wing War (U) BUYOUT

ColecoVision Expansion Module #1 (2600 adapter) $5.00 ron moore

System

ColecoVision w/two working controlers, power supply, T.V. cable, R/F
modulator, 2600 Expansion Module, and the folowing loose games:
ColecoVision Donkey Kong and Zaxxon, 2600 Combat, Pac-Man, Asteroids,
Space Invaders, Bezerk, and Pitfall!
$20.00 richard

Handhelds

Coleco Table Tops

Donkey Kong (C) $10.00 harry
Frogger (R) $25.00 harry
Zaxxon (IR++) $35.00 harry

Intellevision

Matell

Auto Racing (U) - complete $1.00 eyabs
ABPA Backgammon (R) - w/two overlays $1.50 bensonj
Armor Battle (C) - complete $1.00 eyabs
NASL Soccer (U) - complete $1.00 eyabs
U.S. Ski Team Skiing (C) - complete $1.00 eyabs
Sea Battle (C) - complete $0.50 macra
NFL Football (C) - complete $0.50 macra
L.V. Poker/Blackjack (C) - complete $1.00 eyabs
Space Battle (U) - complete $0.50 macra
Major Leage Baseball (C) - complete $0.50 macra
NBA Basketball (U) - w/2 overlays $1.00 sodapop
Advanced D&D (U) - complete $1.00 rob
USCF Chess (R) $1.50 bensonj
Space Spartans (U) - complete $0.50 macra
Astrosmash (U) - shrinkwrapped $0.50 macra
Snafu (C) - complete $0.50 macra
Space Armada (C) - complete $0.50 macra
Triple Action (C) - complete $0.50 macra
Bomb Squad (U) - complete $0.50 macra
B-17 Bomber (U) - complete $1.00 bensonj
Loco-Motion (U) $1.00 bensonj
Burgertime (U) - w/2 overlays $0.50 macra
Kool-Aid Man (R) $2.00 alex
Bump 'n' Jump (U) $1.00 jeff
Power Of He-Man (U) $0.50 macra
Space Hawk (U) - complete $0.50 macra
Utopia (U) - white lbl w/xerox inst $0.50 macra
Star Strike (C) - complete $0.50 macra
AD&D: Treasure Of Tarmin (U) - white lbl w/2 overlays $2.00 alex
Frog Bog (U) - w/2 overlays $0.50 macra

Night Stalker (C) - shrinkwrapped $0.50 ryan
TRON Deadly Discs (C) - complete $1.00 eyabs
TRON Maze-A-Tron (R) - complete $0.50 macra
Lock 'n' Chase (C) - shrinkwrapped $0.50 macra

INTV

Chip Shot Super Pro Golf (ER) $4.50 bensonj
Commando (ER) $2.50 bensonj

Activision

Pitfall! (U) - complete $0.50 cccp
Happy Trails (R) - 2 overlays $2.00 bensonj
The Dreadnaught Factor (R) $2.00 bensonj

Atarisoft

Centipede (R) $2.00 bworkman

Coleco

Donkey Kong (C) - shrinkwrapped $0.50 brian
Donkey Kong Jr. (R) $5.00 bworkman

Imagic

Atlantis (U) - shrinkwrapped $0.50 ryan
Beauty & The Beast (U)
Microsurgeon (U) - complete $2.00 bensonj
Dracula (ER) - complete $6.00 bworkman
Nova Blast (U) $2.00 bworkman
White Water! (ER) - Complete $8.00 bworkman

Parker Bros

Frogger (C) - w/box
Q*Bert (C) $1.00 eyabs

Sears

Armor Battle (R) - complete $0.50 bensonj
Astrosmash (R) - complete $0.50 bensonj
Boxing (R) - complete $1.00 beaumontj
Football (U) $0.50 bensonj
Golf (U) - white lbl w/2 overlays $0.50 bensonj
Horse Racing (R) - complete $1.00 jeffgamer
Space Hawk (R) - complete $0.50 bensonj

Overlays

Package #1: Sea Battle (2), Space Armada (2), Baseball
(2), Snafu (2), Auto Racing (2), Night Stalker (2), Microsurgeon (2),
Atlantis (2), Triple Action (2), Tron Deadly Discs (2), Pitfall! (3),
Space Spartans (3), Dragonfire
$1.50 eyabs

Package #2: Lock 'n' Chase (2), Mission X (2), Poker/Blackjack (2),
Mouse
Trap (2), Star Strike (2), Demon Attack (2), Space Battle (2), Pinball
(2), Skiing (2), Astrosmash (2), Space Hawk (3), Sub Hunt, AD&D Treasure
Of Tarmin
$1.50 eyabs

Systems

Intellivision w/two working controllers, power supply, R/F modulator,
and the following games: complete Astrosmash and Night Stalker,
loose Atlantis, Space Battle, Triple Action, Star Strike, Major
League Baseball, Beauty & The Beast, and Donkey Kong
$10.00 larry

Intellivision II w/two controllers and loose Astrosmash

$7.00 bensonj

Intellivoice Voice Synthesis Module in box w/complete B-17 Bomber,
and Space Spartans
$10.00 john

Odyssey 2

Speedway!/Spin-Out!/Crypto-Logic! (C) - complete $0.50 bensonj
Football! (U) - w/box $1.50 bensonj
Sub Chase!/Armor Encounter! (C) - complete $1.00 tick
Bowling!/Basketball! (U) - complete $1.00 tick
Baseball! (C) - complete $0.50 bensonj
Thunderball! (R) - complete $1.00 cccp
Alpine Skiing! (U) - complete $1.00 tick
The Quest For The Rings! (U) - complete $2.00 bensonj
K.C. Munchkin! (C) - complete $1.50 bensonj
Pick Axe Pete! (U) $1.50 bensonj

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F
modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-
Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!,
Dynasty!/Directional Dynasty!, and K.C. Munchkin!
$10.00 larry

Atari 400/800

Atari

Archon (C) $4.50 kurt
Assembler Editor (U) $0.50 bluebat
BASIC (C) w/reference guide $0.50 kurt
Centipede (C) $2.00 eyabs
Flight Simulator II (C) $2.00 alias
Hardball (U) $4.00 bworkman
Missle Command (C) $0.50 bluebat
Ms. Pac-Man (C) $3.50 lml
One on One Bball (U) $1.00 alias
Pac-Man (C) $3.50 lml
Super Breakout (C) $1.50 eyabs
Star Raiders (C) $2.00 lyle
Pilot (U) $1.50 bluebat
Galaxian (C) $2.00 lyle
Defender (C) $3.50 lml
Atari LOGO (U) - w/manual $4.00 bluebat
Robotron 2084 (C) $3.50 lml
Atariwriter (C) $0.50 bluebat
Joust (C) $3.50 lml
Moon Patrol (C) $3.50 lml
Ballblazer (C) $3.00 bworkman
Blue Max (U) $3.50 lml
Bug Hunt (U) $3.00 bworkman
Necromancer (U) $8.00 bworkman

Activision

Kaboom! (U) $4.00 bworkman
Megamania (U) - lbl tear $3.00 bworkman
Pitfall! (U) $4.00 krieg

Big Five Software

Miner 2049er (C) $5.00 bworkman

Epyx

Gateway To Apshai (U) - w/inst $4.50 kurt

IDSI

Speedway Blast (R) $6.00 bworkman

Oss

Mac/65 (U) buyout hoodster
Basic XE (U) buyout hoodster

Roklan

Deluxe Invaders (C) - w/inst $5.00 bworkman
Wizards Of Wor (C) - lbl severely faded $4.00 bworkman

Sega

Star Trek: S.O.S. (U) $4.00 bworkman

Spinnaker

Alphabet Zoo (U) - boxed
Delta Drawing: Learning Program (U) - w/inst $1.00 alias
Kids On Keys (U)
Kindercomp (U)
Story Machine (U)

Systems & computer related items
----
130 XE - tested w/ power supply, set of paddles (untested), video
touch pad w/Star Raiders overlay, two 2600 joysticks (untested),
owners manual, T.V. cord, and the following loose cartridges:
Defender, and Atariwriter
$45.00 david

800 XL - tested w/power supply, T.V. cord, and a 2600 joystick
(untested)
$10.00 hoodster

600 XL - tested w/power supply, owners manual, and a 2600
joystick(untested)
$5.00 hoodster

Atari 1010 Program recorder - untested w/power supply, owners manual,
connecting cord, and the following loose cassettes Player Missle
Graphics and Basics of Animations
$3.50 kurt

Atari Touch Tablet - tested w/Atariartist cart and owners manual
$7.00 hoodster

Atari Light Pen - tested w/Atarigraphics cart
$7.00 hoodster

Suncom Animation Station - untested w/owners manual
$5.00 roagie

Atari 1020 Printer - untested w/power supply and roll of paper
$2.00 kurt

Voice Box Speech Synthesizer by The Alien Group - untested
$2.00 slyfox

Inside Atari Basic: a fast, fun, and friendly approach. By Bill
Carris
$0.50 randy

Atari DOS 2.5: XF551 Disk Drive owners manual
$0.50 randy

Boulderdash Construction Kit: instruction manual
$0.10 alias

Ghost and Ghouls: instructions
$0.10 min

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL,
65 XE, and 130 XE. Comes with owners manual. Untested
$1.00 kurt

Software: SubLogic Japan scenery disk (5.25) for use w/Flight Sim.
II. Comes with owners manual, and approach charts. Untested
$0.50 alias

Software: Adventure Maker/Tax Template (5.25 disk). Untested
$0.50 min

Software: Spinnaker's In Search Of The Most Amazing Thing (5.25)
Untested
$0.50 min

Six 5.25 disks: Could contain Government cover-ups. Untested
$0.50 min

Vic-20

Atarisoft

Pac-Man (C) - w/box

Commodore

16K Memory Expander $0.50 biglous
Vic Avenger (C) - complete $0.50 biglous
Super Alien (C) - complete
Radar Rat Race (C) - complete
Raid On Fort Knox (C) - complete
Adventure Land Adventure (C) - complete
Pirate's Cove Adventure (C) - complete $0.50 biglous
Sargon II Chess (C) - complete
Cosmic Cruncher (C) - complete
Gorf (C) - complete
Omega Race (C) - complete
Star Post (U) - complete $0.50 biglous

Imagic

Demon Attack (C) - complete $1.00 bworkman
Atlantis (C) - complete $1.00 bworkman
Dragonfire (C) - complete $1.00 bworkman

Sega

Star Trek [S.O.S.] (C) - complete $1.00 bworkman

Vic-20 Cassettes

Academy Software

Typing Tutor/Word Invaders - complete

Commodore

An Introduction To Basic: Part 1 - complete $0.50 biglous
An Introduction To Basic: Part 2 - complete $0.50 biglous

System

Vic-20 in orignal box w/power supply, R/F modulator, and T.V. Cord
$5.00 bworkman

VicModem in orignal box

C-64

Gateway To Apshai $2.50 lml
Decathalon $2.50 lml

TI99-4A

Burgertime (R) - w/inst $1.00 bensonj
Aligator Mix (R) $1.00 bensonj
Early Reading (R) $0.50 cccp
Donkey Kong (VR) $1.50 bensonj

System

TI99-4A in orignal box w/power supply, R/F modulator, and owners
manual
$3.00 bensonj

Misc Stuff

Donkey Kong Trading cards - 3 unopened packs $5.00 shrink
Atari 2600 Power Supply - in orig box $2.00 eyabs
Atari Ultra Pong Doubles - in orig box $0.50 awwatkin
Atari Video Pinball/Breakout System $2.00 smedley
Sears Telegames Pinball/Breakay System - in orig box w/inst & R/F
modulator

$3.00 smedley
Atari Game Center (plastic case to hold games and system) $3.00 james
Telegames Center (plastic case to hold games and system) $1.00
beaumontj
2600 Joystick $1.50 kevin
2600 Joystick $1.00 eyabs
2600 Joystick $1.50 kevin
2600 Joystick $1.00 pat man
2600 Paddles - untested $1.50 kevin
2600 Paddles - untested $1.00 kevin
2600 Driving Controllers (2) - untested $1.50 pat man
2600 Keybord Controllers (2) - untested $1.50 pat man
2600 Track Ball $15.00 Robert
Atari Video Touch Pad $0.50 cccp
7800 Joystick $1.50 eyabs
7800 Joystick $1.50 eyabs
Champ Joystick (retractable cord) $1.00 awwatkin
Suncom Star Fighter Joystick $1.00 awwatkin
Spctravision Joystick $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Adam Controller (doesn't work)
Atari Computer Power Supply - untested/very heavy/"the log"
Atari Computer Power Supply - untested/shady
Tyco Electric Racing Power Pack - untested $0.10 min
Chaos Strike Back: software manual $0.10 min
Box of 10 Xerox 5.25 floppy disks

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

2998. ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: jeff@uptime-csi.com
Message-ID: <5hij3f$h15@news0-alterdial.uu.net>
Source record: 74327

ATTN YOGI

Hello the Yogi! I am an old-time 8-bitter and have recently put my board
back up at 704-253-4786. I have a large collection of floppies for the 8-bit (450+)
but also have most of them plus thousand of files on Spartados Hard Disk
partitions which I am moving to the PC using my SIO@pc interface. My first attempt
at mass distribution of over 500 files in this format is in prograss at this moment.
The data is being sent to: Ftp.hackersz.com/atari/incoming.

Again, the file:

Hard_two

is a direct image of my Games partition in sio2pc3.0 format.

The Atari 16meg partition contained within is a 65534 sector long, double-density
spartados 2.x format partition.

If you have any suggestions on a better method of distribution which would
not be overly labor intensive, I would appreciate the advice.

Give my board a call or leave me E-mail

Jeff@uptime-csi.com

Cheez Daddy's House of Funk BBS
300-19.2kbaud
24hours
Carina II v2.5 software on an 576k 130xe and Basic XL
560megs online
150 megs actually in use!! ;-) Big drives make 8-bit warez look teeny.

Everyone may write with questions about the Atari, peripherals, software requests,
fixes, hacks, cheats, or a need to copy an 'uncopyable' disk - I have a Super-
Archiver II with Bitwriter 1050 whcih will do the trick though I read the APE
is getting there. I doubt it can do an analog bitcopy like the Bitwriter ;-)
I also have a fairly large archiver of reair and upgrade information for all Atari
8-bit machines, a small archiver of Atascii movies I would like to enlarge....
Also, I am missing disk 4 of Ultima IV and could use a discomm file to complete
my ultima collection....

Anyone out there with an ATR8000 who needs a CP/M boot disk, a terminal boot,
or an MSDOS disk for your nifty Copower88, I can mail them to you.

Send a self-addressed, stamped disk envelope with your request for any floppy
media to:

Jeffrey S. Worley
C/O
Uptime Computer Service Inc.
#2 Westwood Place
Asheville, NC
28806

Remember to include specifics on disk format. Single/double density, number of sides, what operating system (CPM, MSDOS, SPartados, Mydos) etc.

2999. Re: Atari 130xe Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: jeff@uptime-csi.com
Message-ID: <5hiji9$igc@news0-alterdial.uu.net>
Source record: 74328

In <3335FD18.30D0@ica.net>, Brian <Darkwing@ica.net> writes:
>Can anyone tell me if it is possible to copy cartridge on disk and then
>convert it to run in xformer emulator or some other emulator, and how it
>is done.
>
>Any help would be appreciated. I have this Atari cartridge that i like a
>lot and would like to try and run it on my pentium machine.
>
>Thanks!!!
>
>dpatekar @ica.net

There is a file we used to use to hack carts. First, you have to get the file

Look for a program called Carcopy or cartcopy.exe

You first boot dos, then run this program, then, with the power on and everything you insert your cart. The 8-bit crashes 99 times out of 100 because it monitors the status of the cartridge port constantly. Then you read the contents of the cart into ram and dump the image to a file, run an editor, change the run vectors and you are set. You can rig a switch to the status line on the cart port to make this method more reliable, or get an e-prom burner from css and read them that way.

3000. ATTN Yogi - humbled

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: jeff@uptime-csi.com
Message-ID: <5hilaj$pp6@news0-alterdial.uu.net>
Source record: 74329

I just took a look. Wow. I still must have something to offer. Lots maybe. How can I easily break these filez out or would you like to do it? Where would I send the images?

Humbly yours

Technoid Mutant

3001. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: jeff@uptime-csi.com
Message-ID: <5hijmb$igc@news0-alterdial.uu.net>
Source record: 74330

In <33332e4a.2500207@news.dx.net>, paulpenn@southconn.com (Paul Pennington) writes:
>Lord Spatula <lbattle@bellsouth.net> wrote:
>
>>...This question was raised earlier, but never answered.. Where are you
>>going to get GTIA, ANTIC, POKEY chips.
>
> There was a message here in the newsgroup from someone who had
>10,000+ surplus Atari chips for sale at $1.75 each. A run of 100 or
>so would not seem to be a problem. Let me know if you need more info
>-- I have the message printed out.
>
> Paul Pennington
> Augusta, Georgia
>
At 1.75 a peice, I am interested as hell! Could you repost that message? (the
one about the cheap Atari IC's)

3002. help transferring atari disks to pc without an atari drive?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: Dan <daniel.baker@lineone.net>
Message-ID: <01bc3c4a$8ac2cd00$3b2849c2@daniel.baker>
Source record: 74331

I have some high density atari disks which I would like to transfer to my pc, but I have no atari disk drive, I do have access to a 5 1/4 floppy drive for the pc though, is there any way of transferring them into xfd or atr format for use on an emulator? I know a bit about programming so maybe I could write a program to do this with some help and technical details.

Dan.

3003. Atari 1050 diskdrive problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: Jacob Schenk <0schenk01@flnet.nl>
Message-ID: <01bc3c54$e784f0e0$91bc97c2@asus>
Source record: 74332

Hi!

I recently bought a Atari 600 XL with a 1050 diskdrive.
It didn't come with a manual.
When I hook up the set with the diskdrive, the 600 XL starts to beep and
the on the screen the message "boot error" keeps coming. Without the drive
it works fine.

I suppose I'm doing something wrong (or the drive is broken...:-( ).

Can anybody enlighten me?

Thanks!

Jacob
(0schenk01@flnet.nl)

3004. Re: More Stuff F/S

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <5hjdom$2dr$1@xmission.xmission.com>
Source record: 74333

In comp.sys.atari.8bit BobKlaas <bobkla19@tcd.net> wrote:

: 3ea 130XL's in good working condition, $35.00 each shipped...30day
: gurantee..includs Power Supply and Video cable.

Typo or is there such a thing as a 130XL?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

3005. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <5hjeqf$p1m@dfw-ixnews3.ix.netcom.com>
Source record: 74334

In article <6TeNAg1$zHB@peter.soemtron.sb.sub.de>, peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:
>
>Howdy !
>
>can anybody explain the lucas-game Koronis Rift? Hell, is this game
>tricky. For what are those add-on modules? I can't detect any changes...
>
>thx, 4 hints.

Someone posted this a while back, it may help you out...

KORONIS RIFT - Operations Manual

24 Febrius, 2249.

For three days your Scoutcraft has been travelling through empty space, on its way from one foresaken part of the galaxy to another. You're a technoscavenger, making a living searching for abandoned technological systems - but for all the luck you've had in the last month you might as well be an intergalactic drifter. Psytek, your science droid analyzer, is monitoring the instruments. There isn't much to do - not much, that is, until suddenly Psytek flashes an urgent message:

POWERFUL RADIATION FLUX
DETECTED:
COORDINATES 45:90 RELATIVE
AZIMUTH AND ELEVATION
Powerful is right! Your instruments indicate rads in the ten thousand range. "Any idea what it might be?" you ask.

NEGATIVE. CHARTS INDICATE
EMPTY SPACE FROM HERE TO STAR
SYSTEM 583
Strange. And stranger still, when you deploy the Scoutcraft's optical sensor, you discover a large, solitary planet - one that simply doesn't exist according to the charts. But there it is, it's surface cut with deep chasms and ancient rifts.
You call up a dimensional coordinate grid of the radiation flux. Sure enough, the lines of the grid are ruler straight until they reach the area of the radiation flux. There, they become as warped and tangled as the wiring of your third-hand Scoutcraft.
A powerful radiation flux...a planet cut with deep rifts...

Suddenly a wild idea occurs to you. Have you stumbled upon the legendary Koronis Rift?
Seven hundred thousand years ago, the Ancients ruled the stars - a confederation of over thirty different races whose technological achievements were unsurpassed. According to legend, the Ancients used the deep rifts of a planet called Koronis as a testing ground for their most powerful weapons. Finding the fabled Koronis Rift has been a dream of technoscavengers for centuries. Now, just maybe, you're the one....
As soon as your ship moves within range, you activate your on-board detector. Tuned to the Ancient's standard wavelength, it should tell you whether this mysterious planet contains any caches of powerful technology.
Instantly, the detector registers the loudest alarm you've ever heard. Koronis Rift...it must be!
You signal Psytek. "Prepare the Surface Rover for descent."
Using the optical sensor, you snap an orbital photograph of a section of the planet's surface. A moment later Psytek announces:

SURFACE ROVER READY FOR DESCENT.
"What about the Repo-Tech Robot?" you ask.

RT ROBOT EQUIPPED AND ON BOARD.
The Scoutcraft, with Psytek in control, will orbit while you explore the planet in your Surface Rover. You can always summon Psytek to come pick you up at any time - as long as you're in the clear and not under attack.
There's no time to lose. Koronis Rift, the greatest treasure trove of technology in the galaxy, is waiting....

QUICK START

1. Launch Scoutcraft
Once your disk boots up, you'll find yourself inside the Surface Rover, ready to explore the planet Koronis. To start scavenging, press the fire button on your joystick.
2. Koronis Rift
The planet Koronis is cut by deep valleys, called rifts, which are ringed by mountain ranges and sprinkled with hills. You land in Rift One which looks to be the least dangerous.
3. Hulks
The vehicle you see on the ground before you is just what you've been hoping to find - an abandoned hulk, a war machine of the Ancients.
4. Video Displays
Check out the video displays at the top of you're screen. To the far left, the circle with a glowing dot at the top is your directional display. The glowing dot points toward the nearest hulk, directly in front of you.
5. Search
To search the rest of Koronis Rift for Ancient technology, just turn your ship until the dot is at the top of the display, and then move

forward.
6. Drive
To turn on forward drive, just push the joystick forward. To turn off forward drive, pull it back. Push the joystick left or right to turn in those directions. Simple.
7. Guardian Saucers
Those are Guardian Saucers swooping in. They are out to destroy you. New waves will keep coming until you destroy their base on Rift 20. You've got only two choices - to evade, or to destroy them. To fight back, use your joystick to position your targeting cursor - the small cross hair that moves within the viewing window. With the cursor centered on an enemy saucer, push the button on the joystick. One hit may not be enough. After all, these Guardian saucers will stop at nothing to protect the hulks of Ancient technology. And that's exactly what you're after.
8. Looting Hulks
The radiation levels on Koronis are enough to fry a Dromodite. So you'll have to send your Repo-Tech Robot out to loot the hulks you find. But you can't do anything, until you've destroyed all the attacking saucers and positioned your Rover next to the hulk. Then you'll see the options "LOOT HULK" and "CALL SHIP" appear beneath your viewing window. To enter the option area, move the cursor to the bottom of the viewing window andpress the button. Move the cursor to the right until the indicator light above "LOOT HULK" comes on. To issue the command to your RT Robot, press the button on your joystick. The RT Robot will bring back any useful systems it finds in the hulk. To return to the Scoutcraft, activate the indicator light above "CALL SHIP" and press the button on your joystick.
9. Final Objective
Destroy the saucer base on Rift 20 by gradually increasing your capabilities on the earlier levels. You can end the game anytime by returning to your Scoutcraft to cash in on all the technology you've found, but you cannot claim the entire planet for yourself unless you destroy the Guardian Base.
10. Pause and Restart
Press the SPACE BAR to pause the game. Press it again to resume. To reset the game press ESC.

SYSTEM ICONS
The following lists standard military systems of the Ancients, along with symbols commonly used to identify them. Other types exist that have not yet been identified.

LASER - Chromoquantized laser, capable of emitting a beam of destructive energy in a single color frequency.
SHIELD - Chromoquantized shield, capable of defending against energy weapons of various colors.
GENERATOR - comprising stand power supply.
POWER RESERVE - a high capacity energy storage device.
RADAR - Remote sensing device, designed to locate a specific type or class of objects. May also serve as compass or direction finder.

ECM - Electronic countermeasure device, capable of interfering with enemy detection gear and rendering the user harder to detect.
DRIVE - Propulsion module, for augmenting or changing the ability of the Rover to move over terrain.

```
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* * ** * ** ** ** * ******* ******** ** * *
***** * * * ** * * * ***** ** ** **
******* **** ** ** ** ****** *** ** ** *
* **** * * * * **** *
POWER **
LASER SHIELD GENERATOR RESERVE RADAR ECM DRIVE
```

STRATEGY AND TACTICS

Add a new module to an empty slot by selecting the slot and hitting the fire button. Use the "Add Module" option only to replace existing modules.
Some strategies will score more points than others. For high points, either try to bring back lots of modules for dismantling, or try to gather enough powerful waepons quickly, then get to Rift 20 and destroy the Guardian base.
Most radar modules point only to hulks made by the same race. If you first figure out what kind of modules an Ancient race is good at, then you can use radars made by that race to tell you if and where you may find more of those modules. Save the radars of useful races with Psytek for use on later rifts.
Mapping the rifts will help you from game to game. Some modules will help you in making maps.
Pay careful attention to energy flow. Powerful modules may require more energy than you can afford. If you add stronger shields and lasers to your Rover, you'll need to get stronger generators and power reserves too.
Unusual modules may work only on certain colored saucers, or for limited amounts of time. Pay attention and experiment. You may find improved versions in later rifts.
Note the progression of colors in the saucer weapons and shields. Once you recognize the pattern, you can plan ahead by having the modules you'll need to defeat or evade the saucers coming up.
Differently shaped saucers have different attack patterns. Adapt your attacks to their patterns.
Cutting through passes and staying near mountains can throw saucers off their pursuit, particularly if you have a good generator and drive.

-=-=-=

mind" - Death (The Light Fantastic / Terry Pratchett)

Check out -> http://www.netcom.com/~chelm/main.html

NMA Rules
-=-=-=

3006. serach for vendors in california

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: MULLER <mulher@imaginet.fr>
Message-ID: <01bc3c5d$c39e7c60$2a1644c3@moria.imaginet.fr>
Source record: 74335

```
i search vendors of atari 8 bits in california

thanks
```

3007. Re: Star Raiders Tribute

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: Urchlay & Crew <Urchlay@bell***south.net>
Message-ID: <5hjc6k$i7g$1@news.atl.bellsouth.net>
Source record: 74336

David L Webster wrote:

> I don't think Atari really understood the games impact, because they
> never followed up on it. After SR, they went the 2600 route with 8
> bit versions of Asteroids, Missile Command and Defender. Star Raiders
> should have served notice that the 400/800's were capable of more
> than just arcade conversions. Atari just didn't get it.
>

...At the time, I think Atari was trying to promote the 800 series as a "serious" computer, not a "games" machine... which explains the lack of really good games <other than SR> from Atari itself.. They had a reputation as a game company <not surprisingly>, and were trying to make the 800 come across as a "real" computer <which it was>....

of course they could have made more money marketing games...

3008. Re: SpartaDOS and BasicXE carts?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: luecknik@world-net.net
Message-ID: <333d3406.1745664@news.world-net.net>
Source record: 74337

On Thu, 27 Mar 1997 02:07:31 -0500, Lois & David <dlsch@earthlink.net>
wrote:

>Is there anyone who can suggest where I might find Sparta DOS cart and
>Basic XE cart?
>
>Thanks,
>David Schillin
Nope, but I need the same things you do. If you find more than one
source, I would appreciate an e-mail. thanks, james

3009. Latest X-Lit and a Few Games Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: "Tronix Inc. (Joe)" <tronix2@worldnet.att.net>
Message-ID: <333D59BB.2EA7@worldnet.att.net>
Source record: 74338

Has anyone had any of the these actions happen when running the
following games on the latest version of XL-it 1.9 (which is damn
incredible).

[Mule] After the game sets up (and you finish choosing your character),
you, and the other characters are displayed with the starting
attributes, and the joystick button is no longer understood so you can't
go further?

[Return of Heracles] Everything appears fine, but after you choose
joystick - the music continues to play, but the game does not respond to
a joystick button press.

[Shamus] - main character moves around, and shoots (on previous XL-it,
it wouldn simply appear and die before even moving), but the Shamus
character and enemies start to break up and gun shots begin to dissapear
until the game becomes unplayable?

Just curious if there's something wrong on my side, or it's just that
these games not yet fully compatible with the latest version.

The emulator is truely wonderful. Thanks for any input from others
playing these titles.

- Joe
--

T R O N I X http://www.tronixweb.com 212.447.5980
PlayStation * Saturn * Nintendo 64 * PC * Imports

3010. Re: Atari 1050 diskdrive problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc3c71$8484d4c0$0100007f@LocalHost>
Source record: 74339

Do you have a bootable disk in your drive ? That will cause this error!
Good luck!

Jacob Schenk <0schenk01@flnet.nl> wrote in article
<01bc3c54$e784f0e0$91bc97c2@asus>...
> Hi!
>
> I recently bought a Atari 600 XL with a 1050 diskdrive.
> It didn't come with a manual.
> When I hook up the set with the diskdrive, the 600 XL starts to beep and
> the on the screen the message "boot error" keeps coming. Without the
drive
> it works fine.
>
> I suppose I'm doing something wrong (or the drive is broken...:-( ).
>
> Can anybody enlighten me?
>
> Thanks!
>
> Jacob
> (0schenk01@flnet.nl)
>

3011. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5hjvff$btl@nnrp1.news.primenet.com>
Source record: 74340
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

The mortal Asterisk wrote:
: Didn't someone come out with a TCP/IP stack and a graphical browser for
: the IIgs?

The IIGS is a different story. Once you are free from the shackles of
16-bit address busses and 4-color graphics then only speed becomes an
issue, not feasibility.

3012. Re: Latest X-Lit and a Few Games Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: Markus Gietzen <magi@stud.uni-sb.de>
Message-ID: <333D7BB9.3175@stud.uni-sb.de>
Source record: 74341

Tronix Inc. (Joe) wrote:

> [Shamus] - main character moves around, and shoots (on previous XL-it,
> it wouldn simply appear and die before even moving), but the Shamus
> character and enemies start to break up and gun shots begin to dissapear
> until the game becomes unplayable?

At least for this game (as it's one of my favourites) I can say
that it works fine with 0.19.
From what you write I get the impression that something with your
joystick-setup is wrong.
Please unplug your joystick and try it with the keyboard. If this
solves the problem then we have a problem ;-)

Let me hear what you can figure out...

Bye,
Markus

--
Markus Gietzen
E-Mail: iig05-1@htw.uni-sb.de
WWW : http://myst.slcc.edu/~markus

"What? Is man merely a mistake of God's? Or God merely a mistake of
man's?"
---F. Nietzsche

3013. Re: Atari 1050 diskdrive problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: bmarcum@NOSPAM.iglou.com
Message-ID: <BMARCUM.97Mar29153906@iglou1.shellaccess.com>
Source record: 74342

In article <01bc3c54$e784f0e0$91bc97c2@asus> "Jacob Schenk" <0schenk01@flnet.nl> writes:

> I recently bought a Atari 600 XL with a 1050 diskdrive.
> It didn't come with a manual.
> When I hook up the set with the diskdrive, the 600 XL starts to beep and
> the on the screen the message "boot error" keeps coming. Without the drive
> it works fine.
>
> I suppose I'm doing something wrong (or the drive is broken...:-( ).
>
> Can anybody enlighten me?
>
You need a boot disk.

--
Bill Marcum bmarcum at iglou dot com
"...and eleven long haired friends of Jesus in a chartreuse microbus..."

3014. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5hk17m$f8g@nnrp1.news.primenet.com>
Source record: 74343

When it comes to low cost high performance computing nothing beats the console Amigas. Amiga 500s are $100-150. They sport a multitasking OS and are more upgradable with a larger software base than any startup 65816 machine could hope for. For a few hundred more you can get 8-bit graphics and an 020 and OS 3.0 upgradable to a 50mhz 060.

The desktop Amigas are still overpriced but the console ones are cheap.

3015. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_859670396@rtfm.mit.edu>
Source record: 74344
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 24, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 800XE, 65XE, 130XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

3016. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: Asterisk <ampage@geocities.com>
Message-ID: <333D8C1C.7E42@geocities.com>
Source record: 74345
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

But does any of htat really matter? Wouldn't the point of having a
TCP/IP stack for a computer be to have a standard connection to the
internet upon which any program would be written that could access the
internet? Command-line utilities would be fine for an 8-bit, especially
an FTP util to download programs off the many 8-bit archives easily.
graphical access isn't important...

Glenn Saunders wrote:
>
> The mortal Asterisk wrote:
> : Didn't someone come out with a TCP/IP stack and a graphical browser for
> : the IIgs?
>
> The IIGS is a different story. Once you are free from the shackles of
> 16-bit address busses and 4-color graphics then only speed becomes an
> issue, not feasibility.

3017. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: Asterisk <ampage@geocities.com>
Message-ID: <333D8FDD.66C1@geocities.com>
Source record: 74346

True, but Amigas aren't officially supported anymore. Besides, there should be a platform that's deliberatley less powerful than the others, and very cheap at the same time. Too bad they don't make ST's anymmore. Those were cheap and powerful. The point is to have a cheap machine designed for certain tasks. You don't need a Pro 200 with 64 megs of ram to learn Basic, or to do Word processing, or even to browse the web. A cheap 16-bit computer similar to the IIgs, or even to an Amiga or ST, would be perfect for a school, or a small business. Even for home use. Unless you're planning on doing 3D rendering or something, it isn't really necessary to have so much power. Especially in Schools, who don't have a lot of money.

At my school, they have a DX4/100 with 8 megs of ram, a 820 meg hd, Quad speed CD-ROM, and a Color Inkjet Printer, they bought it for $2000 two years ago. It's being used to run a DOS-based database program that takes up about 2 megs of disk space. And the printer doesn't even work in DOS mode without a windows program running in the bacground! In the meantime, they have a multimedia CD runing off a 486/25 with 1 meg of ram and an external single speed CD-ROM drive, and there's an Apple IIgs sitting on a shelf, unused. See something wrong with this picture??

BTW, I know where I can get a brand new Amiga 600 for $150 :)

Glenn Saunders wrote:
>
> When it comes to low cost high performance computing nothing beats the
> console Amigas. Amiga 500s are $100-150. They sport a multitasking OS
> and are more upgradable with a larger software base than any startup 65816
> machine could hope for. For a few hundred more you can get 8-bit graphics
> and an 020 and OS 3.0 upgradable to a 50mhz 060.
>
> The desktop Amigas are still overpriced but the console ones are cheap.

3018. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <333DC1E4.66AD@worldnet.att.net>
Source record: 74347

Several of the newer pc games require realtime 3d rendering; p-pro/200
justified.on another note, anyone remember way-out from sirius software?
I'd say it was one of the first doom-style games in 8-bit. except you had
no guns. But the premise was there, get the hell outa the maze.

Keith

Asterisk wrote:
>
> True, but Amigas aren't officially supported anymore. Besides, there
> should be a platform that's deliberatley less powerful than the others,
> and very cheap at the same time. Too bad they don't make ST's anymmore.
> Those were cheap and powerful. The point is to have a cheap machine
> designed for certain tasks. You don't need a Pro 200 with 64 megs of ram
> to learn Basic, or to do Word processing, or even to browse the web. A
> cheap 16-bit computer similar to the IIgs, or even to an Amiga or ST,
> would be perfect for a school, or a small business. Even for home use.
> Unless you're planning on doing 3D rendering or something, it isn't
> really necessary to have so much power. Especially in Schools, who don't
> have a lot of money.
>
> At my school, they have a DX4/100 with 8 megs of ram, a 820 meg hd, Quad
> speed CD-ROM, and a Color Inkjet Printer, they bought it for $2000 two
> years ago. It's being used to run a DOS-based database program that
> takes up about 2 megs of disk space. And the printer doesn't even work
> in DOS mode without a windows program running in the bacground! In the
> meantime, they have a multimedia CD runing off a 486/25 with 1 meg of
> ram and an external single speed CD-ROM drive, and there's an Apple IIgs
> sitting on a shelf, unused. See something wrong with this picture??
>
> BTW, I know where I can get a brand new Amiga 600 for $150 :)
>
> Glenn Saunders wrote:
> >
> > When it comes to low cost high performance computing nothing beats the
> > console Amigas. Amiga 500s are $100-150. They sport a multitasking OS
> > and are more upgradable with a larger software base than any startup 65816
> > machine could hope for. For a few hundred more you can get 8-bit graphics
> > and an 020 and OS 3.0 upgradable to a 50mhz 060.
> >
> > The desktop Amigas are still overpriced but the console ones are cheap.

3019. Re: SpartaDOS and BasicXE carts?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <333DB755.EA1@tcd.net>
Source record: 74348

Sparta Dos persay was not produced on a Cartridge. Sparta Dos X was produced on a Cartridge and perhaps this is what you are looking for? Only place to get it may be from CSS...Bob Puff or B&C..they bought inventory from FTE///(Mike Hohman)..

Now if your looking for Sparta Dos 3.2d on disk with manual..I have several of these Purchased From FTE...price ...$12.00 plus shipping which would be $3.00..

bob..

3020. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <333DB5F1.74D3@tcd.net>
Source record: 74349
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

B&C is a reputable company. They would not just go out and Brun chips that are Coprighted by another company without negocating a deal with them.??? I may be wrong but I doubt it as the penalities for Copyright indfindment are greater than Bruce wants to take on!

Now you as Atari Users have 2 areas of collectables...suggest to Bruce that he in his Lable includes a number that he has produced...git the point...another collectable by number??? Maybe..?

bob

3021. Re: Thompson PROBURNER Auction 3/27/97

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <333DB976.5772@tcd.net>
Source record: 74350

I do not wish to dump on anyone but the Thompson Burner for the Atari
8-bit may be over rated here...I own one have had it since the 80's

If you run a 400 upgraded to 48k then it will function properly.
If you own a 800 48k it will function properly...

If you want to run it on a 600xl, 800xl, or 130xe, then some problems
crop up..I do not think they ever upgraded their product.

It does have nice editing features for chips 27128 and below...not
available with Puffs Burner...An IBM burner will do the same thing..

Puffs will do 27512 and above..some undesirable features..you see what
you get...IBM burners...you get what the software program says you will.

My suggestion to all is that if you have a specific project in mind then
research the item you wish to buy..ask questions...ask facts..This
groupe has resources that no other has and I am sure someone will steer
you in the right directon..

bob

3022. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: Asterisk <ampage@geocities.com>
Message-ID: <333DDCB0.683F@geocities.com>
Source record: 74351

But do you really need that? Personally, I find the newer 3D games boring as hell, mainly because they put too much empahsis on cool graphics and other bells and whistles, and the games aren't fun anymore. You get bored with them in 5 minutes. In the meantime, I can play Civilization, which has relatively crappy graphics, for five hours straight.

3023. ATASCII Movies (Was: APE questions and comments)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2903972126180001@port125.bitstream.net>
Source record: 74352

In article <33376252.6426817@news.supernews.com>,
jeffk914@groucho.roc.servtech.com (Jeff Kyle) wrote:

> Speaking of menus, I did some, IMHO, fairly slick Basic programs way
> back when, including a quite-nice Basic game loader and what I humbly
> think was the best (and the first!) ATASCII animation program, but
> currently have no way to get them onto PC images... :((And I really
> haven't done any programming since then, despite dabbling with Action
> and assembly...) I also did a full conversion of Cavelord from German
> to English, but again, no way to get it to the PC.

Hey, did you know there is a web page devoted to ATASCII movies?
Check out "Break Movie" Warehouse at http://www.flash.net/~ambrosia/
A guy named Tom D'Ambrosio put it up a while back.

Mark
marksim@bitstream.net

3024. Re: This is cool!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970329120509.21449G-100000@fissure.scar>
Source record: 74353

> Howdy Alan,
>
> > > I'm an Atari fan from way back, and I'm glad to see that people still
> > > think they are worthy machines to use. I enjoy reading all the
> > > technobabble that I had no access to when I owned an Atari. Being the
> > > only kid in town who owned an Atari, I had to rely on Compute! and
> > > ANALOG/Antic (when I could find them) to get progs and advice. Thanks
> > > for bringing back some cool memories.
> > Yeah, I know what you mean! I felt the same way when I found this message
> > base at school. I love it. Brings back fantastic memories.. and I still
> > have about 60 issues or so of COMPUTE! and about 40 antics. Amazing.
> > They just don't make computers like they used too!
>
> it's just the same here in germany. After reunification was the 8-bit
> atari market reborn. Today I read very interessted this wonderfull
> newsgroup ... and of course: the magazin that I often bought was the great
> 'ATARI Magazin'. To bad :(

It seems like the atari 8bit still has some life in it in Countries like
Germany and Poland. I only use the Atari emulator for my PC, but I should
boot up the old Xl for the fun it some day,. :)

Alan
University of Toronto, Computer Science

3025. Re: Star Raiders Tribute

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970329120710.21449H-100000@fissure.scar>
Source record: 74354

> > > : Yeah, ask if ANYONE has ever completed Star Raiders and received the
> > > : HIGHEST ranking on the hardest level. My best I think was lietenant on
> > > : the medium difficulty.
> >
> > I've done it a couple of dozen or so times, it just takes a LOT of practice, it
> > took me about a year of playing regularly to achieve it. I still play
> > it from time to time, but I'm out of practice so I don't tend to get
> > the highest score anymore. You've just gotta be fast blowing up those
> > Zylons, make sure you don't get hit, and don't dock unless you really
> > have to.
>
> I recall an 'early' issue of Analog featured the top ten games
> of some of the Analog staff. Each was accompanied by a short
> blurb. Lee Pappas (sp?) the editor at the time said something
> to the effect of playing Commander level, with no shields.
> Star Commander class I awarded.
>
> No shields...

With no shields I would last about 40.5 ms playing on the Commander level.
Man those classic 8bit games were sheer brillance for their time. Does
anyone have the source code for Star Raiders? Or is it one of Atari's
closely guarded secrets? Along withthe source code to Pacman.. :) <grin>

Alan
U of T

3026. Re: Bank St. Writer disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970329121518.21449J-100000@fissure.scar>
Source record: 74355

> -> My original bank st. writer disk and manual say "lifetime
> replacement
> -> guarantee. If this disk ever fails to boot, send it to broderbund
> and
> -> we will replace it for a $5 handling charge".
> ->
> -> Anyone think they can still supply this????
> -
> -Bahahah! Yeah right! Do you honestly think Broderbund even HAS any
> 8bit
> -disks lying around? I don't think so.
> -
>
> I dont think so either but I think its pretty funny that they even
> offered it. I'm VERY tempted to try.
>

Go for it and let us know the results in this message base.
You'll probably get back a typed letter apologizing that Broderbund has dropped Atari support but they will give you a PC product that would be roughly equivalent to the 8bit disk.. <grin>

Alan

3027. Atari 2600 games for emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970329121806.21449L-100000@fissure.scar>
Source record: 74356

Does anyone know were I can get games to run under the Atari 2600 emulator for te PC? I have about 3 2600 emulator but no files to run under them, and I can;t find them anywhere. Yogi's site has been hard to connect to.. and I have no clue where else to find them.. anyone out there have any relevant info?

Alan

3028. Re: Atascii Movies

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970329122507.21449M-100000@fissure.scar>
Source record: 74357

On Fri, 28 Mar 1997, Homer wrote:

> Does anyone remember the old 8bit "Atascii Movies", aka Break Messages, that
> were so popular on the old BBS's? I am trying to collect as many as I can and
> place them for download at my website.
>
> If ANYBODY has any, please drop by my site and let me know!
>
> http://www.flash.net/~ambrosia/index2.html

I remember those great ATASCII movies. I used to call a board that had a tonne of them. Bruce lee, spaceships landing.. that board died about 10 yrs ago.. man.. hard to beleive its 1997 and we still talk about the 8bit. The 8bit will NEVER die...

Alan

3029. Rare Atari Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <333DB3D7.44DD@tcd.net>
Source record: 74358

Have a problem with a couple Lists put out on the Internet as to
Cartridges Produced By Atari....

I went by one and listed a Cartridge as the list suggested as RARE...

Well come to find out that B&C does in fact have the cartrige in stock
for the price of $5.00.

Perhaps we as a group/unit should find what we can as far as cartridges
produce for the product of the 8-bit we use and persue the rarity and
come up with an Authentic list of carts and a standared..ER or R should
be almost unatainable???

Just a suggestion what do you think???

bob

3030. Re: Bank St. Writer disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <5hkvce$6g4@crl2.crl.com>
Source record: 74359

Alan Christie (94chrisv@scar.utoronto.ca) wrote:

: Go for it and let us know the results in this message base.
: You'll probably get back a typed letter apologizing that Broderbund has
: dropped Atari support but they will give you a PC product that would be
: roughly equivalent to the 8bit disk.. <grin>

And if you call them, let us know if they laugh :)

John
jvogel@crl.com

3031. Re: Atari 1050 diskdrive problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <333DB49F.7FBD@tcd.net>
Source record: 74360

I did not see the original post so reply here...Check your 1050...look into the Hole in the back on the left hand side facing you from the back.
See the hole says Drive Select.??

If you see anything in there but a Black TAB!!! Put something in there and move all to the Left..so only the black tab shows this puts the drive in D1: select...

bob

3032. Re: How are !you! using your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-29 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6TmPepXpzHB@peter.soemtron.sb.sub.de>
Source record: 74361

In article <Re: How are !you! using your Atari?>, johnh@newberry.microserve.com (John Hileman) wrote:

Howdy John,

> I used my 800 this evening to play 4 player M.U.L.E. (still a great
> game).

really off-topic, but is there a M.U.L.E. Highscore list around here?

--
6502 R&SC power! ||| &ntel Outs&de! | ,- _ C64 II - alternate
(MEGA) 8-b&t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b&t power !

3033. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <333e5654.740136@news.abest.com>
Source record: 74173

On Sat, 29 Mar 1997 22:23:28 -0500, Asterisk <ampage@geocities.com>
wrote:

>But do you really need that? Personally, I find the newer 3D games
>boring as hell, mainly because they put too much empahsis on cool
>graphics and other bells and whistles, and the games aren't fun anymore.
>You get bored with them in 5 minutes.

I don't know about that. Multiplayer Duke Nukem 3D is AWFULLY
fun........

3034. Re: Atari 850 manual

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: jeff@uptime-csi.com
Message-ID: <5hlhao$6kk@news0-alterdial.uu.net>
Source record: 74174

In <01bc3be5$ac80c100$272174cf@xitaclan>, "James R. DiGiacomo"
<digiacomo@worldnet.att.net> writes:
>I have an atari 850 interface with no documentation and would like to find
>out the specs of the unit.
>
>If any can suggest where I can obtain an original users manual or
>an electronic version, I would appreciate it very much
>
>reply as soon as you can
>
>James

I have specs on the 850 but there never WAS a printed Manual for this device.

They made lots &lots of em' but even in 85' or 84' when I bought my first drive
for the 8-bit I also bought an 850 in the box. The manual PROMISED a Finished
Printed Manual, but what we are left with is a fairly nice ring-bound dot matrix-
printed book. I would photocopy it for ya if you like. Mine does have an original
cardboard atari cover which would be the only difference......

RSVP

Call Cheez Daddy's House of Funk BBS

300-19.2k

24/7

All atari 8-bit.

3035. Shaggy RF on modified XL's & XE's

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: jeff@uptime-csi.com
Message-ID: <5hlhu7$6kk@news0-alterdial.uu.net>
Source record: 74175

I have three 130xe's which I have upgraded to 576k each and one 800xl with 512k onboard. All are only OK on a monitor and pretty lame on a television. Any Ideas on cleaning up TV R/F on an XL/XE with no original shielding at all??..... Those metal RF shields are first to go when ya start going into these badboys on a regular basis....

3036. Extra Ram on the 400

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: jeff@uptime-csi.com
Message-ID: <5hli2o$6kk@news0-alterdial.uu.net>
Source record: 74176

I have a nearly perfect 400 which has a 64k ram board in it. Spartados X does not see the extra 16k which is a pity. Anyone know of a way to use this extra ram as a ramdisk or otherwise? I don't recall the make of the 64k board but it is NOT Axlon or Mosiac if that helps though it may be compatible with either or both.

RSVP

YHOSvt.

** TNM **

Call Cheez Daddy's House of Funk BBS

704-253-4786

3037. Attn Bob Klaas

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: jeff@uptime-csi.com
Message-ID: <5hlius$6kk@news0-alterdial.uu.net>
Source record: 74177

Hey guy. Long time no see! You have been an 8-bitter since Christ was a Seaman and it makes me glad to know youre still kicking. Have you heard from Bob Wooley or Claus Buckholz recently? Bob really had some wacked stuff. He built a PBI hard disk interface before ICD did by a fair margin.

Hows THIS for a RARE RARE RARE cart:

Grey Cart with Dot Matrix printed Label reads:

DT-80
ATARI/ATR8000 80-Column
Dumb Terminal Emulator
Rev 1.0 SN# 177
(C) Copyright 1984 by:
AMIABLE COMPUTER
ENHANCEMENTS
P.O. Box 10233
Lansing, MI 48901

This cart was WRITTEN by Claus Buckholz if you can believe it!
I think it is the best of several ATR8000 term programs available for the Atari. It has redefinable keys, smooth scrolling, and is significantly faster than the ADM/3a emulator which comes with the ATR8000. The only beef I have about it is that the PCB he used for this cart is a bit too THICK for the Atari's card-edge connector. If used often, it will make other carts wiggly.

Oooops. Sometimes we can carry things a bit far. Faster than the term program which CAME with the ATR8000. Folks might begin the think SWP rose from the ashes and started stamping out machines again.... Yea, I hear PERCOM is coming out with a QUAD density flippy drive with 3x ultraspeed and a nifty track indicator....

Oh, and RANA systems apologizes finally for that 'No Track 0 sensor' design debacle. Anyone ever get a Rana 1000 to STAY in alignment? I bought my first oscilloscope just to keep mine on the road many many moons ago.

3038. Lame Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: jeff@uptime-csi.com
Message-ID: <5hljat$6kk@news0-alterdial.uu.net>
Source record: 74178

In <333DDCB0.683F@geocities.com>, Asterisk <ampage@geocities.com> writes:
>But do you really need that? Personally, I find the newer 3D games
>boring as hell, mainly because they put too much empahsis on cool
>graphics and other bells and whistles, and the games aren't fun anymore.
>You get bored with them in 5 minutes. In the meantime, I can play
>Civilization, which has relatively crappy graphics, for five hours
>straight.

Sure! Lots of games for the 8-bit had good graphics and lousy themes.
Remember ALIANTS!? ALIANTS! was, to the best of my ability to figure, a farce.
The opening scenes are very cool but I have never been able to proceed furthur
than landing at Valley Forge..... Glad I never bought it ;-) bring your drive
over, I'll make you a dup....

3039. Re: Rare Atari Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <333E5332.667D@erols.com>
Source record: 74179

Making and keeping a list of Atari cartridges is real tough. Trying to create a perfect standard for rating the rarity of those carts is impossible. Any rating system is very subjective and must be based on the authors experience. Andrew Krieg has done a great job with his list but it still has a few flaws. What we need to do as a group is give Andrew feedback about the individual carts on the list, he will add, change, and modify the list as needed to correct the accuracy!

Atari computer products and software were definitely not evenly distributed in the US. Some carts that were common in our area were rare in other parts of the country! It would be impossible to know how many of each were actually produced.

3040. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: jeff@uptime-csi.com
Message-ID: <5hlke5$84d@news0-alterdial.uu.net>
Source record: 74180

In <333e5654.740136@news.abest.com>, Sapphire@moc.cynonni (Janice in NYC) writes:
>On Sat, 29 Mar 1997 22:23:28 -0500, Asterisk <ampage@geocities.com>
>wrote:
>
>>But do you really need that? Personally, I find the newer 3D games
>>boring as hell, mainly because they put too much empahsis on cool
>>graphics and other bells and whistles, and the games aren't fun anymore.
>>You get bored with them in 5 minutes.
>
>I don't know about that. Multiplayer Duke Nukem 3D is AWFULLY
>fun........
>
Hear hear! The Atari has no monopoly on good game concepts. Someone was
beefing about PC games. Some games just aren't any good no matter how much
hardware you throw at them, and others need little machine at all to be fun.

Missile Command
Astroids
etc.
Every played DROL? What a wild concept! What's with the turtle with the
jetpack???

3041. Re: Star Raiders Tribute

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: mauricem@phonewave.net
Message-ID: <333e5433.507269272@nntp.sierra.net>
Source record: 74181

On Thu, 27 Mar 1997 09:06:11 +0000, "J. F. Goodwin"
<smrgoodw@reading.ac.uk> wrote:

>I recall an 'early' issue of Analog featured the top ten games
>of some of the Analog staff. Each was accompanied by a short
>blurb. Lee Pappas (sp?) the editor at the time said something
>to the effect of playing Commander level, with no shields.
>Star Commander class I awarded.

Heh...I know Lee...he's full of shit...kidding!

Actually, I used to write for ST-Log, and also did a few articles for
ANALOG, and I met a lot of the ANALOGers and am still in contact with
a number of them (Ian Chadwick, Clayton Walnum, Andy Eddy, etc.).
Lost track of Lee, tho. :\

As to playing and winning Star Raiders without shields: it IS
possible, but your chances are survival are slim. I use the shields
in combat, but turn them off the rest of the time. Careful
hyperwarping, a quick mission time and avoiding being hit is actually
the best way to get Star Commander Class 1.

3042. Re: Cheat code for "Whirly Nurd"

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: read@my.sig
Message-ID: <333e89a1.92768@news.networx.net.au>
Source record: 74182

ken@condor.circa.ufl.edu (Ken Sallot) wrote:

->Does anyone remember the cheat code for Whirly Nurd? I thought I
remembered it
->as being something like "I am the hungry nurd" or something, but
that doesn't
->seem to work..
->
->Thanks,
->
->Ken
->

I think it goes something like this:

IAMTHEHUNGRYDUDE

I can't remember exactly how it goes, but I'm pretty sure that there
weren't any spaces inbetween the letters.
I'll hafta load it up and try it myself.

Stevo

```
-----------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-----------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
-----------------------------------------------------------
```

3043. XL-It 0.19 & Tuttankham

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: "J. Ng" <cng@u.washington.edu>
Message-ID: <5hm3lu$l3@nntp1.u.washington.edu>
Source record: 74183

Has anyone run Tuttankham successfully with XL-It 0.19?
The game boot up just fine but the character I'm supposed to control
does not respond to either joystick or keyboard control, making this fine
game unplayable.
I tried the same disk image with XF360, on this some of the graphics is off but the
'Indy' character is controllable.

JWN

3044. Re: Atari 2600 games for emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: read@my.sig
Message-ID: <333f92ac.2407143@news.networx.net.au>
Source record: 74184

Alan Christie <94chrisv@scar.utoronto.ca> wrote:

->Does anyone know were I can get games to run under the Atari 2600
emulator
->for te PC? I have about 3 2600 emulator but no files to run under
them,
->and I can;t find them anywhere. Yogi's site has been hard to
connect to..
->and I have no clue where else to find them.. anyone out there have
any
->relevant info?
->
->Alan
->
->

Try

www.hackerz.com/atari/jellystone

they have a 2600 directory. altho I havent actually seen whats in it.

Stevo

```
------------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
------------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
------------------------------------------------------------
```

3045. Re: Extra Ram on the 400

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: read@my.sig
Message-ID: <33409498.2899271@news.networx.net.au>
Source record: 74185

jeff@uptime-csi.com wrote:

->I have a nearly perfect 400 which has a 64k ram board in it.
Spartados X does
->not see the extra 16k which is a pity. Anyone know of a way to use
this extra
->ram as a ramdisk or otherwise? I don't recall the make of the 64k
board but
->it is NOT Axlon or Mosiac if that helps though it may be compatible
with either or
->both.

Unfortunately the 400 (and 800) are incapable of making use of RAM
located in the $C000-$CFFF area, which cuts the total down by 4k. The
ROM (which is not switchable) takes up 12k, which makes a total of
UNusable RAM about 16k. So the machine is left with 48k of free RAM
for programs to use. Thats the difference- with XL/XE's you can use
the RAM under ROM, because the ROM is switchable, and so you actually
have 64k to use.

Stevo

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

3046. Re: Atascii Movies -- I've got AtariToons from Antic Mag..

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: robindhood@geocities.com
Message-ID: <333e9a04.53141025@news.mindspring.com>
Source record: 74186

On Sat, 29 Mar 1997 17:26:01 GMT, Alan Christie
<94chrisv@scar.utoronto.ca> wrote:

>On Fri, 28 Mar 1997, Homer wrote:
>
>> Does anyone remember the old 8bit "Atascii Movies", aka Break Messages, that
>> were so popular on the old BBS's? I am trying to collect as many as I can and
>> place them for download at my website.
>>
>> If ANYBODY has any, please drop by my site and let me know!
>>
>> http://www.flash.net/~ambrosia/index2.html
>I remember those great ATASCII movies. I used to call a board that had a
>tonne of them. Bruce lee, spaceships landing.. that board died about 10
>yrs ago.. man.. hard to beleive its 1997 and we still talk about the
>8bit. The 8bit will NEVER die...
>
>Alan
>
>

I beleive I have an old version of AtariToons, A program that
I used to make Atascii movies. I think there are two or three
component programs. They all require basic. If you don't have it and
would like it, let me know where to send it. (ie. FTP, e-mail
whatever) (by the way - My geocities e-mail address does forward to me
properly now.)

-Hoodster

3047. Re: Atari 2600 games for emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: read@my.sig
Message-ID: <33429e16.5329702@news.networx.net.au>
Source record: 74187

Alan Christie <94chrisv@scar.utoronto.ca> wrote:

->Does anyone know were I can get games to run under the Atari 2600
emulator
->for te PC? I have about 3 2600 emulator but no files to run under
them,
->and I can;t find them anywhere. Yogi's site has been hard to
connect to..
->and I have no clue where else to find them.. anyone out there have
any
->relevant info?
->
->Alan

oops, sorry, the URL is actually:

ftp.hackerz.com/hackerz/atari/jellystone/2600Roms/

Stevo

```
-------------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-------------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
-------------------------------------------------------------
```

3048. Re: Atari 1050 diskdrive problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: read@my.sig
Message-ID: <33439eec.5543745@news.networx.net.au>
Source record: 74188

"Jacob Schenk" <0schenk01@flnet.nl> wrote:

->Hi!
->
->I recently bought a Atari 600 XL with a 1050 diskdrive.
->It didn't come with a manual.
->When I hook up the set with the diskdrive, the 600 XL starts to beep
and
->the on the screen the message "boot error" keeps coming. Without the
drive
->it works fine.
->
->I suppose I'm doing something wrong (or the drive is broken...:-(
).
->
->Can anybody enlighten me?
-
It certainly sounds like your trying to "boot" the computer without a
disk in the drive. What are you actually trying to do? start the
computer in BASIC so you can type in programs, or run a cartridge?
It's difficult to say exactly whats happening when you haven't stated
what you want it to do. But anyway that "beeping" you hear will
probably be the sound of "sectors loading", even tho you don't have a
disk in. It's just the way the 1050 tells the computer "Hey,
somethings wrong!", and the computer interprets that as "bad sectors".
So basicly the computer is telling you "Hey, the drive won't give me
anything, turn it off or fix it!".

Stevo

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

3049. Re: help transferring atari disks to pc without an atari drive?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: read@my.sig
Message-ID: <3344a1e1.6300721@news.networx.net.au>
Source record: 74189

"Dan" <daniel.baker@lineone.net> wrote:

->I have some high density atari disks which I would like to transfer
to my
->pc, but I have no atari disk drive, I do have access to a 5 1/4
floppy
->drive for the pc though, is there any way of transferring them into
xfd or
->atr format for use on an emulator? I know a bit about programming
so maybe
->I could write a program to do this with some help and technical
details.
->
->Dan.

Hmm, I can only assume that you mean that the disks are in Double Density, not High Density. I assume this because you mention the access to a 5.25 PC floppy. Anyway, I have a couple of links on my home page to some PC utiities that try to read ATARI Double Density disks in a PC 5.25 floppy. One is called MYUTIL, which is command line driven and a little slow. The other is called ATARIDSK, which has a nice user interface and hence is much easier to use. There is also a program called ANADISK which can make a "dump" of a single density disk, and a progam called DEANA which converts these "dumps" into XFD image files usable on most Atari emulators. ATARIDSK seems the better program, I have used it successfully on a 1.2mb drive. MYUTIL has yet to function properly on the 1.2, but works great on a 360k PC drive. ANADISK - well, I have yet to see it even register a 1.2mb drive, but seems ok on a 360k drive.

Good luck

Stevo

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

3050. Re: DCM file format

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <5hmfqf$4td$1@news0.xs4all.nl>
Source record: 74190

In article <01bc35d2$da114360$07f7aecc@127.0.0.1>,
Will Fisher <blackat@direct.ca> wrote:
>I do have some VB code around here that I wrote a DCM
>de-compressor in for a utility program I wrote.
>
>If I can ever find it I will post it ASAP.

On atari.archive.umich.edu, somewhere in the 8bit folder (in the transfers section (I think)), there's a file called dcmatr12.zip . This is a program for the PC. This file also contains the C sourcecode for the program. This can even handle DD disks.

AE.

3051. Re: Atascii Movies

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <333ECD27.1A02@tcd.net>
Source record: 74191

I have that collection arround here somewhere..my old favorite was the toilet trip..In fact I think they are still up and running on my BBS.

bob

3052. FS: Atari 400/800 Books & Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: sysop@bbs.prowlers.net
Message-ID: <tcpnntpd.17.3.30.10.59.46.2916987023.1166756@bbs.prowlers.net>
Source record: 74192

```
SteveR's Classic Cartridges 3/16/97
-=-=-=-=-=-=-=-=-=-=-=-=-=-

FREE SHIPPING on ALL Cartridge orders OVER $30.00 - US and Canada ONLY
^^^^^^^^^ ^^
^^^^^^ ----
>>>>>>> 20% DISCOUNT on All CASH ORDERS <<<<<<<<<<<<<<<<<<<<<
>>>>>>> This does NOT include Checks, MO's or Credit cards!!

>>>> Overseas Shipping Cost More, See End of Files <<<<

--All Prices are in US Funds. Cartridges and Prices Change WEEKLY--
----Visa/Mastercard accepted on ANY Order. E-mail me for Details-----
^^^^^^^^^^^^^^^
For complete list of other Video game systems goto my web site at:
http://prowlers.net/stever or
http://www.ior.com/~stever

ALSO if there's something you really want and I don't have at this
time tell me, and I'll put you on my 'Want-List' and e-mail you
if I get it in.

If you need a LABEL VARIATION, Let me know, I might be able to
help you with what you need, at no extra cost!!!!!!!!!

This is NOT an Auction - all cartridge are sold for the price listed
^^^ ^^^^^^^

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

Codes:
(#) = number available
A,B,C = Condition: A = Nice to minor damage - For the
Collector
B = Notable Damage (Not for
serious collectors)
C = Significant Damage (works,
but that's it)

ATARI 400/800 (CARTRIDGES Only) TESTED and Works
---------------------------------
BOOK: Atari Basic XE 125+ pages $8.00
BOOK: ATARI Games & Recreations 338 pages $12.00
Atari 1027 Printer $5.00 PLUS $5.oo shipping (UNTESTED/No Cables)
Atari Speed Reading $10.00 Plus $5 Shipping
205 Pages, 5 Data
Cassettes
```

Atari XM301 Modem $8.00 - untested -
Atari ARTIST $25.00 Touch Tablet (TESTED)
Atari Writer $6.00 Brown
Assembler Editor $12.00
Astro-Grover $15.00 by CBS
Basic Computer Language $1.00 (7)
Basic XL $10.00 Cart ONLY
BasketBall $4.00 (2)
Bug Hunt $8.00 (2) Light Gun Used (XE) RX8087
Centipede $3.00 (3)
Centipede $6.00 RX8020 Grey Label
Computer Chess $9.00
Dance Fever $6.00 by Fisher Price (no label)
Delta Drawing $3.00
Donkey Kong $5.00 (1)
Donkey Kong $7.00 XE/RX8091
Educational System $15.00
ET Phone Home $5.00
Final Legacy $10.00
Flight Simulator II $12.00 XE/RX8091
Frogger $6.00 (3) Nice Label, Colorful graphics
Gorf $3.00 Didn't Work in Testing
Journey of the Planets $15.00 by Roklan
K-Razy Kritters $15.00 by CBS Software
Kickback $15.00 by Thorn Emi
Logic Levels $6.00 by Fisher Price (no Label)
Missile Command $5.00 (2)
Monkey Wrench II $25.00
Ms. Pac-man $8.00
Music Composer $4.00 (2)
Night Strike $30.00 TG Software
One on One $8.00 (XE) RX8093
Pac-Man $3.00 (7)
Pilot Lang $8.00
Popeye $8.00
Q*Bert $8.00
Shamus $15.00 by Synapse
Smart Terminal $8.00 by Microbits
Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
Space Invaders $8.00
Space Shuttle $15.00
Spy Hunter $20.00
Star Raiders $3.00 (6)
Submarine Commander $15.00 by Thorm Emi
Super Breakout $4.00
Telelink I $9.00
Telelink $5.00 WASTED Label

Books

Atari Graphics 49 Pages
$7 Plus $2 Postage

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

Atari ST, Owners Manual, 93 Pages $5.00

Atari Writer Manual w/ referance card 55 pages $5.00

Compute's Second Book of ATARI (2)
250 pages, Copyright 1982
$8 Plus $3 shipping

Compute's FIRST Book of ATARI GRAPHICS
248 Pages, copyright 1982
$12.00 Plus $3 shipping

Cubabe Lite Manual, for Atari ST, STE 100 pages $4.00

Inside Atari DOS
120 Pages, copyright 1982
some writing in book
$8.00 Plus $3 shipping

Machine Language for Beginners
350 Pages 'a Compute! Book Publication'
$8 Plus $3 shipping

The AtariBASIC SOURCE BOOK (2)
296 Pages 'a COMPUTE! Book Publication'
$8 Plus $3 shipping

Technical Reference Notes - Atari Computers
Includes: Operating System User's manual
Operating System Source Listing
HardWare manual PLUS Schematics
About 500 PAGES in 3-ring binder
$50 or BEST OFFER/TRADE

Magazines

MIDNITE SOFTARE GAZETTE 24 Issues 1982-1986
First Independent US Mag. for Commodore Computer
A Nice COllection and GREAT Condtion ALL - $35.00

ANALOG - Sept 1985 - 96 pages (1) $3.00
ANALOG - March 1987 - 104 pages (1) $2.00
ANTIC - Jan 1987 - 130 pages $3.00
ANTIC - Nov 1987 - 82 pages $3.00
ATARI EXPLORER - Nov/Dec 1987 - 80 pages $3.00
ATARI INTERFACE - Feb 1990 - 51 pages $3.00
ATARI INTERFACE - March 1990 - 56 pages $3.00

ATARI USER - Oct/Nov 1990 - 75 pages - EUROPE Mag $4.00
ATARI USER - Dec/Jan 1990 -75 pages - EUROPE Mag $4.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
COMPUTE! - May 1985 - 128 pages $4.00
COMPUTE! - June 1985 - 128 pages $4.00
COMPUTE! - July 1985 - 96 pages $4.00
COMPUTE! - Aug 1985 - 95 pages $4.00
COMPUTE! - Sept 1985 - 128 pages $4.00
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COMPUTE! - Nov 1985 - 160 pages $4.00
COMPUTE! - Jan 1986 - 128 pages $4.00
COMPUTE! - March 1986 - 128 pages $4.00
COMPUTE! - April 1986 - 128 pages $4.00
COMPUTE! - Feb 1986 - 128 pages $4.00
Compute!'s Gazette C-65/Vic-20 April 1986 $4.00
Computers & Electronic May 1984 130-pages $3.00
Home Computer Magazine focuses on Apple, Commodore, IBM and TI ONLY
Home Computer Mag. Vol4,No1 1984 192 pages $5.00
Home Computer Mag. Vol4,No2 1984 161 pages $5.00
Home Computer Mag. Vol4,No4 1984 130 pages $4.00
Home Computer Mag. August 1984 162 pages $4.00
Home Computer Mag. Vol4,No5 1984 130 pages $4.00
Home Computer Mag. Vol5,No1 1985 138 pages $4.00
Home Computer Mag. Vol5,No2 1985 130 pages $4.00
Home Computer Mag. Vol5,No3 1985 130 pages $4.00
Home Computer Mag. Vol5,No4 1985 130 pages $4.00
Home Computer Mag. Vol5,No5 1985 146 pages (Atari too) $4.00
inCIDER - Aug 1985 - 112 pages (APPLE II Mag) $3.00
PUGET SOUNG:ATARI NEWS - Aug 1988 - 36 pages $3.00
PUGET SOUNG:ATARI NEWS - Oct 1988 - 36 pages $3.00
PUGET SOUNG:ATARI NEWS - Dec 1988 - 36 pages $3.00
ST:LOG - Aug 1988 - 98 pages $3.00

TI-99/4A Magazines

R/D Computing Collection - Dedicated to TI 99/4A
15 Issues across 1985-1987 (TI Fanzine) ALL 15 for $15.00
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$50 including Shipping for ALL 61 issues

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SwordQuest:WaterWorld, X-rated Double-enders, Cakewalk,
Cubicolor, Gas Hog, LockJaw, Master Builder, Q*Bert Qubes
Quadrun, Stronghold, 128 in 1 system, CompuMate,
anything else extremely Rare

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------------------------------------------------------------
SHIPPING USA/Canada ALL Other Countries
1 items $1.50 $3.50
2 items $2.00 $4.00
3 items $2.50 $4.50
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All Carts are sold as Working conditions Only, If you have
a concern of the Labels Condition Please ask first.
All Boxes/carts will be mailed within 1-4 days after money is recieved!
After I tell you that I've got you down for any certain cart,
you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you
ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Stever@on-ramp.ior.com
http://prowlers.net/stever (Updated Videogame page)
http://www.ior.com/~stever (Classic Cart Web Page)
Call: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Contact: Night Prowler
/************************************************************/
/* Sysop */
/* sysop@bbs.prowlers.net */
/* */
/* Sent from Prowler's DOMAIN BBS */
/************************************************************/
```

3053. Re: ATASCII Movies (Was: APE questions and comments)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970330124317695 38@ts230.vcr.wis.net>
Source record: 74193

Mark L. Simonson <marksim@bitstream.net> wrote:

> Hey, did you know there is a web page devoted to ATASCII movies?
> Check out "Break Movie" Warehouse at http://www.flash.net/~ambrosia/
> A guy named Tom D'Ambrosio put it up a while back.

All we need now is an Atari 8-bit Web-page Plug-in! Just imagine how much better than java that would be :) we could do anything in that little emulatror box on the page :) even have ATASCII animations :)

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

3054. Re: How are !you! using your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <333EF14A.191F@worldnet.att.net>
Source record: 74194

I use my atari 800 (an emulated one of course as nothing else will do) to practice reincarnation of dead video games. A black pc, black joysticks, and two black candles atop the 'multimedia' speakers. Interested in further information?

Keatah

--original stuff below--

Thomas Havemeister wrote:
>
> In article <Re: How are !you! using your Atari?>, johnh@newberry.microserve.com (John Hileman) wrote:
>
> Howdy John,
>
> > I used my 800 this evening to play 4 player M.U.L.E. (still a great
> > game).
>
> really off-topic, but is there a M.U.L.E. Highscore list around here?
>
> --
> 6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
> *(MEGA) 8-b�t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

3055. Thompson PROBURNER Auction Update 3/30/97

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: dougm@freenet.edmonton.ab.ca
Message-ID: <5hmkqccvk2@news.sas.ab.ca>
Source record: 74195

```
LAST UPDATED 3/30/97

Up For Auction.....
=-=-=-=-=-=-=-=-=-=-=
PROBURNER by Thompson Electronics (Toronto, Canada)

-EPROM/EEPROM Programmer (Just the Cartrigde)
For use with Atari models:400, 800, XL and XE
(24 PIN Devices or 28 PIN Devices)
(I tried it out on an Atari 800 and menu's etc came up great)

+65.00 Keithyer TWICE

RULES
=-=-=
Auction ENDS SOON!!
Prices are U.S. Funds
Canada and U.S. Only Please
Shipping is $2.00
Bid Increment is now $5.00 above previous bid
******* This will be updated regularly on my homepage *******
http://www.freenet.edmonton.ab.ca/~dougm
Thanks

DougM's Super Summer Homepage
http://www.freenet.edmonton.ab.ca/~dougm

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@freenet.edmonton.ab.ca
```

3056. Re: How are !you! using your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: "*** Monkfish"@kwll.demon.co.uk
Message-ID: <859758904.1791.0@kwll.demon.co.uk>
Source record: 74196

In article <333EF14A.191F@worldnet.att.net>, Keatah <Keatah@worldnet.att.net> wrote:
>I use my atari 800 (an emulated one of course as nothing else will do) to
>practice reincarnation of dead video games. A black pc, black joysticks,
>and two black candles atop the 'multimedia' speakers. Interested in
>further information?

And "Black Rabbit" disk copier, no doubt ;-)

3057. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <3343d605.7806378@news.earthlink.net>
Source record: 74197
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

On Fri, 21 Mar 1997 05:54:46 GMT, jjessop1@home.com (Jerry Jessop)
wrote:

>On Thu, 20 Mar 1997 05:01:27 GMT, zzyzx97@earthlink.net wrote:
>

>
>I have responded to some of your posts in the 8 bit Atari group and
>never recieved an answer back. If you claim to have been a developer
>at Atari........what's your name?

Harry Brown

>
>Name some names!!!
I liked Lane Winner. What ever happened to him? He was the OS and
hardware GURU for the 800.

The idiot who was my "project leader" for the S.W.E.A.T. project was
Clyde ???? (forgot). My supervisor was Ken Balthauser. When they
assigned me Superman 3, they promoted Clyde ???? to be My supervisor,
even though I had told Ken that I would complete SWEAT but would never
work with Clyde again. When they made him my supervisor, I waited
until Xmas bonuses were paid, then quit. I can take a hint.

>
>
>>E.T. was also the only original game to come out of the home computer
>>division that I can remember,
>
>WHAT???
>
>Please explain, I can name at least a dozen people who wrote 400/800
>code in house.

Remember Hitchhiker's Guide to the Galaxy? Remember all those idiots
in the bathtub, waiting for the next ark to arrive on Earth? They were
the same people who worked at the Home Computer Division. All they
ever did was schedule meetings, and show off the new "ORG chart" every
few weeks, as the management played musical chairs. I think I new
enough about what was going on in that building to say accurately that
those carts were not coded in San Jose.

If I'm wrong please enlighten me. Give me an example from 1981-82.
>
>

> with the exception of Chris Crawford's
>>work. The division was filled with frauds, and mainframe Control Data
>>rejects.
>
>
>While Chris is a super nice guy, and very sharp, I know of no
>programmers at Atari that would say anything kind about him or his
>programming talents and game designs.

Funny, different people's perceptions. His programming talents were in a class by itself. He almost singlehandedly wrote DE RE ATARI which enlightened others how to program the thing. He was a hardworking brainy guy, who was smart enough not to sign the "Atari owns us" agreement when he hired in. He wrote stuff for Avalon Hill on the side and took prode in opening his notebook at the meetings so we could see his royalty checks.

As for being a nice guy, well, we all know a Chris Crawford in real life. They are smarter than you and they know it. They are busy and well diciplined. They are hard to approach (unless you are in their "league"). I used to pester him with questions, and I thought, all things considered, he made a good effort to answer them.

He also pulled off a coup that burned management's butt. He got upper management to form a new group for him and his flunky, Larry Summers. IT was called some kind of research group--I forgot the name. He didn't have to report to the same idiots anymore. I found out later that there was an agreement between the 3 divisions not to let programmers transfer between divisions, yet he had found a loophole. I know he was as frustrated as me working for those buffoons.

As for his games, wargames were his thing. I thought he did state of the art stuff, though I didn't like playing that type of game much. I followed his career through "Balance of Power". He bought an expensive development for the Mac when it first came out and wrote the game originally for the Mac. When that was a big success, I read he decided to produce (meaning take the risks and reap the rewards) from his next project which was a bust. I never heard of him since. Anybody care to fill me in?
>
>

ZZyzx

"We're not flying....we're falling with style."
(Buzz Lightyear)

3058. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <3344dce2.9563380@news.earthlink.net>
Source record: 74198
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

On Fri, 21 Mar 1997 18:16:21 GMT, Alan Christie
<94chrisv@scar.utoronto.ca> wrote:

>ET was not meant to be a GREAT game. It was meant to entertain children.
>The talking part "ET PHONE HOME" was the first talking game on the 8bit
>that I remember. (Apart from the MONOTONE S.A.M.) It was staticy though
>
>Alan
>
>
The design of ET was not so carefully thought out. What happened was
this:

On an airplane with Stephen Speilberg, the chairman of Warner, the
illustrious and late Steven Ross, decided to buy the rights for many
millions of dollars. Then he told Atari he wanted versions of the game
ready for Xmas sale. Only there wasn't time to do it by Xmas. So they
got all the ex Control Data programmers from the Home Computer
Division to design and code the game. You know the type? Same kind of
people who work for IBM. Do you like IBM's OS2 Operating System? Same
kind of people. They are SO much different than the people who worked
at the Coin-Op Division and the VCS division.

So this was the crash effort and also the intellectual outflow of the
system programmers at Home Computer Division. Did you ever see any
improvement in the OS or the hardware from the 800 until the company
went belly-up was sold to Tramiel? Well, that's because all the genius
had left when Warner owned the company.

ZZyzx

"We're not flying....we're falling with style."
(Buzz Lightyear)

3059. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <01bc3d5f$8c073000$734192cf@jdp>
Source record: 74199

christopher f. chiesa <lvt-cfc@cyber3.servtech.com> wrote in article
<5hbrnj$jpt@cyber3.servtech.com>...
> Has anybody ever tried yanking the guts out of an 850 and replacing the
> ROMs or whatever's necessary, with something that WON'T drop characters
at
> >2400 baud? Or is that essentially how the P:R: Connection et al were
> invented in the first place? :-) (Actually, I'd have thought that if
> ANYBODY were going to do such a thing (rip up an 850 and improve it), it
> would've been Bob Puff himself. But he didn't, so maybe it's not
> possible. Hardware hackers? Opinions?)

Ken Siders (who wrote KEDIT and KASM) released a schematic and instructions
on making an R-Verter clone. It plugs into the SIO bus, and provides
reliable communication at 19.2kbps (I know, I've built a few). It uses the
MAX-232 chip for RS-232 compatibility, but otherwise the parts are cheap
and available.

Jeff Potter

3060. Happy Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: luecknik@world-net.net
Message-ID: <333ec2bc.471031@news.world-net.net>
Source record: 74200

Want to buy or trade for an 810 or 850 Happy drive.

3061. PC keybord

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: redraven@worldnet.fr
Message-ID: <5hmu24$r3c$1@storm.worldnet.net>
Source record: 74201

Hello,
I hope someone could help me : I want to use a PC keybord and any help is more than welcome. I know of transkey but this must be impossible to find today...
Maybe the man who want to make the new atari in PC case could help me more than an other but fill free to help...
And, I also want this product at this low-price....
Good luck to you.

Thanks for all the help. Bye

3062. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: Eric Jacobs <no@no.no>
Message-ID: <333F046F.31F8@no.no>
Source record: 74202
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

Asterisk wrote:
>
> But does any of htat really matter? Wouldn't the point of having a
> TCP/IP stack for a computer be to have a standard connection to the
> internet upon which any program would be written that could access the
> internet? Command-line utilities would be fine for an 8-bit, especially
> an FTP util to download programs off the many 8-bit archives easily.
> graphical access isn't important...

You're absolutely right. I think one of the major issues with the Internet today is that people continuously want to write off the Internet as some super modern example of high-tech computer engineering that will be an example of networking for the 21st century. It's actually become kind of fashionable, really, kind of like a fad, to talk about the future for the Web and all that.

It's really not that way at all. The RFC's for TCP and IP were written up in 1981. It's nothing new. It doesn't require a 5 zillion bit processor running at 50 zillion megahertz to look at and process a couple of IP and TCP headers. A TCP/IP stack might be required to: compare IP addresses. Increment send and receive counters. Compare lengths of packets. Test and set bit fields like SYN and ACK.

Not exactly the same thing as photorealistically rendering the full screen in 3D at 60 frames per second.

Multitasking is not a requirement for an implementation of TCP/IP. Like you say, an FTP client would require almost nothing more than Applesoft BASIC's command line interface. It really wouldn't be that much different. Just keep track of two open TCP sockets (command & data), and bingo-- you'd be flying.

Actually, come to think of it, I saw an implementation of Unix on a Z-80 once, called Uzi. Somebody probably said there was "no way" it could be done, and so someone did it.

Just for laughs, it might be cool to make a Web browser for the IIe in DHR. I really don't like HTML to be honest, but seriously folks, "<A HREF=" is really not that much different than "?SYNTAX ERROR".

IIe-scape ... heheh..

-ej

3063. wtb: Atari 400 power supply

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: "M.J. BEAU" <mjbeau@net-link.net>
Message-ID: <333EC2AB.12DF@net-link.net>
Source record: 74203

I just picked up two Atari 400 computers at a local flea market, but they are without power supplys. I need to buy one power supply for sure, in order to test my systems, and perhaps two if they are both working. Please e-mail me direct if you have a spare original Atari 400 power supply for sale. Thanks! Matthew

3064. wtb: switch box

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: "M.J. BEAU" <mjbeau@net-link.net>
Message-ID: <333EC421.1BA4@net-link.net>
Source record: 74204

Help! I am in need of an older, unusual tv/game switch box. This tv/game switch box was used for very early models of the Magnavox Odyssey^2, and certain pong systems as well, which had a weird end on the RF cord. Note : This is Not the same switch box as is used with the Atari 2600, or other popular classic game systems.

If anyone has this switch box in working condition for sale please LMK.

Thanks! Matthew

3065. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5hn8di$1io@nnrp1.news.primenet.com>
Source record: 74205
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

The mortal Asterisk wrote:
: But does any of htat really matter? Wouldn't the point of having a
: TCP/IP stack for a computer be to have a standard connection to the
: internet upon which any program would be written that could access the
: internet? Command-line utilities would be fine for an 8-bit, especially
: an FTP util to download programs off the many 8-bit archives easily.
: graphical access isn't important...

If you are limited to CLI utilities then a shell is no worse than TCP/IP.
I mean, on a shell, the server is doing all the work and the Atari is just
a dumb terminal. The only reason to implement TCP/IP is to write clients
for it, like E-mail, Web Browsers, Newsreaders, etc... And the vast
majority of these are beyond the machine's capabilities.

Hell, on my accellerated A2000 I still sometimes dial in and just use the
shell instead of launching PPP (like right now).

It is faster if you don't care about graphics.

3066. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5hn9j3$3vs@nnrp1.news.primenet.com>
Source record: 74206

The mortal Asterisk wrote:
: True, but Amigas aren't officially supported anymore. Besides, there

Support is not great, but it still exists. Certainly more activity than the Atari8 crowd.

: should be a platform that's deliberatley less powerful than the others,

I think this is a dumb concept.

: and very cheap at the same time. Too bad they don't make ST's anymmore.
: Those were cheap and powerful. The point is to have a cheap machine

Yes, but what is the LCD today? A 68030 is more of a LCD processor today than a 1.79mhz 6502. My point is that if you are trying to reach a ~$150 pricepoint, the 32-bit machines of yesterday have already depreciated into that area with superior performance to any proposed 8-bit machine.

: designed for certain tasks. You don't need a Pro 200 with 64 megs of ram
: to learn Basic, or to do Word processing, or even to browse the web. A
: cheap 16-bit computer similar to the IIgs, or even to an Amiga or ST,
: would be perfect for a school, or a small business. Even for home use.
: Unless you're planning on doing 3D rendering or something, it isn't
: really necessary to have so much power. Especially in Schools, who don't
: have a lot of money.

I agree. My point is that a machine already exists that is by far the most powerful and efficient low-cost platform. You can run an Amiga 500 on floppies alone just like an Atari 8-bit and it has graphics, sound, a window/shell UI, a large software catalog, and a realtime multitasking core that would make any Atari8 effort foolish in comparison.

I'm not saying there isn't a role for the Atari8 in the 90s. But unfortunately that role is primarily going to be with stock hardware running games and very modest single-tasking applications because any attempt to make it anything more will require more resources than you'll EVER get back. That's why companies like FTE or the other guy who offered a 65816 board failed. A modernized Atari 8-bit archetecture should have been released around the time of the Apple IIGS. The peak performance of an Atari8 will forever be a Black Box/FB system with a lot of banked RAM, SpartaDOS X, R-time 8, and a Basic XE cart stacked on top.

: BTW, I know where I can get a brand new Amiga 600 for $150 :)

You wouldn't want an Amiga 600. They aren't very upgradable. It's Amiga 500s that are what I'm talking about, and they are practically being given away all over the place.

3067. Re: 80 Column

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5hn9om$4bc@nnrp1.news.primenet.com>
Source record: 74207

The mortal Brad Rogers wrote:
: Actually, it plugs into a joystick port, not the SIO. As such it requires
: the use of it's own device driver, and is incompatible with many games. :-(

As such the display is dog slow. Another brain-dead decision on the part
of Atari. An 80-collumn device should have attached through the cart or
PBI port.

3068. Atari 5200 emulator for PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: "Brian C. Allen" <bca@udel.edu>
Message-ID: <333F2A05.65D2@udel.edu>
Source record: 74208

I need information as to where I can
download or purchase an Atari 5200 emulator
that will run on my PC.

thanks in advance

BCA

3069. Atari Computer items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5hlpr2$t03$1@news2.voicenet.com>
Source record: 74209
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,misc.forsale.computers.other.systems,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers

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Atari Items for Sale plus shipping

Atari 850 Interface no power supply.................. $39
Atari XMM801 printer................................. $24
Atari 1020 Printer................................... $15
Atari XM301 Modem.................................... $15
Atari 410 Program Recorder (tape deck) (2).......... $14
Atari 400 Program Recorder (tape deck)............... $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ................ $ 8 each
Paddles (2 sets)..................................... $12 each
DVE Printer Power Supply Model DV-2412A.............. $10
50 5-1/4 diskettes .................................. $10
50 3-1/2 diskettes................................... $12.50
.....................................................................
Wishbringer from Infocom on Disktte w/box & docs.... $18
.....................................................................

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
```

Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions

PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor Donkey Kong
Jungle Hunt Missile Command
Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs

Zaxxon w/box & docs
.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

3070. Re: Attn Bob Klaas

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <333ECEA0.2768@tcd.net>
Source record: 74210

Nice to see you still arround..Talking about Rana, Thought that Future Systems went out of business a long time ago??

I think I still have both the old bottom Rana board diagnostic Roms to set up the system totaly with documentation..Worst drive I ever worked on for alignment..spent 12hrs attempting to get one to run Flight Simulator and then called Rana at the time and was told the mech in the drive would not read that disk with all the protection put into it..should have called them first!! Oh well long time ago live an learn..

Bob Wooley is on the net...still doing things for the 8-bit...1200XL area...

bob

3071. Don't Fear's 2nd Auct (Update 7) Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5hkc0j$ots@newssvr02-int.news.prodigy.com>
Source record: 74362

Don't Fear's Huge Second Auction (Update 7)

Part 1: 2600/5200/7800

Alright kids here we go!

Notice there are a few new items!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

Atari 2600

Atari

Combat (C) - boxed
Space War (U)
Outlaw (U) $0.50 albert
Slot Racers (U) $2.50 albert
Canyon Bomber (U) - boxed $1.50 albert
Super Breakout (U) $0.50 kevin
Defender (C) - boxed $0.50 albert
Warlords (U) - boxed $2.00 james
Indy 500 (U) $1.00 pat man

Adventure (C) $1.50 bored
Demons To Diamonds (U) - shrinkrapped $1.00 acroyear
Championship Soccer (C) - boxed $0.50 albert
3-D Tic-Tac-Toe (U) - boxed $2.00 bensonj
Breakout (C) - boxed $1.00 acroyear
Football (C)
Bowling (C)
Circus Atari (C)
Superman (C) $1.00 bluebat
Space Invaders (C) - red lbl/shrinkwrapped $1.00 bored
Night Driver (C) - boxed $1.50 jeffgamer
Golf (C) - w/inst $0.50 albert
Maze Craze (U) $1.00 mrupp
Missle Command (C)
Othello (R) - boxed $1.50 acroyear
Surround (C) $0.50 ryan
Code Breaker (U) - w/inst
Flag Capture (U) - w/inst $1.50 albert
Pac-Man (C) - boxed
Video Pinball (U) - boxed $0.50 macra
Asteroids (C) - w/inst
Berzerk (C) - shrinkwrapped $1.00 acroyear
Casino (U) $0.50 macra
Haunted House (C) $0.50 mrski
Swordquest Earthworld (C) - w/inst $1.50 kevin
Swordquest Fireworld (C) - w/inst $1.50 kevin
Radiers Of The Lost Ark (C) - boxed $5.00 garry
Star Raiders (U) - w/touch pad $5.00 bluebat
Hangman (U) $1.00 alex
RealSports Volleyball (U) $0.50 albert
RealSports Soccer (U) $1.50 albert
RealSports Football (C)
Swordquest: Waterworld (UR) $63.00 nicky
Phoenix (C) - shrinkwrapped $1.00 mrski
E.T. (C) - boxed $0.50 albert
Ms. Pac-Man (U) - w/inst $1.00 mrski
Centipede (C) $1.00 isaac
Galaxian (U) $0.50 mrski
Gravitar (U) $1.50 mrupp
Kangaroo (U) - w/inst $2.00 tick
Pengo (ER) - boxed $53.00 aaa
Moon Patrol (U) $1.00 kevin
Pole Position (C) - w/inst $1.00 isaac
Rubik's Cube (ER) $56.00 aaa
Taz (R) $2.00 tick
Oscar's Trash Race (R) - lbl plaque $3.50 tick
Big Bird's Egg Catch (R) - lbl plaque $3.00 bensonj
Sorcerer's Apperntice (R) - w/inst $4.00 bworkman
Crystal Castles (U) - boxed $1.50 bensonj
Pigs In Space (ER) $14.50 aaa

Millipede (R) - w/inst $2.00 bensonj
Stargate (U) - w/writing on back $2.50 mrupp
Midnight Magic (R) $2.00 bensonj
Solaris (U) $1.00 eyabs
Donkey Kong (U) $1.00 isaac
Donkey Kong Jr. (R) $1.00 eyabs
Venture (R)
Q*Bert (R) $1.50 kevin
Sprint Master (R) $3.00 tick

Sears

Outer Space (U) - pic lbl $0.50 albert
Speedway II (U) $0.50 albert
Space Combat (U) $1.00 richard
Breakaway IV (C) $1.00 richard
Brain Games (R) $2.00 bensonj
Baseball (C) $1.00 bensonj
Race (C) $0.50 albert
Gunslinger (U) $1.00 bensonj
Maze (C) - pic lbl $0.50 albert
Arcade Golf (U) $2.00 eric
Dare Diver (ER) $5.00 ron moore
Night Driver (U)
3-D Tic-Tac-Toe (ER) $4.00 bensonj
Steeplechase (R) $4.00 tick
Math Grand Prix (R) - pic lbl $1.50 bensonj
Adventure (U) $1.00 kevin
Dodger Cars (ER) $7.00 awwatkin
Arcade Pinball (R) - pic lbl $3.00 bensonj
Asteroids (U) $0.50 albert
Missle Command (R) $0.50 albert
Bezerk (R) $0.50 albert
Pac-Man (C) $0.50 albert
Defender (C) $0.50 albert

Absolute

Title Match Pro Wrestling (R) - w/inst $6.00 bensonj
Tomcat F-14 (ER) $9.00 dogberry

Activision

Dragster (C) $0.50 macra
Boxing (ER) - blue lbl $3.00 acroyear
Checkers (ER) - w/inst $6.00 tick
Fishing Derby (U) $0.50 macra
Skiing (U) $0.50 macra
Bridge (U) $0.50 macra
Tennis (C)

Laser Blast (C) - boxed $0.50 macra
Freeway (U) - boxed $0.50 macra
Kaboom! (ER) - blue lbl $1.00 bored
Stampede (U) $0.50 macra
Ice Hockey (U) $0.50 macra
Barnstorming (U) $1.00 isaac
Grand Prix (U) $0.50 macra
Chopper Command (U) - boxed $0.50 macra
Starmaster (U) $0.50 macra
Megamania (U) $0.50 ryan
Pitfall! (C) $1.50 richard
Sky Jinks (R) $0.50 ryan
River Raid (U) $0.50 macra
Spider Fighter (U) $1.00 shalon
Seaquest (R) - boxed $1.50 acroyear
Oink! (R) - w/inst $1.50 albert
Dolphin (R) $2.00 rex
Keystone Kapers (ER) - blue lbl $2.00 bored
Enduro (U) $0.50 ryan
Plaque Attack (R) $1.50 mrupp
Robot Tank (R) $0.50 macra
Crackpots (R) $0.50 ryan
Decathalon (R) $0.50 ryan
Frostbite (R) $1.00 tick
Pressure Cooker (R) $2.00 ron moore
Space Shuttle (ER) - blue lbl $3.00 acroyear
Pitfall II (R) $1.50 acroyear
H.E.R.O. (R) - lbl wear $3.00 tick
Beamrider (R) - screws showing $10.00 tick
Kung Fu Master (R) - w/inst $1.00 mrupp
Commando (R) $1.50 acroyear
Ghostbusters (ER) - blue lbl $2.50 mrupp

Apollo

Space Cavern (U) - blue lbl $1.50 acroyear
Space Cavern (U) - red lbl $1.50 acroyear
Lost Luggage (U) - green lbl $1.50 bored
Shark Atack (U) - boxed $2.50 acroyear
Infiltrate (U) - w/inst $1.00 tick
Final Approach (R) $6.50 bensonj

Avalon Hill

Death Trap (UR) - w/inst $40.00 smitty
Shuttle Orbiter (UR) - w/inst $60.00 nicky

CBS

Wizzard Of Wor (R) $2.00 kevin

Gorf (U) $1.50 mrski
Blueprint (U) - writing on lbl $1.50 mrupp
Solar Fox (U) - lbl damage $1.00 slyfox
Omega Race (U) - w/inst and broken Booster Grip $3.00 ron moore
------
Coleco

Zaxxon (U) $3.00 tick
Venture (C) $0.50 ryan
Mouse Trap (U) $1.00 slyfox
Smurfs R.I.G.C. (U) $4.50 aaa
Carnival (U) $1.00 mrupp
Donkey Kong Jr. (R) $1.00 bensonj
Mr. Do! (R) $6.00 aaa
Roc 'N Rope (R) $6.00 tick

Data Age

Encounter at L-5 (U) - end lbl damage $0.50 macra
Airlock (C) $0.50 albert
Journey Escape (C) - boxed no inst $1.00 mrupp
Bermuda Triangle (R) $2.50 mrupp
Frankenstein's Monster (R) - screws showing w/inst $6.00 ron moore
----
Epyx

Summer Games (R) $2.00 bensonj
Winter Games (R) $1.00 macra

First Star

Boing! (ER) $38.00 nicky

Froggo

Sea Hawk (R) $3.00 bensonj

Imagic

Trick Shot (R) $2.00 bensonj
Demon Attack (ER) - blue lbl $5.00 smitty
Star Voyager (C)
Atlantis (U) $0.50 ryan
Cosmic Ark (U) $1.00 mrski
No Escape! (R) - w/inst
Fire Fighter (R) $1.00 tick
Shootin' Gallery (ER) $11.00 dogberry
Riddle Of The Sphinx (U) $1.00 macra
Dragonfire (C) $0.50 bensonj
Fathom (R) $4.50 tick

Solar Storm (R) - w/inst
Quick Step (R) - w/inst $4.50 tick

M Network

Adventure of Tron (U) $1.50 mrupp
Masters of the Universe (R) $7.00 ron moore
Burgertime (R) - writing on back $2.50 mrupp
Kool-Aid Man (U) $4.50 bensonj
Space Attack (C) - boxed $0.50 ryan
Tron Deadly Discs (U) $1.00 macra
Lock 'N Chase (C) - shrinkwapped $1.00 acroyear
Frogs And Flies (U) - w/inst $1.00 korin
Astroblast (U) - boxed $1.00 acroyear
Dark Cavern (U) $0.50 ryan
Intl. Soccer (U) w/inst $1.00 tick
Air Raiders (R) $1.00 tick
Bump 'n' Jump (R) - w/inst $4.00 ron moore

Mythicon

Sorcerer (U) $1.00 tick
Fire Fly (U) $1.00 tick
Star Fox (U) $3.00 eric

Panda

Stunt Man (R) buyout pending

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions $2.00 kevin
Amidar (U) $1.00 macra
Super Cobra (U) $0.50 cccp
Reactor (U) $0.50 albert
Sky Skipper (R) - w/box top, inst, no lbl $2.50 mrupp
Q*Bert (C) $1.00 mrski
Strawberry Shortcake (U) $1.00 albert

Sega

Tac-Scan (U) - lbl damage $0.50 macra
Thunderground (R) $4.00 dogberry
Star Trek S.O.S. (R) $2.50 bensonj
Buck Rogers: Planet Zoom (U) $2.00 bensonj
Congo Bongo (R) - lbl plaque $2.00 aaa
Tapper (ER) - slight lbl wear $11.50 aaa
Spy Hunter (ER) $11.00 aaa

Telesys

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Coco Nuts (R) $1.00 ron moore
-----------
Tigervision
-----------
Miner 2049er (ER) $7.00 bensonj
----------------
20th Century Fox
----------------
Worm War I (U) $1.00 macra
Mega Force (R) $1.00 mrupp
Alien (R) $1.00 eyabs
Turmoil (U)- boxed $1.00 clint
Crypts Of Chaos (R) end lbl damage w/inst $4.00 awwatkin
M*A*S*H (U) $1.00 macra
Flash Gordon (R) $2.00 bensonj
----------
U.S. Games
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Space Jockey (C) $0.50 macra
Sneak 'N Peek (R) - w/inst $1.00 tick
Word Zapper (U) $0.50 cccp
Commando Raid (R) - w/inst $1.00 kevin
Name This Game (R) - fancy cart $1.00 ryan
Squeeze Box (ER) $2.50 bensonj
Eggomania (R) - w/inst $5.00 ron moore
Piece O' Cake (ER) - w/inst $7.00 ron moore
Entombed (ER) $4.50 mrupp
-----
Xonox
-----
Ghost Manor/Spike's Peak (U) - w/inst $2.50 acroyear
Chuck Norris Superkicks (ER) $23.00 nicky

Systems
-------
Atari 2600: four switch, black front panel in original box w/two
working joysticks, set of paddles, power supply, R/F modulator, and
the following loose games: Combat, Defender, Space Invaders, Missle
Command, Pac-Man, Asteroids, Bezerk, Swordquest Fireworld, Raiders of
the Lost Ark, RealSports Football, E.T., Pole Position, Target Fun,
Pitfall!, Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx,
Astroblast, and Frogger.
$20.00 james

Sears Video Arcade II (2800) - untested w/two controllers, and a R/F
modulator
$6.50 acroyear

"Franklinstein" A handcrafted American orignal device that allows
the user to interchange chips to play diffrent games. Comes with
```

eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!,
Amidar, Demon Attack, and Pitfall!. The device itself is homemade,
not the games. Also comes with case. If there are any questions
don't hesitate to ask. This thing is trully one of a kind.
$7.50 acroyear

Atari 5200

Congo Bongo (R) $3.00 jml
5200 Trac Ball $3.00 jml
2600 adapter - untested $2.50 awwatkin
5200 controller - untested $4.00 jml
5200 controller - untested $4.00 jml

Atari 7800

Asteroids (R) - damaged box $1.50 richard
Food Fight (R) - damaged box $2.00 tick
Pole Position II (C) $1.00 eyabs
Xevious (U) - damaged box $1.50 richard
Donkey Kong Jr. (R) $2.00 tick

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3072. HomePage of Bec Tel BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: bernard@becotel.demon.nl
Message-ID: <769.7028T125T2560@becotel.demon.nl>
Source record: 74363

Hello ALL,

This is only a message that the HomePage of Beco Tel BBS is Update...

I have changed the layou and add some new pages...

Last update : 30 March 1997

If you like to take a look : http://www.becotel.demon.nl/

P.S. If you have some problems with my page please let me know...

Gtx. Bernard Kok (Sysop of BECO TEL bbs)

--

Bernard Kok BECO TEL (XL/XE support)
bernard@becotel.demon.nl Online : every day from 17-06 GMT
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

Last Updated : 30 March > Home Page : http://www.becotel.demon.nl/

... Keyboard NOT found, Press F1 to continue... PC ofcourse ...

3073. Don't Fear's 2nd Auct (Update 7) Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5hkjcp$13ac@newssvr02-int.news.prodigy.com>
Source record: 74364

Don't Fear's Huge Second Auction (Update 7)

Part 2: Everything Else

Alright kids here we go!

Notice there are a few new items!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

ColecoVision

Decathlon (U) $2.00 korin
Donkey Kong (C) $0.50 richard
Donkey Kong Jr. (C) $1.50 richard
The Heist (U) $2.00 clint
Keystone Kapers (R) $1.00 richard
Popeye (C) $1.00 richard
River Raid (U) $1.00 bworkman
Slurpy (ER) - lbl wear $4.00 bworkman
Smurfs R.I.G.C. (C) - boxed $1.50 richard
Super Action Baseball (C) $0.50 richard
Super Action Football (C) $0.50 richard

War Games (C) $1.00 richard
Wing War (U) BUYOUT

ColecoVision Expansion Module #1 (2600 adapter) $5.00 ron moore

System

ColecoVision w/two working controlers, power supply, T.V. cable, R/F
modulator, 2600 Expansion Module, and the folowing loose games:
ColecoVision Donkey Kong and Zaxxon, 2600 Combat, Pac-Man, Asteroids,
Space Invaders, Bezerk, and Pitfall!
$20.00 richard

Handhelds

Coleco Table Tops

Donkey Kong (C) $10.00 harry
Frogger (R) $30.00 harry
Zaxxon (IR++) $35.00 harry

Intellevision

Matell

Auto Racing (U) - complete $1.00 eyabs
ABPA Backgammon (R) - w/two overlays $1.50 bensonj
Armor Battle (C) - complete $1.00 eyabs
NASL Soccer (U) - complete $1.00 eyabs
U.S. Ski Team Skiing (C) - complete $1.00 eyabs
Sea Battle (C) - complete $0.50 macra
NFL Football (C) - complete $0.50 macra
L.V. Poker/Blackjack (C) - complete $1.00 eyabs
Space Battle (U) - complete $0.50 macra
Major Leage Baseball (C) - complete $0.50 macra
NBA Basketball (U) - w/2 overlays $1.00 sodapop
Advanced D&D (U) - complete $1.00 rob
USCF Chess (R) $1.50 bensonj
Space Spartans (U) - complete $0.50 macra
Astrosmash (U) - shrinkwrapped $0.50 macra
Snafu (C) - complete $0.50 macra
Space Armada (C) - complete $0.50 macra
Triple Action (C) - complete $1.00 mrhodges
Bomb Squad (U) - complete $0.50 macra
B-17 Bomber (U) - complete $1.00 bensonj
Loco-Motion (U) $1.00 bensonj
Burgertime (U) - w/2 overlays $0.50 macra
Kool-Aid Man (R) $2.00 alex
Bump 'n' Jump (U) $1.00 jeff
Power Of He-Man (U) $0.50 macra
Space Hawk (U) - complete $0.50 macra

Utopia (U) - white lbl w/xerox inst $0.50 macra
Star Strike (C) - complete $0.50 macra
AD&D: Treasure Of Tarmin (U) - white lbl w/2 overlays $3.00 mrhodges
Frog Bog (U) - w/2 overlays $0.50 macra
Night Stalker (C) - shrinkwrapped $0.50 ryan
TRON Deadly Discs (C) - complete $1.00 eyabs
TRON Maze-A-Tron (R) - complete $1.00 mrhodges
Lock 'n' Chase (C) - shrinkwrapped $0.50 macra

INTV

Chip Shot Super Pro Golf (ER) $5.00 bored
Commando (ER) $2.50 bensonj

Activision

Pitfall! (U) - complete $1.00 mrhodges
Happy Trails (R) - 2 overlays $2.00 bensonj
The Dreadnaught Factor (R) $3.00 mrhodges

Atarisoft

Centipede (R) $2.00 bworkman

Coleco

Donkey Kong (C) - shrinkwrapped $2.00 mjbeau
Donkey Kong Jr. (R) $5.50 richard

Imagic

Atlantis (U) - shrinkwrapped $0.50 ryan
Beauty & The Beast (U)
Ice Trek (R)
Microsurgeon (U) - complete $2.00 bensonj
Dracula (ER) - complete $10.00 eham
Nova Blast (U) $2.00 bworkman
White Water! (ER) - Complete $8.00 bworkman

Parker Bros

Frogger (C) - w/box
Q*Bert (C) $1.00 eyabs

Sears

Armor Battle (R) - complete $0.50 bensonj
Astrosmash (R) - complete $0.50 bensonj
Boxing (R) - complete $1.00 beaumontj
Football (U) $0.50 bensonj

Golf (U) - white lbl w/2 overlays $0.50 bensonj
Horse Racing (R) - complete $1.00 jeffgamer
Space Hawk (R) - complete $0.50 bensonj

Overlays

Package #1: Sea Battle (2), Space Armada (2), Baseball
(2), Snafu (2), Auto Racing (2), Night Stalker (2), Microsurgeon (2),
Atlantis (2), Triple Action (2), Tron Deadly Discs (2), Pitfall! (3),
Space Spartans (3), Dragonfire
$1.50 eyabs

Package #2: Lock 'n' Chase (2), Mission X (2), Poker/Blackjack (2),
Mouse
Trap (2), Star Strike (2), Demon Attack (2), Space Battle (2), Pinball
(2), Skiing (2), Astrosmash (2), Space Hawk (3), Sub Hunt, AD&D Treasure
Of Tarmin
$1.50 eyabs

Systems

Intellivision w/two working controllers, power supply, R/F modulator,
and the following games: complete Astrosmash and Night Stalker,
loose Atlantis, Space Battle, Triple Action, Star Strike, Major
League Baseball, Beauty & The Beast, and Donkey Kong
$15.00 mrhodges

Intellivision II w/two controllers and loose Astrosmash

$7.00 bensonj

Intellivoice Voice Synthesis Module in box w/complete B-17 Bomber,
and Space Spartans
$10.00 john

Odyssey 2

Speedway!/Spin-Out!/Crypto-Logic! (C) - complete $0.50 bensonj
Football! (U) - w/box $2.00 tick
Sub Chase!/Armor Encounter! (C) - complete $1.00 tick
Bowling!/Basketball! (U) - complete $1.00 tick
Baseball! (C) - complete $0.50 bensonj
Thunderball! (R) - complete $1.00 cccp
Showdown In 2100 AD (C)
Alpine Skiing! (U) - complete $2.00 mjbeau
The Quest For The Rings! (U) - complete $2.50 tick
K.C. Munchkin! (C) - complete $2.00 tick
Pick Axe Pete! (U) $1.50 bensonj

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F
modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-

Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!,
Dynasty!/Directional Dynasty!, and K.C. Munchkin!
$10.00 larry

Atari 400/800

Atari

Archon (C) $5.00 lyle
Assembler Editor (U) $0.50 bluebat
BASIC (C) w/reference guide $0.50 kurt
Centipede (C) $2.00 eyabs
Flight Simulator II (C) $2.00 alias
Hardball (U) $5.00 jml
Missle Command (C) $0.50 bluebat
Ms. Pac-Man (C) $3.50 jml
One on One Bball (U) $1.00 alias
Pac-Man (C) $3.50 jml
Super Breakout (C) $2.00 jml
Star Raiders (C) $2.00 lyle
Pilot (U) $1.50 bluebat
Galaxian (C) $2.00 lyle
Defender (C) $3.50 jml
Atari LOGO (U) - w/manual $5.00 jml
Robotron 2084 (C) $3.50 jml
Atariwriter (C) $0.50 bluebat
Joust (C) $4.00 lyle
Moon Patrol (C) $3.50 jml
Ballblazer (C) $4.00 jml
Blue Max (U) $3.50 jml
Bug Hunt (U) $3.00 bworkman
Necromancer (U) $8.00 bworkman

Activision

Kaboom! (U) $4.00 bworkman
Megamania (U) - lbl tear $3.00 bworkman
Pitfall! (U) $5.00 jml

Big Five Software

Miner 2049er (C) $5.00 bworkman

Epyx

Gateway To Apshai (U) - w/inst $5.00 jml

IDSI

Speedway Blast (R) $7.00 clay

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Oss
-------
Mac/65 (U) buyout hoodster
Basic XE (U) buyout hoodster
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Roklan
----------
Deluxe Invaders (C) - w/inst $6.00 jml
Wizards Of Wor (C) - lbl severely faded $5.00 jml
----
Sega
----
Star Trek: S.O.S. (U) $5.00 clay
--------------
Spinnaker
---------------
Alphabet Zoo (U) - boxed
Delta Drawing: Learning Program (U) - w/inst $1.00 alias
Kids On Keys (U)
Kindercomp (U)
Story Machine (U)

Systems & computer related items
------------------------------------------------
130 XE - tested w/ power supply, set of paddles (untested), video
touch pad w/Star Raiders overlay, two 2600 joysticks (untested),
owners manual, T.V. cord, and the following loose cartridges:
Defender, and Atariwriter
$50.00 hoodster

800 XL - tested w/power supply, T.V. cord, and a 2600 joystick
(untested)
$12.00 slyfox

600 XL - tested w/power supply, owners manual, and a 2600
joystick(untested)
$5.00 hoodster

Atari 1010 Program recorder - untested w/power supply, owners manual,
connecting cord, and the following loose cassettes Player Missle
Graphics and Basics of Animations
$5.00 hoodster

Atari Touch Tablet - tested w/Atariartist cart and owners manual
$8.00 clay

Atari Light Pen - tested w/Atarigraphics cart
$8.00 jml

Suncom Animation Station - untested w/owners manual
$5.00 roagie
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Atari 1020 Printer - untested w/power supply and roll of paper
$3.00 slyfox

Voice Box Speech Synthesizer by The Alien Group - untested
$5.00 jml

Inside Atari Basic: a fast, fun, and friendly approach. By Bill
Carris
$0.50 randy

Atari DOS 2.5: XF551 Disk Drive owners manual
$0.50 randy

Boulderdash Construction Kit: instruction manual
$0.10 alias

Ghost and Ghouls: instructions
$0.10 min

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL,
65 XE, and 130 XE. Comes with owners manual. Untested
$3.00 slyfox

Software: SubLogic Japan scenery disk (5.25) for use w/Flight Sim.
II. Comes with owners manual, and approach charts. Untested
$0.50 alias

Software: Adventure Maker/Tax Template (5.25 disk). Untested
$0.50 min

Software: Spinnaker's In Search Of The Most Amazing Thing (5.25)
Untested
$0.50 min

Six 5.25 disks: Could contain Government cover-ups. Untested
$0.50 min

Vic-20

Atarisoft

Pac-Man (C) - w/box

Commodore

16K Memory Expander $0.50 biglous
Vic Avenger (C) - complete $0.50 biglous
Super Alien (C) - complete
Radar Rat Race (C) - complete
Raid On Fort Knox (C) - complete
Adventure Land Adventure (C) - complete
Pirate's Cove Adventure (C) - complete $0.50 biglous
Sargon II Chess (C) - complete
Cosmic Cruncher (C) - complete
Gorf (C) - complete $1.00 mjbeau

Omega Race (C) - complete
Star Post (U) - complete $0.50 biglous

Imagic

Demon Attack (C) - complete $2.00 mjbeau
Atlantis (C) - complete $2.00 mjbeau
Dragonfire (C) - complete $2.00 mjbeau

Sega

Star Trek [S.O.S.] (C) - complete $2.00 mjbeau

Vic-20 Cassettes

Academy Software

Typing Tutor/Word Invaders - complete

Commodore

An Introduction To Basic: Part 1 - complete $0.50 biglous
An Introduction To Basic: Part 2 - complete $0.50 biglous

System

Vic-20 in orignal box w/power supply, R/F modulator, and T.V. Cord
$5.00 bworkman

VicModem in orignal box

C-64

Gateway To Apshai $2.50 jml
Decathalon $3.00 mrupp

TI99-4A

Burgertime (R) - w/inst $2.00 mjbeau
Aligator Mix (R) $1.00 bensonj
Early Reading (R) $0.50 cccp
Donkey Kong (VR) $1.50 bensonj

System

TI99-4A in orignal box w/power supply, R/F modulator, and owners
manual
$3.00 bensonj

Misc Stuff

Donkey Kong Trading cards - 3 unopened packs $5.00 shrink

Atari 2600 Power Supply - in orig box $2.00 eyabs
Atari Ultra Pong Doubles - in orig box $0.50 awwatkin
Atari Video Pinball/Breakout System $2.00 smedley
Sears Telegames Pinball/Breakay System - in orig box w/inst & R/F
modulator
$3.00 smedley
Atari Game Center (plastic case to hold games and system) $3.00 james
Telegames Center (plastic case to hold games and system) $1.00
beaumontj
2600 Joystick $1.50 kevin
2600 Joystick $1.50 mrski
2600 Joystick $1.50 kevin
2600 Joystick $1.50 mrski
2600 Paddles - untested $1.50 kevin
2600 Paddles - untested $1.00 kevin
2600 Driving Controllers (2) - untested $2.00 clay
2600 Keybord Controllers (2) - untested $2.00 tick
2600 Track Ball $15.00 Robert
Atari Video Touch Pad $0.50 cccp
7800 Joystick $1.50 eyabs
7800 Joystick $1.50 eyabs
Champ Joystick (retractable cord) $1.00 awwatkin
Suncom Star Fighter Joystick $1.00 awwatkin
Spctravision Joystick $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Adam Controller (doesn't work)
Atari Computer Power Supply - untested/very heavy/"the log"
Atari Computer Power Supply - untested/shady
Tyco Electric Racing Power Pack - untested $0.10 min
Chaos Strike Back: software manual $0.10 min
Box of 10 Xerox 5.25 floppy disks

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3074. Re: Printer Interface Mountain

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <5hkl4n$t4p@dfw-ixnews10.ix.netcom.com>
Source record: 74365

. . . American Techna-Vision has a HUGE number of Supra MicroPrint
Parallel Printer Interfaces for sale. (1000+) pieces available.
No reasonable offer refused. You pay shipping from San Leandro, Ca.

Features: Built in drivers, no additional software necessary.
Will interface ANY Atari 8-bit computer to ANY standard
Parallel Printer (with the standard 36 pin connector.)
Special note: The 1200XL needs easy internal mod
to work with interface.

Need just one? Single unit price . . $7.50 ea. plus
$6.00 shipping/handling. MasterCard / Visa Welcome.

Contact: American Techna-Vision Phone 510-352-3787
15338 Inverness St.
San Leandro, Ca. 94579

3075. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <5hl0ct$5mg@camel1.mindspring.com>
Source record: 74366
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Christ, why is it necessary to bring up my name in your post?

I don't remember ever posting about your business, Andrew!
While my deal with Bruce is public knowledge and no secret, I would
still appreciate being left out of your inane ramblings. You don't see
me running around bragging about my stuff; I prefer to remain low-key
and would appreciate you not putting me in the spotlight!

Since you dragged me into this, let me suggest that you get some of
your facts straight before you post. My notes are below...

krieg@miller.cs.uwm.edu (Andrew Krieg) wrote:

>I had a nice long talk with B&C yesterday. Here are the highlights from our
>discussion on Atari 8-bit carts.

>1) B&C burns copies of prototypes title, and prints labels for them.

B&C clearly states that they are copies. This is old news that
everyone knew last week.

>2) B&C sells their copies to the public *AND* to Video 61 and Best
> Electronics.

Again, old news. Anyone who thought Video 61 was selling legitimate
protos is a bigger fool than Lance.

>3) Other titles that B&C have but haven't got around to burning copies for
> yet include:
> Commando
> MidiMaze (this sounds cool as you should be able to network
> with ST MidiMaze players)
> Xenophobe
> RealSports Soccer

You forgot Mat Mania Challenge.

>4) B&C has a standing deal with John Hardie to give him first pick of
> anything new that comes in.

Again, while this is pretty much public knowledge, I fail to see the
point/purpose of posting it here.

>5) B&C obtained a couple of uncompiled sources for 2 Atari 8-bit games
> tenatively titled "Puffer" and "Jungle River Cruise". I believe John
> is in possession of these now.

This is all wrong. The Puffer is a system, not a game. I have a Jungle River Cruise cartridge, not uncompiled source code. I also have a few other games for it. The full scoop on the Puffer Project will be available on our web page. I'm sure Keita will let everyone know when it's up.

>6) B&C also have some chips that I believe can only be installed in XEGS
> machines. They are multi-game chips which would replace the built-in game
> chip on the XEGS.

Can't argue that one.

>I think we can look forward to at least a few more new 8-bit titles in the
>months to come.

Andrew, please look by yourself.

John

3076. XL-It 0.19 Game text problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: lovecraft@aol.com
Message-ID: <19970330062300.BAA05664@ladder01.news.aol.com>
Source record: 74367

Using the dsk file for Murder on the Zindeneurf I've been experiencing some problems. With v0.18 it was ok except for the three grey text lines at the top. There was some vertical word wrap,i.e. the bottom of the letters would appear at the top of the line. The game was playable. With v0.19 all three text lines are now the same line so to play I have to use v0.18. Is this a problem with the compatability of the game? Did the game authors use unorthodox programming methods? Just curious. XL-It is still the best I've used.

Nick Nova

P.S. For the best 30 minute murder mystery ever written for a pc, it's Murder on the Zindeneurf. Always a different mystery.

3077. Re: Atari 1050 diskdrive problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: lovecraft@aol.com
Message-ID: <19970330063300.BAA06212@ladder01.news.aol.com>
Source record: 74368

> I recently bought a Atari 600 XL with a 1050 diskdrive. It
> didn't come with a manual. When I hook up the set with the
> diskdrive, the 600 XL starts to beep and the on the screen
> the message "boot error" keeps coming. Without the drive
> it works fine.

The Atari was a strange animal. You could turn it on without the disk drive on and just do basic or whatever. If you turned on the drive you had to have a disk in it. Using the thing involved constant turning off and on of the computer dependin on what you were doing that session. Each time you wanted to play a new game, turn it off, put in the disk, and turn it on (the computer). If you want to save your own programs, like basic, boot with DOS 2.5 or something then use a blank for saves. I hope I'm remebering this correctly as I only have the emulators now.

The Apple IIe was similar.

When I went PC I was terrified at the warnings about too many hard boots.

I miss the 8-bits.

Nick Nova

3078. Demon Attack - bit rot victim???

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: Dan Mazurowski <smedley.antispam@gte.net>
Message-ID: <333E43E7.FF6@gte.net>
Source record: 74369
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Two friends of mine both own the game Demon Attack (from Imagic) on cart for the Atari 800. And the game suddenly stopped working without warning for both of them. I am curious - does anybody know if these carts were done on EPROM rather than conventional ROM chips? I have heard that EPROM is much more susceptible to bit rot, and it sounds like this is what has happened to these carts.

If this is the case, would it be possible to get my hands on the ROM image, burn new ROM chips, and install these chips in the carts? Since they both own legit Demon Attack carts this would not be an act of piracy. I have not opened either cart so I have no idea if it even uses a standard chip or not. In fact, I do not even know if I can open the cart without ruining it.

If it is possible, could somebody please give me simple instructions on how to do it - and perhaps loan me a ROM burner as well?

--
-=-
-=-=-=-=- Dan Mazurowski -=-=-=-=-
-=-=-=-=- smedley@gte.net -=-=-=-=-
-=-

"There's a fine line between clever and stupid."
- David St. Hubbins (lead singer, Spinal Tap)

Check out my video game retrospect web site!

http://home1.gte.net/smedley/index.htm

To reply via e-mail, remove the .antispam from my ID.

3079. Re: help transferring atari disks to pc without an atari drive?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: jeff@uptime-csi.com
Message-ID: <5hlgfa$6kk@news0-alterdial.uu.net>
Source record: 74370

In <01bc3c4a$8ac2cd00$3b2849c2@daniel.baker>, "Dan" <daniel.baker@lineone.net> writes:
>I have some high density atari disks which I would like to transfer to my
>pc, but I have no atari disk drive, I do have access to a 5 1/4 floppy
>drive for the pc though, is there any way of transferring them into xfd or
>atr format for use on an emulator? I know a bit about programming so maybe
>I could write a program to do this with some help and technical details.
>
>Dan.
By High Density I assume you mean 1.2 or 1.44mb floppies produced using the
Black Box Floppy Board? If not, then you might want to repost your message
with the correct density.

If you really DO mean high density disks produced using the BBFB then send em
my way and I will gladly do the transfer for ya.

3080. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-30 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <333e5630.704763@news.abest.com>
Source record: 74371

On Sat, 29 Mar 1997 17:29:08 -0800, Keatah <Keatah@worldnet.att.net>
wrote:

>Several of the newer pc games require realtime 3d rendering; p-pro/200
>justified.on another note, anyone remember way-out from sirius software?
>I'd say it was one of the first doom-style games in 8-bit. except you had
>no guns. But the premise was there, get the hell outa the maze.

On that note, has anybody successfully completed the maze game Asylum?

3081. Don't Fear's 2nd Auction (Update 8) Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5hneq5$mue@newssvr01-int.news.prodigy.com>
Source record: 74211

Don't Fear's Huge Second Auction (Update 7)

Part 1: 2600/5200/7800

Alright kids here we go!

Notice there are a few new items!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

Atari 2600

Atari

Combat (C) - boxed
Space War (U) $0.50 barry
Outlaw (U) $0.50 albert
Slot Racers (U) $2.50 albert
Canyon Bomber (U) - boxed $1.50 albert
Super Breakout (U) $1.00 bored
Defender (C) - boxed $0.50 albert
Warlords (U) - boxed $3.00 pat man
Indy 500 (U) $1.00 pat man

Adventure (C) $2.00 isaac
Demons To Diamonds (U) - shrinkrapped $1.00 acroyear
Championship Soccer (C) - boxed $0.50 albert
3-D Tic-Tac-Toe (U) - boxed $2.00 bensonj
Breakout (C) - boxed $1.50 kevin
Football (C)
Bowling (C) $0.50 barry
Circus Atari (C) $0.50 bored
Superman (C) $1.00 bluebat
Space Invaders (C) - red lbl/shrinkwrapped $1.00 bored
Night Driver (C) - boxed $1.50 jeffgamer
Golf (C) - w/inst $0.50 albert
Maze Craze (U) $1.00 mrupp
Missle Command (C) $0.50 bored
Othello (R) - boxed $1.50 acroyear
Surround (C) $0.50 ryan
Code Breaker (U) - w/inst
Flag Capture (U) - w/inst $1.50 albert
Pac-Man (C) - boxed $0.50 barry
Video Pinball (U) - boxed $0.50 macra
Asteroids (C) - w/inst $0.50 barry
Berzerk (C) - shrinkwrapped $1.50 mrski
Casino (U) $0.50 macra
Haunted House (C) $0.50 mrski
Swordquest Earthworld (C) - w/inst $1.50 kevin
Swordquest Fireworld (C) - w/inst $1.50 kevin
Radiers Of The Lost Ark (C) - boxed $5.00 garry
Star Raiders (U) - w/touch pad $5.00 bluebat
Hangman (U) $1.00 alex
RealSports Volleyball (U) $0.50 albert
RealSports Soccer (U) $1.50 albert
RealSports Football (C) $0.50 barry
Swordquest: Waterworld (UR) $75.00 hoss
Phoenix (C) - shrinkwrapped $1.00 mrski
E.T. (C) - boxed $0.50 albert
Ms. Pac-Man (U) - w/inst $1.50 bored
Centipede (C) $1.00 isaac
Galaxian (U) $1.00 bored
Gravitar (U) $1.50 mrupp
Kangaroo (U) - w/inst $2.00 tick
Pengo (ER) - boxed $56.00 hoss
Moon Patrol (U) $1.00 kevin
Pole Position (C) - w/inst $1.00 isaac
Rubik's Cube (ER) $60.00 hoss
Taz (R) $2.00 tick
Oscar's Trash Race (R) - lbl plaque $3.50 tick
Big Bird's Egg Catch (R) - lbl plaque $3.00 bensonj
Sorcerer's Apperntice (R) - w/inst $4.00 bworkman
Crystal Castles (U) - boxed $1.50 bensonj
Pigs In Space (ER) $18.00 hoss

Millipede (R) - w/inst $2.00 bensonj
Stargate (U) - w/writing on back $2.50 mrupp
Midnight Magic (R) $2.00 bensonj
Solaris (U) $1.00 eyabs
Donkey Kong (U) $1.00 isaac
Donkey Kong Jr. (R) $1.00 eyabs
Venture (R) $0.50 bored
Q*Bert (R) $1.50 kevin
Sprint Master (R) $3.00 tick

Sears

Outer Space (U) - pic lbl $0.50 albert
Speedway II (U) $0.50 albert
Space Combat (U) $1.00 kevin
Breakaway IV (C) $1.00 kevin
Brain Games (R) $2.00 bensonj
Baseball (C) $1.00 bensonj
Race (C) $0.50 albert
Gunslinger (U) $1.00 bensonj
Maze (C) - pic lbl $0.50 albert
Arcade Golf (U) $2.00 eric
Dare Diver (ER) $6.00 bored
Night Driver (U) $1.00 isaac
3-D Tic-Tac-Toe (ER) $4.00 bensonj
Steeplechase (R) $4.00 tick
Math Grand Prix (R) - pic lbl $1.50 bensonj
Adventure (U) $1.00 kevin
Dodger Cars (ER) $7.00 awwatkin
Arcade Pinball (R) - pic lbl $3.00 bensonj
Asteroids (U) $0.50 albert
Missle Command (R) $0.50 albert
Bezerk (R) $0.50 albert
Pac-Man (C) $0.50 albert
Defender (C) $0.50 albert

Absolute

Title Match Pro Wrestling (R) - w/inst $6.00 bensonj
Tomcat F-14 (ER) $9.00 dogberry

Activision

Dragster (C) $0.50 macra
Boxing (ER) - blue lbl $4.00 hoss
Checkers (ER) - w/inst $6.00 tick
Fishing Derby (U) $0.50 macra
Skiing (U) $0.50 macra
Bridge (U) $0.50 macra
Tennis (C) $0.50 barry

Laser Blast (C) - boxed $0.50 macra
Freeway (U) - boxed $0.50 macra
Kaboom! (ER) - blue lbl $2.00 hoss
Stampede (U) $0.50 macra
Ice Hockey (U) $0.50 macra
Barnstorming (U) $1.00 isaac
Grand Prix (U) $0.50 macra
Chopper Command (U) - boxed $0.50 macra
Starmaster (U) $0.50 macra
Megamania (U) $0.50 ryan
Pitfall! (C) $1.50 kevin
Sky Jinks (R) $0.50 ryan
River Raid (U) $1.00 isaac
Spider Fighter (U) $1.00 shalon
Seaquest (R) - boxed $1.50 acroyear
Oink! (R) - w/inst $1.50 albert
Dolphin (R) $2.00 rex
Keystone Kapers (ER) - blue lbl $3.00 hoss
Enduro (U) $0.50 ryan
Plaque Attack (R) $1.50 mrupp
Robot Tank (R) $0.50 macra
Crackpots (R) $0.50 ryan
Decathalon (R) $0.50 ryan
Frostbite (R) $1.00 tick
Pressure Cooker (R) $2.00 ron moore
Space Shuttle (ER) - blue lbl $4.00 hoss
Pitfall II (R) $1.50 acroyear
H.E.R.O. (R) - lbl wear $3.00 tick
Beamrider (R) - screws showing $10.00 tick
Kung Fu Master (R) - w/inst $1.00 mrupp
Commando (R) $1.50 acroyear
Ghostbusters (ER) - blue lbl $3.50 nicky

Apollo

Space Cavern (U) - blue lbl $1.50 acroyear
Space Cavern (U) - red lbl $1.50 acroyear
Lost Luggage (U) - green lbl $1.50 bored
Shark Atack (U) - boxed $2.50 acroyear
Infiltrate (U) - w/inst $1.00 tick
Final Approach (R) $9.00 hoss

Avalon Hill

Death Trap (UR) - w/inst $45.00 hoss
Shuttle Orbiter (UR) - w/inst $65.00 shrink

CBS

Wizzard Of Wor (R) $2.00 kevin

Gorf (U) $1.50 mrski
Blueprint (U) - writing on lbl $2.00 bworkman
Solar Fox (U) - lbl damage $1.00 slyfox
Omega Race (U) - w/inst and broken Booster Grip $3.50 bworkman
------
Coleco

Zaxxon (U) $3.00 tick
Venture (C) $0.50 ryan
Mouse Trap (U) $1.00 slyfox
Smurfs R.I.G.C. (U) $4.50 aaa
Carnival (U) $1.00 mrupp
Donkey Kong Jr. (R) $1.00 bensonj
Mr. Do! (R) $7.00 bworkman
Roc 'N Rope (R) $7.00 bworkman

Data Age

Encounter at L-5 (U) - end lbl damage $0.50 macra
Airlock (C) $0.50 albert
Journey Escape (C) - boxed no inst $1.00 mrupp
Bermuda Triangle (R) $2.50 mrupp
Frankenstein's Monster (R) - screws showing w/inst $6.00 ron moore
----
Epyx

Summer Games (R) $2.00 bensonj
Winter Games (R) $1.00 macra

First Star

Boing! (ER) $40.00 hoss

Froggo

Sea Hawk (R) $3.00 bensonj

Imagic

Trick Shot (R) $2.00 bensonj
Demon Attack (ER) - blue lbl $6.00 hoss
Star Voyager (C)
Atlantis (U) $0.50 ryan
Cosmic Ark (U) $1.00 mrski
No Escape! (R) - w/inst $0.50 bored
Fire Fighter (R) $1.00 tick
Shootin' Gallery (ER) $12.00 bworkman
Riddle Of The Sphinx (U) $1.00 macra
Dragonfire (C) $0.50 bensonj
Fathom (R) $4.50 tick

Solar Storm (R) - w/inst $1.00 tick
Quick Step (R) - w/inst $4.50 tick

M Network

Adventure of Tron (U) $1.50 mrupp
Masters of the Universe (R) $7.00 ron moore
Burgertime (R) - writing on back $2.50 mrupp
Kool-Aid Man (U) $4.50 bensonj
Space Attack (C) - boxed $0.50 ryan
Tron Deadly Discs (U) $1.00 macra
Lock 'N Chase (C) - shrinkwapped $1.00 acroyear
Frogs And Flies (U) - w/inst $1.00 korin
Astroblast (U) - boxed $1.00 acroyear
Dark Cavern (U) $0.50 ryan
Intl. Soccer (U) w/inst $1.00 tick
Air Raiders (R) $1.00 tick
Bump 'n' Jump (R) - w/inst $4.00 ron moore

Mythicon

Sorcerer (U) $1.00 tick
Fire Fly (U) $1.00 tick
Star Fox (U) $3.00 eric

Panda

Stunt Man (R) buyout pending

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions $2.00 kevin
Amidar (U) $1.00 macra
Super Cobra (U) $0.50 cccp
Reactor (U) $0.50 albert
Sky Skipper (R) - w/box top, inst, no lbl $2.50 mrupp
Q*Bert (C) $1.50 isaac
Strawberry Shortcake (U) $1.50 isaac

Sega

Tac-Scan (U) - lbl damage $0.50 macra
Thunderground (R) $4.00 dogberry
Star Trek S.O.S. (R) $3.00 mrupp
Buck Rogers: Planet Zoom (U) $2.00 bensonj
Congo Bongo (R) - lbl plaque $2.00 aaa
Tapper (ER) - slight lbl wear $12.00 bworkman
Spy Hunter (ER) $12.00 bworkman

Telesys

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Coco Nuts (R) $1.00 ron moore
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Tigervision
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Miner 2049er (ER) $8.00 hoss
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20th Century Fox
----------------
Worm War I (U) $1.00 macra
Mega Force (R) $1.00 mrupp
Alien (R) $1.00 eyabs
Turmoil (U)- boxed $1.00 clint
Crypts Of Chaos (R) end lbl damage w/inst $4.00 awwatkin
M*A*S*H (U) $1.00 macra
Flash Gordon (R) $2.50 bored
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U.S. Games
----------
Space Jockey (C) $0.50 macra
Sneak 'N Peek (R) - w/inst $1.00 tick
Word Zapper (U) $0.50 cccp
Commando Raid (R) - w/inst $1.00 kevin
Name This Game (R) - fancy cart $1.00 ryan
Squeeze Box (ER) $2.50 bensonj
Eggomania (R) - w/inst $5.00 ron moore
Piece O' Cake (ER) - w/inst $7.00 ron moore
Entombed (ER) $4.50 mrupp
-----
Xonox
-----
Ghost Manor/Spike's Peak (U) - w/inst $2.50 acroyear
Chuck Norris Superkicks (ER) $26.00 shrink

Systems
-------
Atari 2600: four switch, black front panel in original box w/two
working joysticks, set of paddles, power supply, R/F modulator, and
the following loose games: Combat, Defender, Space Invaders, Missle
Command, Pac-Man, Asteroids, Bezerk, Swordquest Fireworld, Raiders of
the Lost Ark, RealSports Football, E.T., Pole Position, Target Fun,
Pitfall!, Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx,
Astroblast, and Frogger.
$20.00 james

Sears Video Arcade II (2800) - untested w/two controllers, and a R/F
modulator
$6.50 acroyear

"Franklinstein" A handcrafted American orignal device that allows
the user to interchange chips to play diffrent games. Comes with
```

eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!,
Amidar, Demon Attack, and Pitfall!. The device itself is homemade,
not the games. Also comes with case. If there are any questions
don't hesitate to ask. This thing is trully one of a kind.
$9.00 jones

Atari 5200

Congo Bongo (R) $3.00 jml
5200 Trac Ball $3.00 jml
2600 adapter - untested $2.50 awwatkin
5200 controller - untested $4.00 jml
5200 controller - untested $4.00 jml

Atari 7800

Asteroids (R) - damaged box $1.50 kevin
Food Fight (R) - damaged box $2.00 tick
Pole Position II (C) $1.00 eyabs
Xevious (U) - damaged box $1.50 richard
Donkey Kong Jr. (R) $2.00 tick

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3082. Don't Fear's 2nd Auction (Update 8) Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5hnen5$jlc@newssvr01-int.news.prodigy.com>
Source record: 74212

Don't Fear's Huge Second Auction (Update 8)

Part 2: Everything Else

Alright kids here we go!

Notice there are a few new items!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

ColecoVision

Decathlon (U) $3.00 hoss
Donkey Kong (C) $0.50 richard
Donkey Kong Jr. (C) $1.50 richard
The Heist (U) $3.00 hoss
Keystone Kapers (R) $2.00 hoss
Popeye (C) $1.00 richard
River Raid (U) $2.00 hoss
Slurpy (ER) - lbl wear $8.00 hoss
Smurfs R.I.G.C. (C) - boxed $1.50 richard
Super Action Baseball (C) $0.50 richard
Super Action Football (C) $0.50 richard

War Games (C) $1.00 richard
Wing War (U) BUYOUT

ColecoVision Expansion Module #1 (2600 adapter) $7.00 hoss

System

ColecoVision w/two working controlers, power supply, T.V. cable, R/F
modulator, 2600 Expansion Module, and the folowing loose games:
ColecoVision Donkey Kong and Zaxxon, 2600 Combat, Pac-Man, Asteroids,
Space Invaders, Bezerk, and Pitfall!
$20.00 richard

Handhelds

Coleco Table Tops

Donkey Kong (C) $15.00 jones
Frogger (R) $35.00 jones
Zaxxon (IR++) $45.00 jones

Intellevision

Matell

Auto Racing (U) - complete $1.00 eyabs
ABPA Backgammon (R) - w/two overlays $1.50 bensonj
Armor Battle (C) - complete $1.00 eyabs
NASL Soccer (U) - complete $1.00 eyabs
U.S. Ski Team Skiing (C) - complete $1.00 eyabs
Sea Battle (C) - complete $0.50 macra
NFL Football (C) - complete $0.50 macra
L.V. Poker/Blackjack (C) - complete $1.00 eyabs
Space Battle (U) - complete $0.50 macra
Major Leage Baseball (C) - complete $0.50 macra
NBA Basketball (U) - w/2 overlays $1.00 sodapop
Advanced D&D (U) - complete $1.00 rob
USCF Chess (R) $1.50 bensonj
Space Spartans (U) - complete $0.50 macra
Astrosmash (U) - shrinkwrapped $1.00 shark
Snafu (C) - complete $0.50 macra
Space Armada (C) - complete $0.50 macra
Triple Action (C) - complete $1.00 mrhodges
Bomb Squad (U) - complete $1.00 shark
B-17 Bomber (U) - complete $1.00 bensonj
Loco-Motion (U) $1.50 shark
Burgertime (U) - w/2 overlays $0.50 macra
Kool-Aid Man (R) $3.00 shark
Bump 'n' Jump (U) $1.50 shark
Power Of He-Man (U) $1.50 shark
Space Hawk (U) - complete $0.50 macra

Utopia (U) - white lbl w/xerox inst $0.50 macra
Star Strike (C) - complete $0.50 macra
AD&D: Treasure Of Tarmin (U) - white lbl w/2 overlays $3.00 mrhodges
Frog Bog (U) - w/2 overlays $0.50 macra
Night Stalker (C) - shrinkwrapped $1.00 shark
TRON Deadly Discs (C) - complete $1.00 eyabs
TRON Maze-A-Tron (R) - complete $1.50 shark
Lock 'n' Chase (C) - shrinkwrapped $1.00 shark

INTV

Chip Shot Super Pro Golf (ER) $5.50 shark
Commando (ER) $3.00 shark

Activision

Pitfall! (U) - complete $2.00 shark
Happy Trails (R) - 2 overlays $2.00 bensonj
The Dreadnaught Factor (R) $3.00 mrhodges

Atarisoft

Centipede (R) $2.50 shark

Coleco

Donkey Kong (C) - shrinkwrapped $2.50 brian
Donkey Kong Jr. (R) $6.00 bworkman

Imagic

Atlantis (U) - shrinkwrapped $1.00 shark
Beauty & The Beast (U)
Ice Trek (R) $0.50 brian
Microsurgeon (U) - complete $2.00 bensonj
Dracula (ER) - complete $10.00 eham
Nova Blast (U) $2.50 shark
White Water! (ER) - Complete $10.00 shark

Parker Bros

Frogger (C) - w/box $0.50 shark
Q*Bert (C) $1.00 eyabs

Sears

Armor Battle (R) - complete $0.50 bensonj
Astrosmash (R) - complete $0.50 bensonj
Boxing (R) - complete $1.00 beaumontj
Football (U) $0.50 bensonj

Golf (U) - white lbl w/2 overlays $0.50 bensonj
Horse Racing (R) - complete $1.00 jeffgamer
Space Hawk (R) - complete $0.50 bensonj

Overlays

Package #1: Sea Battle (2), Space Armada (2), Baseball
(2), Snafu (2), Auto Racing (2), Night Stalker (2), Microsurgeon (2),
Atlantis (2), Triple Action (2), Tron Deadly Discs (2), Pitfall! (3),
Space Spartans (3), Dragonfire
$3.00 shark

Package #2: Lock 'n' Chase (2), Mission X (2), Poker/Blackjack (2),
Mouse
Trap (2), Star Strike (2), Demon Attack (2), Space Battle (2), Pinball
(2), Skiing (2), Astrosmash (2), Space Hawk (3), Sub Hunt, AD&D Treasure
Of Tarmin
$3.00 shark

Systems

Intellivision w/two working controllers, power supply, R/F modulator,
and the following games: complete Astrosmash and Night Stalker,
loose Atlantis, Space Battle, Triple Action, Star Strike, Major
League Baseball, Beauty & The Beast, and Donkey Kong
$16.00 ryan

Intellivision II w/two controllers and loose Astrosmash

$7.00 bensonj

Intellivoice Voice Synthesis Module in box w/complete B-17 Bomber,
and Space Spartans
$11.50 ryan

Odyssey 2

Speedway!/Spin-Out!/Crypto-Logic! (C) - complete $0.50 bensonj
Football! (U) - w/box $2.00 tick
Sub Chase!/Armor Encounter! (C) - complete $1.00 tick
Bowling!/Basketball! (U) - complete $1.00 tick
Baseball! (C) - complete $0.50 bensonj
Thunderball! (R) - complete $1.00 cccp
Showdown In 2100 AD (C)
Alpine Skiing! (U) - complete $2.00 mjbeau
The Quest For The Rings! (U) - complete $4.00 jones
K.C. Munchkin! (C) - complete $2.00 tick
Pick Axe Pete! (U) $1.50 bensonj

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F
modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-

Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!,
Dynasty!/Directional Dynasty!, and K.C. Munchkin!
$10.00 larry

Atari 400/800

Atari

Archon (C) $6.00 bworkman
Assembler Editor (U) $0.50 bluebat
BASIC (C) w/reference guide $0.50 kurt
Centipede (C) $2.00 eyabs
Flight Simulator II (C) $3.00 chief
Hardball (U) $5.00 jml
Missle Command (C) $0.50 bluebat
Ms. Pac-Man (C) $3.50 jml
One on One Bball (U) $2.00 chief
Pac-Man (C) $3.50 jml
Super Breakout (C) $2.00 jml
Star Raiders (C) $3.00 chief
Pilot (U) $3.00 jklein
Galaxian (C) $2.00 lyle
Defender (C) $3.50 jml
Atari LOGO (U) - w/manual $5.00 jml
Robotron 2084 (C) $3.50 jml
Atariwriter (C) $0.50 bluebat
Joust (C) $4.00 lyle
Moon Patrol (C) $3.50 jml
Ballblazer (C) $5.00 bworkman
Blue Max (U) $4.00 chief
Bug Hunt (U) $4.00 chief
Necromancer (U) $9.00 chief

Activision

Kaboom! (U) $4.00 bworkman
Megamania (U) - lbl tear $4.00 chief
Pitfall! (U) $6.00 clay

Big Five Software

Miner 2049er (C) $6.00 chief

Epyx

Gateway To Apshai (U) - w/inst $7.00 chief

IDSI

Speedway Blast (R) $7.00 clay

```
-------
Oss
-------
Mac/65 (U) buyout hoodster
Basic XE (U) buyout hoodster
-----------
Roklan
----------
Deluxe Invaders (C) - w/inst $7.00 bworkman
Wizards Of Wor (C) - lbl severely faded $6.00 bworkman
----
Sega
----
Star Trek: S.O.S. (U) $6.00 chief
--------------
Spinnaker
---------------
Alphabet Zoo (U) - boxed $1.00 chief
Delta Drawing: Learning Program (U) - w/inst $1.00 alias
Kids On Keys (U)
Kindercomp (U)
Story Machine (U)

Systems & computer related items
------------------------------------------------
130 XE - tested w/ power supply, set of paddles (untested), video
touch pad w/Star Raiders overlay, two 2600 joysticks (untested),
owners manual, T.V. cord, and the following loose cartridges:
Defender, and Atariwriter
$53.00 david

800 XL - tested w/power supply, T.V. cord, and a 2600 joystick
(untested)
$18.00 chief

600 XL - tested w/power supply, owners manual, and a 2600
joystick(untested)
$8.00 jones

Atari 1010 Program recorder - untested w/power supply, owners manual,
connecting cord, and the following loose cassettes Player Missle
Graphics and Basics of Animations
$6.00 chief

Atari Touch Tablet - tested w/Atariartist cart and owners manual
$10.00 hoodster

Atari Light Pen - tested w/Atarigraphics cart
$10.00 hoodster

Suncom Animation Station - untested w/owners manual
$5.00 roagie
```

Atari 1020 Printer - untested w/power supply and roll of paper
$5.00 hoodster

Voice Box Speech Synthesizer by The Alien Group - untested
$5.00 jml

Inside Atari Basic: a fast, fun, and friendly approach. By Bill
Carris
$0.50 randy

Atari DOS 2.5: XF551 Disk Drive owners manual
$0.50 randy

Boulderdash Construction Kit: instruction manual
$0.10 alias

Ghost and Ghouls: instructions
$0.10 min

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL,
65 XE, and 130 XE. Comes with owners manual. Untested
$4.00 jml

Software: SubLogic Japan scenery disk (5.25) for use w/Flight Sim.
II. Comes with owners manual, and approach charts. Untested
$1.00 chief

Software: Adventure Maker/Tax Template (5.25 disk). Untested
$0.50 min

Software: Spinnaker's In Search Of The Most Amazing Thing (5.25)
Untested
$0.50 min

Six 5.25 disks: Could contain Government cover-ups. Untested
$0.50 min

Vic-20

Atarisoft

Pac-Man (C) - w/box

Commodore

16K Memory Expander $0.50 biglous
Vic Avenger (C) - complete $0.50 biglous
Super Alien (C) - complete
Radar Rat Race (C) - complete
Raid On Fort Knox (C) - complete
Adventure Land Adventure (C) - complete
Pirate's Cove Adventure (C) - complete $0.50 biglous
Sargon II Chess (C) - complete
Cosmic Cruncher (C) - complete
Gorf (C) - complete $1.00 mjbeau

Omega Race (C) - complete
Star Post (U) - complete $0.50 biglous

Imagic

Demon Attack (C) - complete $3.00 bworkman
Atlantis (C) - complete $3.00 bworkman
Dragonfire (C) - complete $3.00 bworkman

Sega

Star Trek [S.O.S.] (C) - complete $2.00 mjbeau

Vic-20 Cassettes

Academy Software

Typing Tutor/Word Invaders - complete

Commodore

An Introduction To Basic: Part 1 - complete $0.50 biglous
An Introduction To Basic: Part 2 - complete $0.50 biglous

System

Vic-20 in orignal box w/power supply, R/F modulator, and T.V. Cord
$5.00 bworkman

VicModem in orignal box

C-64

Gateway To Apshai $2.50 jml
Decathalon $4.50 jml

TI99-4A

Burgertime (R) - w/inst $2.00 mjbeau
Aligator Mix (R) $1.00 bensonj
Early Reading (R) $0.50 cccp
Donkey Kong (VR) $1.50 bensonj

System

TI99-4A in orignal box w/power supply, R/F modulator, and owners
manual
$3.00 bensonj

Misc Stuff

Donkey Kong Trading cards - 3 unopened packs $7.00 jones

Atari 2600 Power Supply - in orig box $2.00 eyabs
Atari Ultra Pong Doubles - in orig box $5.00 jones
Atari Video Pinball/Breakout System $5.00 jones
Sears Telegames Pinball/Breakay System - in orig box w/inst & R/F
modulator
$5.00 jones
Atari Game Center (plastic case to hold games and system) $3.00 james
Telegames Center (plastic case to hold games and system) $1.00
beaumontj
2600 Joystick $2.00 pat man
2600 Joystick $2.00 pat man
2600 Joystick $1.50 kevin
2600 Joystick $1.50 mrski
2600 Paddles - untested $1.50 kevin
2600 Paddles - untested $2.00 pat man
2600 Driving Controllers (2) - untested $3.00 pat man
2600 Keybord Controllers (2) - untested $3.00 pat man
2600 Track Ball $15.00 Robert
Atari Video Touch Pad $0.50 cccp
7800 Joystick $1.50 eyabs
7800 Joystick $1.50 eyabs
Champ Joystick (retractable cord) $1.00 awwatkin
Suncom Star Fighter Joystick $1.00 awwatkin
Spctravision Joystick $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Adam Controller (doesn't work)
Atari Computer Power Supply - untested/very heavy/"the log"
Atari Computer Power Supply - untested/shady
Tyco Electric Racing Power Pack - untested $0.10 min
Chaos Strike Back: software manual $0.10 min
Box of 10 Xerox 5.25 floppy disks

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3083. i search for californian atari 8 bits vendors

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: MULLER <mulher@imaginet.fr>
Message-ID: <01bc3dae$3be68c20$321644c3@moria.imaginet.fr>
Source record: 74213

```
i search for californian atari 8 bits vendors becaus i go there in
june.....
```

3084. i search for atari computers and items for my collection in california

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: MULLER <mulher@imaginet.fr>
Message-ID: <01bc3dad$a7f4b500$321644c3@moria.imaginet.fr>
Source record: 74214

hello,
i search for old atari items like printers, computers
i search for 1200xl,1400xl,xc11,xsm,xtc,800,400,410,810 etc

but only in california because i visit california in june....

3085. essai materiel atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: MULLER <mulher@imaginet.fr>
Message-ID: <01bc3db7$b2529f80$321644c3@moria.imaginet.fr>
Source record: 74215
Body handling: Inline uuencoded payload not displayed: Matos ATARI.doc

```
[Inline uuencoded payload not displayed: Matos ATARI.doc]
```

3086. Re: 80 Column

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: kurt@csh.rit.edu
Message-ID: <Mz#FCD.BMgA@csh-newsserver.csh.rit.edu>
Source record: 74216

In article <5hn9om$4bc@nnrp1.news.primenet.com> Glenn Saunders <krishna@primenet.com> writes:
>The mortal Brad Rogers wrote:
>: Actually, it plugs into a joystick port, not the SIO. As such it requires
>: the use of it's own device driver, and is incompatible with many games. :-(
>
>As such the display is dog slow. Another brain-dead decision on the part
>of Atari. An 80-collumn device should have attached through the cart or
>PBI port.
>

But I have to disagree. A cart would be almost as incompatible although I must admit it would be faster. And they couldn't do a PBI interface because their current production model, the 65XE didn't have one.

So, Get your brain-dead decisions right, it was leaving the ECI/PBI off the 65XE that was brain-dead :)

--Kurt

3087. Connecting a 800 XE (a 130 XE with half the RAM) to a simple monochrome PC monitor

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: Schoenmaker <mschoenm@worldonline.nl>
Message-ID: <01bc3de4$cbb97ca0$2d9e099a@default>
Source record: 74217

Can anyone out there tell me if it's possible (if yes, please scheme it) to connect an Atari 800XE to a PC monochome monitor (9-pin connector, just like an atari joystick)?

Thnx in advance

Marc Schoenmaker (mschoenm@worldonline.nl)

3088. Re: Bank St. Writer disk

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: thedm <thedm@idir.net>
Message-ID: <01bc3de1$ee26fe00$12c28e92@girnius-w-kc.kc.bls.gov>
Source record: 74218

Like I said, won't hurt to ask, you never know.
Those who do not search, do not find.

Yogi <noone@nowhere.com> wrote in article
<333b8273.2274684@news.injersey.com>...
> On Wed, 26 Mar 1997 02:57:57 GMT, Alan Christie
> <94chrisv@scar.utoronto.ca> wrote:
>
> -On Mon, 24 Mar 1997, Yogi wrote:
> -
> -> My original bank st. writer disk and manual say "lifetime
> replacement
> -> guarantee. If this disk ever fails to boot, send it to broderbund
> and
> -> we will replace it for a $5 handling charge".
> ->
> -> Anyone think they can still supply this????
> -
> -Bahahah! Yeah right! Do you honestly think Broderbund even HAS any
> 8bit
> -disks lying around? I don't think so.
> -
>
> I dont think so either but I think its pretty funny that they even
> offered it. I'm VERY tempted to try.
>
>

3089. Re: Demon Attack - bit rot victim???

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: rcolbert@oasis.novia.net
Message-ID: <5hoirf$gp7$1@nntp.novia.net>
Source record: 74219
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Dan Mazurowski (smedley.antispam@gte.net) wrote:
: Two friends of mine both own the game Demon Attack (from Imagic) on cart
: for the Atari 800. And the game suddenly stopped working without warning
: for both of them. I am curious - does anybody know if these carts were
: done on EPROM rather than conventional ROM chips? I have heard that
: EPROM is much more susceptible to bit rot, and it sounds like this is
: what has happened to these carts.

I don't believe Imagic used EPROMS, ROMS generally don't suffer from
bit-rot (Actually I haven't had any EPROMs do it either). At least I've
never seen am Imagic cart with an EPROM inside.

: If this is the case, would it be possible to get my hands on the ROM
: image, burn new ROM chips, and install these chips in the carts?

Not worth the trouble, you can pick Demon Attack up locally or on the net
for $1 or so.

Later,
Bob
--
Collector of Atari 2600 games - Want to write a game for the 2600?
Check out http://www.novia.net/~rcolbert

3090. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: read@my.sig
Message-ID: <3341dad2.5056395@news.networx.net.au>
Source record: 74220

"Jeff Potter" <jdpotter@worldnet.att.net> wrote:

->christopher f. chiesa <lvt-cfc@cyber3.servtech.com> wrote in article
-><5hbrnj$jpt@cyber3.servtech.com>...
->> Has anybody ever tried yanking the guts out of an 850 and
replacing the
->> ROMs or whatever's necessary, with something that WON'T drop
characters
->at
->> >2400 baud? Or is that essentially how the P:R: Connection et al
were
->> invented in the first place? :-) (Actually, I'd have thought that
if
->> ANYBODY were going to do such a thing (rip up an 850 and improve
it), it
->> would've been Bob Puff himself. But he didn't, so maybe it's not
->> possible. Hardware hackers? Opinions?)
->
->Ken Siders (who wrote KEDIT and KASM) released a schematic and
instructions
->on making an R-Verter clone. It plugs into the SIO bus, and
provides
->reliable communication at 19.2kbps (I know, I've built a few). It
uses the
->MAX-232 chip for RS-232 compatibility, but otherwise the parts are
cheap
->and available.
->
->Jeff Potter

I used to use a home built R:verter cable, and it worked very well too. This one actually used the 1489 chip, so I decided that the SIO2PC cable was more important, and promptly dismantled and reassembled it into the SIO2PC cable I wanted. If anyone is using their Atari for modem use, I would recommend trying out the R:verter cable. It looks fairly easy to build, and because it is a direct connect SIO cable you only need direct connect drivers to run it.

Stevo

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

3091. Re: 8-bit BBS software <Carina BBS>

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: mratari01@aol.com
Message-ID: <19970331161600.LAA09384@ladder01.news.aol.com>
Source record: 74221

In article <5halu8$ien@nnrp1.news.primenet.com>, Glenn Saunders <krishna@primenet.com> writes:

>
>The mortal Ronald J. Hall wrote:
>: Goto ftp.teleport.com\vendors\bensmith and download the Carina BBS
>archive.
>: It has a very good reputation and is still supported, AFAIK... :)
>
>It is supported? Tell me what's happened to the software in the last 2
>years.

Carina BBS is not only still around and supported, it is improved upon on an almost daily basis.
The Carina Support BBS can still be found at (503)-761-9074, and registered users have access to over 200 support files available there. Networking is offered at no additional charge (other than LD
if necessary), and there are tons of on-line games for it, support for Atascii movies, databases, voting polls, and much much more. In addition to this, Carina is easily modifiable by the user, and
there are many versions of Carina out there which you can not even tell are Carina BBS's by their looks.

Carina BBS uses a ML "Core" program, and Atari Basic as a Scripting language to dictate what the user sees on-line. To make a long story short, with Carina, it is as simple to write modules, as to
do normal prints to the screen. Carina will handle proper 40 or 80 column display for you, page breaks, ascci/Atascii/vt52 etc; making the programming of modules very easy if you decide you wish to
run something other than the stock modules. If you print to screen in your program, Carina will automatically send everything out over the modem as well. What can be simpler?

I have seen Carina BBS's with a totally Star Trek theme, others with a Wall Street look, etc. Some Carina BBS's are used for commercial purposes as well, Catalog Shopping Center's (There's shareware
or commercial software for Carina to allow this), on-line paid advertising, and even a number of on-line real estate sales aids, including the offering of full color graphics of the homes displayed
on-line.

Carina is truly a versatile system, and is only limited by the Sysop's desires and visions, and it supports all of the newer high speed modems. I've been running 28.8k's on mine for years.

There are no "Back Doors" in Carina, but with Sysop Access, I can usually repair your problems on-line if you desire.

Carina BBS does require that you have a hard drive. If using an MIO, it will support as many partitions as you have, and if someone gives me the necessary code, I would be happy to make it do the
same with the Black Box. This means that if you a 1.2 gig hard drive, you can access and use the whole works for your BBS if you desire. I find this especially useful since I also support IBM's on
my system, and everyone know's how gaud-awful big IBM programs tend to be.

While I may not be very vocal, I am still around, Shadow Software, have been forever, and will be forever. I still offer full support for ALL Shadow Software products, as well as other products
either by me, or that I have acquired the rights to, that were marketed under other names.

3092. Re: 80 Column

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: mratari01@aol.com
Message-ID: <19970331164801.LAA11309@ladder01.news.aol.com>
Source record: 74272

80 Columns isn't a problem at all, software to support that 80 columns is what is in such short supply. Magma had a whole line of carts which supported 80 cols for term progs to word processors, and
all offered crisp clean displays. Their 80 column only cart, while offering a perfect display, simply wasn't supported by other software. Like running BobTerm with it, you still only get 40 cols.
If you write your own software though, it works great.

3093. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: mratari01@aol.com
Message-ID: <19970331173001.MAA13825@ladder01.news.aol.com>
Source record: 74273

In article <5hn9j3$3vs@nnrp1.news.primenet.com>, Glenn Saunders <krishna@primenet.com> writes:

>Support is not great, but it still exists. Certainly more activity than
>the Atari8 crowd.
>
>

Obviously you STILL don't know what you're talking about, so why don't you take your amiga's and go play there!

3094. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5hots4$148@flood.xnet.com>
Source record: 74274

Asterisk (ampage@geocities.com) wrote:
: True, but Amigas aren't officially supported anymore. Besides, there

I'm sure Glenn will be along to tell you this, too, but Gateway 2000 is in
the middle of purchasing and re-restarting Amiga production. No joke.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
The sands of time were eroded by... the river of constant change.

3095. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: Asterisk <ampage@geocities.com>
Message-ID: <33400D37.5BCE@geocities.com>
Source record: 74275
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

Maybe they could just port Lynx over...?

BTW, I heard that someone is already working on a TCP/IP stack for the
TI-99/4A...

3096. Re: Star Raiders Tribute

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <33402f1e.4191111@news.inc.net>
Source record: 74276

On Fri, 28 Mar 1997 08:47:07 GMT, mauricem@phonewave.net (Maurice Molyneaux) wrote:

>In fact, I even figured out how to hyperwarp
>into adjoining sectors without using the map!

How?

3097. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <334136c3.6148586@news.inc.net>
Source record: 74277

On Sun, 30 Mar 1997 12:29:02 GMT, Sapphire@moc.cynonni (Janice in NYC)
wrote:

>On Sat, 29 Mar 1997 22:23:28 -0500, Asterisk <ampage@geocities.com>
>wrote:
>
>>But do you really need that? Personally, I find the newer 3D games
>>boring as hell, mainly because they put too much empahsis on cool
>>graphics and other bells and whistles, and the games aren't fun anymore.
>>You get bored with them in 5 minutes.
>
>I don't know about that. Multiplayer Duke Nukem 3D is AWFULLY
>fun........

What are you you; some bottom beating scum sucking algea eater?

Duke is a load of fun. So is quake.

3098. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3342398e.6863646@news.inc.net>
Source record: 74278

On 31 Mar 1997 17:56:20 GMT, jcompton@typhoon.xnet.com (Jason Compton)
wrote:

>Asterisk (ampage@geocities.com) wrote:
>: True, but Amigas aren't officially supported anymore. Besides, there
>
>I'm sure Glenn will be along to tell you this, too, but Gateway 2000 is in
>the middle of purchasing and re-restarting Amiga production. No joke.
>
>--
>Jason Compton jcompton@xnet.com
>Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
>AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
>The sands of time were eroded by... the river of constant change.

I heard that they have purchased them... but are you sure that it is
with the intention of restarting production of Amiga models? I have
suspected that they bought them cheap for access to copyrighted
technology that Amiga held.

3099. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: Asterisk <ampage@geocities.com>
Message-ID: <33401140.1F7F@geocities.com>
Source record: 74279

I heard about that, but who knows what they'll really do if they buy it?
They may use some of the technology to enchance their PC's and not
support Amiga users at all...

Jason Compton wrote:
>
> I'm sure Glenn will be along to tell you this, too, but Gateway 2000 is in
> the middle of purchasing and re-restarting Amiga production. No joke.

3100. Re: ATARI RETAILER GONE OUT OF BUSINESS. CLEARING OUT SOFTWARE

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: Asterisk <ampage@geocities.com>
Message-ID: <33401270.698C@geocities.com>
Source record: 74280

How much for the 8-bit Assembler and Editor?

3101. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <33433f67.8361113@news.inc.net>
Source record: 74281
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

On Sun, 30 Mar 1997 07:24:51 GMT, jhardie@pipeline.com (John Hardie)
wrote:
John, you would have been smarter to whine about this in private email
only. Since you have made a public posting I am publically posting
this (my 2 cents).

>Christ, why is it necessary to bring up my name in your post?

Where was it ever written that it is REQUIRED that something be
NECCESSARY in order to bring it up in a newsgroup? And even if it
were required, which it is not, who then is the authority upon the
criteria of neccessity? You perhaps? I think not. Also, what has
Jesus to do with this?

>I don't remember ever posting about your business, Andrew!
>While my deal with Bruce is public knowledge and no secret, I would
>still appreciate being left out of your inane ramblings.

Funny, I am a member of the public and I had no such knowledge of your
special status at B&C. I rather enjoyed the information you
insultingly refered to as "ramblings."

>me running around bragging about my stuff; I prefer to remain low-key
>and would appreciate you not putting me in the spotlight!

Translation: you would prefer to have your special deal with B&C be a
secret and NOT be public knowledge. That's understandable, but you
cannot expect others to operate accrding to your desires. If I were
you I would want it to be "low key" also, but I wouldn't slam a guy
for bringing it up when he had every right to, especially in front of
the people he brought it up to. You stating here in front of everyone
how "public" the knowledge was is an insult to the collective
intelligence of most of the people that frequent this newsgroup.

>Since you dragged me into this, let me suggest that you get some of
>your facts straight before you post. My notes are below...

Getting facts straight is always a benefit. I say truth and and
accuracy rule.

Cheers,

Jon

3102. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <5hp968$ch6$1@earth.execpc.com>
Source record: 74282
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

In article <5hl0ct$5mg@camel1.mindspring.com>,
John Hardie <jhardie@pipeline.com> wrote:
>Since you dragged me into this, let me suggest that you get some of
>your facts straight before you post. My notes are below...

My post reflected what B&C told me. If they got a few things mixed up it was probably due to the fact that they were incredibly busy last week and had many more important things on their mind. No malice or mis-representation of information was intended.

>
>krieg@miller.cs.uwm.edu (Andrew Krieg) wrote:
>
>>I had a nice long talk with B&C yesterday. Here are the highlights from our
>>discussion on Atari 8-bit carts.
>
>>1) B&C burns copies of prototypes title, and prints labels for them.
>
>B&C clearly states that they are copies. This is old news that
>everyone knew last week.

No one knew for sure. It was ambiguous. I made it clear.

>>2) B&C sells their copies to the public *AND* to Video 61 and Best
>> Electronics.
>
>Again, old news. Anyone who thought Video 61 was selling legitimate
>protos is a bigger fool than Lance.

Ditto.

>>3) Other titles that B&C have but haven't got around to burning copies for
>> yet include:
>> Commando
>> MidiMaze (this sounds cool as you should be able to network
>> with ST MidiMaze players)
>> Xenophobe
>> RealSports Soccer
>
>You forgot Mat Mania Challenge.

Correct, I did forget this one.

>>4) B&C has a standing deal with John Hardie to give him first pick of
>> anything new that comes in.
>

>Again, while this is pretty much public knowledge, I fail to see the
>point/purpose of posting it here.

Again, no malice intended. Just pointing out to fellow consumers that B&C
is probably not a source for us to get "Atari-direct" prototypes as they are
already spoken for.

>>5) B&C obtained a couple of uncompiled sources for 2 Atari 8-bit games
>> tenatively titled "Puffer" and "Jungle River Cruise". I believe John
>> is in possession of these now.
>
>This is all wrong. The Puffer is a system, not a game. I have a Jungle
>River Cruise cartridge, not uncompiled source code. I also have a few
>other games for it. The full scoop on the Puffer Project will be
>available on our web page. I'm sure Keita will let everyone know when
>it's up.

Sorry for the misinformation, but what I posted is what I was told.

>>6) B&C also have some chips that I believe can only be installed in XEGS
>> machines. They are multi-game chips which would replace the built-in game
>> chip on the XEGS.
>
>Can't argue that one.
>
>>I think we can look forward to at least a few more new 8-bit titles in the
>>months to come.
>
>Andrew, please look by yourself.

Well, excuuuuuuse me. I didn't think "Atari Gaming Headquarters" had a
monopoly on providing collector's with information on their hobby.
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

3103. Maybe a stupid question, maybe not...

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: ken@condor.circa.ufl.edu
Message-ID: <ken.1316.000DF3EC@condor.circa.ufl.edu>
Source record: 74283

You'll have to pardon my ignorance, but I'd like a question answered for me if possible..

At the time I sold my Atari 130xe (sniff) I believed it was impossible to have more then 128MB of hard disk space on it (with an MIO you could have 8 drive partitions D1:-D8:, then ram disk D9:, with SpartaDOS you could have a maximum of 16MB per partition).

Now I'm seeing people advertise 8-bit BBS'es with substantially more disk space then what we believed (for the record I had 160MB on a BBS but could only address 128MB of it at that time).

What's the deal here? How are they doing that?

Just curious.

Thanks,

Ken

3104. ATARI RETAILER GONE OUT OF BUSINESS. CLEARING OUT SOFTWARE

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: modemkid@gate.net
Message-ID: <333fed84.2619764@news.gate.net>
Source record: 74284

Atari retailer gone out of business and is clearing out all of the
100's of 8-bit disks and carts. Enclosed is the lists. Call me with
your wants at 561-464-0019. 1pm - 9pm EST. Closed sundays. Or email
me at modemkid@gate.net. The more you buy the better the pricing.
Also available ST software. (1000's of disks, mostly games)

8-BIT CARTS

ARCHON
BLUE MAX
SKY WRITER
MINER 2049ER
KRAZY ANTICS
BASEBALL
MUSIC COMPOSER
STARRAIDERS
DEFENDER
MATH ENCOUNTER
MOON PATROLL
JOUST
DK JR
SUPERBREAKOUT
DELUXE INVADERS
REAL SPORTS FOOTBALL
RIVERRAID
SUPERCOBRA
QBERT
SKYWRITER
DIGDUG
MICRO FILER
ALPHA SHEILD
KRAZY SHOOTOUT
WAZ OF WAR
CROSSFIRE
KABOMB
STARRAIDERS2
ACE OFACES
CRIMEBUSTER
BATTLE ZONE
DAVIDS MID MAGIC
INTO EAGLES NEST
FOOD FIGHT
DESERT FALCON

NEOROMANCER
THUNDER FOX
FIGHT NIGHT
1 ON 1
SUMMER GAMES
RESCUE ON FRACTIONS
BARN YARD BLASTER
FACEMAKER
COSMIC LIFE
ADVENTURE CREATOR
DELTA DRAWING
BASIC XL
BASIC XE
DESIGNERS PENCIL
CROSS FIRE
ASSEMBLER EDITOR

USED

ACE OF ACES
BOUNTY BOB STRIKES BACK (EXPENSIVE)
JUMBOJET
SUB COMMANDO
PACMAN
HARDBALL
ATARI ARTIST
QIX
BUGHUNT
MILLIPEDE
MEGAMANIA
BASKETBALL

8-bit (disk)
( ) = how many in stock

Microsoft Basic
Koronis Rift
Karatera
Bondanalysis
Animation Station
Atarilight Pen
Computer Baseball (3)
Chess (by ODDesta)
Borodino
Finacial Stratagies
Grammer (2)
Science 7&8th Grade
French (2)
Vocabulary Wordbuilder
Atari Planetarium
Micro Division

Trapaziod (3)
Ogre(3)
Hollywold Hijinks
Seastalker (2)
MULE
Hitchhikers guild to galaxy
Funbunch (learning arts) elementry

Strip Poker
News Station
Disk Wiz 2 (5)
Lucifers Realm
Video Vegas
Cycle Kinght
Einstein Memory Trainer
Zorro
Appointment Planner
Manrauder
Sports Spectacular
50 Mission Crush
Caverns of Calisto
Battle for Normandy
OP. Market Garden
Fooblisky
Panzer Grenadier
USAAF
Juggle House
Tomahawk(2)
Eternal Dagger(2)
Typing Tudor Plus
Spitfire 40
Warship
Rails West
KinderComp
Virtuoso Desktop Performance
ALT. Reality The City
Championship Loadrunner
Seseme ST Print Kit
Math Maze
MicroLeague Baseball (complete set)
SoloFlight
Gunslinger(2)
Losttomb(2)
Kennedy Approach
LA Swat/panther (3)
Bruce Lee(3)
Pitfall/demon Attack
Conan
F-15 strike eagle
Gemstone Warrior

BallBlazer(2)
Raid Of Moscow - Beachead - beachead 2
Crusade in Europe
Sargon 3 (2)
Decisions in Desert (2)
MathMaze
Neverending Story
Tale of Beta Lyra
Sorcerer of Clay Morque Castle
Flied of Fire
New York City
Summer Games (2)
Basic XL toolkit
VideoTitle Shop
PS Interface
Mailing List Plus
Napoleon in Russia
Graphics Master

StarRiader 2
Word Attack
Fight Night (4)
Sparechange
Dropzone (2)
Graphics Magician
NewsRoom(2)
Megafont 2 plus
Spactados Const. Set
Disk I/O
SpaceBase
Hey Diddle Diddle (2)
Boulderdash Const. Set
Music Const. Set
HardBall (2)
Bop N Westle
Sticky Bear Opposites
Sticky Bear Shapes
Wayout

Alien Ambush
Wold Flyer
D-bug
Druid
Realm of Impossiblity(2)
One on One (2)
Movie Maker
Solarstar
Pinball Const. Set(2)
Archon 2(2)
7 cities of Gold(5)
Finacial Cookbook (3)

MailOrder Monsters(2)
Trailblazer
Lord of Conquest(2)
Masters of the Lamp
Touchdown Football
Archon
Racing Dest. Set
Word & Graphic Magic (2)
Chessmaster 2000
Wallwar (2)
Conflict in Vietnam
Sucess w/math add & subtract
EZ Study Program
The Can you Survive Snapper
Microsubtraction
Rambrandt
Halleys Patrol
Floating Point Package
Moptown Hotel
Moptown Parade(2)
Cardware Bithday Cards
PSAT Word Attack Skills
Funbunch Intermediate
BrainStrainers (2)
SAT Wordattack Skill
Word Attack
SAT verbal
SAT Complete set

Success w/math Add& subtract w/decimals
Success w/math Quadratic Equations
Micro multiplication Linear Equations
Alien Encounter (education)
Pirates Barbary Coast
Hulk (2)
Lunar Leeper(@)
Tower Toppler
Flight SImulator Scenary 1, 2, 4, 5, 6, 7
Flight Simulator 2 (used)
Artic Antics
Areno 3000
Mercenary
MegaFiler
Data Manager
Instaledger
In seach of most Amazing Thing (2)
Six Gun Shootout
Necromancer
Oilswell
Eliminator

A.E.
Marcenary
Sargon 2
Capture the Flag
Tetrad(2)
Crasstown Crazy 8's
Mach 2 Combat Flight Sim (2)
Advance of Buckaroo Bonzai
Tink Tonk Subtraction Fair
Spider Man (2)
Juice
Astrochase
Flak (2)
Buzzword
Starcross
Repton(2)
LightSpeed C
Topgunner
Cohens Tower
Davids Midnight Malic
Starleague Baseball
Elite Personnal Accountant
Dragons Keep
Shooting Galery
Gorf
Caverns of Callisto
Jeepers Creepers
Timebomb
Silent Service
The Wylde
Silicon Dreams
Encounter
Monday Morning Manager
Serpentine
Pegammon
Response Analysis Program
Gauntlet
Spelling
Spell it
Caverns of Mars
Home Filing Manager
Macro Assembler
Syn Stock
Rainy Day Games #2
Sentinal
Fast Gammon
Strip Poker Data Disk #2
The Impossible (hardware) diskcopier
Stratos
Crosscheck

Panzer - Jagd
Tumble Bugs
Podyan
Survivor
Cosmic Tunnels
Hellcat Ace

3105. Re: Atari 1050 diskdrive problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <33444622.10084194@news.inc.net>
Source record: 74285

On 30 Mar 1997 06:33:43 GMT, lovecraft@aol.com (Lovecraft) wrote:

>> I recently bought a Atari 600 XL with a 1050 diskdrive. It
>> didn't come with a manual. When I hook up the set with the
>> diskdrive, the 600 XL starts to beep and the on the screen
>> the message "boot error" keeps coming. Without the drive
>> it works fine.
>
>The Atari was a strange animal. You could turn it on without the disk
>drive on and just do basic or whatever. If you turned on the drive you had
>to have a disk in it. Using the thing involved constant turning off and on
>of the computer dependin on what you were doing that session. Each time
>you wanted to play a new game, turn it off, put in the disk, and turn it
>on (the computer). If you want to save your own programs, like basic, boot
>with DOS 2.5 or something then use a blank for saves. I hope I'm
>remebering this correctly as I only have the emulators now.
>
>The Apple IIe was similar.
>
>When I went PC I was terrified at the warnings about too many hard boots.
>
>I miss the 8-bits.
>
>Nick Nova

That's why I like the (hard) reset button many of the PC's have.
Constant power cycling is NOT a good thing for any computer. On my
800XL unfortunately, the reset switch is soft or warm. It can be made
to emulate a hard reset by puting a non zero value in I think decimal
location 580? Can't remember. The only prob with that is, if the
machine is locked up you do not have any way to store a value in that
memory location.

Cheers,

Jon

3106. FS: Atari 400/800 Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <334e17dd.7528565@news.earthlink.net>
Source record: 74286

ATARI INVENTORY 4/97
Please make offers on any items of interest

HARDWARE:

STAR MICRONICS UNIVERSAL/ATARI PARALLEL INTERFACE
Excellent

ATARI 1200XL COMPUTER. No cables, just the computer
Excellent

Atari 1050 Floppy drive. No cable
Excellent

Atari 400 computer
Excellent

Atari 850 Interface plus User's Manual
Excellent

16 K RAM- ATARI CX853 memory module
Excellent

POINTMASTER JOY STICKS (2)
Very Good

WICO COMMAND CONTROL TRACBALL Excellent

RGA REMOTE CONTROL JOY STICKS 2 joystics plus control box
Excellent

GEMSTICK Joystick

ATARI 800 MOTHERBOARD ??? CODE # CA018087
???

ATARI POWER SUPPLY 5 VOLT # 61982 This is bigger than the 800
ps. For a 5200???
???

Pioneer VP-1000 Laser disk player. with remote
Excellent

ROM CARDS FOR THE 400/800 COMPUTER

ATARI LOGO including manual (xerox) plus cart from Atari
plus the box
Good

PACMAN, plus manual, plus old syyle box, with cute graphics.
rare box.
Excellent

PACMAN

PACMAN

ASSEMBLER EDITOR cart plus manual
Excellent

STAR RAIDERS plus manual plus old stlye box with great
graphics
Excellent

STAR RAIDERS

BASIC Plus Manual
Excellent

BASIC

VIDEO EASEL

QIX cart,box, manual, registration card
Excellent

CENTIPEDE, plus manual plus old syyle box
Excellent

DEFENDER, plus manual plus old stlye box with nice graphics
Excellent

DEFENDER

MISSILE COMMAND plus Manual plus old style box with nice
graphics
Excellent

PENGO. Game box, cart, maunal, warranty card
Good

REAL SPORTS FOOTBALL CART, MANUAL PLAYCARD and Box
Excellent

SUBMARINE COMMANDER from Thorn EMI ,inc. box and manual (a
beta vcr tape box converted for software)
Excellent

KICKBACK from Thorn EMI

JUMBO JET PILOT from Thorn EMI,inc. box and manual (a beta
vcr tape box converted for software)
Excellent

DIAMOND MINE from Roklan

CHESS by Parker Bros. , Guide plus cart, plus box
Excellent

MILLIPEDE . Game box, cart, maunal, warranty card
Good

ATARIWRITER Release software. Cart, manual, warranty card,
box
Excellent

ROBOTRON 2084 manual and box plus cart
Excellent

DOCUMENTS ONLY

$5.00 COUPON from Atari. Offers a check for $5.00 if you buy
something and fill out coupon. Don't try it.
Mint

DATASOFT catalog from 1983. 6 colorful pages of stuff.
Excellent

CHESS by Parker Bros. , Guide plus box.
Excellent

DATASOFT 8 1/2 by 11" glossy color game announcements
ZAXXON
Mint
PACIFIC COAST HIGHWAY, CANYON CLIMBER< CLOWNS AND BALLOONS ,
SHOOTING ARCADE
Mint
ATLANTIS from Imagic. Manual, catalog box, and warranty
registration card.
Mint

POOL 400 from IDSI. Box only
Excellent

POLE POSITION from Atari. Manual and box only
Mint

E.T. PHONE HOME. Box only
` Excellent

MISSILE COMMAND. Box only. old style box with nice graphics
Excellent

QIX from Atari. Manual and box only
Excellent

CENTIPEDE from Atari. Manual plus box. This is the "old style"
box with a beautiful graphic of an old man sitting on muchrooms
looking at a centipede.
Excellent

ATARI LOGO box only
Excellent

ATARI MAILING LIST. Box only
Good

DONKEY KONG by Nintendo for the Atari 800. Manual plys box
only.
Mint

APX (Atari Program Exchange) Product Catalog. Winter Edition
1983-84> Complete with address label to Me. Screen shots of the 14
games offered. I'll bet you never heard of any of them!
Mint

Assembler Editor Errata Guide....this is about 20 pages and
is a pre-release version of this manual which eventually rivaled the
user's Guide in size (yes there were that many errors in the Guide).

OMNIMON! Installation Instructions. See above. 6 pages
includes instructions for the version to use with the Axalon Ramdisk.

Atari 800 Mailing List (computer program manual).
Excellent

MUSIC COMPOSER manual and Box only
Excellent

Q*bert from Parker Bros. Box and Manual only
Excellent

Koala Ware Coloring Series 1 box
Excellent

Koala WareMicro Illustrator box
Excellent

Atari Microsoft Basic Instruction Manual copyright 1981
Excellent

Disk Compare Program Version 2.0.....This is a 1 page
typewritten instruction guide for the program whose files are:
DISKCOMP.OBJ and DISKCOMP.SRC
Excellent

HITCHHIKER'S GUIDE TO THE GALAXY HINT BOOK from Infocom.
Rub a yellow magic marker over page to reveal answers. 2/3 of the book
has been "used" with a marker.
Excellent

FONTEDIT from IRIDIS. 56 pagr manual for an interesting
package that was on Cassette tape..I think I have the program on
diskette.I'll check if I get any interest in the package.
Excellent

PENGO box only
Excellent

F-15 STRIKE EAGLE FLIGHT OPERATIONS MANUAL. 36 pages. cheap printing job
Good

LODE RUNNER USER'S GUIDE cheaply printed guide to a good game. 4 copys. 1 is FAIR, 3 are
Excellent

ATARI MUSIC CONSTRUCTION SET REFERENCE CARD xerox of about 10 pages
Good

SPIDER EATER Just the box from Koala Ware . "turn your touch tablet into a musical instrument."
Good

ATARI BASIC REFERENCE MANUAL
Good

ATARI MACRO ASSEMBLER MANUAL
Excellent

K-RAZY SHOOT-OUT manual and box from CBS
Excellent

K-RAZY ANTICS manual and box from CBS
Excellent

BOULDERS AND BOMBS box from CBS
Excellent

PENGO manual from Atari
Fair

MATCHBOXES instruction card from Broderbund
Very Good

4 8 1/2 by 11" color display sheets announcing new products from Sierra On-Line:
APPLE CIDER SPIDER
Mint
FROGGER
Excellent
MR. COOL
Mint
SAMMY LIGHTFOOT
Mint

EPYX 1983 catalog 8 pages fold out. 8 1/2 by 11" color brochure
Mint

SIERRA ON-LINE catalog from 1983? 4 by 7" for Atari and Apple.
Mint

PLANE WRAP SOFTWARE box from Rantom Software. This box doesnt say what was inside cause they used the same box for all their products. I forget how you were supposed to figure out what was in the box
Good

FLOPPY SOFTWARE

Ultima IV, Quest of the Avatar by Lord British, from Origin Systems. Everything is included, the floppys, the manuals, even the map (cloth), and the box. The box is torn for 2' on one edge, otherwise this is mint
Excellent

VEGAS POKER User's Guide plus floppy of the same game. One floppy stamped "Atari Company Trade Secrets Enclosed". I guess I had one of those stamps.This is the program I wrote at night while a Game tester. It led to my being promoted to programmer, but I refused to "give" it to the company so it never got published. User's Guide is 1 page printout. The game is the first Poker Slot Simulation ever written (to my knowledge)
Excellent (naturally)

MICRO ILLUSTRATOR from Koala by Steve Dompier. Floppy plus manual
Excellent

CARTOON MAKER 1982 by me. 5 page instructions for a stupid little software toy I put together using routines I had written for the PLAYER MISSILE EDITOR. Floppy plus manual
Good

ATARI MUSIC II. Release software. 2 diskettes, manual, warranty card, box Excellent

FAMILY FINANCES 1 & 2. Official Atari release on 2 floppys. User's Guide included.
Excellent

PREPPIE II. Floppy plus Very colorful cover to manual, plus very colorful plastic box.
Excellent

SOUND AND MUSIC TRICKY TUTORIAL #6 manual and casette tape from Educational Software
Excellent

CROSSFIRE Floppy Disk in official dust jacket plus manual from ONLINE SYSTEMS (later became Sierra OnLine)
Excellent

REALM OF IMPOSSIBILITY by Mike Edwards from Electronic
Arts.......Floppy only
Excellent

THE E FACTOR Floppy and manual and box from Cosmi
Excellent

SWEAT SYSTEM Rev #3 Serial #24 stamped "Atari Company Private
Trade Secrets Enclosed". There are 5 floppys in the set. The trade
secret stamp is on a sticker that has been removed from disks 1 and 2
only. Disks are labeled as follows:
disk 1: Screen, Dledit, and Sstrans
disk2: Screen, Cedit and Sstrans
disk3: Pmedit and Sstrans
disk4: Sound and Sstrans
disk 5:P/M Animation Driver
Excellent

EXCALIBUR 1.0 the official floppy by Crawford, Summers,
Atkinson, from APX (Atari Program Exchange)
Excellent

A.E. floppy from Broderbund. Stamped Dealer Demo, not for
resale. In a Broderbund dust jacket plus manual
Excellent

BANK STREET WRITER floppy from Broderbund. Stamped Dealer
Demo, not for resale.
Excellent

LABYRINTH floppy from Broderbund. Stamped Dealer Demo, not for
resale.
Excellent

SKY BLAZER floppy from Broderbund stamped "dealer demo, not
for resale:" in Broderbund dust jacket Excellent.

GENETIC DRIFT floppy from Broderbund stamped "dealer demo,
not for resale:"
Excellent.

S.A.M. serial # 19722 from Don't Ask Software. Speech
synthesis
Excellent

SEA FOX floppy from Broderbund stamped "dealer demo, not for
resale:" in Broderbund dust jacket
Fair

CASTLE WOLFENSTEIN floppy from Muse Software.
Excellent

MICKEY IN THE GREAT OUTDOORS. From Walt Disney Personal
Computer Software. in Dust Jacket, plus manual and box. The box is
about 8x10", plastic, with Mickey on both sides (and as with many

games from this period, is the best part of the package).
Mint

COIN-OP CONSOLE PLASTIC TITLE PLATES

I'm sure there is a more official way to describe these. They would have been part of the game console, except they must have made too many, so they sold them in the company store. They are all from 1 1/2 to 2 feet long and 5 to 6" wide, and are made of 1/4" plastic. They have decals on the backside and are meant to have a light shining through them to announce what game it is.

SKYRAIDER from 1977...this one has a little bit of the paint (decal on back) chipped off.
Good

BATTLEZONE from 1980....this one also has a little bit of the paint (decal on back) chipped off.
Very Good

SUPER BUG from KEY Games, copyright Atari, Inc. 1977
Good

ATARI 2600 Special Items

GEMINI Video Game System from Coleco. Uses Game carts for the Atari 2600. New in box, never opened. Says it includes Donkey Kong and Mouse Trap carts. Originall priced by Pennys at $79.95, looks like I got it on sale for $19.95Has a small puncture hole in the box. otherwise----------Mint

ZZyzx

"We're not flying....we're falling with style."
(Buzz Lightyear)

3107. Re: ATTN YOGI! (Well, you said to do this to get your attention.....)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: zmerch@northernway.net
Message-ID: <MPLANET.33405204zmerch9896e7@news.northernway.net>
Source record: 74287

In article <3339f15a.2128684@news.injersey.com>, noone@nowhere.com
says...
> On Tue, 25 Mar 1997 09:40:43 GMT, bmarcum@iglou1 (Bill Marcum) wrote:
>
> -Unlike some early home computers, the Atari 8-bit always had
> -upper/lower case. It just starts out in upper case until you press
> -the Caps key.
>
> I meant for commands.
> I realize Basic xl lets you use lower case, but it used to drive me
> nuts that I couldnt leave it in lower case all the time.
> I just remember the Crapple II series as not doing lowercase, and
> probably the Vic 20.

Add Tandy's Color Computer 1,2 to the list... they could show the lower-
case ascii codes, but as reverse-colors of the uppercase chrs. Some later
CoCo2's (with some crazy pokes to the VDG) and all CoCo3's could do
lowercase, but not for commands in the rom-based RS-DOS. However, under
OS-9 (read: most powerful 8-bit OS ever...) you could use lower-case for
commands and disk files/directories, would auto-detect the newer VDG in
the CoCo2 and lots more.

I realize that this is slightly off-topic, but I'm very good with these
machines. Just to keep things in c.s.a.8, I *love* my Atari800 too!

Anyone wishing more info, or just to chat about Tandy's (or want to teach
me more about my 800... I'm an Atari newbie) can e-mail me at the address
below....

Hope this helps,
Roger "Merch" Merchberger
--
Roger Merchberger | Everyone complained to me to change my .sig,
Programmer, NorthernWay | but no-one could recommend something better.
zmerch@northernway.net | So you'll have to put up with this *junk*
| until I find some new wisdom to share.

3108. Re: This is cool!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R3103971658270001@nntp.netgate.net>
Source record: 74288

In article <Pine.GSO.3.95.970329120509.21449G-100000@fissure.scar>, Alan Christie <94chrisv@scar.utoronto.ca> wrote:

> It seems like the atari 8bit still has some life in it in Countries like
> Germany and Poland. I only use the Atari emulator for my PC, but I should
> boot up the old Xl for the fun it some day,. :)

I've played with emulators, and they have their place in my life. But when possible, there's still no substitute for settling down in front of the real thing and hearing the disk drive beep at you as it loads a game you haven't tired of after 14 years...

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
==========
Silicon Valley for under $109,000--
http://www.netgate.net/~ziggy29/condo.html

3109. Some questions about the awesome XLIT!

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: "Francisco Ogalde B." <Fogalde@cec.uchile.cl>
Message-ID: <3340B53A.3E75@cec.uchile.cl>
Source record: 74289

Here is my questions:

1. How can I get the vertical line character from the keyboard?
(chr$=124)
2. How can I back to Turbo Basic from DOS when I'm in Turbo basic
and call dos (MyDos 4.50)?
3. How can I get to work the RAMBOOT in MyDos 4.50 with plain basic
and Turbo basic?

I'm working in a a-la-Norton commander program for the Atari written
in Turbo basic using the amazing XLIT! The goal of this project is to
move files from/to megaimages, I can retain only the best games, not
the crappy ones! I somebody can tell me how to do this tasks I can
finish this program easily than now. I will post the finish work in
this newsgroup. E-mail me your replies and suggestions about the
program.

Fogalde@cec.uchile.cl
Francisco Ogalde B.

3110. fast boot maker / menu

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <3340AEAE.33B7@worldnet.att.net>
Source record: 74290

Can anyone direct me toward a good fast menu/boot maker for .ATR images??
I've got plenty of files and would simply like to make'em load quick.

Nearly all my .ATR images have the micropulse (C)1984 booter on them.
deleting and replacing individual files with something like imagemanager
(run from dos c prompt) doesn't seem to work. the files are there, but
the fast booter doesn't recognize them. Help!?! suggestions?

Keith

3111. Re: ATASCII Movies (Was: APE questions and comments)

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-3103972248160001@port115.bitstream.net>
Source record: 74291

In article <19970330124317695 38@ts230.vcr.wis.net>, ryang@computerhelp.ca (Ryan Goolevitch) wrote:

> Mark L. Simonson <marksim@bitstream.net> wrote:
>
> > Hey, did you know there is a web page devoted to ATASCII movies?
> > Check out "Break Movie" Warehouse at http://www.flash.net/~ambrosia/
> > A guy named Tom D'Ambrosio put it up a while back.
>
> All we need now is an Atari 8-bit Web-page Plug-in! Just imagine how
> much better than java that would be :) we could do anything in that
> little emulatror box on the page :) even have ATASCII animations :)

Believe it or not, he mentions on the site that he's trying to do something sort of like that. Seems like all you'd need (ha) would be a plug-in that emulated a subset of Atari Basic and could display the Atari character set in a little window...:)

Better yet, an emulator could be set up as a helper application for files ending in .atr, .xfd, etc. Rainbow (for instance--Chris?) could do this if it had the ability to boot a virtual disk from the desktop (i.e., double-click an .atr file in the Finder causes Rainbow to load the disk image and reboot). (Of course, I'm talking about the Mac version, because that's what I have, but certainly this sort of thing is also doable on PCs in some way, I would think.) Then when you download a disk image in your bowser, it would immediately boot up in the emulator. :)

Mark
marksim@bitstream.net

3112. W: Docu for Mac65

Newsgroup: comp.sys.atari.8bit
Date: 1997-03-31 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6TuRDqtpzHB@peter.soemtron.sb.sub.de>
Source record: 74292

Howdy !

Since the disk based Mac65 Version is free for use with XF2 I need a
documentation for this assembler. If anybody has this manual in text-based
files around here, please send it to me.

THANKS!

If I have no success with getting a text-file-based, I need at least some
key shortcuts.

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

3113. Re: best Atari keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5hr045$1eu$1@zwieracz.psych.uw.edu.pl>
Source record: 74222

Fri, 28 Mar 1997 19:32:39 -0800 Timothy A. Seufert napisal byl w comp.sys.atari.8bit:
> This is definitely true. My first computer was an 800XL my dad bought.
> It had a great keyboard. Later we bought second used 800XL from a friend

the best keyboard for me was the xegs one. it was detachable, and that is
the main reason i like it so much - i can easily put in on my knees without
monitor, floppy and other cables...

89
--
= wasza KrAp = krap@freud.psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 22-6594364 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

3114. Re: XEP80 documentation and happy 1050 docs

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: slycy* <read_my_sig@bottom.of.message>
Message-ID: <33411C46.443C@bottom.of.message>
Source record: 74223

Robert,

Don't do this to me! *Where* in the archive are the docs and
what are they called? Ack! Almost there...

Robert Smith Ely wrote:
>
> In article <859413844.32020@dejanews.com>,
> slycy@geocities.com wrote:
> >I have come into posession of an XEP80 and 1050 Happy Drive, both
> >without documentation. Can someone point me to documentation
> >on the internet, or can you email it to me? or through the postal service?
> >
> >Thanks in advance.
> >
> >slycy@geocities.com
> >
> >--------------------==== Posted via Deja News ====----------------------
> > http://www.dejanews.com/ Search, Read, Post to Usenet
> >
>
> The Happy 1050 docs can be found at the Umich Archive---
gopher://gopher.archive.umich.edu:7055/11/atari/8bit. I don't knoe about the XEP80, but
they may bet t
>

slycy@geocities.com

3115. Wanted 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: ken@condor.circa.ufl.edu
Message-ID: <ken.1318.0007D895@condor.circa.ufl.edu>
Source record: 74224

All this talk about 8-bit's has made me severly nostalgic.. Anyone got a 130xe they want to part with?

Ken

3116. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: read@my.sig
Message-ID: <33431bcf.3453299@news.networx.net.au>
Source record: 74225

Sapphire@moc.cynonni (Janice in NYC) wrote:

->On Mon, 31 Mar 1997 22:13:32 GMT, ssilicon@lax.net (Jon D. Melbo)
->wrote:
->
->>What are you you; some bottom beating scum sucking algea eater?
->
->Actually, I think that's 'bottom feeding scum sucking algae
->eater'......
->
->>Duke is a load of fun. So is quake.
->
->I don't know about Quaek, i can't play it cos my 486/80 is too slow.
->>:(
->
->Even Duke on my computer running at low res in pure DOS mode is a
bit
->choppy on most boards, and on some other user maps--especially those
->that have a lot of objects and weapons and stuff in the middle--it
->gets VERY choppy, sometimes to the point where it's completely
->unplayable cos the system bogs down too much (particularly if there
->are lots of people and monsters pounding the hell out of me).
->
->There's the rub, I suppose. Whereas Atari 8-bit computers may not
->have the monopoly on fun-to-play games, they (and a handful of other
->older machines, I guess) have unbeatable fun-per-MIP ratios.
->
->Who knows, maybe somebody will port Doom or Duke over to the 8-bits
->someday........
->

Love DUKE 3D myself, and I also run a 486DX2-80, so I know exactly how
you feel when the sytem bogs down so much that all you get is sound
and a STILL picture! Altho I did manage to finish the shareware QUAKE
on my ol' 486. (very slow!). But hey! some 8-bit games bogged the
system down too! certainly not like these newer IBM games. At least
the 8-bit kept on going :)

Stevo

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

3117. Counterfeit prototypes -- and annoying squabbles

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970401151300.KAA22833@ladder01.news.aol.com>
Source record: 74226

Hey, guys, re: the discussion about special priveleges at B&C, etc., etc., etc.:

Can we take it somewhere else? Let me tell you why I ask.

1. I read this ug for info, not ego, and I'll bet I'm not alone.

2. Suppose a newbie (or worse yet) a rabid anti-Atari type were to see that particular thread -- perhaps picking up the middle of it and not understanding where it came from. How would it look?

PLAY NICE, CHILDREN!

3118. Re: ATARI RETAILER GONE OUT OF BUSINESS. CLEARING OUT SOFTWARE

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: read@my.sig
Message-ID: <334526a2.6223716@news.networx.net.au>
Source record: 74227

modemkid@gate.net wrote:

->Atari retailer gone out of business and is clearing out all of the
->100's of 8-bit disks and carts. Enclosed is the lists. Call me with
->your wants at 561-464-0019. 1pm - 9pm EST. Closed sundays. Or
email
->me at modemkid@gate.net. The more you buy the better the pricing.
->Also available ST software. (1000's of disks, mostly games)
->
->
->
->
->8-BIT CARTS
->
->
->
->ARCHON
->BLUE MAX
->SKY WRITER
->MINER 2049ER
->KRAZY ANTICS
->BASEBALL
->MUSIC COMPOSER
->STARRAIDERS
->DEFENDER
->MATH ENCOUNTER
->MOON PATROLL
->JOUST
->DK JR
->SUPERBREAKOUT
->DELUXE INVADERS
->REAL SPORTS FOOTBALL
->RIVERRAID
->SUPERCOBRA
->QBERT
->SKYWRITER
->DIGDUG
->MICRO FILER
->ALPHA SHEILD
->KRAZY SHOOTOUT
->WAZ OF WAR
->CROSSFIRE
->KABOMB

->STARRAIDERS2
->ACE OFACES
->CRIMEBUSTER
->BATTLE ZONE
->DAVIDS MID MAGIC
->INTO EAGLES NEST
->FOOD FIGHT
->DESERT FALCON
->NEOROMANCER
->THUNDER FOX
->FIGHT NIGHT
->1 ON 1
->SUMMER GAMES
->RESCUE ON FRACTIONS
->BARN YARD BLASTER
->FACEMAKER
->COSMIC LIFE
->ADVENTURE CREATOR
->DELTA DRAWING
->BASIC XL
->BASIC XE
->DESIGNERS PENCIL
->CROSS FIRE
->ASSEMBLER EDITOR
->
->USED
->
->ACE OF ACES
->BOUNTY BOB STRIKES BACK (EXPENSIVE)
->JUMBOJET
->SUB COMMANDO
->PACMAN
->HARDBALL
->ATARI ARTIST
->QIX
->BUGHUNT
->MILLIPEDE
->MEGAMANIA
->BASKETBALL
->
->
->
->
->8-bit (disk)
->( ) = how many in stock
->
->
->Microsoft Basic
->Koronis Rift
->Karatera

->Bondanalysis
->Animation Station
->Atarilight Pen
->Computer Baseball (3)
->Chess (by ODDesta)
->Borodino
->Finacial Stratagies
->Grammer (2)
->Science 7&8th Grade
->French (2)
->Vocabulary Wordbuilder
->Atari Planetarium
->Micro Division
->Trapaziod (3)
->Ogre(3)
->Hollywold Hijinks
->Seastalker (2)
->MULE
->Hitchhikers guild to galaxy
->Funbunch (learning arts) elementry
->
->Strip Poker
->News Station
->Disk Wiz 2 (5)
->Lucifers Realm
->Video Vegas
->Cycle Kinght
->Einstein Memory Trainer
->Zorro
->Appointment Planner
->Manrauder
->Sports Spectacular
->50 Mission Crush
->Caverns of Calisto
->Battle for Normandy
->OP. Market Garden
->Fooblisky
->Panzer Grenadier
->USAAF
->Juggle House
->Tomahawk(2)
->Eternal Dagger(2)
->Typing Tudor Plus
->Spitfire 40
->Warship
->Rails West
->KinderComp
->Virtuoso Desktop Performance
->ALT. Reality The City
->Championship Loadrunner

->Seseme ST Print Kit
->Math Maze
->MicroLeague Baseball (complete set)
->SoloFlight
->Gunslinger(2)
->Losttomb(2)
->Kennedy Approach
->LA Swat/panther (3)
->Bruce Lee(3)
->Pitfall/demon Attack
->Conan
->F-15 strike eagle
->Gemstone Warrior
->BallBlazer(2)
->Raid Of Moscow - Beachead - beachead 2
->Crusade in Europe
->Sargon 3 (2)
->Decisions in Desert (2)
->MathMaze
->Neverending Story
->Tale of Beta Lyra
->Sorcerer of Clay Morque Castle
->Flied of Fire
->New York City
->Summer Games (2)
->Basic XL toolkit
->VideoTitle Shop
->PS Interface
->Mailing List Plus
->Napoleon in Russia
->Graphics Master
->
->StarRiader 2
->Word Attack
->Fight Night (4)
->Sparechange
->Dropzone (2)
->Graphics Magician
->NewsRoom(2)
->Megafont 2 plus
->Spactados Const. Set
->Disk I/O
->SpaceBase
->Hey Diddle Diddle (2)
->Boulderdash Const. Set
->Music Const. Set
->HardBall (2)
->Bop N Westle
->Sticky Bear Opposites
->Sticky Bear Shapes

->Wayout
->
->Alien Ambush
->Wold Flyer
->D-bug
->Druid
->Realm of Impossiblity(2)
->One on One (2)
->Movie Maker
->Solarstar
->Pinball Const. Set(2)
->Archon 2(2)
->7 cities of Gold(5)
->Finacial Cookbook (3)
->MailOrder Monsters(2)
->Trailblazer
->Lord of Conquest(2)
->Masters of the Lamp
->Touchdown Football
->Archon
->Racing Dest. Set
->Word & Graphic Magic (2)
->Chessmaster 2000
->Wallwar (2)
->Conflict in Vietnam
->Sucess w/math add & subtract
->EZ Study Program
->The Can you Survive Snapper
->Microsubtraction
->Rambrandt
->Halleys Patrol
->Floating Point Package
->Moptown Hotel
->Moptown Parade(2)
->Cardware Bithday Cards
->PSAT Word Attack Skills
->Funbunch Intermediate
->BrainStrainers (2)
->SAT Wordattack Skill
->Word Attack
->SAT verbal
->SAT Complete set
->
->Success w/math Add& subtract w/decimals
->Success w/math Quadratic Equations
->Micro multiplication Linear Equations
->Alien Encounter (education)
->Pirates Barbary Coast
->Hulk (2)
->Lunar Leeper(@)

->Tower Toppler
->Flight SImulator Scenary 1, 2, 4, 5, 6, 7
->Flight Simulator 2 (used)
->Artic Antics
->Areno 3000
->Mercenary
->MegaFiler
->Data Manager
->Instaledger
->In seach of most Amazing Thing (2)
->Six Gun Shootout
->Necromancer
->Oilswell
->Eliminator
->A.E.
->Marcenary
->Sargon 2
->Capture the Flag
->Tetrad(2)
->Crasstown Crazy 8's
->Mach 2 Combat Flight Sim (2)
->Advance of Buckaroo Bonzai
->Tink Tonk Subtraction Fair
->Spider Man (2)
->Juice
->Astrochase
->Flak (2)
->Buzzword
->Starcross
->Repton(2)
->LightSpeed C
->Topgunner
->Cohens Tower
->Davids Midnight Malic
->Starleague Baseball
->Elite Personnal Accountant
->Dragons Keep
->Shooting Galery
->Gorf
->Caverns of Callisto
->Jeepers Creepers
->Timebomb
->Silent Service
->The Wylde
->Silicon Dreams
->Encounter
->Monday Morning Manager
->Serpentine
->Pegammon
->Response Analysis Program

->Gauntlet
->Spelling
->Spell it
->Caverns of Mars
->Home Filing Manager
->Macro Assembler
->Syn Stock
->Rainy Day Games #2
->Sentinal
->Fast Gammon
->Strip Poker Data Disk #2
->The Impossible (hardware) diskcopier
->Stratos
->Crosscheck
->Panzer - Jagd
->Tumble Bugs
->Podyan
->Survivor
->Cosmic Tunnels
->Hellcat Ace
->

Thats quite a list! Now , if only you had a game called QUESTRON by
SSI, you would have my complete attention.

Stevo

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

3119. Re: What's that game called...?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: read@my.sig
Message-ID: <33462815.6595174@news.networx.net.au>
Source record: 74228

nino@complang.tuwien.ac.at (Marinos J. Yannikos) wrote:

->Oops... please excuse these multiple postings, but our news-server
is a
->bit sensitive about late-night postings (it returns an error, but
accepts
->the posting anyway).
->
->-nino

Yeh, doesn't it just give you the ^%&* when you see "Error Posting
Message", I know, it's happened to me too. So your'e not alone...

Stevo
.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

3120. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <5hra5lbsv1@earth.execpc.com>
Source record: 74229
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

I apologize for mentioning John's name in my previous post. It did not occur to me that this was a controversial or improper thing to do.

I called B&C to find out if the $19.95 and $14.95 prototypes they were selling were "Atari-direct" or reburns. I had no intention of looking for or making secret deals. Bruce and I got to talking about how he gets prototypes and what happens to them. Bruce told me about the deal with no prompting from me whatsoever.

In the course of this thread my name has now been associated with malicious intent, sour grapes, hustling, making secret deals, etc. all on speculation.

Now who's being dishonorable?
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

3121. looking for info on transkey and other keyboard mods

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: Falcon <wfalcon@uofrlaw.urich.edu>
Message-ID: <334125B7.6F88@uofrlaw.urich.edu>
Source record: 74230

Continuing my quest to improve my Atari keyboard, I would like to hear from persons using Transkey...how well does it work? Also, how does it work? How much does it cost, and is it worth it?

Also, there is some kind of modification that firms up the keys on a 130XE...anyone have this one or know more information about it?

Any information would be appreciated.

Falcon

3122. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <33414929.EED@cc.memphis.edu>
Source record: 74231
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

```
Colin Polonowski wrote:
>
> > > If you mean the old 8-bit stuff, check out http://www.emulators.com/ -
> home
> > > of the guys who wrote PC XFormer, the 8-bit Atari emulator. As well as
> > > selling XFormer cables to do the thing you want, they have plans
> available
> > > to build your own cable.
>
> > What do you mean "old" 8bit stuff????? The ST isn't "old" ??? Whatcha
> > got against the good old 8bit?
>
> The ST is 16 bit... Frank is talking about the relatively old Atari XE etc!

Erm, he didn't say otherwise. He said the ST is old, not 8-bit.
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm
```

3123. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <5hrv7o$rr9@camel2.mindspring.com>
Source record: 74232
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

krieg@earth.execpc.com (Andrew Krieg) wrote:

>I apologize for mentioning John's name in my previous post. It did not occur
>to me that this was a controversial or improper thing to do.

Andrew,

Thank you for your apology. I also apologize if I came across a
little harsh, but I hope you can understand where I'm coming from.

>I called B&C to find out if the $19.95 and $14.95 prototypes they were
>selling were "Atari-direct" or reburns. I had no intention of looking for or
>making secret deals. Bruce and I got to talking about how he gets prototypes
>and what happens to them. Bruce told me about the deal with no prompting
>from me whatsoever.

This should serve as further proof that this is nothing we are trying
to hide.

>In the course of this thread my name has now been associated with malicious
>intent, sour grapes, hustling, making secret deals, etc. all on speculation.

>Now who's being dishonorable?

Andrew, You were never called a hustler or accused of making secret
deals. Keita's account of events was simply a true story. As for the
malicious intent and sour grapes part, I do not personally believe
that was your intent.

Thanks for understanding,
John

3124. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <334151DC.1002@cc.memphis.edu>
Source record: 74233
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

```
Glenn Saunders wrote:
>
> The mortal Asterisk wrote:
> : But does any of htat really matter? Wouldn't the point of having a
> : TCP/IP stack for a computer be to have a standard connection to the
> : internet upon which any program would be written that could access the
> : internet? Command-line utilities would be fine for an 8-bit, especially
> : an FTP util to download programs off the many 8-bit archives easily.
> : graphical access isn't important...
>
> If you are limited to CLI utilities then a shell is no worse than TCP/IP.
> I mean, on a shell, the server is doing all the work and the Atari is just
> a dumb terminal. The only reason to implement TCP/IP is to write clients
> for it, like E-mail, Web Browsers, Newsreaders, etc... And the vast
> majority of these are beyond the machine's capabilities.
>
> Hell, on my accellerated A2000 I still sometimes dial in and just use the
> shell instead of launching PPP (like right now).
>
> It is faster if you don't care about graphics.

Hrm, now I wanna sit down and write a MUD client in 65816 assembly for
upgraded
Ataris... Now, if Curt'll put a 65816 in those new machines...
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm
```

3125. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <334150E4.2850@cc.memphis.edu>
Source record: 74234

William Kendrick wrote:
>
> Cvendel (cvendel@aol.com) wrote:
> : I need some feedback from all parties:
>
> : Would you be interested in an all new Atari 8-bit with the following
> : specs:
>
> [specs deleted]
>
> YES YES YES
>
> -bill!
> kendrick@zippy.sonoma.edu
> http://zippy.sonoma.edu/kendrick/

Dammit, why does everyone delete the specs?!? I missed the original
post!
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm

3126. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: dastar@crl.com
Message-ID: <5hs1af$dpu@crl2.crl.com>
Source record: 74235
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

Asterisk (ampage@geocities.com) wrote:
: Maybe they could just port Lynx over...?

: BTW, I heard that someone is already working on a TCP/IP stack for the
: TI-99/4A...

Keep dreaming! (But I will be prepared to take my foot out of my mouth.)

--

Sam

Computer Historian, Programmer, Musician, Philosopher, Athlete, Writer, Jackass

3127. Re: Help! Xfer files to 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <334157ED.6A2@cc.memphis.edu>
Source record: 74236

Jon D. Melbo wrote:

> Just a note... a disk that is formatted to or written to with either
> an Atari drive or PC 360K drive will never be able to be read in
> either of those drives, any data that was written (or a format) to it
> while in a 1.2MB drive.
>
> The 1.2MB drive's read/write head is 1/2 the size of the head on 360K
> drives.
>

Nonetheless, sometimes it works. In fact, with my PC drive and XF551,
that's
the only combo that does work, formatting on the XF and writing with
either or
both.
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm

3128. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: ckaiser@sdcc17.ucsd.edu
Message-ID: <5hrn4j$im@sdcc12.ucsd.edu>
Source record: 74237
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

In <33400D37.5BCE@geocities.com> Asterisk <ampage@geocities.com> writes:

>BTW, I heard that someone is already working on a TCP/IP stack for the
>TI-99/4A...

Now *that* is amazing. But then, I use a pumped up 64 and people
think that's amazing too.

Cameron Kaiser
ckaiser@ucsd.edu
www.sserv.com

3129. Re: A New Atari 8bit with slots and detachabl

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <33419d50.20937455@news-west.sony.com>
Source record: 74238

On Tue, 01 Apr 1997 01:29:31 GMT, bluesky6@ix.netcom.com (Benedict Chong) wrote:

>jjessop1@home.com (Jerry Jessop) wrote:
>
>%
>%Glenn,
>%
>%When you sum them together (as in the 2600 and 800) you get composite
>%video. Composite is generated this way because you can control the
>Lum
>%and Chroma better with discrete off silicon components. In 1978 it
>was
>%difficult to fabricate LSI devices with fairly consistant resistor
>and
>%capacitor values on the die itself. In order for the video to look
>the
>%same on each console.....these components and functions were placed
>%outside the chip.
>%
>%My original point was that you will never get RGB out with 2
>%transistors added. And that Atari was not stupid for not doing it,
>it
>%just is not possible!
>
>So does that mean that all this new atari 8bit stuff is a bluff??

Did I say bluff?

What I said was that it can't be done the way Curt described. I said he must be missing some information. Nobody has posted rebuffing my statement.............because it is correct.

>
>I would be interested in a composite to RGBI converter because I have
>a French Atari 800XL which, for reasons best known to Atari France,
>has only monochrome output.
>
>Ben

I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the
expense. The largest SECAM market is not France but the Soviet Union
(former) and in 80-84 sales of these items there were not possible.

>
>
>%
>%jj
>%
>%On 26 Mar 1997 01:12:03 -0700, Glenn Saunders <krishna@primenet.com>
>%wrote:
>%
>%>The mortal Jerry Jessop wrote:
>%>: Here is why the original 800 never had RGB:
>%>: 1: The GTIA was designed to output composite only. It would have
>%>
>%>The Atari 800 has separate chroma and luma lines. You can even get
>chroma
>%>and luma out of a 2600. RGB is a different story, of course.
>%>
>%>
>%
>

3130. Re: ATTN Alternate Reality Fans - Read This !

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <33416362.21C4@cc.memphis.edu>
Source record: 74239

```
Byron Followell wrote:
>
> There was some Alternate Reality news in the May issue of
> Computer Games Strategy Plus magazine. It seems Monolith (I'm assuming
> it's the same Monolith responsible for Blood) has plans to create
> Alternate Reality Online, an internet based role-playing game. The two
> original creators, Philip Price and Gary Gilbertson are online with
> Monolith to head up the project. We were told to expect it sometime in
> 1998. Lets all keep our fingers crossed that this title lives up to
> it's namesakes.
>
> Sincerely,
> - Byron Followell
> followell@mindscape.com

Yep, we already knew. It's been all over the mailing list.
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm
```

3131. Re: looking for info on transkey and other keyboard mods

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: mike larue <bandit@cdsnet.net>
Message-ID: <3341C749.27C0@cdsnet.net>
Source record: 74240

>Falcon wrote:
>
>
> Also, there is some kind of modification that firms up the keys on a
> 130XE...anyone have this one or know more information about it?
>
> Any information would be appreciated.
>
> Falcon

I used an OLD PC keyboard, pulled the keys off and used the
springs from the PC keyboard on my 130 keyboard. made them feel
less spongy.

Mike

--
Mike LaRue |1979 Atari 400 |
Medford, Or |1981 Atari 800 | Amiga by Atari
USA |1987 Amiga 500 |Atari ST by Commodore
bandit@cdsnet.net |1989 Amiga 2000 |

3132. searching

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: flatliner@swol.de
Message-ID: <334185d0.0@news.swol.de>
Source record: 74241

Hi guys,
Iam surching for BBCS II "Bulletin Board Construction Set", BackTalk 1.2 and
Imperum Galactium
Would be nice to get it!

3133. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: Smarter%than%Spam@vuse.vanderbilt.edu
Message-ID: <5hs232avc1@news.vanderbilt.edu>
Source record: 74242
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

In article <5hn8di$1io@nnrp1.news.primenet.com>, Glenn Saunders (krishna@primenet.com) wrote:
: The mortal Asterisk wrote:
: : But does any of htat really matter? Wouldn't the point of having a
: : TCP/IP stack for a computer be to have a standard connection to the
: : internet upon which any program would be written that could access the
: : internet? Command-line utilities would be fine for an 8-bit, especially
: : an FTP util to download programs off the many 8-bit archives easily.
: : graphical access isn't important...

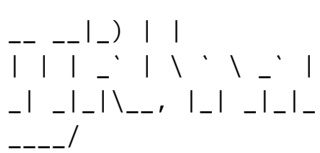
: If you are limited to CLI utilities then a shell is no worse than TCP/IP.
: I mean, on a shell, the server is doing all the work and the Atari is just
: a dumb terminal. The only reason to implement TCP/IP is to write clients
: for it, like E-mail, Web Browsers, Newsreaders, etc... And the vast
: majority of these are beyond the machine's capabilities.

: Hell, on my accellerated A2000 I still sometimes dial in and just use the
: shell instead of launching PPP (like right now).

On more and more carriers nowadays, they don't offer shells.

: It is faster if you don't care about graphics.

I care about getting a connection. And I'd prefer not to have to
pay an arm and a leg FOR that connection.

--


3134. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: pih100@york.ac.uk
Message-ID: <5hq892$r7u$2@netty.york.ac.uk>
Source record: 74243

Stevo (read@my.sig) wrote:
: I had a great time getting thru this game, I just wish I knew how to
: finish it off :(. At level 20, there is a ship on my radar, but I
: cannot get to it. I have tried climbing all over the mountains, with a
: super speed module which is apparently supposed to get me over hills
: etc, but as I say, I cannot get to it....

I managed to destroy what was almost certainly the saucer base - situated on the ground and it took a huge number of hits to destroy it. Once I destroyed it though (and took out the remaining saucers that were hovering around as I was doing this) then that was it - an empty level 20 with no more levels to go to - could go back to the mothership and back to Koronis Rift but there was nothing to do. A shame, though it's been about 6 years now since I last played it.

Do any of the current PC emulators run Koronis Rift. I've tried 5 (3 under Linux - Atari800, ACE and Pokey, and 2 under DOS - XFormer and XL-it) but the best I could get was the nostalgic LucasfilM startup - most of them wouldn't run it at all.
Do any of the newer versions of the emulators run this game? And do any of the keys work in Rescue on Fractalus yet?!

Paul.

3135. FS: Atari 8-bit software, games, books, magazines

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: TSICRDSX@mu3.millersv.edu
Message-ID: <17B438840S86.TSICRDSX@mu3.millersv.edu>
Source record: 74244

May post this ad once or twice more over next few weeks,
but may not... frankly Miss Scarlet, this is beginning to
bore me. And I don't know nothing about birthin' no babies...
then again neither does Planned Parenthood.

If you see anything you want, need, etc make an offer.
Buyer will be responsible for shipping charges.
Sales to contiguous US only.

DID YOU REALIZE THERE IS A RUMOUR CASSETTE TAPES MAKE EXCELLENT KINDLING!

Atari Games for Sale

(All complete with boxes and documentation, unless otherwise noted)

Cassette Tapes
~~~~~~~~ ~~~~~
**AIM Software

t X-Ray Art construction game

**Atari Corp

t States and Capitals Program cassette ONLY, Instructions and
game on tape.

**Cosmi

t Aztec Challenge Seems to be "Mountain King" type game.

t Caverns of Khafka typical cavern-tomb danger graphics
game

t The Crypts of Plumbous A lot like "Defender", as I recall.

t Forbidden Forest Find your way out of a deadly graphic
forest

t Galactic Avenger "Space Invaders" type game

t Professor IQ Series of educational learning games

t Slinky You've played with the springs, now try
them on the screen!!

t Spider Invasion Destroy deadly spider mutations, their
eggs and nest. Are you getting as
itchy as I am?

**Edu-ware Services
~~~~~~~~

t Compu-read 3.0 Tool for improving reading speed and
comprehension. NOT boxed, but in it's
own folder including docs.

**EPYX

t Curse of Ra Expansion module for "Temple of Apshai"
adventure game. Book of Lore missing.

**Program Design, Inc.

t Addition with Carrying Math games for the young. In clear
plastic sleeve.

t Sam the Sea Serpent Sammy will devour your child if he
gives the wrong answer! (Just Kidding
!!). A story and game for your young
ones.

**Thorn EMI -- love their packaging....beta-like plastic containers
(and we all know where beta is)

t Compute 4 & Reversi Connect-4 game and "Go" type game

t Cribbage & Dominoes Cribbage & Dominoes...get the idea?

t Darts So safe, you can even throw them at
your Mother-in-Law

t European Scene Jigsaw Like those plastic toys where you
Puzzles Vol2 slide the tiles to get the picture
together.

t Figure Fun Two games to teach multiplication,
division, etc. Five levels, cover most
ages

t Owari & Bull and Cow Computer renditions of traditional folk
games

t Pool Everybody in the Pool !! No, not that
kind -- tournament and eight-ball,
practice included.

t Snooker & Billiards Pool with fewer balls and no numbers.

t Super Cubes and Slip Rubik's Cube and marble maze in
computer form.

5-1/4" diskettes
~~~~~~ ~~~~~~~~~
**Activision

d Master of the Lamps Riddles of music memory and color,
album type packaging

**ALA
~~~~~~

d Dragon's Hideaway Gather the Dragon's eggs...make a
medieval omelet??

**Atari

d Caverns of Mars Primitive Zaxxon in a Martian cave

**Atari Program Exchange

d Galahad and the Holy Grail Fairly well known adventure game, in
ziplock packaging.

d Seven Card Stud Monty Webb's poker game. Ziplock
packaging.

**Avalon Hill

d Divex Another darned "teach your kid" number
stuff... don't YOU ever sit down with
him??

**CBS Software

d Success With Math: Math for grade levels 5-8
Fractions

d Success with Math: Grade levels 7-11
Linear Equations

d Success with Math: Grade levels 9-12
Quadratic Equations

**Cosmi

d The E Factor Save your planet against mimes, aliens
and asteroids!! Sorry, Marcel, oops,
that's "Mines"

**Crystalware

d Imperial Walker Idiotic robot elephant from Star Wars

**DataMost

d Ardy the Anteater Anteater slurping up those ants !

d Night Raiders Blow up the alien spaceships
again...don't they ever give up?

d The Tail of Beta Lyrae Lyrae is blow up the spaceships you
& Round About missed before, Round About .. blow up
strange shapes. Two games in one
ziplock. ~~~

**EPYX

d King Arthur's Heir Camelot adventure game. Has nothing to
do with Royal toupees.

d Temple of Apshai Base for other DUNJONQUEST games.
Includes both cassette version and
5 1/4" disk.

d Upper Reaches of Apshai Another expansion module for Temple of
Apshai. Book of Lore missing.

**Hayden Software

d Final Conflict Futuristic tank warfare game

**K-TEK

d Gorgon Rescue the Golden Fleece with Jason,
beware Medusa, beware this game... it's
Booorrrrriiiinnnggggg.

**KeyPunch Software

d Strategy Simulations Robot Patrol, Star Merchant, Civil War,
Convoy. Sure sounds like public domain
games to me ! In plastic sleeve.

**Learning Company

d Word Spinner Basic building blocks of reading, ages
6 - 10. In cardboard folder.

**Main Street Publishing

d Ardy the Aardvark Same game as above, repackaged in
ziplock.

**Penguin Software

d The Quest Fairly decent graphic adventure game

**Scholastic

d Agent USA Educational puzzle solving adventure
for ages 9 to adult. Nice, but heavy
packaging.

d Turtle Tracks LOGO-type graphics language program
for ages 9 to adults. Also nicely but
heavily packaged.

**Sirius

d Blade of Blackpool Illustrated myth and magic graphics
adventure game. Not bad.

d Fast Eddie Jumpman, Donkey Kong type arcade game.

d Wayout Colorful elaborate maze game. Still
has the CLOWN glasses !!

**Spinnaker (Heavy plastic box packaging...nice, but probably
expensive to mail !)

d Kinder Comp Collection of six educational games.
Boy, are your kids going to be smart !!

d Snooper Troops, Case #1 Kids detective game. Teaches problem
solving, deductive skills

d Snooper Troops, Case #2 Are your kids skilled yet? If not, try
this one too.

**Thorn EMI

d Home Financial Management If you buy all the above, this will
help tell you how much over budget you
are!!

**Walt Disney PC Software

d Mickey & the Great Outdoors If your kid can only learn from a
mouse, this is the one to do it.
More math and literacy skills.
By the way,
BOYCOTT DISNEY/ABC !!!

Cartridges

**Atari

c Centipede Zap the worm and all his parts. Arcade
game.

c E.T. Phone Home Help E.T. find the parts to make
his phone.

c Missile Command Save your cities from alien attack.

c Star Raiders Some more stupid spaceships!

**Imagic

c Atlantis Missile Command under water.

c Demon Attack Space Invaders with flapping wings.

**Spinnaker (once again, nice but heavy premium plastic packaging)

c Fraction Fever Shouldn't 98.6 be 98 3/5 ?

c Story Machine Kind of a "mad lib" for your kids.

**Thorn EMI (Once again, neat little BETA boxes)

c Kickback A soccer-like breakthru game.
Did I mention soccer is like unto
great gasping intakes of air!

c Jumbo Jet Pilot Take your seat at the controls of
a jumbo jet. Fly it upside down...
see passengers grab for Gravol...
mess up the President's $200 haircut..
console Bobby because they shot his
dog before boarding.... JUST KIDDING!

Books and miscellany
~~~~~ ~~~ ~~~~~~~~~~
b Atari Games and Recreations by Kohl, Kah, Lindsay and Cleland

b Atari Programming with 55 Games Schreiber

b The Best Atari Software (1984) Software listing.

b "Computes" Second Book of Atari Graphics

b "Computes" Mapping the Atari

s Atari Student PILOT Reference Guide Includes Cartridge for Atari
Pilot

b Awesome Games for Your Atari Computer Program listings for
awesome(??) games. Small
book.

s Atari Speed Reading Massive, looseleaf bound, six
cassette "Learn to Read Faster"
course. Weighs a ton.

Magazines
~~~~~~~~~
m Atari Connection, Summer 1983

m Antic Vol3 #4, August 1984

m Antic Vol3 #7, November 1984

m Antic Vol4 #3, July 1985 DISK Included

m Antic Vol7 #2, June 1988 DISK Included

m Antic Vol7 #10, February 1989 DISK Included

m Antic Vol7 #11, March 1989 DISK Included

m Antic Vol7 #12, April 1989 DISK Included

m Antic Vol8 #1, May 1989 DISK Included

If you need any further info, heck I don't have much to say.
Haven't played most of these more than once or twice, and
certainly not in the last 5 years!

If you have problems with any descriptions or comments, don't
blame me, I'm from Arkansas... oops, I lied... proving I'm from
Arkansas. I just spell it with different letters. Besides, P.J.

O'Rourke is the ONLY thing worth reading in 'Rolling Stone'....
and the most beautiful face on television belongs to Odalys Garcia
on 'Lente Loco'!!! So there!

3136. Re: Maybe a stupid question, maybe not...

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <3341B2BB.3CAB@tcd.net>
Source record: 74245

There are a couple ways it can be done...The Black Box has its own..

The MIO has software that banks in and out new memory address for another set of 8 drives and another and another ect..unlimited by menu...depends upon how much money you wish to spend..but each only 16mg per partition.

Someone else can enlighten you on the Black Box and the SIO to PC cable which you can access you IBM with the latter..

bob

3137. Don't Fear's 2nd Auction (Update 9) Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5hpkca$12cc@newssvr02-int.news.prodigy.com>
Source record: 74293

Don't Fear's Huge Second Auction (Update 9)

Part 1: 2600/5200/7800

Alright kids here we go!

Notice there are a few new items!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

Atari 2600

Atari

Combat (C) - boxed
Space War (U) $0.50 barry
Outlaw (U) $0.50 albert
Slot Racers (U) $2.50 albert
Canyon Bomber (U) - boxed $1.50 albert
Super Breakout (U) $1.50 mrski
Defender (C) - boxed $0.50 albert
Warlords (U) - boxed $4.00 james
Indy 500 (U) $1.00 pat man

Adventure (C) $2.50 matt2
Demons To Diamonds (U) - shrinkrapped $1.00 acroyear
Championship Soccer (C) - boxed $0.50 albert
3-D Tic-Tac-Toe (U) - boxed $2.00 bensonj
Breakout (C) - boxed $2.00 mrski
Football (C) $0.50 matt2
Bowling (C) $1.00 matt2
Circus Atari (C) $0.50 bored
Superman (C) $1.00 bluebat
Space Invaders (C) - red lbl/shrinkwrapped $1.00 bored
Night Driver (C) - boxed $1.50 jeffgamer
Golf (C) - w/inst $0.50 albert
Maze Craze (U) $1.00 mrupp
Missle Command (C) $0.50 bored
Othello (R) - boxed $1.50 acroyear
Surround (C) $0.50 ryan
Code Breaker (U) - w/inst $1.00 alex
Flag Capture (U) - w/inst $1.50 albert
Pac-Man (C) - boxed $0.50 barry
Video Pinball (U) - boxed $0.50 macra
Asteroids (C) - w/inst $0.50 barry
Berzerk (C) - shrinkwrapped $1.50 mrski
Casino (U) $0.50 macra
Haunted House (C) $1.00 matt2
Swordquest Earthworld (C) - w/inst $1.50 kevin
Swordquest Fireworld (C) - w/inst $1.50 kevin
Radiers Of The Lost Ark (C) - boxed $5.00 garry
Star Raiders (U) - w/touch pad $5.00 bluebat
Hangman (U) $1.00 alex
RealSports Volleyball (U) $0.50 albert
RealSports Soccer (U) $1.50 albert
RealSports Football (C) $0.50 barry
Swordquest: Waterworld (UR) $85.00 macra
Phoenix (C) - shrinkwrapped $1.00 mrski
E.T. (C) - boxed $0.50 albert
Ms. Pac-Man (U) - w/inst $1.50 bored
Centipede (C) $1.00 isaac
Galaxian (U) $1.50 matt2
Gravitar (U) $1.50 mrupp
Kangaroo (U) - w/inst $2.00 tick
Pengo (ER) - boxed $59.00 bbq
Moon Patrol (U) $1.00 kevin
Pole Position (C) - w/inst $1.00 isaac
Rubik's Cube (ER) $60.00 hoss
Taz (R) $2.00 tick
Oscar's Trash Race (R) - lbl plaque $3.50 tick
Big Bird's Egg Catch (R) - lbl plaque $3.00 bensonj
Sorcerer's Apperntice (R) - w/inst $4.00 bworkman
Crystal Castles (U) - boxed $1.50 bensonj
Pigs In Space (ER) $18.50 bbq

Millipede (R) - w/inst $2.00 bensonj
Stargate (U) - w/writing on back $2.50 mrupp
Midnight Magic (R) $2.00 bensonj
Solaris (U) $1.00 eyabs
Donkey Kong (U) $1.00 isaac
Donkey Kong Jr. (R) $1.00 eyabs
Venture (R) $0.50 bored
Q*Bert (R) $2.00 mrski
Sprint Master (R) $3.00 tick

Sears

Outer Space (U) - pic lbl $0.50 albert
Speedway II (U) $0.50 albert
Space Combat (U) $1.00 kevin
Breakaway IV (C) $1.00 kevin
Brain Games (R) $2.00 bensonj
Baseball (C) $1.00 bensonj
Race (C) $0.50 albert
Gunslinger (U) $1.00 bensonj
Maze (C) - pic lbl $0.50 albert
Arcade Golf (U) $2.00 eric
Dare Diver (ER) $6.00 bored
Night Driver (U) $1.00 isaac
3-D Tic-Tac-Toe (ER) $4.50 bored
Steeplechase (R) $4.00 tick
Math Grand Prix (R) - pic lbl $1.50 bensonj
Adventure (U) $1.00 kevin
Dodger Cars (ER) $7.00 awwatkin
Arcade Pinball (R) - pic lbl $3.00 bensonj
Asteroids (U) $0.50 albert
Missle Command (R) $0.50 albert
Bezerk (R) $0.50 albert
Pac-Man (C) $0.50 albert
Defender (C) $0.50 albert

Absolute

Title Match Pro Wrestling (R) - w/inst $6.00 bensonj
Tomcat F-14 (ER) $9.00 dogberry

Activision

Dragster (C) $0.50 macra
Boxing (ER) - blue lbl $4.50 bored
Checkers (ER) - w/inst $6.00 tick
Fishing Derby (U) $1.00 bored
Skiing (U) $0.50 macra
Bridge (U) $0.50 macra
Tennis (C) $0.50 barry

Laser Blast (C) - boxed $0.50 macra
Freeway (U) - boxed $0.50 macra
Kaboom! (ER) - blue lbl $3.00 bored
Stampede (U) $1.00 matt2
Ice Hockey (U) $0.50 macra
Barnstorming (U) $1.00 isaac
Grand Prix (U) $0.50 macra
Chopper Command (U) - boxed $0.50 macra
Starmaster (U) $0.50 macra
Megamania (U) $0.50 ryan
Pitfall! (C) $1.50 kevin
Sky Jinks (R) $0.50 ryan
River Raid (U) $1.50 matt2
Spider Fighter (U) $1.00 shalon
Seaquest (R) - boxed $1.50 acroyear
Oink! (R) - w/inst $2.00 matt2
Dolphin (R) $2.00 rex
Keystone Kapers (ER) - blue lbl $4.00 bored
Enduro (U) $0.50 ryan
Plaque Attack (R) $2.00 alex
Robot Tank (R) $0.50 macra
Crackpots (R) $0.50 ryan
Decathalon (R) $0.50 ryan
Frostbite (R) $1.00 tick
Pressure Cooker (R) $2.00 ron moore
Space Shuttle (ER) - blue lbl $4.00 hoss
Pitfall II (R) $2.00 matt2
H.E.R.O. (R) - lbl wear $3.00 tick
Beamrider (R) - screws showing $10.00 tick
Kung Fu Master (R) - w/inst $1.00 mrupp
Commando (R) $2.00 matt2
Ghostbusters (ER) - blue lbl $4.00 bored

Apollo

Space Cavern (U) - blue lbl $1.50 acroyear
Space Cavern (U) - red lbl $1.50 acroyear
Lost Luggage (U) - green lbl $1.50 bored
Shark Atack (U) - boxed $2.50 acroyear
Infiltrate (U) - w/inst $1.00 tick
Final Approach (R) $9.00 hoss

Avalon Hill

Death Trap (UR) - w/inst $45.00 hoss
Shuttle Orbiter (UR) - w/inst $70.00 nicky

CBS

Wizzard Of Wor (R) $2.00 kevin

Gorf (U) $1.50 mrski
Blueprint (U) - writing on lbl $2.00 bworkman
Solar Fox (U) - lbl damage $1.00 slyfox
Omega Race (U) - w/inst and broken Booster Grip $3.50 bworkman
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Coleco

Zaxxon (U) $3.00 tick
Venture (C) $0.50 ryan
Mouse Trap (U) $1.00 slyfox
Smurfs R.I.G.C. (U) $4.50 aaa
Carnival (U) $1.00 mrupp
Donkey Kong Jr. (R) $1.00 bensonj
Mr. Do! (R) $7.50 bbq
Roc 'N Rope (R) $7.00 bworkman

Data Age

Encounter at L-5 (U) - end lbl damage $0.50 macra
Airlock (C) $0.50 albert
Journey Escape (C) - boxed no inst $1.00 mrupp
Bermuda Triangle (R) $2.50 mrupp
Frankenstein's Monster (R) - screws showing w/inst $6.00 ron moore
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Epyx

Summer Games (R) $2.00 bensonj
Winter Games (R) $1.00 macra

First Star

Boing! (ER) $43.00 nicky

Froggo

Sea Hawk (R) $4.00 bworkman

Imagic

Trick Shot (R) $2.00 bensonj
Demon Attack (ER) - blue lbl $7.00 bored
Star Voyager (C)
Atlantis (U) $0.50 ryan
Cosmic Ark (U) $1.00 mrski
No Escape! (R) - w/inst $0.50 bored
Fire Fighter (R) $1.00 tick
Shootin' Gallery (ER) $12.00 bworkman
Riddle Of The Sphinx (U) $1.00 macra
Dragonfire (C) $0.50 bensonj
Fathom (R) $4.50 tick

Solar Storm (R) - w/inst $1.00 tick
Quick Step (R) - w/inst $4.50 tick

M Network

Adventure of Tron (U) $1.50 mrupp
Masters of the Universe (R) $7.00 ron moore
Burgertime (R) - writing on back $2.50 mrupp
Kool-Aid Man (U) $4.50 bensonj
Space Attack (C) - boxed $0.50 ryan
Tron Deadly Discs (U) $1.00 macra
Lock 'N Chase (C) - shrinkwapped $1.00 acroyear
Frogs And Flies (U) - w/inst $1.50 bored
Astroblast (U) - boxed $1.00 acroyear
Dark Cavern (U) $0.50 ryan
Intl. Soccer (U) w/inst $1.00 tick
Air Raiders (R) $1.00 tick
Bump 'n' Jump (R) - w/inst $4.00 ron moore

Mythicon

Sorcerer (U) $1.00 tick
Fire Fly (U) $1.00 tick
Star Fox (U) $3.00 eric

Panda

Stunt Man (R) buyout pending

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions $2.00 kevin
Amidar (U) $1.00 macra
Super Cobra (U) $0.50 cccp
Reactor (U) $0.50 albert
Sky Skipper (R) - w/box top, inst, no lbl $2.50 mrupp
Q*Bert (C) $1.50 isaac
Strawberry Shortcake (U) $1.50 isaac

Sega

Tac-Scan (U) - lbl damage $0.50 macra
Thunderground (R) $4.00 dogberry
Star Trek S.O.S. (R) $3.00 mrupp
Buck Rogers: Planet Zoom (U) $2.00 bensonj
Congo Bongo (R) - lbl plaque $2.00 aaa
Tapper (ER) - slight lbl wear $13.00 bored
Spy Hunter (ER) $12.50 bbq

Telesys

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Coco Nuts (R) $1.00 ron moore
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Tigervision
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Miner 2049er (ER) $8.00 hoss
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20th Century Fox
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Worm War I (U) $1.00 macra
Mega Force (R) $1.00 mrupp
Alien (R) $1.00 eyabs
Turmoil (U)- boxed $1.00 clint
Crypts Of Chaos (R) end lbl damage w/inst $4.00 awwatkin
M*A*S*H (U) $1.00 macra
Flash Gordon (R) $2.50 bored
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U.S. Games
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Space Jockey (C) $0.50 macra
Sneak 'N Peek (R) - w/inst $1.00 tick
Word Zapper (U) $0.50 cccp
Commando Raid (R) - w/inst $1.00 kevin
Name This Game (R) - fancy cart $1.00 ryan
Squeeze Box (ER) $2.50 bensonj
Eggomania (R) - w/inst $5.00 ron moore
Piece O' Cake (ER) - w/inst $7.00 ron moore
Entombed (ER) $4.50 mrupp
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Xonox
-----
Ghost Manor/Spike's Peak (U) - w/inst $2.50 acroyear
Chuck Norris Superkicks (ER) $29.00 nicky

Systems
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Atari 2600: four switch, black front panel in original box w/two
working joysticks, set of paddles, power supply, R/F modulator, and
the following loose games: Combat, Defender, Space Invaders, Missle
Command, Pac-Man, Asteroids, Bezerk, Swordquest Fireworld, Raiders of
the Lost Ark, RealSports Football, E.T., Pole Position, Target Fun,
Pitfall!, Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx,
Astroblast, and Frogger.
$20.00 james

Sears Video Arcade II (2800) - untested w/two controllers, and a R/F
modulator
$6.50 acroyear

"Franklinstein" A handcrafted American orignal device that allows
the user to interchange chips to play diffrent games. Comes with
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eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!,
Amidar, Demon Attack, and Pitfall!. The device itself is homemade,
not the games. Also comes with case. If there are any questions
don't hesitate to ask. This thing is trully one of a kind.
$9.00 jones

Atari 5200

Congo Bongo (R) $3.00 jml
5200 Trac Ball $3.00 jml
2600 adapter - untested $2.50 awwatkin
5200 controller - untested $4.00 jml
5200 controller - untested $4.00 jml

Atari 7800

Asteroids (R) - damaged box $1.50 kevin
Food Fight (R) - damaged box $2.00 tick
Pole Position II (C) $1.00 eyabs
Xevious (U) - damaged box $1.50 richard
Donkey Kong Jr. (R) $2.00 tick

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3138. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5hpln9$354@flood.xnet.com>
Source record: 74294

Asterisk (ampage@geocities.com) wrote:
: I heard about that, but who knows what they'll really do if they buy it?
: They may use some of the technology to enchance their PC's and not
: support Amiga users at all...

Yes, except that their press releases so far have explicitly said they
will run Amiga International as a division of the company dedicated to
Amiga products.

Now, you can lie in a press release, but let's face it--saying something
like that will (and has) cause confusion and uncertainty in analysts and
shareholder. That risk far outweighs the good feelings they're getting
from the Amiga user base. So I think that for that reason, it's worth
taking them at their word for the time being.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
The sands of time were eroded by... the river of constant change.

3139. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5hplps$354@flood.xnet.com>
Source record: 74295

Jon D. Melbo (ssilicon@lax.net) wrote:
: I heard that they have purchased them... but are you sure that it is
: with the intention of restarting production of Amiga models? I have
: suspected that they bought them cheap for access to copyrighted
: technology that Amiga held.

See my previous response to a similar question. There's no doubt that Gateway wants the ex-Commodore patents. They say as much in their press release on the subject. They also say in the same breath that they'll be running an Amiga division for Amiga computers.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
The sands of time were eroded by... the river of constant change.

3140. Don't Fear's 2nd Auction (Update 9) Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5hpkf5$41n6@newssvr02-int.news.prodigy.com>
Source record: 74296

Don't Fear's Huge Second Auction (Update 9)

Part 2: Everything Else

Alright kids here we go!

Notice there are a few new items!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

ColecoVision

Decathlon (U) $3.00 hoss
Donkey Kong (C) $0.50 richard
Donkey Kong Jr. (C) $1.50 richard
The Heist (U) $3.00 hoss
Keystone Kapers (R) $2.00 hoss
Popeye (C) $1.00 richard
River Raid (U) $2.00 hoss
Slurpy (ER) - lbl wear $10.00 bworkman
Smurfs R.I.G.C. (C) - boxed $1.50 richard
Super Action Baseball (C) $0.50 richard
Super Action Football (C) $0.50 richard

War Games (C) $1.00 richard
Wing War (U) BUYOUT

ColecoVision Expansion Module #1 (2600 adapter) $7.00 hoss

System

ColecoVision w/two working controlers, power supply, T.V. cable, R/F
modulator, 2600 Expansion Module, and the folowing loose games:
ColecoVision Donkey Kong and Zaxxon, 2600 Combat, Pac-Man, Asteroids,
Space Invaders, Bezerk, and Pitfall!
$25.00 wipeout

Handhelds

Coleco Table Tops

Donkey Kong (C) $15.00 jones
Frogger (R) $35.00 jones
Zaxxon (IR++) $45.00 jones

Intellevision

Matell

Auto Racing (U) - complete $1.00 eyabs
ABPA Backgammon (R) - w/two overlays $1.50 bensonj
Armor Battle (C) - complete $1.00 eyabs
NASL Soccer (U) - complete $1.00 eyabs
U.S. Ski Team Skiing (C) - complete $1.00 eyabs
Sea Battle (C) - complete $0.50 macra
NFL Football (C) - complete $0.50 macra
L.V. Poker/Blackjack (C) - complete $1.00 eyabs
Space Battle (U) - complete $0.50 macra
Major Leage Baseball (C) - complete $0.50 macra
NBA Basketball (U) - w/2 overlays $1.00 sodapop
Advanced D&D (U) - complete $1.00 rob
USCF Chess (R) $1.50 bensonj
Space Spartans (U) - complete $0.50 macra
Astrosmash (U) - shrinkwrapped $1.00 shark
Snafu (C) - complete $0.50 macra
Space Armada (C) - complete $0.50 macra
Triple Action (C) - complete $1.00 mrhodges
Bomb Squad (U) - complete $1.00 shark
B-17 Bomber (U) - complete $1.00 bensonj
Loco-Motion (U) $1.50 shark
Burgertime (U) - w/2 overlays $0.50 macra
Kool-Aid Man (R) $4.00 alex
Bump 'n' Jump (U) $1.50 shark
Power Of He-Man (U) $1.50 shark
Space Hawk (U) - complete $0.50 macra

Utopia (U) - white lbl w/xerox inst $0.50 macra
Star Strike (C) - complete $0.50 macra
AD&D: Treasure Of Tarmin (U) - white lbl w/2 overlays $4.00 alex
Frog Bog (U) - w/2 overlays $0.50 macra
Night Stalker (C) - shrinkwrapped $1.00 shark
TRON Deadly Discs (C) - complete $1.00 eyabs
TRON Maze-A-Tron (R) - complete $1.50 shark
Lock 'n' Chase (C) - shrinkwrapped $1.00 shark

INTV

Chip Shot Super Pro Golf (ER) $6.00 bored
Commando (ER) $3.00 shark

Activision

Pitfall! (U) - complete $2.00 shark
Happy Trails (R) - 2 overlays $2.00 bensonj
The Dreadnaught Factor (R) $3.00 mrhodges

Atarisoft

Centipede (R) $3.00 bworkman

Coleco

Donkey Kong (C) - shrinkwrapped $2.50 brian
Donkey Kong Jr. (R) $6.00 bworkman

Imagic

Atlantis (U) - shrinkwrapped $1.00 shark
Beauty & The Beast (U)
Ice Trek (R) $0.50 brian
Microsurgeon (U) - complete $2.00 bensonj
Dracula (ER) - complete $10.00 eham
Nova Blast (U) $3.00 bworkman
White Water! (ER) - Complete $10.00 shark

Parker Bros

Frogger (C) - w/box $0.50 shark
Q*Bert (C) $1.00 eyabs

Sears

Armor Battle (R) - complete $0.50 bensonj
Astrosmash (R) - complete $0.50 bensonj
Boxing (R) - complete $1.00 beaumontj
Football (U) $0.50 bensonj

Golf (U) - white lbl w/2 overlays $0.50 bensonj
Horse Racing (R) - complete $1.00 jeffgamer
Space Hawk (R) - complete $0.50 bensonj

Overlays

Package #1: Sea Battle (2), Space Armada (2), Baseball
(2), Snafu (2), Auto Racing (2), Night Stalker (2), Microsurgeon (2),
Atlantis (2), Triple Action (2), Tron Deadly Discs (2), Pitfall! (3),
Space Spartans (3), Dragonfire
$3.00 shark

Package #2: Lock 'n' Chase (2), Mission X (2), Poker/Blackjack (2),
Mouse
Trap (2), Star Strike (2), Demon Attack (2), Space Battle (2), Pinball
(2), Skiing (2), Astrosmash (2), Space Hawk (3), Sub Hunt, AD&D Treasure
Of Tarmin
$3.00 shark

Systems

Intellivision w/two working controllers, power supply, R/F modulator,
and the following games: complete Astrosmash and Night Stalker,
loose Atlantis, Space Battle, Triple Action, Star Strike, Major
League Baseball, Beauty & The Beast, and Donkey Kong
$16.00 ryan

Intellivision II w/two controllers and loose Astrosmash

$8.00 shark

Intellivoice Voice Synthesis Module in box w/complete B-17 Bomber,
and Space Spartans
$11.50 ryan

Odyssey 2

Speedway!/Spin-Out!/Crypto-Logic! (C) - complete $0.50 bensonj
Football! (U) - w/box $2.00 tick
Sub Chase!/Armor Encounter! (C) - complete $1.00 tick
Bowling!/Basketball! (U) - complete $1.00 tick
Baseball! (C) - complete $0.50 bensonj
Thunderball! (R) - complete $1.00 cccp
Showdown In 2100 AD (C) $1.00 tick
Alpine Skiing! (U) - complete $2.50 tick
The Quest For The Rings! (U) - complete $6.00 tick
K.C. Munchkin! (C) - complete $2.00 tick
Pick Axe Pete! (U) $1.50 bensonj

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F
modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-

Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!,
Dynasty!/Directional Dynasty!, and K.C. Munchkin!
$10.00 larry

Atari 400/800

Atari

Archon (C) $6.00 bworkman
Assembler Editor (U) $0.50 bluebat
BASIC (C) w/reference guide $0.50 kurt
Centipede (C) $2.00 eyabs
Flight Simulator II (C) $3.00 chief
Hardball (U) $7.00 jklein
Missle Command (C) $1.00 mrski
Ms. Pac-Man (C) $6.00 jklein
One on One Bball (U) $2.00 chief
Pac-Man (C) $3.50 jml
Super Breakout (C) $2.00 jml
Star Raiders (C) $3.00 chief
Pilot (U) $3.00 jklein
Galaxian (C) $2.00 lyle
Defender (C) $3.50 jml
Atari LOGO (U) - w/manual $7.00 jklein
Robotron 2084 (C) $3.50 jml
Atariwriter (C) $0.50 bluebat
Joust (C) $4.00 lyle
Moon Patrol (C) $4.50 jklein
Ballblazer (C) $5.00 bworkman
Blue Max (U) $4.00 chief
Bug Hunt (U) $4.00 chief
Necromancer (U) $12.00 bworkman

Activision

Kaboom! (U) $5.00 jklein
Megamania (U) - lbl tear $5.00 bworkman
Pitfall! (U) $8.00 jklein

Big Five Software

Miner 2049er (C) $6.00 chief

Epyx

Gateway To Apshai (U) - w/inst $8.00 bworkman

IDSI

Speedway Blast (R) $7.00 clay

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Oss
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Mac/65 (U) buyout hoodster
Basic XE (U) buyout hoodster
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Roklan
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Deluxe Invaders (C) - w/inst $7.00 bworkman
Wizards Of Wor (C) - lbl severely faded $12.00 jklein
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Sega
----
Star Trek: S.O.S. (U) $7.00 clay
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Spinnaker
---------------
Alphabet Zoo (U) - boxed $1.00 chief
Delta Drawing: Learning Program (U) - w/inst $1.00 alias
Kids On Keys (U)
Kindercomp (U)
Story Machine (U)

Systems & computer related items
------------------------------------------------
130 XE - tested w/ power supply, set of paddles (untested), video
touch pad w/Star Raiders overlay, two 2600 joysticks (untested),
owners manual, T.V. cord, and the following loose cartridges:
Defender, and Atariwriter
$60.00 hoodster

800 XL - tested w/power supply, T.V. cord, and a 2600 joystick
(untested)
$20.00 hoodster

600 XL - tested w/power supply, owners manual, and a 2600
joystick(untested)
$12.00 hoodster

Atari 1010 Program recorder - untested w/power supply, owners manual,
connecting cord, and the following loose cassettes Player Missle
Graphics and Basics of Animations
$8.00 hoodster

Atari Touch Tablet - tested w/Atariartist cart and owners manual
$11.00 clay

Atari Light Pen - tested w/Atarigraphics cart
$10.00 hoodster

Suncom Animation Station - untested w/owners manual
$5.00 roagie
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Atari 1020 Printer - untested w/power supply and roll of paper
$5.00 hoodster

Voice Box Speech Synthesizer by The Alien Group - untested
$5.00 jml

Inside Atari Basic: a fast, fun, and friendly approach. By Bill
Carris
$0.50 randy

Atari DOS 2.5: XF551 Disk Drive owners manual
$0.50 randy

Boulderdash Construction Kit: instruction manual
$0.10 alias

Ghost and Ghouls: instructions
$0.10 min

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL,
65 XE, and 130 XE. Comes with owners manual. Untested
$4.00 jml

Software: SubLogic Japan scenery disk (5.25) for use w/Flight Sim.
II. Comes with owners manual, and approach charts. Untested
$1.00 chief

Software: Adventure Maker/Tax Template (5.25 disk). Untested
$0.50 min

Software: Spinnaker's In Search Of The Most Amazing Thing (5.25)
Untested
$0.50 min

Six 5.25 disks: Could contain Government cover-ups. Untested
$0.50 min

Vic-20

Atarisoft

Pac-Man (C) - w/box

Commodore

16K Memory Expander $0.50 biglous
Vic Avenger (C) - complete $0.50 biglous
Super Alien (C) - complete
Radar Rat Race (C) - complete
Raid On Fort Knox (C) - complete
Adventure Land Adventure (C) - complete
Pirate's Cove Adventure (C) - complete $0.50 biglous
Sargon II Chess (C) - complete
Cosmic Cruncher (C) - complete
Gorf (C) - complete $1.00 mjbeau

Omega Race (C) - complete
Star Post (U) - complete $0.50 biglous

Imagic

Demon Attack (C) - complete $3.00 bworkman
Atlantis (C) - complete $3.00 bworkman
Dragonfire (C) - complete $3.00 bworkman

Sega

Star Trek [S.O.S.] (C) - complete $2.00 mjbeau

Vic-20 Cassettes

Academy Software

Typing Tutor/Word Invaders - complete

Commodore

An Introduction To Basic: Part 1 - complete $0.50 biglous
An Introduction To Basic: Part 2 - complete $0.50 biglous

System

Vic-20 in orignal box w/power supply, R/F modulator, and T.V. Cord
$5.00 bworkman

VicModem in orignal box

C-64

Gateway To Apshai $2.50 jml
Decathalon $4.50 jml

TI99-4A

Burgertime (R) - w/inst $2.00 mjbeau
Aligator Mix (R) $1.00 bensonj
Early Reading (R) $0.50 cccp
Donkey Kong (VR) $1.50 bensonj

System

TI99-4A in orignal box w/power supply, R/F modulator, and owners
manual
$3.00 bensonj

Misc Stuff

Donkey Kong Trading cards - 3 unopened packs $9.00 shrink

Atari 2600 Power Supply - in orig box $3.50 chris
Atari Ultra Pong Doubles - in orig box $5.00 jones
Atari Video Pinball/Breakout System $5.00 jones
Sears Telegames Pinball/Breakay System - in orig box w/inst & R/F
modulator
$5.00 jones
Atari Game Center (plastic case to hold games and system) $3.00 james
Telegames Center (plastic case to hold games and system) $1.00
beaumontj
2600 Joystick $2.00 pat man
2600 Joystick $2.00 pat man
2600 Joystick $2.00 chris
2600 Joystick $2.00 mrski
2600 Paddles - untested $1.50 kevin
2600 Paddles - untested $2.00 pat man
2600 Driving Controllers (2) - untested $3.00 pat man
2600 Keybord Controllers (2) - untested $4.00 tick
2600 Track Ball $15.00 Robert
Atari Video Touch Pad $0.50 cccp
7800 Joystick $2.50 chris
7800 Joystick $2.50 chris
Champ Joystick (retractable cord) $1.00 awwatkin
Suncom Star Fighter Joystick $1.00 awwatkin
Spctravision Joystick $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Adam Controller (doesn't work)
Atari Computer Power Supply - untested/very heavy/"the log"
Atari Computer Power Supply - untested/shady
Tyco Electric Racing Power Pack - untested $0.10 min
Chaos Strike Back: software manual $0.10 min
Box of 10 Xerox 5.25 floppy disks

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3141. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <5hpooc$vb8@camel0.mindspring.com>
Source record: 74297
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

krieg@earth.execpc.com (Andrew Krieg) wrote:

>Again, no malice intended. Just pointing out to fellow consumers that B&C
>is probably not a source for us to get "Atari-direct" prototypes as they are
>already spoken for.

Why not? If B&C got 10 of the same rare prototype, I certainly wouldn't have the money to buy them all, nor would I want to. And why would Bruce sell them all to me, anyway? It would be pretty obvious that if I purchased them all, I'd be out to re-sell them. If you know Bruce at all, you know that he tries to please all of his customers. He would want to offer them to as many people as possible. I still don't see the difference between stating: "B&C has a deal with someone" vs. "B&C has a deal with John Hardie"

>Sorry for the misinformation, but what I posted is what I was told.

If you were concerned with the correct info or suspected I had these games why didn't you just e-mail me and ask? I've never withheld info from anyone. In fact, I'm more than happy to provide info I have to people who want it.

>Well, excuuuuuuse me. I didn't think "Atari Gaming Headquarters" had a
>monopoly on providing collector's with information on their hobby.

Atari Gaming HQ doesn't have a monopoly on providing information to anyone. Don't make us out to be snobs. Keita and I share all the information we get with anyone who wants it. I hardly think all the good collecting info comes from us.

All of this is pretty irrelevant to the point I made, which is to please leave my name out of your posts.

John

3142. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <3340652a.32041404@news-west.sony.com>
Source record: 74298
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

On Sun, 30 Mar 1997 21:35:04 GMT, zzyzx97@earthlink.net wrote:

>On Fri, 21 Mar 1997 05:54:46 GMT, jjessop1@home.com (Jerry Jessop)
>wrote:
>
>>On Thu, 20 Mar 1997 05:01:27 GMT, zzyzx97@earthlink.net wrote:
>>
>
>>
>>I have responded to some of your posts in the 8 bit Atari group and
>>never recieved an answer back. If you claim to have been a developer
>>at Atari.....what's your name?
>
>Harry Brown

Thanks for passing along your name. Can't say I remember you, but then
I was in the Consumer and not Computer group in 81-82.

>
>>
>>Name some names!!!
>I liked Lane Winner. What ever happened to him? He was the OS and
>hardware GURU for the 800.

Lane stayed with Atari until late 89 or early 90.

>
>The idiot who was my "project leader" for the S.W.E.A.T. project was
>Clyde ???? (forgot). My supervisor was Ken Balthauser. When they
>assigned me Superman 3, they promoted Clyde ???? to be My supervisor,
>even though I had told Ken that I would complete SWEAT but would never
>work with Clyde again. When they made him my supervisor, I waited
>until Xmas bonuses were paid, then quit. I can take a hint.
>

Didn't know them, but that 82 Christmas bonus was nice!

>
>>
>>
>>>E.T. was also the only original game to come out of the home computer
>>>division that I can remember,
>>
>>WHAT???
>>

>>Please explain, I can name at least a dozen people who wrote 400/800
>>code in house.
>
>Remember Hitchhiker's Guide to the Galaxy? Remember all those idiots
>in the bathtub, waiting for the next ark to arrive on Earth? They were
>the same people who worked at the Home Computer Division. All they
>ever did was schedule meetings, and show off the new "ORG chart" every
>few weeks, as the management played musical chairs. I think I new
>enough about what was going on in that building to say accurately that
>those carts were not coded in San Jose.

30 Plumeria.....OH NO!

>
>If I'm wrong please enlighten me. Give me an example from 1981-82.
>>

Ok.... 81/82 almost nothing got done due to the breakup of Consumer
and Computer divisions. Most of the experience stayed in Consumer, and
the Home Computer group brought in a bunch of Managers to create their
own empires. Prior to 81 all stuff was done pretty much in house
(except the programming languages....all done out of Atari). After 83
when the groups merged back, development was full bore on the Computer
stuff in house again.

>>
>> with the exception of Chris Crawford's
>>>work. The division was filled with frauds, and mainframe Control Data
>>>rejects.
>>
>>
>>While Chris is a super nice guy, and very sharp, I know of no
>>programmers at Atari that would say anything kind about him or his
>>programming talents and game designs.

While I like Chris alot, I stand by the above statement. The 2600
programmers would just bash this dude.

>
>Funny, different people's perceptions. His programming talents were in
>a class by itself. He almost singlehandedly wrote DE RE ATARI which
>enlightened others how to program the thing. He was a hardworking
>brainy guy, who was smart enough not to sign the "Atari owns us"
>agreement when he hired in. He wrote stuff for Avalon Hill on the side
>and took prode in opening his notebook at the meetings so we could see
>his royalty checks.

Chris was very instrumental in getting info out the door regarding the
400/800. He spearheaded documentation like the above, as well as the
APX program. Of course Chris was just as good at promoting himself at
the same time :)

As for royalty checks, Todd Frye who did VCS Pac-man taped his first check to his office door. I passed him in the hall one day and called him Mr. Pac-man (he knew that was a slam). He replied "you can call me Mr. Pac-man, in fact call me Mr. Asshole.....but I'm laughing all the way to the bank"

>
>As for being a nice guy, well, we all know a Chris Crawford in real
>life. They are smarter than you and they know it. They are busy and
>well diciplined. They are hard to approach (unless you are in their
>"league"). I used to pester him with questions, and I thought, all
>things considered, he made a good effort to answer them.
>
>He also pulled off a coup that burned management's butt. He got upper
>management to form a new group for him and his flunky, Larry Summers.
>IT was called some kind of research group--I forgot the name. He
>didn't have to report to the same idiots anymore. I found out later
>that there was an agreement between the 3 divisions not to let
>programmers transfer between divisions, yet he had found a loophole. I
>know he was as frustrated as me working for those buffoons.

CORRECT!

This pissed alot of people off. This eventually became Alan Kay's group and they worked on the mythical "Sierra" Computer. Advanced Products Group I believe was the name.....big waste of money! Oh, Let's not forget that Amy chip!

>
>As for his games, wargames were his thing. I thought he did state of
>the art stuff, though I didn't like playing that type of game much. I
>followed his career through "Balance of Power". He bought an expensive
>development for the Mac when it first came out and wrote the game
>originally for the Mac. When that was a big success, I read he decided
>to produce (meaning take the risks and reap the rewards) from his next
>project which was a bust. I never heard of him since. Anybody care to
>fill me in?
>>

Chris lives up in the San Jose hills, we visited him last year to pick up a copy of a 2600 game called "Wizard". I forgot what he was up too, but by the looks of things he is doing OK. Still the same Chris, and still a nice guy.

Thanks for the reply.....didn't mean to insult you if I did.

JJ

Ex-Atarian 77-85

>>
>
>
>

>
>
> ZZyzx
>
>"We're not flying....we're falling with style."
> (Buzz Lightyear)

3143. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <5hppvn$oc0@camel1.mindspring.com>
Source record: 74299
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

ssilicon@lax.net (Jon D. Melbo) wrote:

>On Sun, 30 Mar 1997 07:24:51 GMT, jhardie@pipeline.com (John Hardie)
>wrote:
>John, you would have been smarter to whine about this in private email
>only. Since you have made a public posting I am publically posting
>this (my 2 cents).

No whining here. I just asked that my privacy be respected. No need
for e-mail. I'm not hiding and welcome the comments you feel the need
to make.

>Where was it ever written that it is REQUIRED that something be
>NECCESSARY in order to bring it up in a newsgroup? And even if it
>were required, which it is not, who then is the authority upon the
>criteria of neccessity? You perhaps? I think not. Also, what has
>Jesus to do with this?

Do YOU even know what you're talking about here? I sure don't.
Jesus has nothing to do with it. I took his name in vain.

>Funny, I am a member of the public and I had no such knowledge of your
>special status at B&C. I rather enjoyed the information you
>insultingly refered to as "ramblings."

Maybe you should have asked. Bruce or I would have told you. Was it
necessary to know it was me, or would it have been enough to know that
someone out there has a deal.

>Translation: you would prefer to have your special deal with B&C be a
>secret and NOT be public knowledge. That's understandable, but you
>cannot expect others to operate accrding to your desires. If I were
>you I would want it to be "low key" also, but I wouldn't slam a guy
>for bringing it up when he had every right to, especially in front of
>the people he brought it up to. You stating here in front of everyone
>how "public" the knowledge was is an insult to the collective
>intelligence of most of the people that frequent this newsgroup.

How would you like it if someone you didn't know posted a message
concerning your dealings. You can choose to defend Andrew for whatever
reason you want, but I'd bet if it was you instead of me, you wouldn't
be so understanding. Also, just because you didn't know, does that
make it some big secret? Am I supposed to make major announcements to
the newsgroups so everyone can track my deals. If that's the case,
then here's another "secret"

MAJOR ANNOUNCEMENT --- ALL TAKE HEED

John and Keita have a super secret deal going on that each of them has
first crack at any of the other's duplicate carts.

Now you can't say that you didn't know.

>Getting facts straight is always a benefit. I say truth and accuracy rule.

> Cheers,
> Jon

I agree.

John

3144. WTB:Ultima 1-4

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: jcobb@usa.net
Message-ID: <3340965a.1601831@207.126.101.80>
Source record: 74300

I am looking for any Ultima RPG for any platform. I am really wanting
Ultima 1 or 2 for the Atari 8-bit. But e-mail me with what you have...

thankyou,

jason

3145. What's that game called...?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: nino@complang.tuwien.ac.at
Message-ID: <slrn45k0roa.d4p.nino@a0.complang.tuwien.ac.at>
Source record: 74301

Does anyone remember a game similar to Centipede (i.e. "snakes" moving on
a grid, which you have to shoot etc.), but with a 3D-View? I can't remember
much more about it, but it annoys me that I can't remember the game's name!

Someone help :-) (please mail, I might forget to read this newsgroup...)

Thanks,
-nino

3146. Re: ATTN YOGI! (Well, you said to do this to get your attention.....)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <33409a2b.12110930@news.inc.net>
Source record: 74302

On Mon, 31 Mar 1997 19:08:46 -0500, zmerch@northernway.net (Roger
Merchberger) wrote:

>In article <3339f15a.2128684@news.injersey.com>, noone@nowhere.com
>says...
>> On Tue, 25 Mar 1997 09:40:43 GMT, bmarcum@iglou1 (Bill Marcum) wrote:
>>
>> -Unlike some early home computers, the Atari 8-bit always had
>> -upper/lower case. It just starts out in upper case until you press
>> -the Caps key.
>>
>> I meant for commands.
>> I realize Basic xl lets you use lower case, but it used to drive me
>> nuts that I couldnt leave it in lower case all the time.
>> I just remember the Crapple II series as not doing lowercase, and
>> probably the Vic 20.
>
>Add Tandy's Color Computer 1,2 to the list... they could show the lower-
>case ascii codes, but as reverse-colors of the uppercase chrs. Some later
>CoCo2's (with some crazy pokes to the VDG) and all CoCo3's could do
>lowercase, but not for commands in the rom-based RS-DOS. However, under
>OS-9 (read: most powerful 8-bit OS ever...) you could use lower-case for
>commands and disk files/directories, would auto-detect the newer VDG in
>the CoCo2 and lots more.
>
>I realize that this is slightly off-topic, but I'm very good with these
>machines. Just to keep things in c.s.a.8, I *love* my Atari800 too!
>
>Anyone wishing more info, or just to chat about Tandy's (or want to teach
>me more about my 800... I'm an Atari newbie) can e-mail me at the address
>below....
>
>Hope this helps,
>Roger "Merch" Merchberger
>--
>Roger Merchberger | Everyone complained to me to change my .sig,
>Programmer, NorthernWay | but no-one could recommend something better.
>zmerch@northernway.net | So you'll have to put up with this *junk*
> | until I find some new wisdom to share.

I thought SpartaDOS X for the Atari8 was the most powerful OS for an
8bit. I admit I never had any knowledge of OS-9 for the CoCo though.
How much experience with X do you have with an Atari 800? Most people
with 800's don't use SDX. I was always impressed the same way with
BASICXL/XE, Action!, MAC65, as the best most powerful tools of their

kind written for any 8-bit. My 8-bit experience only covers the Atari line, the Apple II family, and the CBM family though. What kind of features did OS-9 have that made it so outstanding?

Cheers,

Jon

3147. What's that game called...?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: nino@complang.tuwien.ac.at
Message-ID: <slrn45k0s94.d4p.nino@a0.complang.tuwien.ac.at>
Source record: 74303

Does anyone remember a game similar to Centipede (i.e. "snakes" moving on
a grid, which you have to shoot etc.), but with a 3D-View? I can't remember
much more about it, but it annoys me that I can't remember the game's name!

Someone help :-) (please mail, I might forget to read this newsgroup...)

Thanks,
-nino

3148. Re: Looking for Synertek SYM-1 manuals

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <5hpva7$fkg@news.acns.nwu.edu>
Source record: 74304
Cross-posted to: comp.arch.embedded,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

In article <5hpjrjbes1@nntp2.ba.best.com>, Toshi Morita <tm2@best.com> wrote:
>This is slightly off-topic, but I'm hoping to find some 6502 old-timers
>who may still have documentation for the Synertek SYM-1 single-board
>computer.
>
>If you have the documentation set, please either sell it to me or make me
>a copy - I'm rather desperate for documentation, and would be willing to
>pay any copying and shipping charges.
>
>Thanks!
>
>Toshi
>
>

This is even more off-topic :)

Purely out of curiosity, did you work at Origin for a while, on the Apple][
version of Ultima V?

evetS-

3149. AUC: Antic - Atari 8-bit magazines NEW

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: sunsage@aol.com
Message-ID: <19970401034800.WAA24758@ladder01.news.aol.com>
Source record: 74305

```
Atari 8-bit and ST magazines
------------------------------------
Antic (with ST coverage from Vol 3 #12 on)

Bids are per magazine, no group bids. Bids should be in $.25 (25 cents)
increments ($.25, $.50, $.75, $1, etc.). Only the current high bid will be
listed along with the date it was made. If no new bids are received 5 days
after highest current bid, then that item is considered sold.

All bids are in USA dollars, but bids outside of USA welcome. Shipping
extra. Email me at "SunSage@aol.com" with bids or if you need more info.

********************
Antic (minimum bid per magazine $3 except where noted)
********************
Vol 1
-----
# 1 (min $6)
# 2 (min $5)
# 3 (min $5)
# 4 (min $5)
# 5 (min $5)
# 6 (min $5)

Vol 2
-----
# 1 (min $4)
# 2 (min $4)
# 3 (min $4)
# 4 (min $4)
# 5 (min $4)
# 6 (min $4)
# 7 (min $4)
# 8 (min $4)
# 9
#10
#11
#12

Vol 3
-----
# 1
# 2
# 3
# 4
# 5
```

6
7
8
9
#10
#12

Vol 4

1
2
3
4
5
6
7
8
9
#10

Vol 5

1
2
3
4

****
END

3150. AUC: CGW, Softline, Softside - Atari 8-bit magazines NEW

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: sunsage@aol.com
Message-ID: <19970401035000.WAA24896@ladder01.news.aol.com>
Source record: 74306

```
Atari 8-bit, C-64, Apple II, IBM, TRS-80
-----------------------------------
Atari: Computer Gaming World, Softline, Softside

Bids are per magazine, no group bids. Bids should be in $.25 (25 cents)
increments ($.25, $.50, $.75, $1, etc.). Only the current high bid will be
listed along with the date it was made. If no new bids are received 5 days
after highest current bid, then that item is considered sold.

All bids are in USA dollars, but bids outside of USA welcome. Shipping
extra. Email me at "SunSage@aol.com" with bids or if you need more info.

********************
Computer Gaming World (minimum bid per magazine $3)
********************
Vol 3 #6

Vol 4 #4

********************
Softline (minimum bid per magazine $3) Note:The covers seldom matched the
insides as far as issue numbering.
********************
Vol 1
-----
#6

Vol 2
-----
#1

#2

#3

#4 (March)

#4 (May/June)

#5

#6 (Volume 3 on cover)

Vol 3
-----
#1

#2 (Volume 4 on cover)
```

#3 (Volume 4 on cover)

****
Softside (minimum bid per magazine $3)
****
Vol 5 #4

Vol 5 #5

#44 (Vol 6 #11) (Loose cover)

#45

#46

#47

#48

****
END

3151. AUC: Compute! - Atari 8-bit magazines NEW

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: sunsage@aol.com
Message-ID: <19970401035100.WAA24955@ladder01.news.aol.com>
Source record: 74307

Atari 8-bit, ST, PET, VIC-20, C-64, Amiga, Apple II, Mac, IBM, TI-99, RS Color Computer, Timex/Sinclair, Coleco Adam
---
Compute! (Atari 8-bit, PET, VIC-20, C-64, Apple II, RSCC #29 on. T/S #29 to #54. RSCC #29 to #64. TI-99 #36 on. IBM #44 on. Adam #46 to #55. Mac #55 on. Atari ST and Amiga coverage begins #63.

Bids are per magazine, no group bids. Bids should be in $.25 (25 cents) increments ($.25, $.50, $.75, $1, etc.). Only the current high bid will be listed along with the date it was made. If no new bids are received 5 days after highest current bid, then that item is considered sold.

All bids are in USA dollars, but bids outside of USA welcome. Shipping extra. Email me at "SunSage@aol.com" with bids or if you need more info.

****
Compute! (minimum bid per magazine $3)

#29
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#65
#66
****
END

3152. What's that game called...?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: nino@complang.tuwien.ac.at
Message-ID: <slrn45k0rso.d4p.nino@a0.complang.tuwien.ac.at>
Source record: 74308

Does anyone remember a game similar to Centipede (i.e. "snakes" moving on
a grid, which you have to shoot etc.), but with a 3D-View? I can't remember
much more about it, but it annoys me that I can't remember the game's name!

Someone help :-) (please mail, I might forget to read this newsgroup...)

Thanks,
-nino

3153. AUC: Analog Computing - Atari 8-bit magazines NEW

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: sunsage@aol.com
Message-ID: <19970401034800.WAA24721@ladder01.news.aol.com>
Source record: 74309

```
Atari 8-bit and ST magazines
------------------------------------
Analog Computing (with ST coverage from #28 on)

Bids are per magazine, no group bids. Bids should be in $.25 (25 cents)
increments ($.25, $.50, $.75, $1, etc.). Only the current high bid will be
listed along with the date it was made. If no new bids are received 5 days
after highest current bid, then that item is considered sold.

All bids are in USA dollars, but bids outside of USA welcome. Shipping
extra. Email me at "SunSage@aol.com" with bids or if you need more info.

********************
Analog Computing (minimum bid per magazine $3 except where noted)
----------------
# 6 (min $5)
# 7 (min $5)
# 8 (min $4)
# 9 (min $4)
#10 (min $4)
#11 (min $4)
#12 (min $4)
#13 (min $4)
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#36
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#38
#39
#44
****
END

3154. Re: This is cool!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: gbennett@sisna.com
Message-ID: <3340831f.0@news.sisna.com>
Source record: 74310

ziggy29@netgate.net (Tim Irvin) wrote:

>In article <Pine.GSO.3.95.970329120509.21449G-100000@fissure.scar>, Alan
>Christie <94chrisv@scar.utoronto.ca> wrote:

>> It seems like the atari 8bit still has some life in it in Countries like
>> Germany and Poland. I only use the Atari emulator for my PC, but I should
>> boot up the old Xl for the fun it some day,. :)

>I've played with emulators, and they have their place in my life. But
>when possible, there's still no substitute for settling down in front
>of the real thing and hearing the disk drive beep at you as it loads a
>game you haven't tired of after 14 years...

That's the real beauty of the Rainbow emulator. Even the disk drive
sounds are there! I agree that it's not quite as good as an original
800, but pretty darn close. Now if rainbow also ran in full screen
mode......

3155. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3342aa29.16205506@news.inc.net>
Source record: 74311
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

On Mon, 31 Mar 1997 23:11:00 GMT, keita@mindspring.com (Keita Iida)
wrote:

>ssilicon@lax.net (Jon D. Melbo) wrote:
>
>>On Sun, 30 Mar 1997 07:24:51 GMT, jhardie@pipeline.com (John Hardie)
>>wrote:
>>John, you would have been smarter to whine about this in private email
>>only. Since you have made a public posting I am publically posting
>>this (my 2 cents).
>
>>>Christ, why is it necessary to bring up my name in your post?
>
>>Where was it ever written that it is REQUIRED that something be
>>NECCESSARY in order to bring it up in a newsgroup? And even if it
>>were required, which it is not, who then is the authority upon the
>>criteria of neccessity? You perhaps? I think not. Also, what has
>>Jesus to do with this?
>
>Nobody said there are concrete rules governing behavior here.
>HOWEVER, some people lack common sense and common courtesy with
>respect to revealing information (especially names) that might
>not be appropriate to share with the whole world.

You don't get to decide what is appropriate and what isn't, and
neither does your clollecting bud John. I found John's public post
complaining about his name being used to be out of line. Now, that's
just my opinion, but at least I had the respect enough to say it was
my opinion. John, and now here yourself, are insulting to the
readership here and also arrogant when you think that your opinion is
gospel. Right here in front of me I am reading your implication that
somehow your version of common sense is superior to any who may
disagree.

>For example, I know the owner of 2600 Tempest, and personally
>know others who have prototype hardware and carts. Out of
>respect of their privacy, however, I do not share this info.

That's fine. Good for you. I don't care if you do or don't. That's
between you and them. I too would keep someone's confidentiality if
they asked it of me and I agreed to it. The whole reason I got
involved here is because the way I see it goes pretty much like this:

- Bruce let John get 1st crack.
- Bruce told that to Mr. Krieg

- Mr. Krieg passed that along to the newsgroup, after a lot of discussion of such carts and people who like to trade, collect, or sell them.
- John didn't like that fact being revealed to everyone, probably because he likes his special situation, and worries that if others find out about it he may get competition.
- John chose to publically berate Mr. Krieg for doing something not in accordance John's prefernces in life. Seems to me, that Mr. Krieg doesn't owe John favor #1. All Mr. Krieg did was tell the truth. So it kind of pissed me off to see John piss down Mr. Krieg's back in front of me and everyone else in here, because he might be worried that somehow maybe his little sweetheart deal is exposed->competed for->taken away from.
- John also stated that his sweetheart deal was "public" knowledge and no secret. That insulted mine and presumably most of the readerships intelligence in here, because it is precisely how non public and unkown that deal was that John was pissed off that it was exposed.

Now you come in here implying that people like Mr. Krieg and myself, somehow lack courtesy or common sense if we don't keep our mouths shut for you. If someone asks me to keep quiet about something, I consider the request and usually grant it. I think it is an asshole who EXPECTS people to obey their self styled gag order. Ask nice, make a deal for silence, or whatever, but don't EXPECT others to do as you bid automatically.

>In Mr. Krieg's case, he could've easily provided the B&C info
>without naming names. I believe it to be malice on his part
>(or sour grapes) when he chose to specify who it was.

Okay, say he has sour grapes. I'm not saying he does or does not now, just a what if. Say he is jealous of John's sweetheart deal. Why the hell if someone tells him about it does he OWE John any favor? If Mr. Krieg was told about it on the condition of keeping it quiet, then I'm in your corner, but this does not seem to be the case.

>>>I don't remember ever posting about your business, Andrew!
>>>While my deal with Bruce is public knowledge and no secret, I would
>>>still appreciate being left out of your inane ramblings.
>
>>Funny, I am a member of the public and I had no such knowledge of your
>>special status at B&C. I rather enjoyed the information you
>>insultingly refered to as "ramblings."
>
>>>me running around bragging about my stuff; I prefer to remain low-key
>>>and would appreciate you not putting me in the spotlight!
>
>>Translation: you would prefer to have your special deal with B&C be a
>>secret and NOT be public knowledge. That's understandable, but you
>>cannot expect others to operate accrding to your desires. If I were
>>you I would want it to be "low key" also, but I wouldn't slam a guy

>>for bringing it up when he had every right to, especially in front of
>>the people he brought it up to. You stating here in front of everyone
>>how "public" the knowledge was is an insult to the collective
>>intelligence of most of the people that frequent this newsgroup.
>
>Translation: Apparently the term "COURTESY" doesn't apply to
>you.

I consider myself very fair and very courteous. I take umbrage to
your claim that I am anything other than that, simply because I
disagree with your protectionist philosophy.

> When someone has a source for getting good stuff, others
>are bound get get irritated or jealous of said individual
>when they find out who it is.

Yep, and that's their God given right to feel that way. If John
doesn't want to be envied, then he shouldn't accept such special
treatment. He shouldn't expect others who learn of his situation to
have to help him hide it from everyone.

>John was thrust in front of
>the public eye against his wishes. Can't you respect his
>wishes?

I find it helpful in respecting someones wishes when they show respect
for someones right to choose whether or not to respect their wishes.
Wow, what a tongue twister. What I am saying, is that John never
respected Mr. Krieg's right to choose to grant him favor or not. John
just flat out DEMANDED that his wishes be observed, and in my opinion
tried to punish Mr. Krieg by publically berating him here in this
newsgroup; the act of a greedy selfish child. I understand his desire
to be low key, I really do. He could just as easily sent a private
email to Mr. Krieg asking him nicely if he would refrain from
referencing him in the future. That would have been the adult thing
to do.

>For the newsgroups to be a friendly forum for
>discourse all of us need to be a bit more selective in sharing
>the "FACTS." In this case, Andrew's mention of John was neither
>appropriate or necessary to get the basic gist across to the
>readers.

Maybe, maybe not. It is irrelevant though. He did nothing wrong by
doing so.

>John and I have been avid collectors of Atari memorabilia
>for over ten years. During this time, we have accumulated
>a vast array of sources and acquaintances from which to
>build our collections, not just from Bruce at B&C.

So that entitles somehow entitles you to what; everyone's obeisience
and cooperation to ensure that you stay on top?

>Now picture this scenario, if you will.
>
>----------------
>
>Hustler: "Hi Bruce, I know John has been getting some nice things
> from you, would it be possible if you can give me
> consideration for items that you come across from now
> on?
>
>Bruce: Well, John has been dealing with me for years, and has
> been a person of integrity and just a nice guy. If
> he passes on something that I have available, perhaps
> I'll offer it to you or somebody else. Otherwise,
> don't bother.
>
>Hustler: John has integrity? I guess you never heard of the time
> when he was dissin' you in front of a few folks. Trust
> me, he's a bullshitter and dishonest.
>

Has John cut down Bruce behind his back? Just curious. Anyway, do you not give Bruce enough credit to analyize the potential untruthfulness to such statements if they were to be falsely made? Or is it that you do give him such credit but it is precisely because such nasty things may have been said? Anyway, I don't really care. I'll never tell a lie to Bruce or anyone else about you or John and I don't think most people would do such a thing.

>This is a TRUE story. Not to say that occurances such as the one
>above are rampant, but they DO occur.

I see your point, but at least give Bruce some credit for some brains, and Mr. Krieg some credit at getting to decide what favors he grants and for whom.

Cheers,

Jon

3156. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <3340abbe.681129@news.abest.com>
Source record: 74312

On Mon, 31 Mar 1997 22:13:32 GMT, ssilicon@lax.net (Jon D. Melbo)
wrote:

>What are you you; some bottom beating scum sucking algea eater?

Actually, I think that's 'bottom feeding scum sucking algae
eater'......

>Duke is a load of fun. So is quake.

I don't know about Quaek, i can't play it cos my 486/80 is too slow.
>:(

Even Duke on my computer running at low res in pure DOS mode is a bit
choppy on most boards, and on some other user maps--especially those
that have a lot of objects and weapons and stuff in the middle--it
gets VERY choppy, sometimes to the point where it's completely
unplayable cos the system bogs down too much (particularly if there
are lots of people and monsters pounding the hell out of me).

There's the rub, I suppose. Whereas Atari 8-bit computers may not
have the monopoly on fun-to-play games, they (and a handful of other
older machines, I guess) have unbeatable fun-per-MIP ratios.

Who knows, maybe somebody will port Doom or Duke over to the 8-bits
someday........

3157. Re: WTB:Ultima 1-4

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: lovecraft@aol.com
Message-ID: <19970401071000.CAA07664@ladder01.news.aol.com>
Source record: 74313

You can find dsk images for Atari emulators on
ftp.hackerz.com/hackerz/atari. All of th Ultimas are on there.

Nick Nova

3158. AUC: Explorer, Hi-Res, ST Log - Atari 8-bit magazines NEW

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: sunsage@aol.com
Message-ID: <19970401034900.WAA24811@ladder01.news.aol.com>
Source record: 74314

```
Atari 8-bit and ST magazines
------------------------------------
Atari Explorer and Hi-Res, ST Log

Bids are per magazine, no group bids. Bids should be in $.25 (25 cents)
increments ($.25, $.50, $.75, $1, etc.). Only the current high bid will be
listed along with the date it was made. If no new bids are received 5 days
after highest current bid, then that item is considered sold.

All bids are in USA dollars, but bids outside of USA welcome. Shipping
extra. Email me at "SunSage@aol.com" with bids or if you need more info.

********************
Atari Explorer (minimum bid per magazine $3 except where noted)
********************
Feb 1985 (has 9 page section on 130ST and 520ST plus article on new XE
series and new management after Tramiel takeover) (min $5)

Apr/May 1985

Summer 1985

Winter 1986

Jan/Feb 1988

********************
Hi-Res (minimum bid per magazine $3 except where noted)
********************
Vol 1
-----
#1 (with Doonesbury pullout) (min $4)

#2

#3

#4

********************
ST Log (minimum bid per magazine $1)
********************
#21
#23
********************
END
```

3159. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-0104970054050001@tsb-40.ucsc.edu>
Source record: 74315

In article <333e5654.740136@news.abest.com>, Sapphire@moc.cynonni (Janice in NYC) wrote:

>On Sat, 29 Mar 1997 22:23:28 -0500, Asterisk <ampage@geocities.com>
>wrote:
>
>>But do you really need that? Personally, I find the newer 3D games
>>boring as hell, mainly because they put too much empahsis on cool
>>graphics and other bells and whistles, and the games aren't fun anymore.
>>You get bored with them in 5 minutes.
>
>I don't know about that. Multiplayer Duke Nukem 3D is AWFULLY
>fun........

Exactly. I see many people claim that Quake is boring and not a good game, because it's just Doom all over again. Almost universally they have not yet played it against other people. The major focus in games these days is multiplayer, which is an entirely different thing from games that are fun to play by yourself.

Quake's other claim to fame is the incredible flexibility and extensibility of its game engine. People have done crazy things to it, like "Quake Kart" where you tool around in armed jeeps. The ability to create your own levels for a game has been around for a very long time, but only now are computers fast enough that realtime action/arcade games can have their own miniature programming language which lets the user completely change how the game acts, within the limits of the video/sound engine.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you wish to send me email. No unsolicited commercial junk mail!

3160. Re: A New Atari 8bit with slots and detachabl

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: bluesky6@ix.netcom.com
Message-ID: <334062ff.9677009@news.zippo.com>
Source record: 74316

jjessop1@home.com (Jerry Jessop) wrote:

%
%Glenn,
%
%When you sum them together (as in the 2600 and 800) you get composite
%video. Composite is generated this way because you can control the
Lum
%and Chroma better with discrete off silicon components. In 1978 it
was
%difficult to fabricate LSI devices with fairly consistant resistor
and
%capacitor values on the die itself. In order for the video to look
the
%same on each console.....these components and functions were placed
%outside the chip.
%
%My original point was that you will never get RGB out with 2
%transistors added. And that Atari was not stupid for not doing it,
it
%just is not possible!

So does that mean that all this new atari 8bit stuff is a bluff??

I would be interested in a composite to RGBI converter because I have
a French Atari 800XL which, for reasons best known to Atari France,
has only monochrome output.

Ben

%
%jj
%
%On 26 Mar 1997 01:12:03 -0700, Glenn Saunders <krishna@primenet.com>
%wrote:
%
%>The mortal Jerry Jessop wrote:
%>: Here is why the original 800 never had RGB:
%>: 1: The GTIA was designed to output composite only. It would have
%>
%>The Atari 800 has separate chroma and luma lines. You can even get
chroma
%>and luma out of a 2600. RGB is a different story, of course.
%>
%>
%

3161. Re: What's that game called...?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: nino@complang.tuwien.ac.at
Message-ID: <slrn45k1usu.gb0.nino@a0.complang.tuwien.ac.at>
Source record: 74317

Oops... please excuse these multiple postings, but our news-server is a bit sensitive about late-night postings (it returns an error, but accepts the posting anyway).

-nino

3162. Re: XEP80 documentation and happy 1050 docs

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5hqv12$3kb@sjx-ixn4.ix.netcom.com>
Source record: 74318

In article <859413844.32020@dejanews.com>,
slycy@geocities.com wrote:
>I have come into posession of an XEP80 and 1050 Happy Drive, both
>without documentation. Can someone point me to documentation
>on the internet, or can you email it to me? or through the postal service?
>
>Thanks in advance.
>
>slycy@geocities.com
>
>--------------------==== Posted via Deja News ====-----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet
>

The Happy 1050 docs can be found at the Umich Archive---
gopher://gopher.archive.umich.edu:7055/11/atari/8bit. I don't knoe about the XEP80, but
they may bet there as well.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3163. Re: OK, wheres the sources?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5hqumo$p2n@dfw-ixnews8.ix.netcom.com>
Source record: 74319

In article <3338c0d9.16374390@news.injersey.com>,
noone@nowhere.com (Yogi) wrote:
>OK, who has sources to Atari Dos 2.0 and FMS? (already on disk!, ready
>to be modified and assembled.)
>I want to add more than 64 file name support to atari disks, and
>greater than 720 sector for use with emulators and actual ataris via
>ape.
>I dont really want to type it all in from Inside Atari Dos but if I
>have to I will.
>Also, anyone know which manual the FMS source code is in?
>Also, anyone willing to help with this type of project, post here!
>
>yogi
>
>

I could try scanning in the source from my copy of the software manual. I think it's all there. I think, as long as it is saved as raw text, it could be imported into MAC/65 then assembled. Would that do? If so, let me know. It will take a couple of days to clean it up. My OCR software isn't the best, but it works enough to get the job done.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3164. Re: REQ: Atascii (aka "Break Messages") Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5hqv7u$117@dfw-ixnews4.ix.netcom.com>
Source record: 74320

In article <5hekjs$1ro$1@excalibur.flash.net>,
ambrosia@flash.net (Tom D'Ambrosio) wrote:
>I am attempting to collect as many of the old "Atascii Movies" (remember
>them?) as I can find, and put them at my web site for download.
>
>If you have any, or are just curious, visit:
>The "Break Movie" Warehouse.
>http://www.flash.net/~ambrosia/index2.html
>

I'll check at my local Atari BBS to see if there are any there. I knoe he has a collection of Text art and I remember some ATASCII animations stuff from ages ago. I'll see if it's still around. It just happens that I will be goung to a JACS meeting tonight and may have something by tomorrow.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3165. Trenton Computer Fest

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-01 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5hr0em$9mc@dfw-ixnews11.ix.netcom.com>
Source record: 74321

All,
Just a quick announcement that on April 26 and 27, there will be a huge computer/ham fest at Mercer Count Community College West Winsor, NJ (Just east of Trenton, NJ) This is the largest/ longest running computer fest on the US East Coast! There will be over 1000 outdoor vendor spots, over 400 indoor vendor spaces, over 100 seminars/forums/talks, Internet for kids, a Festival Dinner with almost everyone leaving with a door prize(once I won a 2x ISA CD-ROM drive) and much much more.
I will be hosting an Atari 8-bit seminar on Sunday afternoon. The discussion will include PCXformer 3.6, The Internet and BBSes. Come, and find those hard to fine 8-bit deals in the flea market. Last year I found a fully functioning 130XE w/PS and SIO cable for $5.00. Not too ban. A couple of years back I bought an 800XL, XF551 and 1050, all w/PS and cables for $27.00. There are lots of sellers that have 8-bit treasures, not to mention all the other neat items old and new.
That's Saturday April 26 10am to 6 pm and Sunday April 27, 1997 10am to 4pm. Admission is $10.00 for both days (adults) $5.00 sunday only, Seniors and students $5.00 for both days and Children under 12 are admitted free on sunday (if accompanied by an adult).
Pre-schoolers are always admitted free.
For more info call 1-215-957-4000 or check the web site at WWW.TCF.NET.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

Robert S Ely
rsely@dhs.state.nj.us -or- rely@ix.netcom.co

3166. Re: This is cool!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970402185015.12671B-100000@fissure.scar>
Source record: 74123

On Tue, 1 Apr 1997, Greg Bennett wrote:
> That's the real beauty of the Rainbow emulator. Even the disk drive
> sounds are there! I agree that it's not quite as good as an original
> 800, but pretty darn close. Now if rainbow also ran in full screen
> mode......

Rainbow even emulates disk drive beeps?! Ultra cool.. I don't have
Windows 95 so I guess I can never run it..

Alan

3167. Re: Shaggy RF on modified XL's & XE's

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6U5TsdU4zHB@peter.soemtron.sb.sub.de>
Source record: 74124

In article <Shaggy RF on modified XL's & XE's>, jeff@uptime-csi.com wrote:

Howdy jeff,

> I have three 130xe's which I have upgraded to 576k each and one 800xl with
> 512k onboard. All are only OK on a monitor and pretty lame on a television.
> Any Ideas on cleaning up TV R/F on an XL/XE with no original shielding at
> all??..... Those metal RF shields are first to go when ya start going into
> these badboys on a regular basis....

hell, i thought, only my XE was that badness. Seems to be a generic XE
problem! The only way to get a better screen was a video monitor.

--
6502 R*SC power! ||| *ntel Outs*de! | ,- _ C64 II - alternate
*(MEGA) 8-b*t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b*t power !

3168. Re: How are !you! using your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: Samurai of Taquart <samuraj@ajax.umcs.lublin.pl>
Message-ID: <3341A2BA.5B4B@ajax.umcs.lublin.pl>
Source record: 74246

```
nadkar wrote:
>
> learning and coding 6502-assembler... i like coding demos :)
>
> bye heaven
How ?
I love making cool music on it . :)))
right heaven ? :))))))\

samurai/Taquart
```

3169. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <5hsldm$3h6@camel4.mindspring.com>
Source record: 74247
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Jon,

Since I have seen/received messages saying enough of this in the newsgroup, this will be my last post. You can contact me in e-mail if you wish to continue this foolishness.

ssilicon@lax.net (Jon D. Melbo) wrote:

>You don't get to decide what is appropriate and what isn't, and
>neither does your clollecting bud John. I found John's public post
>complaining about his name being used to be out of line.

So my post was inappropriate in your opinion. I guess you're the one who gets to decide what's appropriate and what isn't?

> John, and now here yourself, are insulting to the
>readership here and also arrogant when you think that your opinion is
>gospel. Right here in front of me I am reading your implication that
>somehow your version of common sense is superior to any who may
>disagree.

Hmmm. Seems you do a lot of talking on behalf of the readership. I didn't realize you were the spokesman of the group.

>That's fine. Good for you. I don't care if you do or don't. That's
>between you and them. I too would keep someone's confidentiality if
>they asked it of me and I agreed to it. The whole reason I got
>involved here is because the way I see it goes pretty much like this:

>- Bruce let John get 1st crack.
>- Bruce told that to Mr. Krieg
>- Mr. Krieg passed that along to the newsgroup, after a lot of
>discussion of such carts and people who like to trade, collect, or
>sell them.
>- John didn't like that fact being revealed to everyone, probably
>because he likes his special situation, and worries that if others
>find out about it he may get competition.

I don't worry about it at all. Bruce and I have been friends for years. There is no competition.

>- John chose to publically berate Mr. Krieg for doing something not in
>accordance John's prefernces in life. Seems to me, that Mr. Krieg
>doesn't owe John favor #1. All Mr. Krieg did was tell the truth. So
>it kind of pissed me off to see John piss down Mr. Krieg's back in
>front of me and everyone else in here, because he might be worried

>that somehow maybe his little sweetheart deal is exposed->competed
>for->taken away from.

There you go, acting/speaking on behalf of the newsgroup again.
I wasn't worried.

>- John also stated that his sweetheart deal was "public" knowledge and
>no secret. That insulted mine and presumably most of the readerships
>intelligence in here, because it is precisely how non public and
>unkown that deal was that John was pissed off that it was exposed.

Since you seem to be the official spokesman (self-appointed, I'm sure)
of comp.sys.atari8, rec.games.video.atari and rec.games.video.classic,
please pass my apologies to the readership if I insulted their
intelligence.

How many dust mites are in the average bed?
How much oil do we get from Kuwait?
Who was the last team to pull a triple play?

You don't know? Why not, it's public knowledge!

If you had a conversation with Bruce like Andrew did, you would have
known about my relationship with him.

> Ask nice, make a
>deal for silence, or whatever, but don't EXPECT others to do as you
>bid automatically.

Can't ask nice if the message was already posted.

>Okay, say he has sour grapes. I'm not saying he does or does not now,
>just a what if. Say he is jealous of John's sweetheart deal. Why the
>hell if someone tells him about it does he OWE John any favor? If Mr.
>Krieg was told about it on the condition of keeping it quiet, then I'm
>in your corner, but this does not seem to be the case.

Again, you seem not to grasp the concept of courtesy. It has nothing
to do with favors.

>I find it helpful in respecting someones wishes when they show respect
>for someones right to choose whether or not to respect their wishes.
>Wow, what a tongue twister. What I am saying, is that John never
>respected Mr. Krieg's right to choose to grant him favor or not. John
>just flat out DEMANDED that his wishes be observed, and in my opinion
>tried to punish Mr. Krieg by publically berating him here in this
>newsgroup; the act of a greedy selfish child. I understand his desire
>to be low key, I really do. He could just as easily sent a private
>email to Mr. Krieg asking him nicely if he would refrain from
>referencing him in the future. That would have been the adult thing
>to do.

I think you better look again at the facts. I never respected his
rights? I demanded that my wishes be observed? Kind of hard to do when

the message has already been posted.

>So that entitles somehow entitles you to what; everyone's obeisience
>and cooperation to ensure that you stay on top?

On top of what?

>Has John cut down Bruce behind his back? Just curious.

Not likely.

As I said before, the fact that Bruce told Andrew without any prompting about our supposed "deal" should give you an idea of how secret it was. All I asked from the start is that my name and dealings not be brought up in someone's messages. Others don't have to submit to public postings of their business, so why should I?

That's all from me. If you still have trouble comprehending this concept, feel free to e-mail me.

John

3170. Game screen shots (04/01/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <33420cdb.6088436@nntp.ix.netcom.com>
Source record: 74248
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

I have just added 63 new game screen shots for the Mattel
Intellivision to my WWW site. This brings the total number of
ORIGINAL screen shots on-line to 1546, for the following systems:

Atari 2600, Atari 5200, Atari 7800, Colecovision, Mattel
Intellivision, Magnavox Odyssey2, Emerson Arcadia 2001, Bally
Astrocade, Atari 8-bit computer, Commodore 64 computer, Commodore
Vic-20 computer, Texas Instruments TI 99/4a computer, Radio Shack
Color Computer, Tomy Tutor computer, 3DO, Sony Playstation, SMS, NES,
SNES, TurboGrafx-16 / TG CD / Duo, Sega Genesis, Nintendo 64, Sega
Saturn, Atari Jaguar, Philips CD-i, and Nintendo Game Boy.

More will be added as I have time. Eventually, I will have my entire
collection on-line (hopefully before the turn of the century) :)

Next, I'll probably finish up the Atari 7800, Odyssey2, Colecovision
and Atari 2600 sections.

If this is of interest to you, then pay a visit to:
http://www.io.com/~vga2000/

Michael

P.S. And before anyone else asks; if the game isn't on one of my FS/T
lists, it isn't FS/T :)

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

3171. Re: Help! Xfer files to 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3341a730.20170714@news.inc.net>
Source record: 74249

On Tue, 01 Apr 1997 12:46:05 -0600, Greg Miller
<uglmiller@cc.memphis.edu> wrote:

>Jon D. Melbo wrote:
>
>> Just a note... a disk that is formatted to or written to with either
>> an Atari drive or PC 360K drive will never be able to be read in
>> either of those drives, any data that was written (or a format) to it
>> while in a 1.2MB drive.
>>
>> The 1.2MB drive's read/write head is 1/2 the size of the head on 360K
>> drives.
>>
>
>Nonetheless, sometimes it works. In fact, with my PC drive and XF551,

You have to look carefully at what I said up there. The usage I
described does not cover all situations that are involved in sharing
disks between the different types of drives. The situations it does
cover though, you would find errors up the ying yang if you didn't
stay away from. Perhaps I can visually illustrate what I was trying
to say:

///// = data written by 1.2MB floppy drive
\\\\\ = data written by 360KB floppy drive

Figure A - 1.2MB HD head/track data width:



Figure B - 360KB head/track data width:

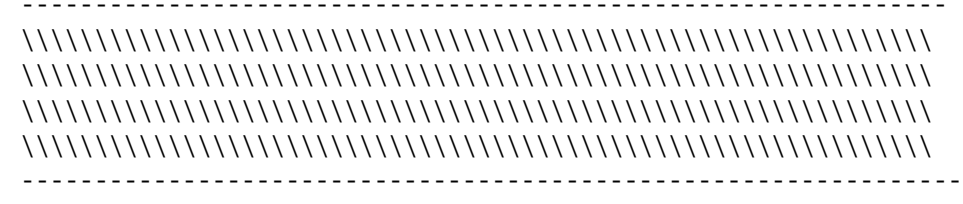


Figure C - data written by a 360KB drive on top of data written by a
1.2MB drive (notice the data written by the 1.2 is completely
overwritten)

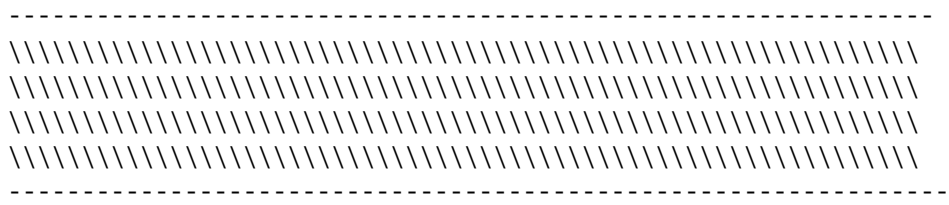


Figure D - data written by a 1.2MB drive on top of data written by a 360KB drive (notice the narrow head of the 1.2 cannot completely overwrite data left by the 360)

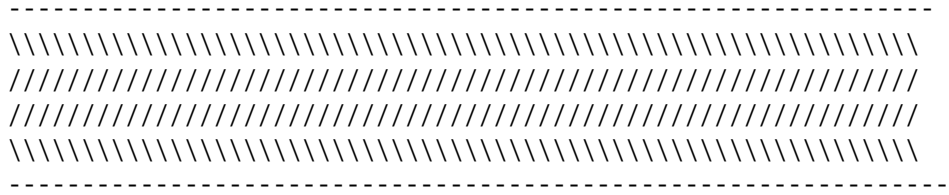


Figure E - Physical head sizes

1.2MB 360KB
[ ] [ ]

Okay. Now then, a 1.2MB drive is capable of reading disks from any of the figures A,B, C or D. This is because its read head is picking up its data from the narrower center portion of the disk. On the other hand, a 360KB style drive can only read data reliably from disks made by figures A,B, or C. The kind of track data you end up with in figure D causes a serious read problem for the wider heads of a 360KB drive. This is because in addition to the new rerecorded data put in the center of the track by the 1.2MB drive, there is still old data on the outer edges of the track that are left over. The 1.2MB drive, although it can be made to use the correct write volatges and all for 360KB operation, it cannot overcome the physical limitation that it's head is narrower than that of a 360KB drive.

So a basic rule of themb when sharing 360KB floppies among 360KB & 1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that has been previously written to in a 360KB drive....UNLESS... you only plan on ever using that disk in the 1.2Mb drive from then on out. Of course a disk can be reformated in a particular drive any time for use in that drive. As long as you follow that rule, you can utilize the backwards compatible 360KB modes that most 1.2MB drives offer.

So why guess with sometimes and maybe's anymore? :)

Cheers,

Jon

3172. New WWW site goes up! Come check us out! HTTP://WWW.OLDWAREZ.COM

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: carnage@oldwarez.com
Message-ID: <33420d1b.109875040@news.nwdc.com>
Source record: 74250

HTTP://WWW.OLDWAREZ.COM

This site contains all you need to change your mind on bigger and
newer is better.

We review, picture, offer tips and tricks and more for older games and
systems.

Games such as Maniac Mansion, Karateka, Pitfall, and more!

Systems such as TurboGrafx-16, Sega Master System, NES, Atari 2600 and
more!

Don't knock it 'till you've tried it!

HTTP://WWW.OLDWAREZ.COM
--
:Begin Idiotic Signature:
|CaRnagE| of #oldWarez
http://www.nwdc.com/~ivans
Jesus saves (a whole deal of time explaining why things are the way they are)
:End Idiotic Signature:

3173. Gamestuff for Sale/Trade

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: gkomatsu@Hawaii.Edu
Message-ID: <5ht39d$6p6@news.Hawaii.Edu>
Source record: 74251
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.tandy

```
browse about, send offers (money, games*, precious stones...)
* 2600, 5200, 7800, 8-bit, Intellivision, Colecovision, Famicon,
SMS, Megadrive, Lynx, NeoGeo, Jaguar

Atari:
~~~~~
Wico Command Control joystick
Wico "the BOSS" joystick
Darth-Vader black front 2600 with box. Has sound output problems.
800xl: with power supply. has mystery switch installed (got no idea
what it's for)

Colecovision/ADAM:
~~~~~~~~~~~~~~~~~
Expansion Module 3: one datapack drive, no printer.
Telly-Turtle: with box (light damage), manual, and reference.
However, the cart seems to be dead. (or just very stubborn
with my Colecovision...)

CoCo:
~~~~
el-cheapo joysticks: Only identifying mark (other than "Tandy" is
Cat.no.26-3008A) Have two of these
TRS-80 "Deluxe Joystick": reminds me of the old Kraft joysticks my
friend had for his Apple//e (probably is the same thing, with
a different label & connector.)
Downland: Just the cart, don't know if it works or not don't even know
I wound up with it...

Odyssey^2: (append exclamation point end of each title. =^)
~~~~~~~~~ all cart only
Cosmic Conflict
K.C.Munchkin
Speedway/Spin-Out/Crypto-Logic
Sub Chase/Armored Encounter
--
gkomatsu@hawaii.edu
-------------------
"Two things are infinite: the universe and human stupidity;
and I'm not sure about the the universe." -AE
```

3174. Re: How are !you! using your Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <3342CD90.9@zeus.fh-pforzheim.de>
Source record: 74252

then make some cool music for our upcoming trackmo ;)))))
maybe 20 minutes long???

bye heaven/taquart

ps. did the files worked i have sent to you?

3175. Re: barymags...

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <3342CE94.967@zeus.fh-pforzheim.de>
Source record: 74253

i am esp. interested in barymag #2... the one on tqa-sites
doesnt work at home... maybe i have shit connection to yoshi....

bye heaven

3176. re: barymags...

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <3342CE48.3BFD@zeus.fh-pforzheim.de>
Source record: 74254

can somebody tell me where to download the files???

or can someone send me WORKING dcm-files???
best would be seperated into several dcm-files (multiple files)...
because the damned atari stxformer can not transfer bigger files
than 90k (single-density)

has anyone saw then "vent"-demo by excellent/pentagrams???

i can download the file but i can not start it... it crashes
after some seconds... how can i install it correct and under
which config does the demo work??? 256k-ram???

bye heaven/taquart

3177. Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: buesch@srv.net
Message-ID: <m2pvwdsm2j.fsf_-_@caligula.srv.net>
Source record: 74255

"Michael Current" <mcurrent@carleton.edu> writes:

> (That's using the original Atari joystick too, not any of those more
> expensive but inferior imitations. :)

Heheh, I am *finally* learning to appreciate the virtues of the licorice stick, though generally I still prefer a Wico baseball-bat handle.

I find the Wico red ball joystick to be a little clumsy, and the grip-handle ones only suited to a handful of games. The grip-handle is better for enhancing the illusion of games like Star Raiders than for improving your game, in my experience. The baseball bat stick I find supremely ergonomic. All of the red-handled Wico sticks are virtually indestructable.

Other joysticks I like:

The Amiga one; can't remembe it's name. The two I have in my junk-box (both found separately at thrift stores) are excessively worn though. I really think these have a pretty, elegant, and functional design. Too bad they apparently get "mushy" with use. These are such a lovely match for my 64K Super Video 600XL that I keep them around though and would love to find a pair in better condition.

Somebody made a red ball joystick with microswitches that clicks nicely. The stick was one piece of red plastic, unlike the Wico red ball. It had fire buttons about 2cm in diameter on both the left and right sides. I've seen these in thrift stores and they seem pretty good but I've sworn off acquiring unncessary gear... :)

The Suncom joysticks were pretty good; I have a Suncom Starfighter for my PC and it works reasonably well for some games. Overall, I am pretty disappointed with the IBM joystick interface, and am sick of hearing analog joysticks described as an advance.

BTW, does anybody know of a source for parts for Wico joysticks? I have a couple with damaged cables and don't feel like building my own cables for them if I can order a Wico cable somewhere.

Brent

3178. Re: XEP80 documentation and happy 1050 docs

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5htll4$73b@dfw-ixnews10.ix.netcom.com>
Source record: 74256

```
In article <33411C46.443C@bottom.of.message>,
slycy* <read_my_sig@bottom.of.message> wrote:
>Robert,
>
>Don't do this to me! *Where* in the archive are the docs and
>what are they called? Ack! Almost there...
>
>Robert Smith Ely wrote:
>>
>> In article <859413844.32020@dejanews.com>,
>> slycy@geocities.com wrote:
>> >I have come into posession of an XEP80 and 1050 Happy Drive, both
>> >without documentation. Can someone point me to documentation
>> >on the internet, or can you email it to me? or through the postal service?
>> >
>> >Thanks in advance.
>> >
>> >slycy@geocities.com
>> >
>> >--------------------==== Posted via Deja News ====-----------------------
>> > http://www.dejanews.com/ Search, Read, Post to Usenet
>> >
>>
>> The Happy 1050 docs can be found at the Umich Archive---
gopher://gopher.archive.umich.edu:7055/11/atari/8bit. I don't knoe about the XEP80, but
they may bet t
>>
>
>slycy@geocities.com
>
```

OOPS! The file is called HAPPY7.ZIP. It includes the Happy 1050 docs in 5 different formats, including Winword 6, RTF (Rich Text Format), Raw ASCII, Formatted text (nothing special) and ATASCII text (EOL's instead of paragraph marks). I don't remember if the ARC version of the same file is there. If it is it would be called HAPPY7.ARC.

```
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

3179. Re: REQ: Atascii (aka "Break Messages") Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5htlvo$73g@dfw-ixnews8.ix.netcom.com>
Source record: 74257

In article <5hqv7u$117@dfw-ixnews4.ix.netcom.com>,
Robert Smith Ely <rely@ix.netcom.com> wrote:
>In article <5hekjs$1ro$1@excalibur.flash.net>,
> ambrosia@flash.net (Tom D'Ambrosio) wrote:
>>I am attempting to collect as many of the old "Atascii Movies" (remember
>>them?) as I can find, and put them at my web site for download.
>>
>>If you have any, or are just curious, visit:
>>The "Break Movie" Warehouse.
>>http://www.flash.net/~ambrosia/index2.html
>>
>
>I'll check at my local Atari BBS to see if there are any there. I knoe he has a collection of Text art and I remember some ATASCII animations stuff from ages ago. I'll see if it's still around. It just happens that I will be goung to a JACS meeting tonight and may have something by tomorrow.
>
>
>Robert S Ely --- Communications Systems Technician
>rsely@dhs.state.nj.us -or- rely@ix.netcom.com
>====|||====Atari 8-bit user since 1982====|||=====
>===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

I checked last night, but the files are NOT on the BBS, however the SysOp does have a collection on floppy. Mike, if you're listening, see what you could do about posting them to Bill Kendrick to be placed at the Unich Archive. Bill is at kendrick@zippy.sonoma.edu.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3180. JOH BBS THE ATARI INSIDE HOMEPAGE!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: "M. Diepenhorst" <pokey@dds.nl>
Message-ID: <01bc3f6a$4e535a60$47e79fc2@atari.demon.nl>
Source record: 74258

Hi Folks

I'm back again on the NET!

Last days I'm working at a new ATARI HOMEPAGE. This is an extension of BBS
THE ATARI INSIDE here in the Netherlands...

Not much to see, but it will grow :-) >> http://huizen.dds.nl/~pokey

Marius

--
Sysop*Marius; BBS the ATARI INSIDE (Bergambacht, The Netherlands). Online:
21:00-06:00 (GMT!) 1200-14400 baud ... (+31)-182-352755 Running BBS PRO
5.0b
Visit my homepage! -> http://huizen.dds.nl/~pokey

3181. Eprom burning

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: idavis@comland.com
Message-ID: <859993266.5698@dejanews.com>
Source record: 74259

As everyone knows, I have been pestering people in this newsgroup for weeks about information on burning eproms, and haven't been having much luck. Well just for the record, I managed to burn an eprom last night, and it worked. I have an eprom cartridge board for the 28 pin eproms - 2764's and up. I bought some 2764's and took them home. Since it is an 8k chip, I decided to burn a copy of basic onto the chip and see if it worked. After fumbling a couple of times with rom files that I had read from my basic cartridge, I decided to try the ataribas.rom file from xformer. I burned it onto one of the eproms, put the eprom in the cartridge, and voila, it worked like a charm. Now that I know I am not suffering from incompatibilities with chips and boards, I can actually put a program of mine onto a cartridge. I get the feeling that for once, I will be plugging in the assembler editor more than the basic cartridge. And to top it off, to make it that much more of a great experience, I pulled alongside the Weinermobile on the way to work this morning. I think I will go buy me a lottery ticket at lunch.
I will be writing up some of the information that I had absorbed while working on this project and posting it to my web page as soon as I get a little more comfortable with the whole eprom process. Thanks for the help everyone, this is definitely a lot better than when I started with my atari in 1983. I was isolated and didn't know a soul to ask for help. This is what newsgroups should be used for.

Isaac Davis
idavis@comland.com

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

3182. Re: XL-It v0.19 and Lucasarts Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <3342759C.4CA1@cc.memphis.edu>
Source record: 74260
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

Will Fisher wrote:

> A suggestion:
>
> When the virtual HDD routine detects a ~ in the filename
> (a character not available on the 8-bit) simply convert
> it to a _ or something. Then if the user types a filename
> with a _ in it that returns a file not found error simply
> replace the _ with a ~ and try again.

Heh, it also needs to properly restore the screen mode on exit.
So far, no Atari emulator I know of does that.
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm

3183. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: Greg Berigan <gberigan@cse.unl.edu>
Message-ID: <5hu4l3$kb8@crcnis3.unl.edu>
Source record: 74261
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

In comp.sys.apple2.programmer, ampage@geocities.com (Asterisk) wrote:

>BTW, I heard that someone is already working on a TCP/IP stack for the
>TI-99/4A...

Now just to find a TI-99/4A that hasn't self-destructed yet. (Didn't
they all have a design flaw which eventually shorts and fries the
motherboard?)

--
_-<#)-=# http://cse.unl.edu/~gberigan/War-of-the-Worlds.html
___/___
_-~_--<###) "Take a look around you at the world we've come to know
<~c>' __--< Does it seem to be much more than a crazy circus show
_--=____#) Maybe from the madness something beautiful will grow...."

3184. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: Asterisk <ampage@geocities.com>
Message-ID: <3342AB37.128C@geocities.com>
Source record: 74262
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

Greg Berigan wrote:
>
> Now just to find a TI-99/4A that hasn't self-destructed yet. (Didn't
> they all have a design flaw which eventually shorts and fries the
> motherboard?)

Um... No... I don't know where you heard that. I have 3 working
TI-99/4A's, one of which was my first computer, from 1983...

3185. ***WHO IS AGENT ACTION!?***

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: agent@agent.com
Message-ID: <5hubtl$epb@chronicle.concentric.net>
Source record: 74263

1
** "CLONING" MOVIE MAY PROVOKE THEATER RIOTS! **

Anticipation is so high for the new sci-fi action movie AGENT ACTION!
that international theater owners are worried. Some feel their venues may be the
magnet for riots. One of the movies main themes is human cloning. With cloning
as a red-hot topic and the movies anticipated big budget look with gorgeous nude
US playmates, the number of moviegoers is predicted to be record breaking!

AGENT ACTION! is reported to be a sci-fi flick in the secret agent
"Bond" Style. It sports exotic locations, impressive cinematography, and the
aforementioned naked, big-breasted actresses. (Including Erika Olsen / Playboy
Mar 97) The movie stars and is directed by charismatic and multi talented new
leading man William Blair. It features celebrity guest villains and co-stars the
talented Jerry Lee Kmiec.

AGENT ACTION! is currently in the middle of a heated bidding war by international
distributors. The winner may have more than just an ordinary hit on its hands.
It may have the milestone catalyst of an international event.

****
****

2

OSCAR PICK FAVE FOR 97 ? AGENT ACTION!

Talk for the next Oscars has already started. And the news is overwhelming for
one film: AGENT ACTION!

What "ACTION" seems to have is what the current Oscar picks lacked: both
great directing, great acting, and great writing all in one. And the lions credit is
aimed at one man; multi -talented star and director William Blair.l

Insiders are predicting Blair may receive the most multiple Oscar wins ever:
As best actor, best director, and best writer. What's more: as producer and special
effects director of photography consultant: he might also nab the best picture Oscar
and cinematography Oscars, too! Can Blair and AGENT ACTION! pull off this
unprecedented feat?

It would certainly be a day for the all time record books. Of course this is
just speculation at this point. One thing is certain, though, 1997 is the year for
moviegoers to enjoy AGENT ACTION!

3

CAN AGENT ACTION! CRUSH SCHWARZENEGGER?

One fact seems clear: William Blair is the world's hot new action star!
Not only that, he appears to be a World-Class director as well. It is this multi-talent capability- and freshness- that has Schwarzeneger and Stallone scared - yes, the world seems to be saying, replace these old fogies with new talent!

William Blair, and AGENT ACTION! seem to be the cure for the movie goers case of tired old action star Blues! Arnold / Sly - next stop is the old folks rest home for you!

We're William Blair fans now! Long live # 1 action star William Blair! - AGENT ACTION!

//

4

SEX, NUDITY, AND AGENT ACTION!

For the many curious to see big breasted naked actresses in AGENT ACTION!,- there is good news. A preview/trailer is now reportedly in the cutting stages. This minute and a half of selected scenes should wet the palate of the curious.

AGENT ACTION!, a "Bond" type thriller set in the near future, is highly anticipated. It reportedly features the aforementioned Big breasted actresses (including Erika Olsen/ Playboy Mar 97) among several other ravishing beauties.

The movie is said to star and be directed by multi talented new leading man William Blair. Celebrity guest villains round out the colorful cast.

The movie apparently also features lush exotic locations from around the world. Excellent cinematography and a tight nit thriller story round out this highly anticipated production.

This is probably the most anticipated movie on the planet today. And the thought of a trailer - possibly soon downloadable on the net - is fantastic. But hurry please! The wait is almost more than curious movie buffs can bear!

********** ////////////////////////// ********** //////////////

5

JAPANESE "ABREAST" OF AGENT ACTION!

Tokyo. If there's one group of moviegoers clamoring to see AGENT ACTION! - It's the Japanese. They certainly have a yen for big breasted naked blondes - and AGENT ACTION! will supply that - and more!

Nippon theater owners apparently are in a rare fight to obtain the first prints of AGENT ACTION! It is said to be the most anticipated movie in the Orient.

6

WHY DOES AGENT ACTION FEATURE NUDE BREASTS?

'Cause Secret Agents love them! How could Sean Connery, Roger Moore, or Pierce Brosnan battle villains without a little jiggle? And the same goes for new Agent extraordinaire William Blair - AGENT ACTION!

++

7

RUSH - FOR WORLD WIDE RELEASE

IS AGENT ACTION! THE GREATEST MOVIE EVER MADE?

Film fans, critics, and cinephiles the world over are engaged in a heated debate. Is the new Sci-fi action film AGENT ACTION! the greatest movie ever made?

Opposition is fierce. Names such as Welles, Kubrick, Scorsese, Spielberg, and Oliver Stone are of course getting huge support.

Movies such as Citizen Kane, 2001, Goodfellas, ET, and Platoon are being heralded as the all time champs.

And yet, the new found furor won't subside. AGENT ACTION! now has its own legions of rising vocal fans. And its star/ director William Blair is receiving the lion's share of the credit.

Can this new group of fans, of a movie not yet even released be right? Can the few purportedly bootlegged copies of an advance rough cut be enough proof? Is AGENT ACTION! such a highly commendable piece of celluloid?

History be damned these new fans seem to be saying. Forget the work of the "old fogies", William Blair Is the brilliant purveyor of cinema's future!

And AGENT ACTION! is proof - at 24 frames per living color second!

==

8
SEX, ROMANCE, AND AGENT ACTION - WILLIAM BLAIR!

Girls, Good News - William Blair is single! Yes the 6 ft, 185 lb. leading man is available! And if his blue eyes don't get you - his charming and suave manner will! Check him out in AGENT ACTION! Then in his exciting new upcoming feature THE RIDE!

((((((

The movie world landscape is now upside down. How? Witness ancient releases like Star Wars now doing first run BlockBuster business. Plus expensive new releases are bombing. With this confusion its a new war out there. And formerly defended movie turf is up for grabs!

Which studio army can capture the anticipated blockbuster AGENT ACTION!?

Will it be a major battaliion force like UNIVERSAL? Of can a rising guierrila army like Miramax or Gramercy capture the goods?

No one can predict the battle's outcome yet. But one victor is certain: the Audience. The World Audience - millions of popcorn and action loving troops who will be the happy victors as they embrace viewing AGENT ACTION!

^^

10

WILLIAM BLAIR - TRUE INDEPENDENT - NOT SUNDANCE ASS- KISSER

While most Independent filmmakers nowadays are just shameless ass kissers - of Sundance "god" Robert Redford, William Blair stands alone.

The so called Independent movie movement is sickening. Independent - Independent of what?

Most of these films are undisguised "auditions" for studio jobs. And the cast lists of these movies look exactly like their Studio cousins: Tori Spelling for godsakes!

And most of these butt-kiss directors need to start living a life - rather than patterning these grotesque homages to angst populated by the ever tiring Steve Buscemi (Whoever said this guy could act?)

The real barfola however, is how the "intelligensia" and "psuedo hip" are pronouncing Oscar kudos on these lightweight nothing movies.

Lets face if folks: Ransom was a much better film than Fargo. Wake up you morons. Can anyone even sit through Fargo twice without falling into a deep coma.

And last years Spitfire Grill - what a joke that was! It had all the thrills and technique of a bad TV movie of the week!

Is there hope? Damn tootin!

And my vote for movie of the year is AGENT ACTION! It cuts the sprocket holes off those "independent" lemming-ized ass-kisser movies .

//

3186. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: legalize@spam.xmission.com
Message-ID: <5huhrroic1@xmission.xmission.com>
Source record: 74264
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

Eric Jacobs <no@no.no> spake the secret code
<333F046F.31F8@no.no> thusly:
>Actually, come to think of it, I saw an implementation of Unix on a Z-80 once,
>called Uzi. Somebody probably said there was "no way" it could be done, and so
>someone did it.

Which makes me wonder... could you port unix to the Apple II? :)
--
http://www.xmission.com/~legalize Legalize Adulthood!
legalize@spam.xmission.com (remove "spam" for success)
``Ain't it funny that they all fire the pistol, <URL: http://
at the wrong end of the race?''--PDBT www.eden.com/~thewho>

3187. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5hukve$imh@narses.hrz.tu-chemnitz.de>
Source record: 74265
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

Phil McRevis; remove spam for success (legalize@spam.xmission.com) wrote:

: Which makes me wonder... could you port unix to the Apple II? :)

Well, the 6502 is not as bad as it seems :-)
But a full featured Unix is probably too much.
Some small (preemtive, single user) multitasking systems
have already been implemented on the 6502.

Have a look at
http://www.tu-chemnitz.de/~fachat/c64/links/
and then "6502 Operating Systems"

so long
Andre

--
Andre Fachat |"I do not feel obliged to believe that the
Institute of physics, | same God who has endowed us with sense,
Technische Universit&#65533;t Chemnitz | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

3188. Re: Game screen shots (04/01/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: ad329@james.freenet.hamilton.on.ca
Message-ID: <5hu1sb$2to@james.freenet.hamilton.on.ca>
Source record: 74266
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

In article <33420cdb.6088436@nntp.ix.netcom.com>, vga2000@ix.netcom.com (Michael J. Novak Jr.) wrote:
>I have just added 63 new game screen shots for the Mattel
>Intellivision to my WWW site. This brings the total number of
>ORIGINAL screen shots on-line to 1546, for the following systems:
~^~^~^

3189. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: "James P. Meyer" <jimbob@acpub.duke.edu>
Message-ID: <Pine.SOL.3.91.970402155005.12611A-100000@godzilla5.acpub.duke.edu>
Source record: 74267
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

On Wed, 2 Apr 1997, Asterisk wrote:

> Greg Berigan wrote:
> >
> > Now just to find a TI-99/4A that hasn't self-destructed yet. (Didn't
> > they all have a design flaw which eventually shorts and fries the
> > motherboard?)
>
> Um... No... I don't know where you heard that. I have 3 working
> TI-99/4A's, one of which was my first computer, from 1983...
>
>
Some of the early ones did have a power supply that could self
distruct. TI issued a recall and repaired/replaced just that section.
It wasn't too many, just one production run, but they did have a couple
of fires reported.

Jim

3190. Looking for an Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: Robert Shields <rjshields@globalserve.net>
Message-ID: <33432E01.3D37@globalserve.net>
Source record: 74268

Hi Everyone, another old Atari 800 user here!
Loved the damn thing, its still in it's original box downstairs
however I also have alot of old Atari Disks loaded with games.
Yes Doom is alright, the Neverhood is neat, G-nome is okay BUT
I've got cravings for Defender, Joust and Star Raiders.
I know there are alot of Emulators out there.
I've now got a P-166 MMX running Win95 and downloaded Gemulator96(Demo)
but can't seem to make the damn thing work.
Any help would be appreciated.
Rob.

3191. Computer Company Logos, ASCII (HTML)...

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: Asterisk <ampage@geocities.com>
Message-ID: <33432A9A.2056@geocities.com>
Source record: 74269
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2
Body handling: HTML body converted to readable text

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This is a multi-part message in MIME format.

Content-Disposition: inline; filename="logos.html"
Content-Base: "file:///C|/WINDOWS/DESKTOP/logos.html"

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3192. Selling my atari 8 bit collection

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: markd@pravda.cc.gatech.edu.NO_SPAM
Message-ID: <59ragtxft5.fsf@pravda.cc.gatech.edu>
Source record: 74270
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

(well not all of it, but quite a bit)

Anyway, I've got to make some space in my closet so I'm selling some of my
Atari hardware:
Atari 400, 800, 810, 1030 (modem), all w/ manuals, + some extra stuff.

It's on the AuctionWeb at: http://www.ebay.com/aw-cgi/item.cgi?item=jxu8322

Thanks
Mark
--
|-----_____-----_____-----_____-----_____-----_____-----_____-----_____-----|
| Mark Devaney |
| Artificial Intelligence / Cognitive Science (404) 894-5612 |
| http://www.cc.gatech.edu/people/home/markd/ markd@cc.gatech.edu |
| *** PGP public key available via finger *** |

3193. Duplicate carts

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-02 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <3342E143.4B65@isd.net>
Source record: 74271

I've got a bunch of duplicate carts. that I'd trade for others...

Please send me your lists of carts you wanna trade & I'll send you
mine...

-thanx-

3194. Don't Fear's 2nd Auction (Update 11) Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5huu0j$10n8@newssvr02-int.news.prodigy.com>
Source record: 74125

Don't Fear's Huge Second Auction (Update 11)

Part 1: 2600/5200/7800

Alright kids here we go!

Notice there are a few new items!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

Atari 2600

Atari

Combat (C) - boxed
Space War (U) $0.50 barry
Outlaw (U) $0.50 albert
Slot Racers (U) $2.50 albert
Canyon Bomber (U) - boxed $1.50 albert
Super Breakout (U) $2.00 kevin
Defender (C) - boxed $1.00 doyle
Warlords (U) - boxed $6.00 james
Indy 500 (U) $1.00 pat man

Adventure (C) $2.50 matt2
Demons To Diamonds (U) - shrinkrapped $1.50 macra
Championship Soccer (C) - boxed $1.00 doyle
3-D Tic-Tac-Toe (U) - boxed $2.00 bensonj
Breakout (C) - boxed $2.00 mrski
Football (C) $0.50 matt2
Bowling (C) $1.00 matt2
Circus Atari (C) $0.50 bored
Superman (C) $1.00 bluebat
Space Invaders (C) - red lbl/shrinkwrapped $1.50 doyle
Night Driver (C) - boxed $1.50 jeffgamer
Golf (C) - w/inst $1.00 doyle
Maze Craze (U) $1.00 mrupp
Missle Command (C) $0.50 bored
Othello (R) - boxed $2.00 macra
Surround (C) $0.50 ryan
Code Breaker (U) - w/inst $1.50 collector
Flag Capture (U) - w/inst $2.00 doyle
Pac-Man (C) - boxed $1.00 philly
Video Pinball (U) - boxed $1.00 doyle
Asteroids (C) - w/inst $0.50 barry
Berzerk (C) - shrinkwrapped $2.00 collector
Casino (U) $0.50 macra
Haunted House (C) $1.00 matt2
Swordquest Earthworld (C) - w/inst $1.50 kevin
Swordquest Fireworld (C) - w/inst $1.50 kevin
Radiers Of The Lost Ark (C) - boxed $5.00 garry
Star Raiders (U) - w/touch pad $5.00 bluebat
Hangman (U) $1.00 alex
RealSports Volleyball (U) $0.50 albert
RealSports Soccer (U) $1.50 albert
RealSports Football (C) $0.50 barry
Swordquest: Waterworld (UR) $90.00 hoss
Phoenix (C) - shrinkwrapped $1.50 collector
E.T. (C) - boxed $1.00 doyle
Ms. Pac-Man (U) - w/inst $1.50 bored
Centipede (C) $1.00 isaac
Galaxian (U) $1.50 matt2
Gravitar (U) $1.50 mrupp
Kangaroo (U) - w/inst $2.00 tick
Pengo (ER) - boxed $59.00 bbq
Moon Patrol (U) $1.00 kevin
Pole Position (C) - w/inst $1.00 isaac
Rubik's Cube (ER) $60.00 hoss
Taz (R) $2.50 doyle
Oscar's Trash Race (R) - lbl plaque $3.50 tick
Big Bird's Egg Catch (R) - lbl plaque $3.00 bensonj
Sorcerer's Apperntice (R) - w/inst $4.00 bworkman
Crystal Castles (U) - boxed $2.00 collector
Pigs In Space (ER) $20.00 hoss

Millipede (R) - w/inst $2.00 bensonj
Stargate (U) - w/writing on back $2.50 mrupp
Midnight Magic (R) $2.00 bensonj
Solaris (U) $1.50 doyle
Donkey Kong (U) $1.50 philly
Donkey Kong Jr. (R) $1.00 eyabs
Venture (R) $1.00 philly
Q*Bert (R) $2.00 mrski
Sprint Master (R) $3.50 mrupp

Sears

Outer Space (U) - pic lbl $1.00 doyle
Speedway II (U) $0.50 albert
Space Combat (U) $1.00 kevin
Breakaway IV (C) $1.00 kevin
Brain Games (R) $2.00 bensonj
Baseball (C) $1.00 bensonj
Race (C) $0.50 albert
Gunslinger (U) $1.00 bensonj
Maze (C) - pic lbl $1.00 doyle
Arcade Golf (U) $2.00 eric
Dare Diver (ER) $6.00 bored
Night Driver (U) $1.00 isaac
3-D Tic-Tac-Toe (ER) $4.50 bored
Steeplechase (R) $4.00 tick
Math Grand Prix (R) - pic lbl $3.00 doyle
Adventure (U) $1.00 kevin
Dodger Cars (ER) $7.00 awwatkin
Arcade Pinball (R) - pic lbl $3.00 bensonj
Asteroids (U) $0.50 albert
Missle Command (R) $1.00 philly
Bezerk (R) $1.00 philly
Pac-Man (C) $0.50 albert
Defender (C) $0.50 albert

Absolute

Title Match Pro Wrestling (R) - w/inst $6.00 bensonj
Tomcat F-14 (ER) $9.00 dogberry

Activision

Dragster (C) $0.50 macra
Boxing (ER) - blue lbl $4.50 bored
Checkers (ER) - w/inst $6.00 tick
Fishing Derby (U) $1.00 bored
Skiing (U) $0.50 macra
Bridge (U) $0.50 macra
Tennis (C) $0.50 barry

Laser Blast (C) - boxed $0.50 macra
Freeway (U) - boxed $0.50 macra
Kaboom! (ER) - blue lbl $3.00 bored
Stampede (U) $1.00 matt2
Ice Hockey (U) $0.50 macra
Barnstorming (U) $1.00 isaac
Grand Prix (U) $0.50 macra
Chopper Command (U) - boxed $0.50 macra
Starmaster (U) $0.50 macra
Megamania (U) $0.50 ryan
Pitfall! (C) $1.50 kevin
Sky Jinks (R) $0.50 ryan
River Raid (U) $1.50 matt2
Spider Fighter (U) $1.00 shalon
Seaquest (R) - boxed $1.50 acroyear
Oink! (R) - w/inst $2.00 matt2
Dolphin (R) $2.00 rex
Keystone Kapers (ER) - blue lbl $4.00 bored
Enduro (U) $0.50 ryan
Plaque Attack (R) $2.00 alex
Robot Tank (R) $0.50 macra
Crackpots (R) $0.50 ryan
Decathalon (R) $0.50 ryan
Frostbite (R) $1.00 tick
Pressure Cooker (R) $2.50 mrupp
Space Shuttle (ER) - blue lbl $5.00 mervis
Pitfall II (R) $4.00 mervis
H.E.R.O. (R) - lbl wear $3.00 tick
Beamrider (R) - screws showing $10.00 tick
Kung Fu Master (R) - w/inst $1.50 kevin
Commando (R) $2.00 matt2
Ghostbusters (ER) - blue lbl $4.50 mervis

Apollo

Space Cavern (U) - blue lbl $1.50 acroyear
Space Cavern (U) - red lbl $1.50 acroyear
Lost Luggage (U) - green lbl $1.50 bored
Shark Atack (U) - boxed $3.00 doyle
Infiltrate (U) - w/inst $2.00 philly
Final Approach (R) $9.00 hoss

Avalon Hill

Death Trap (UR) - w/inst $45.00 hoss
Shuttle Orbiter (UR) - w/inst $70.00 nicky

CBS

Wizzard Of Wor (R) $2.00 kevin

Gorf (U) $1.50 mrski
Blueprint (U) - writing on lbl $2.00 bworkman
Solar Fox (U) - lbl damage $1.00 slyfox
Omega Race (U) - w/inst and broken Booster Grip $3.50 bworkman
------
Coleco

Zaxxon (U) $3.00 tick
Venture (C) $0.50 ryan
Mouse Trap (U) $1.00 slyfox
Smurfs R.I.G.C. (U) $4.50 aaa
Carnival (U) $1.00 mrupp
Donkey Kong Jr. (R) $1.00 bensonj
Mr. Do! (R) $7.50 bbq
Roc 'N Rope (R) $7.00 bworkman

Data Age

Encounter at L-5 (U) - end lbl damage $0.50 macra
Airlock (C) $0.50 albert
Journey Escape (C) - boxed no inst $1.50 beaumontj
Bermuda Triangle (R) $2.50 mrupp
Frankenstein's Monster (R) - screws showing w/inst $7.50 mervis
----
Epyx

Summer Games (R) $2.00 bensonj
Winter Games (R) $1.00 macra

First Star

Boing! (ER) $45.00 jaguar

Froggo

Sea Hawk (R) $4.00 bworkman

Imagic

Trick Shot (R) $2.00 bensonj
Demon Attack (ER) - blue lbl $7.00 bored
Star Voyager (C)
Atlantis (U) $0.50 ryan
Cosmic Ark (U) $1.00 mrski
No Escape! (R) - w/inst $1.50 philly
Fire Fighter (R) $1.00 tick
Shootin' Gallery (ER) $12.00 bworkman
Riddle Of The Sphinx (U) $1.00 macra
Dragonfire (C) $0.50 bensonj
Fathom (R) $4.50 tick

Solar Storm (R) - w/inst $1.50 philly
Quick Step (R) - w/inst $4.50 tick

M Network

Adventure of Tron (U) $1.50 mrupp
Masters of the Universe (R) $7.00 ron moore
Burgertime (R) - writing on back $2.50 mrupp
Kool-Aid Man (U) $5.00 mervis
Space Attack (C) - boxed $0.50 ryan
Tron Deadly Discs (U) $1.00 macra
Lock 'N Chase (C) - shrinkwapped $1.00 acroyear
Frogs And Flies (U) - w/inst $1.50 bored
Astroblast (U) - boxed $1.00 acroyear
Dark Cavern (U) $0.50 ryan
Intl. Soccer (U) w/inst $1.00 tick
Air Raiders (R) $1.00 tick
Bump 'n' Jump (R) - w/inst $4.00 ron moore

Mythicon

Sorcerer (U) $1.50 doyle
Fire Fly (U) $1.50 doyle
Star Fox (U) $3.00 eric

Panda

Stunt Man (R) buyout pending

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions $3.00 mervis
Amidar (U) $1.00 macra
Super Cobra (U) $0.50 cccp
Reactor (U) $0.50 albert
Sky Skipper (R) - w/box top, inst, no lbl $3.00 tick
Q*Bert (C) $2.00 kevin
Strawberry Shortcake (U) $1.50 isaac

Sega

Tac-Scan (U) - lbl damage $0.50 macra
Thunderground (R) $4.00 dogberry
Star Trek S.O.S. (R) $3.00 mrupp
Buck Rogers: Planet Zoom (U) $2.00 bensonj
Congo Bongo (R) - lbl plaque $2.00 aaa
Tapper (ER) - slight lbl wear $13.00 bored
Spy Hunter (ER) $12.50 bbq

Telesys

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Coco Nuts (R) $1.00 ron moore
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Tigervision
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Miner 2049er (ER) $8.00 hoss
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20th Century Fox
----------------
Worm War I (U) $1.00 macra
Mega Force (R) $1.00 mrupp
Alien (R) $1.50 beaumontj
Turmoil (U)- boxed $1.00 clint
Crypts Of Chaos (R) end lbl damage w/inst $5.00 mervis
M*A*S*H (U) $1.00 macra
Flash Gordon (R) $2.50 bored
----------
U.S. Games
----------
Space Jockey (C) $0.50 macra
Sneak 'N Peek (R) - w/inst $1.00 tick
Word Zapper (U) $0.50 cccp
Commando Raid (R) - w/inst $1.00 kevin
Name This Game (R) - fancy cart $1.00 ryan
Squeeze Box (ER) $3.00 doyle
Eggomania (R) - w/inst $5.00 ron moore
Piece O' Cake (ER) - w/inst $7.00 ron moore
Entombed (ER) $4.50 mrupp
-----
Xonox
-----
Ghost Manor/Spike's Peak (U) - w/inst $3.00 philly
Chuck Norris Superkicks (ER) $29.00 nicky

Systems
-------
Atari 2600: four switch, black front panel in original box w/two
working joysticks, set of paddles, power supply, R/F modulator, and
the following loose games: Combat, Defender, Space Invaders, Missle
Command, Pac-Man, Asteroids, Bezerk, Swordquest Fireworld, Raiders of
the Lost Ark, RealSports Football, E.T., Pole Position, Target Fun,
Pitfall!, Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx,
Astroblast, and Frogger.
$20.00 james

Sears Video Arcade II (2800) - untested w/two controllers, and a R/F
modulator
$6.50 acroyear

"Franklinstein" A handcrafted American orignal device that allows
the user to interchange chips to play diffrent games. Comes with
```

eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!,
Amidar, Demon Attack, and Pitfall!. The device itself is homemade,
not the games. Also comes with case. If there are any questions
don't hesitate to ask. This thing is trully one of a kind.
$10.00 jaguar

Atari 5200

Congo Bongo (R) $3.00 jml
5200 Trac Ball $4.00 jones
2600 adapter - untested $3.50 jones
5200 controller - untested $4.00 jml
5200 controller - untested $4.00 jml

Atari 7800

Asteroids (R) - damaged box $2.00 greg
Food Fight (R) - damaged box $2.50 greg
Pole Position II (C) $1.00 eyabs
Xevious (U) - damaged box $1.50 richard
Donkey Kong Jr. (R) $2.50 greg

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3195. Don't Fear's 2nd Auction (Update 11) Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5huu4a$10i0@newssvr02-int.news.prodigy.com>
Source record: 74126

Don't Fear's Huge Second Auction (Update 11)

Part 2: Everything Else

Alright kids here we go!

Notice there are a few new items!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

ColecoVision

Decathlon (U) $3.00 hoss
Donkey Kong (C) $0.50 richard
Donkey Kong Jr. (C) $1.50 richard
The Heist (U) $3.00 hoss
Keystone Kapers (R) $2.00 hoss
Popeye (C) $1.00 richard
River Raid (U) $2.00 hoss
Slurpy (ER) - lbl wear $15.00 hoss
Smurfs R.I.G.C. (C) - boxed $1.50 richard
Super Action Baseball (C) $0.50 richard
Super Action Football (C) $0.50 richard

War Games (C) $1.00 richard
Wing War (U) buyout

ColecoVision Expansion Module #1 (2600 adapter) $7.00 hoss

System

ColecoVision w/two working controlers, power supply, T.V. cable, R/F
modulator, 2600 Expansion Module, and the folowing loose games:
ColecoVision Donkey Kong and Zaxxon, 2600 Combat, Pac-Man, Asteroids,
Space Invaders, Bezerk, and Pitfall!
$25.00 wipeout

Handhelds

Coleco Table Tops

Donkey Kong (C) $15.00 jones
Frogger (R) $35.00 jones
Zaxxon (IR++) $45.00 jones

Intellevision

Matell

Auto Racing (U) - complete $1.50 macra
ABPA Backgammon (R) - w/two overlays $1.50 bensonj
Armor Battle (C) - complete $1.00 eyabs
NASL Soccer (U) - complete $1.50 macra
U.S. Ski Team Skiing (C) - complete $1.00 eyabs
Sea Battle (C) - complete $0.50 macra
NFL Football (C) - complete $0.50 macra
L.V. Poker/Blackjack (C) - complete $1.00 eyabs
Space Battle (U) - complete $0.50 macra
Major Leage Baseball (C) - complete $0.50 macra
NBA Basketball (U) - w/2 overlays $1.00 sodapop
Advanced D&D (U) - complete $1.50 macra
USCF Chess (R) $1.50 bensonj
Space Spartans (U) - complete $0.50 macra
Astrosmash (U) - shrinkwrapped $1.50 macra
Snafu (C) - complete $0.50 macra
Space Armada (C) - complete $0.50 macra
Triple Action (C) - complete $1.00 mrhodges
Bomb Squad (U) - complete $1.50 macra
B-17 Bomber (U) - complete $1.50 macra
Loco-Motion (U) $1.50 shark
Burgertime (U) - w/2 overlays $1.00 shark
Kool-Aid Man (R) $4.00 alex
Bump 'n' Jump (U) $1.50 shark
Power Of He-Man (U) $1.50 shark
Space Hawk (U) - complete $0.50 macra

Utopia (U) - white lbl w/xerox inst $0.50 macra
Star Strike (C) - complete $0.50 macra
AD&D: Treasure Of Tarmin (U) - white lbl w/2 overlays $4.00 alex
Frog Bog (U) - w/2 overlays $0.50 macra
Night Stalker (C) - shrinkwrapped $1.50 macra
TRON Deadly Discs (C) - complete $1.00 eyabs
TRON Maze-A-Tron (R) - complete $2.00 macra
Lock 'n' Chase (C) - shrinkwrapped $1.50 macra

INTV

Chip Shot Super Pro Golf (ER) $6.00 bored
Commando (ER) $3.50 macra

Activision

Pitfall! (U) - complete $2.00 shark
Happy Trails (R) - 2 overlays $2.00 bensonj
The Dreadnaught Factor (R) $3.00 mrhodges

Atarisoft

Centipede (R) $3.00 bworkman

Coleco

Donkey Kong (C) - shrinkwrapped $2.50 brian
Donkey Kong Jr. (R) $6.00 bworkman

Imagic

Atlantis (U) - shrinkwrapped $1.50 macra
Beauty & The Beast (U)
Ice Trek (R) $1.50 brian
Microsurgeon (U) - complete $2.00 bensonj
Dracula (ER) - complete $10.00 eham
Nova Blast (U) $3.50 shark
White Water! (ER) - Complete $10.00 shark

Parker Bros

Frogger (C) - w/box $0.50 shark
Q*Bert (C) $1.00 eyabs

Sears

Armor Battle (R) - complete $0.50 bensonj
Astrosmash (R) - complete $0.50 bensonj
Boxing (R) - complete $1.00 beaumontj
Football (U) $0.50 bensonj

Golf (U) - white lbl w/2 overlays $0.50 bensonj
Horse Racing (R) - complete $1.00 jeffgamer
Space Hawk (R) - complete $0.50 bensonj

Overlays

Package #1: Sea Battle (2), Space Armada (2), Baseball
(2), Snafu (2), Auto Racing (2), Night Stalker (2), Microsurgeon (2),
Atlantis (2), Triple Action (2), Tron Deadly Discs (2), Pitfall! (3),
Space Spartans (3), Dragonfire
$3.00 shark

Package #2: Lock 'n' Chase (2), Mission X (2), Poker/Blackjack (2),
Mouse
Trap (2), Star Strike (2), Demon Attack (2), Space Battle (2), Pinball
(2), Skiing (2), Astrosmash (2), Space Hawk (3), Sub Hunt, AD&D Treasure
Of Tarmin
$3.00 shark

Systems

Intellivision w/two working controllers, power supply, R/F modulator,
and the following games: complete Astrosmash and Night Stalker,
loose Atlantis, Space Battle, Triple Action, Star Strike, Major
League Baseball, Beauty & The Beast, and Donkey Kong
$20.00 mrhodges

Intellivision II w/two controllers and loose Astrosmash

$11.00 sodapop

Intellivoice Voice Synthesis Module in box w/complete B-17 Bomber,
and Space Spartans
$11.50 ryan

Odyssey 2

Speedway!/Spin-Out!/Crypto-Logic! (C) - complete $0.50 bensonj
Football! (U) - w/box $2.00 tick
Sub Chase!/Armor Encounter! (C) - complete $1.00 tick
Bowling!/Basketball! (U) - complete $2.00 tick
Baseball! (C) - complete $0.50 bensonj
Thunderball! (R) - complete $1.00 cccp
Showdown In 2100 AD (C) $1.00 tick
Alpine Skiing! (U) - complete $2.50 tick
The Quest For The Rings! (U) - complete $10.00 tick
K.C. Munchkin! (C) - complete $2.00 tick
Pick Axe Pete! (U) $1.50 bensonj

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F
modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-

Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!,
Dynasty!/Directional Dynasty!, and K.C. Munchkin!
$12.00 jones

Atari 400/800

Atari

Archon (C) $6.00 bworkman
Assembler Editor (U) $1.00 greg
BASIC (C) w/reference guide $0.50 kurt
Centipede (C) $2.00 eyabs
Flight Simulator II (C) $4.00 greg
Hardball (U) $7.00 jklein
Missle Command (C) $1.00 mrski
Ms. Pac-Man (C) $6.00 jklein
One on One Bball (U) $2.00 chief
Pac-Man (C) $3.50 jml
Super Breakout (C) $2.00 jml
Star Raiders (C) $3.00 chief
Pilot (U) $3.00 jklein
Galaxian (C) $2.00 lyle
Defender (C) $3.50 jml
Atari LOGO (U) - w/manual $7.00 jklein
Robotron 2084 (C) $3.50 jml
Atariwriter (C) $0.50 bluebat
Joust (C) $4.00 lyle
Moon Patrol (C) $4.50 jklein
Ballblazer (C) $5.00 bworkman
Blue Max (U) $4.00 chief
Bug Hunt (U) $4.00 chief
Necromancer (U) $12.00 bworkman

Activision

Kaboom! (U) $5.00 jklein
Megamania (U) - lbl tear $5.00 bworkman
Pitfall! (U) $10.00 krieg

Big Five Software

Miner 2049er (C) $6.00 chief

Epyx

Gateway To Apshai (U) - w/inst $8.00 bworkman

IDSI

Speedway Blast (R) $7.00 alias

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Oss
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Mac/65 (U) buyout hoodster
Basic XE (U) buyout hoodster
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Roklan
----------
Deluxe Invaders (C) - w/inst $7.00 bworkman
Wizards Of Wor (C) - lbl severely faded $12.00 jklein
----
Sega
----
Star Trek: S.O.S. (U) $7.00 alias
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Spinnaker
---------------
Alphabet Zoo (U) - boxed $1.00 chief
Delta Drawing: Learning Program (U) - w/inst $1.00 alias
Kids On Keys (U)
Kindercomp (U)
Story Machine (U)

Systems & computer related items
------------------------------------------------
130 XE - tested w/ power supply, set of paddles (untested), video
touch pad w/Star Raiders overlay, two 2600 joysticks (untested),
owners manual, T.V. cord, and the following loose cartridges:
Defender, and Atariwriter
$69.00 david

800 XL - tested w/power supply, T.V. cord, and a 2600 joystick
(untested)
$20.00 hoodster

600 XL - tested w/power supply, owners manual, and a 2600
joystick(untested)
$13.00 chief

Atari 1010 Program recorder - untested w/power supply, owners manual,
connecting cord, and the following loose cassettes Player Missle
Graphics and Basics of Animations
$8.00 hoodster

Atari Touch Tablet - tested w/Atariartist cart and owners manual
$13.00 alias

Atari Light Pen - tested w/Atarigraphics cart
$11.00 chief

Suncom Animation Station - untested w/owners manual
$5.00 roagie
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Atari 1020 Printer - untested w/power supply and roll of paper
$7.00 luis

Voice Box Speech Synthesizer by The Alien Group - untested
$6.00 chief

Inside Atari Basic: a fast, fun, and friendly approach. By Bill Carris
$0.50 randy

Atari DOS 2.5: XF551 Disk Drive owners manual
$1.00 greg

Boulderdash Construction Kit: instruction manual
$0.10 alias

Ghost and Ghouls: instructions
$0.10 min

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL, 65 XE, and 130 XE. Comes with owners manual. Untested
$4.50 kurt

Software: SubLogic Japan scenery disk (5.25) for use w/Flight Sim. II. Comes with owners manual, and approach charts. Untested
$2.00 alias

Software: Adventure Maker/Tax Template (5.25 disk). Untested
$0.50 min

Software: Spinnaker's In Search Of The Most Amazing Thing (5.25) Untested
$0.50 min

Six 5.25 disks: Could contain Government cover-ups. Untested
$0.50 min

Vic-20

Atarisoft

Pac-Man (C) - w/box

Commodore

16K Memory Expander $0.50 biglous
Vic Avenger (C) - complete $0.50 biglous
Super Alien (C) - complete $0.50 jaguar
Radar Rat Race (C) - complete
Raid On Fort Knox (C) - complete
Adventure Land Adventure (C) - complete
Pirate's Cove Adventure (C) - complete $0.50 biglous
Sargon II Chess (C) - complete
Cosmic Cruncher (C) - complete
Gorf (C) - complete $1.00 mjbeau

Omega Race (C) - complete
Star Post (U) - complete $1.00 jaguar

Imagic

Demon Attack (C) - complete $3.00 bworkman
Atlantis (C) - complete $3.00 bworkman
Dragonfire (C) - complete $3.00 bworkman

Sega

Star Trek [S.O.S.] (C) - complete $2.00 mjbeau

Vic-20 Cassettes

Academy Software

Typing Tutor/Word Invaders - complete

Commodore

An Introduction To Basic: Part 1 - complete $1.00 jones
An Introduction To Basic: Part 2 - complete $1.00 jones

System

Vic-20 in orignal box w/power supply, R/F modulator, and T.V. Cord
$6.00 jones

VicModem in orignal box $1.00 jones

C-64

Gateway To Apshai $3.00 jones
Decathalon $5.00 mrupp

TI99-4A

Burgertime (R) - w/inst $2.00 mjbeau
Aligator Mix (R) $1.00 bensonj
Early Reading (R) $0.50 cccp
Donkey Kong (VR) $1.50 bensonj

System

TI99-4A in orignal box w/power supply, R/F modulator, and owners
manual
$3.00 bensonj

Misc Stuff

Donkey Kong Trading cards - 3 unopened packs $10.00 jones

Atari 2600 Power Supply - in orig box $3.50 chris
Atari Ultra Pong Doubles - in orig box buyout
Atari Video Pinball/Breakout System $6.00 smedley
Sears Telegames Pinball/Breakay System - in orig box w/inst & R/F
modulator
$6.00 smedley
Atari Game Center (plastic case to hold games and system) $3.00 james
Telegames Center (plastic case to hold games and system) $1.00
beaumontj
2600 Joystick $2.00 pat man
2600 Joystick $2.50 kevin
2600 Joystick $2.50 kevin
2600 Joystick $3.00 pat man
2600 Paddles - untested $2.50 pat man
2600 Paddles - untested $2.50 kevin
2600 Driving Controllers (2) - untested $3.00 pat man
2600 Keybord Controllers (2) - untested $5.50 pat man
2600 Track Ball $15.00 Robert
Atari Video Touch Pad $1.00 philly
7800 Joystick $2.50 chris
7800 Joystick $2.50 chris
Champ Joystick (retractable cord) $1.50 doyle
Suncom Star Fighter Joystick $1.50 philly
Spctravision Joystick $1.50 philly
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Adam Controller (doesn't work)
Atari Computer Power Supply - untested/very heavy/"the log"
Atari Computer Power Supply - untested/shady
Tyco Electric Racing Power Pack - untested $0.10 min
Chaos Strike Back: software manual $0.10 min
Box of 10 Xerox 5.25 floppy disks

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3196. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: computepro@aol.com
Message-ID: <19970403023500.VAA22038@ladder01.news.aol.com>
Source record: 74127

Please, stick to the newsgroup. My computer download newsgroup messages automatically from this newsgroup and others I am interested and need the information. It really hurt to see download time
($) and hard drive space waisted with your argument.

Please, go private. Leave the newsgroup for information only, I will really appreciated.

Thanks!

3197. Re: Looking for an Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: "M. Diepenhorst" <pokey@dds.nl>
Message-ID: <01bc3fdd$33b73be0$47e79fc2@atari.demon.nl>
Source record: 74128

> I've got cravings for Defender, Joust and Star Raiders.

Yeah these games are great!

> I know there are alot of Emulators out there.

There is a "little" choice of ATARI 8bit emulators. Every Emulator has its own "great" thing. In my point of view XL-it is the very best atari XL emulator (love the sound most). But in some cases Xformer seems better (has in my opinion a little more stable SIO/CIO emulation...) but I use XLIT.

> I've now got a P-166 MMX running Win95 and downloaded Gemulator96(Demo)

Hmmm Gemulator isn't an 8bit EMULATOR, but an ATARI ST emulator. A great one; but for this DEMO you need the Developpers version of TOS 1.4; Darek tells a 1.0 TOS on disk is ok either, but THAT TOS won't run with my Gemulator 96 demo, but the Developpers Tos 1.4 is doing great here.

I must say the GEMULATOR is very GREAT, but I prefer an ATARI 8bit emulator above the ST emulating. Especially in THIS newsgroup <GRIN> (8bit)

> but can't seem to make the damn thing work.
> Any help would be appreciated.

Get the Devoloppers version of TOS 1.4, rename it to TOS.IMG and place it in your ROOT!!

> Rob.

Sysop*Marius of BBS The ATARI INSIDE - The Netherlands

3198. Re: Game screen shots (04/01/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: illgoga@NOSPAM.geocities.com
Message-ID: <illgoga-0204971905490001@news.maximumaccess.com>
Source record: 74129
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

In article <5hu1sb$2to@james.freenet.hamilton.on.ca>,
ad329@james.freenet.hamilton.on.ca (Chris Cracknell) wrote:

> In article <33420cdb.6088436@nntp.ix.netcom.com>, vga2000@ix.netcom.com
(Michael J. Novak Jr.) wrote:
> >I have just added 63 new game screen shots for the Mattel
> >Intellivision to my WWW site. This brings the total number of
> >ORIGINAL screen shots on-line to 1546, for the following systems:
> ~^~^~^

3199. Re: Atari 5200 emulator for PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: ddahl@tiac.net
Message-ID: <33432e1b.4842776@news.tiac.net>
Source record: 74130

The best one (and free) is at
http://www.geocities.com/SiliconValley/9461/emulate.htm

The second best one (and not free) is at
http://www.shenleyfields.demon.co.uk/rainbow.html

Roms at
ftp://ftp.hackerz.com/hackerz/atari/jellystone/5200roms

Dave

On Sun, 30 Mar 1997 22:05:41 -0500, "Brian C. Allen" <bca@udel.edu>
wrote:

>I need information as to where I can
>download or purchase an Atari 5200 emulator
>that will run on my PC.
>
>thanks in advance
>
>BCA

3200. for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <E81M9x.3wx.0.bloor@torfree.net>
Source record: 74131

I have the following items for sale:

Software:

Print Shop Companion (Atari version) with box and manual. $8

Your Personal Net Worth, 3 disks, manual, plastic case. $5

Hardware:

Winner joypad, originally for IBM-PC, modified for use with Atari 8-bit. It would probably also work with a 2600. It works with any game. I built this myself. $8

Zenith ZVM121 monochrome (green) composite monitor. $12

Audiotronics monochrome (amber) composite monitor. $10

Take both of the above monitors for $20

Star SG-10 printer, 9-pin dot-matrix. In original box, with manual.
Great condition, hardly used. I'll throw in a few spare ribbons too. $22

Okidata Microline 182, 9-pin dot-matrix printer. with ribbon. $10

Prices do not include shipping. Shipping is from Dayton, Ohio. I am not in Canada. Please reply to bx557@torfree.net

--

| Justin R. Smith | Dayton, Ohio USA | (937) 233-2125 |
| bx557@freenet.toronto.on.ca / an422@dayton.wright.edu |

3201. Thompson PROBURNER Auction SOLD & OVER!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: dougm@freenet.edmonton.ab.ca
Message-ID: <5hvdn7lfq2@news.sas.ab.ca>
Source record: 74132

LAST UPDATED 4/2/97 PROBURNER IS NOW SOLD!!!!

"Thanks to everyone who participated"!!!

Up For Auction.....
=-=-=-=-=-=-=-=-=-=
PROBURNER by Thompson Electronics (Toronto, Canada)

-EPROM/EEPROM Programmer (Just the Cartrigde)
For use with Atari models:400, 800, XL and XE
(24 PIN Devices or 28 PIN Devices)
(I tried it out on an Atari 800 and menu's etc came up great)

+65.00 Keithyer SOLD

RULES
=-=-=
Auction ENDS SOON!!
Prices are U.S. Funds
Canada and U.S. Only Please
Shipping is $2.00
Bid Increment is now $5.00 above previous bid
******* This will be updated regularly on my homepage *******
http://www.freenet.edmonton.ab.ca/~dougm
Thanks

DougM's Super Summer Homepage
http://www.freenet.edmonton.ab.ca/~dougm

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| |_) ) ( (_) ) ( )_( ) ( )_( ) ( ) () ( )
(______) (_____) (_____) (_____) (_) (_)
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@freenet.edmonton.ab.ca

3202. REQ: File Format for large ATR disk images

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: Will Fisher <_blackat@direct.ca_>
Message-ID: <01bc3ff2$4b63d2c0$1cf7aecc@127.0.0.1>
Source record: 74133

Hello all,

I am hard at work writing DIMS'97 and want to be able to include support
for the large disk images found at Yogi's site. If anyone has the
file-format for these files could they possible e-mail them to me at
blackat@direct.ca

I am also looking for the exact, up to date specification (including any
and all patches) for the ATR file format itself (the first 16 bytes).

Thanks,
Will Fisher
BKproductions
blackat@direct.ca

3203. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <3343525B.167E@htw.uni-sb.de>
Source record: 74134

Paul Halliday wrote:

> Do any of the current PC emulators run Koronis Rift. I've tried 5 (3 under
> Linux - Atari800, ACE and Pokey, and 2 under DOS - XFormer and XL-it) but

XL-it! 0.19 runs it. I think Rainbow does it, as well.

Bye,
Markus

--
Markus Gietzen

E-Mail: iig05-1@htw.uni-sb.de
WWW : http://myst.slcc.edu/~markus

"What? Is man merely a mistake of God's? Or God merely a mistake of
man's?"
---F. Nietzsche

3204. Re: Thompson PROBURNER UNAUCTION

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <5hvit7$on6@dfw-ixnews7.ix.netcom.com>
Source record: 74135

. . . . American Techna-Vision has two PROBURNERS remaining in stock.
Cartridge only. Price $50.00 ea. plus $5.00 shipping. ($8.00 to
Canada). MasterCard / Visa welcome. Contact: American Techna-Vision
Phone 510-352-3787
15338 Inverness St.
San Leandro, Ca. 94579

3205. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <33438231.5E8D@kawo2.rwth-aachen.de>
Source record: 74136

Stevo wrote:

>
> I used to use a home built R:verter cable, and it worked very well
> too. This one actually used the 1489 chip, so I decided that the
> SIO2PC cable was more important, and promptly dismantled and
> reassembled it into the SIO2PC cable I wanted. If anyone is using
> their Atari for modem use, I would recommend trying out the R:verter
> cable. It looks fairly easy to build, and because it is a direct
> connect SIO cable you only need direct connect drivers to run it.

Thanx, but all I have to know is where to get the scematics from and
where the drivers ?

Matt

--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

3206. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5i04sl$cbb@nnrp1.news.primenet.com>
Source record: 74137
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

The 6809 is far more suitable for a preemtive multitasking OS than the 6502, hence the CoCo3 and OS-9.

The 6502 is a little too stripped down and bare bones to handle this effectively, but the 65816 might be able to handle it.

3207. Re: ATTN YOGI! (Well, you said to do this to get your attention.....)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5i057u$cqv@nnrp1.news.primenet.com>
Source record: 74138

The mortal Jon D. Melbo wrote:
: I thought SpartaDOS X for the Atari8 was the most powerful OS for an
: 8bit. I admit I never had any knowledge of OS-9 for the CoCo though.

Nah, SpartaDOS X isn't even an OS, it's a DOS. I'm no expert on it, but it seems OS-9 is like a stripped down unix. It's preemtive multitasking and it handles the banked and segmented memory of expanded CoCo's very well. Some CoCo's have as much as 512K in them and I believe you can just load them up with tasks and run them concurrently without worrying about 64K limits.

SDX was really just a clone of MS-DOS's COMMAND.COM, and although it's cool and all, it doesn't really add that much functionality to the operating system. Neither does Diamond GOS, which was more specifically aimed to do so.

Basic XE as the closest the 8-bit ever came to really using expanded memory productively by being able to run programs larger than 64K. And SNAPSHOT was the closest we came to a real OS advancement (task switching).

3208. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5i05j5$dbd@nnrp1.news.primenet.com>
Source record: 74139

The mortal wrote:
: In article <5hn9j3$3vs@nnrp1.news.primenet.com>, Glenn Saunders <krishna@primenet.com> writes:
: >Support is not great, but it still exists. Certainly more activity than
: >the Atari8 crowd.
: Obviously you STILL don't know what you're talking about, so why don't you take your amiga's and go play there!

I'm not meaning to be insulting. I'm being OBJECTIVE. Go look at an Aminet site and see what kind of support is there just from shareware authors alone.

One of the big reasons I stopped using the 8-bit as my main machine was because of waning support like FTE coming to naught and Bob Puff stopping development of the Black Box and going into veritable semi-retirement as a developer.

Aside from emulator discussions, it's pretty slow around here.

3209. Re: 80 Column

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5i0609$du0@nnrp1.news.primenet.com>
Source record: 74140

The mortal Kurt Mosiejczuk wrote:
: But I have to disagree. A cart would be almost as incompatible although I
: must admit it would be faster. And they couldn't do a PBI interface because
: their current production model, the 65XE didn't have one.

Incompatibility with existing apps was unavoidable. 80 collumn apps were going to have to be written specifically for it. But products like Bob Puff's network cartridges show that you can access carts for fast I/O and not interfere with other stacked carts (although Mapping the Atari doesn't tell you how).

: So, Get your brain-dead decisions right, it was leaving the ECI/PBI off the
: 65XE that was brain-dead :)

Atari Corp. didn't realize that companies like Supra and ICD were working on PBI devices, doing what Atari SHOULD have been doing so they just stopped providing ECI by the time the 65XE and XEGS came out. I know I would have loved to be able to plug my Black Box into an XEGS.

3210. Re: 80 Column

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5i065v$e82@nnrp1.news.primenet.com>
Source record: 74141

The mortal wrote:
: 80 Columns isn't a problem at all, software to support that 80 columns is what is in such short supply. Magma had a whole line of carts which supported 80 cols for term progs to word processors, and
: all offered crisp clean displays. Their 80 column only cart, while offering a perfect display, simply wasn't supported by other software. Like running BobTerm with it, you still only get 40 cols.
: If you write your own software though, it works great.

You are talking about the mythical "MAGMA systems" in Canada in which all mail sent will be returned as undeliverable?

The "Magma systems" that had 80 collumn cartridges, 16mb ramcarts with special banked RAM drivers, and all other doohickies through the cart port?

I'll believe that company existed when I see a JPEG scan of a photo of one of their carts or a screenshot or something. Not until then.

3211. Re: looking for info on transkey and other keyboard mods

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970402185951.12671D-100000@fissure.scar>
Source record: 74142

On 1 Apr 1997, Falcon wrote:

> Continuing my quest to improve my Atari keyboard, I would like to hear
> from persons using Transkey...how well does it work? Also, how does it
> work? How much does it cost, and is it worth it?
>
> Also, there is some kind of modification that firms up the keys on a
> 130XE...anyone have this one or know more information about it?

Yeah... get an XL machine :) <grin>

Seriously though mushy XE keyboard were awful. Almost as bad as the
membrane Atari 400 keyboard. I don't think a replacement keyboard for the
130XE was ever developed, or if it was nobody really talked about it.

3212. Re: 8-bit BBS software <Carina BBS>

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5i09q5$jmk@nnrp1.news.primenet.com>
Source record: 74143

The mortal wrote:
: Carina BBS is not only still around and supported, it is improved upon
on an almost daily basis.

Shadow, this is a total joke. I have been away from your board for nigh
on 3 years now and I decided to check in and see if things have changed at
all. THEY HAVEN'T, right down to the Carina 2.7 1994 copyright date. For
the purpose of correcting misinformation and false-advertising I am here
to inform everyone of the facts.

As for the high-speed support, it sucks. Plain and simple. I had to
practically war-dial to get a successful connect. This probably had
something to do with the way you have your modem configured, but I
should be able to use my stock configuration and not "degrade" my modem
to be able to talk to an 8-bit BBS.

So I connect, and it says I connected at 16.8, which is pretty pitiful as
it is. 28.8 carrier connects should be possible if you had a Black Box.
Port speed can still be at 19.2k as it's the rate between the computer and
the port, not the modem to modem speed.

But this connect rate is meaningless compared to the actual throughput.

You are a MIO user, and therefore you don't have the benefit of hardware
flow control, which is NECESSARY for any modem that sports data
compression (and all of them have for many years all the way back to 9600
baud.) As a result, high-speed connects are going to run into serial
over-runs. I don't care if the MIO has the capability for hardware flow
control, the R: driver doesn't support it and probably never will at this
rate.

But beyond that bottleneck we come to the Carina software itself, which
hasn't been sped up in any significant way as far as I can tell. It still
spits out text in slow and deliberate bursts. There is no real advantage
in calling in over 2400 baud, in fact it actually causes more problems
than anything else.

Which brings me to the file transfers. 8-bit BBSs being limited to
Y-batch I can handle, if they at least worked. Connecting to a high speed
modem causes all sorts of data loss problems, and overall I was only
getting about 200CPS before the errors which is less than ONE TENTH what a
28.8 modem is capable of even without compression, and still far far away
from what a well-optimized 8-bit BBS can spit out (like BBS Express Pro!).
I would at least hope to break the 1000CPS barrier on a high speed
connection but it didn't even come close and the errors would make it only
limp to the finishline.

(And don't tell me this is user-error. My modem connects just fine to my ISP or any other board I call. The rest of the world isn't conspiring to do things the "wrong" way with you the only official "right" way.)

Then you have the translations. There is still just ATASCII and ASCII. The rest are pretty much joke-fodder for being vaporware for so long (see the Settings menu for a laugh--PETASCII, etc...)

And as a Sysop, you don't do much to change the atmosphere. You've got almost all the same text messages as when I left years ago. The only difference I noticed was a warning not to upload at faster than 2400 baud (which is embarassing as it is).

In my entire history as a Sysop of a Carina BBS (at the time, on a 2400 baud modem) the only significant "support" I received from Shadow was the completed PC Pursuit (a service that no longer exists by the way) networking extensions, which wound up costing me a lot of money regardless in LD bills beta-testing it for him.

I had a Black Box and was looking forward to upgrading to 14.4 on the BBS and Shadow was hard at work on the mythical Carina 3.0 upgrade, in which I hooked up Tom Hunt (who is a _real_ coder) to help rewrite the M/L core. Nothing came of any of this, it seems, either to followup effectively with Tom or to rewrite the modules. Lots of empty promises. The reason BBS Express PRO! is fast is because the serial routines are highly optimized and it also uses a special screen (E:) driver to speed up printing to the local terminal. None of this was accomplished with Carina.

Now I like the CONCEPT of Carina, but the current implementation simply doesn't cut it unless you like calling in at 2400 baud.

When it comes to a BASIC-based BBS, Forem XE Pro was in a much more advanced state of development last I checked. It was more kludgy than Carina with a more spartan user-interface, but it handled high-speed modems better and was overall faster due to it using larger more memory-resident BXE modules. Forem also managed to have that bridge net with Express Pro! which was really cool. I was a big fan of Forem for a while and I guess it's dead and buried because noone replied to my query about it recently.

I spent many hours on the phone with David (which I now regret) and I can honestly say that I simply can not understand what makes him tick. I think he must have a screw loose somewhere because his idea of reality is so warped and yet he's so sincere about it if you're gullible you might actually buy it for a while.

Coming back to csa8bit has been an interesting experience for me, and it's just sad to see Carina withering on the vine like this. I know Express Pro! isn't exactly healthy either, but I'd still consider it a viable BBS program which any 8-bit Sysop can still be proud to run (although I was never a big fan of the way its 64K Lowest Common Denominator overlay system vs. attempting a REAL machine language banked ram system) but Carina and Shadowsoft is now quite an embarassment for the 8-bit community.

--Glenn Saunders

3213. 600xl on the web

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: "Mark P. Clark" <echidna@imperium.net>
Message-ID: <3343C9C1.418F@imperium.net>
Source record: 74144

I have recently inherited an Atari 600xl. While I have not seen it yet, I am eagerly looking forward to tinkering with it. My ultimate goal is to get it on the world wide web (text-only, of course!). All I need is a modem and a terminal program, and I can take care of the rest. What's the maximum modem it will handle? 300 baud? Where would I go about finding a modem? Does it come with a terminal program? (Like I said I haven't seen it yet.) Any information would be greatly appreciated.

Thanks,
Mark
echidna@imperium.net

3214. TEST

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: Richard.Douwes@hcc-lwd.idn.nl
Message-ID: <deb_9704031811@idn.nl>
Source record: 74145

```
Sorry, just a test to see if the Myriad Email-to-Usenet
service works.

--- Blue Wave/Max v2.20 [NR]
--
| Standard disclaimer: The views of this user are strictly his own.
```

3215. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: gareth@vcn.bc.ca
Message-ID: <5i0n5i$2oj@milo.vcn.bc.ca>
Source record: 74146
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

Glenn Saunders (krishna@primenet.com) wrote:
: The 6809 is far more suitable for a preemtive multitasking OS than the
: 6502, hence the CoCo3 and OS-9.
:
: The 6502 is a little too stripped down and bare bones to handle this
: effectively, but the 65816 might be able to handle it.
:
:
GNO/ME from Procyon is a UNIX-like operating system for the Apple IIgs
(65816). Since it's been done, I guess it's possible ... :-)

-Gareth

3216. .ATR extension

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: luecknik@world-net.net
Message-ID: <3343decd.8753285@news.world-net.net>
Source record: 74147

Downloaded all of these .ATR programs to the PC. Is there a simple (so even I can understand it) way to get these to Atari disks---or run the programs on the PC? Same thing with .ARC. Are these sites intended for PC downloading?. Do I have to have null cables, modems, emulators---or what?. signed "Confused". Thanks. james

3217. Re: 600xl on the web

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: "M. Diepenhorst" <pokey@dds.nl>
Message-ID: <01bc4070$a7f1fca0$47e79fc2@atari.demon.nl>
Source record: 74148

Mark P. Clark <echidna@imperium.net> wrote in article
<3343C9C1.418F@imperium.net>...
> I have recently inherited an Atari 600xl. While I have not seen it yet,
> I am eagerly looking forward to tinkering with it. My ultimate goal is
> to get it on the world wide web (text-only, of course!). All I need is a
> modem and a terminal program, and I can take care of the rest. What's
> the maximum modem it will handle? 300 baud? Where would I go about

PFFFFFFFFFFFFFFFFFFFFFFFF how dare you. 300 baud (!!) I'm connect on 19200
baud with my 600XL here. The XL is a very good computer, and I've heard
there are already connection speeds up to 57kbaud possible...

> finding a modem? Does it come with a terminal program? (Like I said I

You should look for an 850 interface, Black Box, Mio, P:R:, R:P: or other
modem interface. Then you can hook up a stock modem. the P:R: and 850 are
limited to 9600 baud... Black Box to 19200 and further I don't know.

Hmmm is it a stock 600XL? With 16kb of memory? You "should" upgrade to
64kb, then you can run FlickerTerm (best for 64kb), Icet or Term 80. If you
can upgrade to 256kb, you better run Ice-T (in my point of view). VERY good
terminal program.

> haven't seen it yet.) Any information would be greatly appreciated.

Succes. And don't fool around with atari XL computers <GRIN> they are the
BEST systems ever made.

Marius

>

3218. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: sl65r@cc.usu.edu
Message-ID: <1997Apr3.131753.96275@cc.usu.edu>
Source record: 74149
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

> : If you are limited to CLI utilities then a shell is no worse than TCP/IP.

Just in case noone has pointed this out, a shell over a modem is MUCH WORSE
than a tcp/ip connection. Consider this scenario: I have a one-megabyte
file to download. With tcp/ip, I can browse news, read my, mail, browse
the web, or whatever WHILE my download proceeds. With a shell account,
even with virtual term progs like screen, I cannot continue to use the shell
while I do, say Kermit transfers of files. Tcp/ip, OTOH, has a great many
sockets I may use concurrently.

Paul

3219. REQ: File Formats for 8bit Emulator Disk Images/Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: Will Fisher <_blackat@direct.ca_>
Message-ID: <01bc4071$5a578ae0$9bf7aecc@127.0.0.1>
Source record: 74150
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

Hello All,

I am writing a new shell program for all the Atari 8bit emulators I can find (including the 2600 and the 5200) and need the following information:

1) The exact specification for the ATR disk format, including any and all enchancements to the 16-byte header

2) The exact specification for the 5200 rom images... it would seem that the 5200 is able to extract the game name and copyright from the cart itself. It is this (and any other info) I am seeking.

3) The exact specification for the huge ATR images found on Jellystone. I would like to know the exact layout for these 1mb atari disks, and how the loader program created by Yogi works.

4) The exact specification for the DCM compressed disk format. I already have a working routine but would like my work re-verfied.

Thanks in advance,
Will Fisher

BTW: If you are a major user of Atari Emulators and would like to beta test DIMS'97 then please e-mail me at blackat@direct.ca

3220. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: mportune@eimages.com
Message-ID: <5i18qn$744@fridge2.eimages.com>
Source record: 74151
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer

In article <3342AB37.128C@geocities.com>, Asterisk <ampage@geocities.com>
wrote:
>Um... No... I don't know where you heard that. I have 3 working
>TI-99/4A's, one of which was my first computer, from 1983...

Me too! I still have my slide-in speech synthesizer with TI Extended BASIC
cartridge. Having speech in my BASIC programs was the greatest thing in the
world at the time. (Still is, actually) :)

I recently undertook a (hilarious) project, and backed up all my
cassette-based TI programs on CD as wave files! hehe so I load them up in a
sound editor, and play them into the TI to load the program. Now I don't have
to worry about losing those programs to degrading tape! hehe

- Matt Portune

3221. Re: 600xl on the web

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33443F9F.2591@tcd.net>
Source record: 74152

You are not going to get very far with the 600XL. Sorry but it only has
16k of memory and you will need more..there are upgrades avaiable for it
so search them out..Modem with an interface can go 9600, 14.4, or 19.2
Hayes to Hayes..

Good Luck.
bob

3222. TechnologyNet

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: Olga Mandrugina <om@technologynet.com>
Message-ID: <334408EC.7B30@technologynet.com>
Source record: 74153

TechnologyNet
The Computer Industry Marketspace

```
Visit TechnologyNet...

...the ultimate technology resource on
the Internet dedicated to bringing
together thousands of worldwide
computer dealers and end-users
under one virtual roof.
http://www.technologynet.com
```

3223. Re: 8-bit BBS software <Carina BBS>

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33444103.C9C@tcd.net>
Source record: 74154

Thank you for the vote of compliment reference BBS Express!
Professional.

What do you find un-healty about our program?

As you may or may not know have changed programers and some new
inovative stuff coming for Pro..

Bob

3224. Re: Mars Tesero

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-0304971747140001@mcmdc.library.carleton.edu>
Source record: 74155

In article <mcurrent-2803971651070001@mcmdc.library.carleton.edu>, "Michael Current" <mcurrent@carleton.edu> wrote:

>In article <3339942F.6649@pop.erols.com>, Stephen Knox <gooch@pop.erols.com>
>wrote:
>
>>There was a game awhile called Mars Tesero or such. It was a
>>diving game that needed Atari Basic to run.
>>
>>Basically you had to find sunken treasure and sell it to get a bigger
>>boat/dive bell, etc..
>>
>>This was a fun game that my original recently died. I havent seen it
>>anywhere on the ftp sites. Anyone got it?
>
>I believe the proper title is "Mar Tesoro", the filename was "mtesoro.bas".
It
>was
>advertised in an early Antic (the first issue? Kevin Savetz has my earliest
>Antics right now.)

And Mar Tesoro was published by Synchro, BTW.

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.landfield.com/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3225. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: Toby Reiter <treiter@cs.oberlin.edu>
Message-ID: <Pine.ULT.3.96.970403151117.24644D-100000@occs.cs.oberlin.edu>
Source record: 74156
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

On 3 Apr 1997, Glenn Saunders wrote:

> The 6809 is far more suitable for a preemtive multitasking OS than the
> 6502, hence the CoCo3 and OS-9.
>
> The 6502 is a little too stripped down and bare bones to handle this
> effectively, but the 65816 might be able to handle it.

The 65816 can handle it. On the IIgs this is called GNO/ME (Gno's Not ORCA / Multitasking (Multiuser?) Environment). There is even a new TCP/IP suite being built for it as we speak. It also happens to be the best overall shell environment on the Apple II, as far as I know.

Toby

3226. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <5i1g1r$ru7@news.acns.nwu.edu>
Source record: 74157
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

In article <1997Apr3.131753.96275@cc.usu.edu>,
Paul Hepworth <sl65r@cc.usu.edu> wrote:
>> : If you are limited to CLI utilities then a shell is no worse than TCP/IP.
>
>Just in case noone has pointed this out, a shell over a modem is MUCH WORSE
>than a tcp/ip connection. Consider this scenario: I have a one-megabyte

I find the opposite to be true. I have a decent TCP setup and used it
for a few months but then went back to an 80-column VT100 terminal
(emulated :) and discovered screen, which is just about all I use now. True,
I can't download and do something else at the unix end, but it has two
enormous advantages that SLIP does not:

1) Flipping screens is done with a keystroke -- no annoying
reaching for a mouse to change windows. Also, instead of
a small window on the monitor I have the entire monitor.

2) When I get disconnected I do not lose my work. Just boot back
up and start up screen again. I can leave call waiting
enabled, and modem hangups are no big deal.

As to downloading files, at 28.8k a typical C-64 file takes about 5-10
seconds to download; typical Amiga files take a few minutes. Not
exactly a large window for reading news or accomplishing any serious
work!

Again, I used SLIP for a while, but now use screen pretty exclusively,
as I find it much more useful and coducive to getting work done (f.ex. one
window contains source code, others contain some running code, another
is for doing utility work, etc., I can work purely from the keyboard, and it's
all there when I log back on the next time, just where I left it). And
it's simply faster, since there's no packet headers being pushed around.A

YMMV!

evetS-

>Paul

3227. Re: 600xl on the web

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: buesch@srv.net
Message-ID: <m23et7631p.fsf@caligula.srv.net>
Source record: 74158

"M. Diepenhorst" <pokey@dds.nl> writes:

> Hmmm is it a stock 600XL? With 16kb of memory? You "should" upgrade to
> 64kb, then you can run FlickerTerm (best for 64kb), Icet or Term 80. If you
> can upgrade to 256kb, you better run Ice-T (in my point of view). VERY good
> terminal program.

Hmmm... has anybody done a high-quality internal 256K upgrade for the
600XL??? I'd be willing to shell out significantly more than it would
be worth for one.

I know there was a PBI-based one (the Yorky, I think it was called)
and I know Ben Poehland and somebody else both did one about the same
time. According to Ben, the route he and the other guy both took
tended to overheat the RAM chips in the upgrade. Ben's description of
how tortuous it was to do persuaded me not to try it myself.

Brent

3228. Questions about emulatos

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: dchea@pipeline.com
Message-ID: <5i1ku7$8f1@camel2.mindspring.com>
Source record: 74159

Hello,

I've been away from the emulator scene for awhile and have recently started again. I have a few questions and hope some can help me.

How good is the registered version of Rainbow? Does the sound emulate well? Will it run well on a P90 w/ 16mb RAM in medium or full screen mode?

I am leaning towards purchasing the full version of Rainbow. If anyone feels that XLIT or any other emulator is better, please email me and tell me why.

Thanks.
David

3229. Re: 600xl on the web

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: buesch@srv.net
Message-ID: <m2208r60j2.fsf@caligula.srv.net>
Source record: 74160

Oh yeah, by the way, if you poke around on the net you'll find instructions for upgrading the 600XL to 64K internally. This is a butt-simple upgrade---you replace two chips and solder two wires--- and if you want to do anything at all with the machine it's a must.

Brent

3230. Re: This is cool!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R0304971834250001@nntp.netgate.net>
Source record: 74161

In article <Pine.GSO.3.95.970402185015.12671B-100000@fissure.scar>, Alan Christie <94chrisv@scar.utoronto.ca> wrote:

> On Tue, 1 Apr 1997, Greg Bennett wrote:
> > That's the real beauty of the Rainbow emulator. Even the disk drive
> > sounds are there! I agree that it's not quite as good as an original
> > 800, but pretty darn close. Now if rainbow also ran in full screen
> > mode......
>
> Rainbow even emulates disk drive beeps?! Ultra cool.. I don't have
> Windows 95 so I guess I can never run it..

Actually, Rainbow was originally designed for the Macintosh. It was ported to the PC later.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
==========

3231. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: ugg@geocities.com
Message-ID: <MPG.dae4bca7dde68f98968d@netnews.worldnet.att.net>
Source record: 74162
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

In article <5i1ods$mc0@camel1.mindspring.com>, keita@mindspring.com says...
>
> I was surfing their site earlier today, and happened
> upon a review of PSX Ballblazer Champions.
>
>
> http://www.next-generation.com/reviews/psx/ballblazer.chtml
>

Dude!! Then that can only mean that my 7800 version is a prototype!!!
Now accepting bids!

;-)

--
>>>>Ash<<<<
yar@usa.net
Q*Bert!! http://www.geocities.com/timessquare/7881/

3232. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: Quantum Leaper <leaper@bigfoot.com>
Message-ID: <33448227.42C4@bigfoot.com>
Source record: 74163
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

Keita Iida wrote:
>
> You heard right! And what better source to reveal
> this historic fact than our "retro-friendly" buddies
> at Next Generation!
>
> I was surfing their site earlier today, and happened
> upon a review of PSX Ballblazer Champions.
>
> The first sentence of the last paragraph reads
> as follows...
>
> Ball Blazer was a classic on the Commodore 64 and
> Atari 2600, as an extremely simple game.
>
> Hmmm.. I guess Digital Press and VGR have to update
> their 2600 cart lists, since the 2600 version's
> existence has now been confirmed!!! :-)
>
> http://www.next-generation.com/reviews/psx/ballblazer.chtml

I bet their thinking of the Atari 7800 version and not the 2600 version. Considering they don't mention the 7800 version, which we all know does exist. If you believe every thing you read in Magazines. I have a bridge for sale, cheap....
Also the only reference to Atari 2600 on the Web page was in the last paragraph, not the first.

3233. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5i21op$ab9@nnrp1.news.primenet.com>
Source record: 74164
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

The mortal Paul Hepworth wrote:
: than a tcp/ip connection. Consider this scenario: I have a one-megabyte
: file to download. With tcp/ip, I can browse news, read my, mail, browse

Context context context. Odds are, 8-bitters won't be downloading
1-megabyte files. Odds are also that 8-bitters won't have the throughput
to multitask a file download with any other significant activity due to
CPU overhead of serving the serial port at a high rate.

3234. Re: Shaggy RF on modified XL's & XE's

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: buesch@srv.net
Message-ID: <m24tdne2x5.fsf@caligula.srv.net>
Source record: 74165

peter@soemtron.sb.sub.de (Thomas Havemeister) writes:

> In article <Shaggy RF on modified XL's & XE's>, jeff@uptime-csi.com wrote:
>
> Howdy jeff,
>
> > I have three 130xe's which I have upgraded to 576k each and one 800xl with
> > 512k onboard. All are only OK on a monitor and pretty lame on a television.
> > Any Ideas on cleaning up TV R/F on an XL/XE with no original shielding at
> > all??..... Those metal RF shields are first to go when ya start going into
> > these badboys on a regular basis....
>
> hell, i thought, only my XE was that badness. Seems to be a generic XE
> problem! The only way to get a better screen was a video monitor.

Ben Poehland attacked this problem in depth. There are good
instructions in a back issue of Atari Classics (December '93 I think)
for his Super Video upgrades for the XL and XE machines. Get this
issue, do the upgrade, and calibrate the color on your machine (Jeff
Potter has an article in that same issue on how to do this) and you
will be amazed!

Brent

3235. Uploaded: Atari800-0.7.0.tar.gz (UNIX,MSDOS,AMIGA)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-03 00:00:00 UTC
From: "David J. Firth" <david@signus.demon.co.uk>
Message-ID: <hNuptAAq15QzEwBH@signus.demon.co.uk>
Source record: 74166
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

I've just uploaded the latest version of the Atari800 Emulator to my
web site:-

http://www.signus.demon.co.uk/david/index.html

The emulator comes as source code for all versions or as an MS-DOS
binary. Sorry but I haven't got round to producing a new Amiga binary
yet!

Changes in 0.7.0
---

o F1 enters Menu System at any time. ESC returns you to the previous
screen. Items are lcoated using the cursor keys and selected by
either RETURN, SPACE, TAB or BACKSPACE. In most cases these keys
can be used interchangeably, the exception is in the Disk Management
Screen where RETURN is used to select a new disk and SPACE, TAB and
BACKSPACE are used to eject a disk - If there is no disk in the
virtual drive then SPACE, TAB and BACKSPACE will switch the drive
off (Useful for Shamus).

o X11, SVGALIB & DOS - F5 is now Warmstart and Shift F5 is Coldstart.

o X11 - F8 Single Shot Screen Dump, Shift F8 continuous Screen Dumps.

o MS-DOS version runs about three times quicker now that the emulator is
synchronising with a high resolution timer.

o MS-DOS version resets the screen back to text mode when finished.

--
David J. Firth

3236. Re: 8-bit BBS software <Carina BBS>

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3346ab39.8003072@news.inc.net>
Source record: 74073

On 3 Apr 1997 06:03:01 -0700, Glenn Saunders <krishna@primenet.com>
wrote:

>So I connect, and it says I connected at 16.8, which is pretty pitiful as
>it is. 28.8 carrier connects should be possible if you had a Black Box.

28.8 CARRIER connects are possible BB or no, it's just that there is
no point in having your modem do data faster than your puter can.
While most Atari8 serial interfaces have a 9600bps limit, even the BB
is limited to 19.2Kbps (still far short of 28.8Kbps or heaven forbid,
28.8 carrier with further throughput through compression).

>Port speed can still be at 19.2k as it's the rate between the computer and
>the port, not the modem to modem speed.

Right! But you should never have your DCE to DCE speed exceed your
DTE to DCE speed. Never, unless you like errors and strange behavior.
With a BB, one should use CTS/RTS flow control, and force the modem to
operate at a maximum of 19.2 PERIOD (this means disable compression).
One should of course still use error correction mode. Now if you have
a 14.4, you might want to enable compression but that can make rates
go higher than 19.2 more than ya think, which is probably ok with
CTS/RTS flow.

If using some other serial interface, I would use software flow
control, disable data compression on the modem, force the modem to a
max speed of 9600bps, and experiment with error correction. Does
error correction require the use of CTS/RTS flow or not?

By the way, data compression appeared 1st in 2400bps modems (I think).

Cheers,

Jon

3237. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: Asterisk <ampage@geocities.com>
Message-ID: <334490F6.47AF@geocities.com>
Source record: 74074
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer

Hehe, same here:)

CALL SAY ("GAME OVER")
:)

That's a good idea :)
But... Why didn't you just save them as an audio CD and then just use a
regular CD Player instead of a tape player?

It'd be cool if you could make a wav file of your tapes to use with
v9t9...

why don't you try comp.sys.ti? :)

Matt Portune wrote:
>
> Me too! I still have my slide-in speech synthesizer with TI Extended BASIC
> cartridge. Having speech in my BASIC programs was the greatest thing in the
> world at the time. (Still is, actually) :)
>
> I recently undertook a (hilarious) project, and backed up all my
> cassette-based TI programs on CD as wave files! hehe so I load them up in a
> sound editor, and play them into the TI to load the program. Now I don't have
> to worry about losing those programs to degrading tape! hehe
>
> - Matt Portune

3238. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: rbatina@infinet.com
Message-ID: <5i2769$sc8@news1.infinet.com>
Source record: 74075
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

Quantum Leaper (leaper@bigfoot.com) wrote:
: Keita Iida wrote:
: > The first sentence of the last paragraph reads
: > as follows...

: I bet their thinking of the Atari 7800 version and not the 2600
: version. Considering they don't mention the 7800 version, which we all
: know does exist. If you believe every thing you read in Magazines. I
: have a bridge for sale, cheap....

sigh

: Also the only reference to Atari 2600 on the Web page was in the last
: paragraph, not the first.

(see above text quoted from keita's post)

--
---
(614)341-7319 -- http://www.infinet.com/~rbatina -- rbatina@infinet.com
---

3239. REAL-Needed: DOS for XF551

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: Schitso <SchitsoNOSPAM@airmail.net>
Message-ID: <5i27s4$81i@library.airnews.net>
Source record: 74076

I am looking for a DOS for an XF551 drive. I messed up my original
and had no backups. Hopefully, some of my disks are still good, as they
have been stored for years....

I am trying to get back into the 8 bit scene, and any help would be great!

Thanks!

John

REAL EMAIL
"johnp2@mail.airmail.net"
NO SPAM NO ADVERTS

3240. Who is: Atari with slots?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: Schitso <SchitsoNOSPAM@airmail.net>
Message-ID: <5i28g6$81i@library.airnews.net>
Source record: 74077

I can't find who it is. The original is missing on my server.

I would like to help out if you are interested. My background is
mostly doing Amiga hardware, but have recently revived my Atari.

This is a PD project right?
This is a new motherboard, not an upgrade?
What goes in the slots?

Please contact me with details.

Thanks,

John

REAL EMAIL
johnp2@mail.airmail.net
NO SPAM NO ADVERTS

3241. Anyone played Ozzy's Orchard?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: Curtis J Hepworth <blizzard@mail.xmission.com>
Message-ID: <33448DCA.123E@mail.xmission.com>
Source record: 74078

If anyone out there has played this Atari 8-bit cartridge game please post or e-mail a brief description of what type of game it is if you would be so kind. Thanks very much!

Curtis J.

3242. Re: 600xl on the web

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: bmarcum@NOSPAM.iglou.com
Message-ID: <BMARCUM.97Apr4020751@iglou1.shellaccess.com>
Source record: 74079

With the proper interface, a 600XL can use a high-speed modem, same as any other 8-bit. The challenge is to find a terminal program that runs in 16K. Or you can expand it to 64K, then it's like a compact 800XL without the video output.
--
Bill Marcum bmarcum at iglou dot com
"...and eleven long haired friends of Jesus in a chartreuse microbus..."

3243. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: Will Fisher <_blackat@direct.ca_>
Message-ID: <01bc40c7$96a07920$01f7aecc@127.0.0.1>
Source record: 74080
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

> You heard right! And what better source to reveal
> this historic fact than our "retro-friendly" buddies
> at Next Generation!
>
> I was surfing their site earlier today, and happened
> upon a review of PSX Ballblazer Champions.
>
> The first sentence of the last paragraph reads
> as follows...
>
> Ball Blazer was a classic on the Commodore 64 and
> Atari 2600, as an extremely simple game.
>
> Hmmm.. I guess Digital Press and VGR have to update
> their 2600 cart lists, since the 2600 version's
> existence has now been confirmed!!! :-)

Of course they could mean the 5200 version since
I happen to be looking at the game right now in
Pokey...

Yup.. Ball Blazer (c)1984 Lucasfilm Games

Will

3244. Re: Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5i2dav$n2k$1@news.atl.bellsouth.net>
Source record: 74081

Brent Buescher, Jr. wrote:

> BTW, does anybody know of a source for parts for Wico joysticks? I
> have a couple with damaged cables and don't feel like building my own
> cables for them if I can order a Wico cable somewhere.
>
> Brent

..I agree, the red bat-handled Wico stick is indestructible... I have two; one I bought in about 1981 and the other I found brand new at the flea market about 2 years ago <took it out of the box, tested it, boxed it back up..>

I doubt you can get Wico parts anymore, but you should be able to get Atari cables from B&C computervisions <their addr. is posted somewhere on this SIG, I'm sure...> which will work just fine.. Don't lose the rubber grommet on the Wico stick when changing cables!

BTW, while you have it taken apart, you can also connect the two fire button in parallel so that you can use either one at any time instead of having to select with the switch..

3245. Re: XL-It v0.19 and Lucasarts Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: Will Fisher <_blackat@direct.ca_>
Message-ID: <01bc40d1$951d5000$01f7aecc@127.0.0.1>
Source record: 74082
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

> Hello Will
>
> Is this really the first time the mighty, great "Koronis Rift"
> can be played with an Emulator ?? Not on CBM64, on Apple, not on
> other Atari Emus ??? I don't think so.....
>
> Klaus in Frankfurt am Main.

Hi Klaus,

The mighty great "Koronis Rift"??? You sound a tad sarcastic there... and yes, XL-it! is the first emulator (on my computer) that has been able to run the Lucasfilm Games software w/out any serious glitches (and I may add with sound).

Will

3246. Re: Thompson PROBURNER Auction 3/27/97

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: Mark Wang <mwang@broadcom.com>
Message-ID: <3344B9E3.1A45@broadcom.com>
Source record: 74083

BobKlaas wrote:
>
> I do not wish to dump on anyone but the Thompson Burner for the Atari
> 8-bit may be over rated here...I own one have had it since the 80's
>
> If you run a 400 upgraded to 48k then it will function properly.
> If you own a 800 48k it will function properly...
>
> If you want to run it on a 600xl, 800xl, or 130xe, then some problems
> crop up..I do not think they ever upgraded their product.

I did have some trouble with my ProBurner on an 800XL, where burned
EPROMs don't work when placed in the cartridge but verify ok on the
ProBurner. I figure it's a programming voltage/current issue, and
did find another 800XL that works just fine. Good thing I have a few
to play with.

Well since the auction is over, I guess it's not too relevant, but
I do want to mention that the ProBurner does work on (one of) my 800XL.

Mark Wang

3247. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5i2e5j$n2k$2@news.atl.bellsouth.net>
Source record: 74084
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

Greg Berigan wrote:

> Now just to find a TI-99/4A that hasn't self-destructed yet. (Didn't
> they all have a design flaw which eventually shorts and fries the
> motherboard?)

...I never heard of such a thing... I have 2 TI 99/4A's brand new in the box <well, one of them isn't brand new, but was only used by a sweet old lady to download sermons from her church BBS on sundays... :) >

now some of the CBM PET computers could be fried with a POKE command to one of the hardware registers... seems that it would cause the video chip to try to run much faster than it could handle... or something like that... anybody remember details on this?

3248. FS: Atari Computer Goods! Some Shown! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: bensmith@linda.teleport.com
Message-ID: <5i2h11arq1@linda.teleport.com>
Source record: 74085
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Following is only a partial list of what's in my Computer HardWare & SoftWare Catalogs. Everything mentioned on this list is on this list because I have multiples of these Items and I thought I'd list them for you. Especially if you wanted to buy More than one. So check it out!!!

Check out my Updated Atari Catalogs and find More Atari stuff! I've got HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers, Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks, Labtec Speakers & Under the Monitor Power Directors to Manage & Protect your Equipment. And Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141 Monitors, Atari 1050 Disk Drives, Indus GT Smart Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: 1040STF Computers, Spectre GCR Macintosh Emulators, MonoChrome Monitors, Monitor Master Switch Boxes, Mouse Master Switch Boxes, Hard Drives, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II and Scenery Disks, Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, ST Karate, Ultima V, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I

will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

3249. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: Will Fisher <_blackat@direct.ca_>
Message-ID: <01bc40e7$5c8d04e0$05f7aecc@127.0.0.1>
Source record: 74086
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

> now some of the CBM PET computers could be fried with a POKE command to one of the
> hardware registers... seems that it would cause the video chip to try to run much faster
> than it could handle... or something like that... anybody remember details on this?

I remember this only because some yutz sent in a type-in program to COMPUTE! back in the days when they accepted suc things that did the special poke command if you won the game... said some stupid message like "You will never beat me... blah blah blah yadda yadda yadda".

COMPUTE! ran this huge apology in the next issue for all those people who's PET's were fried, and as a warning for all those who hadn't yet enterd the program. If the poke command was removed the game ended normally, if left in you had no more PET.

I don't know if COMPUTE! was ever held liable or not, somehow I doubt it tho since their were tons of legal stuff in the beginning of the type-in sections about liability... and the type-ins didn't stop after that either...

Anyways, I am rambling cause it's 3am and i am tired!!!

G'night all!
Will

3250. Xe Gatearray PCB Q

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: schallt@worms.fh-rpl.de
Message-ID: <5i2npacrg1@widukind.fh-worms.de>
Source record: 74087

Hallo,

I am looking for manual`s and pcb`s for the XL and the XE.
Does someone know a source where i can download them?

Where is a pinout for Atari 8 Bit chip (like Pokey, Antic, CPU, GTIA, PIA,
MMU, Freddy) and layout`s?

I am also looking for the layout of the XE Gatearray that is needed to use
the ramdisk in 800- or 65XE`s. I want to make a little pcb and use nand and nor
ic`s to replace the gate array chip in the XE`s.

IF someone has some documentations, service manual for XE,XF,XL... please E-Mail
me.

I need also a source for happy utility prog.
" developer`s rules guide from Atari for:

800
XL
XE ?
ST

Thanks

King kong

Torsten Schall (schallt@fh-worms.de)
VCS 2600 - Jag, 800er - Falcon 030

3251. Re: Demon Attack - bit rot victim???

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: Trevin Beattie <*trevin*@*xmission*.*com*>
Message-ID: <5i2urcnjr2@news.xmission.com>
Source record: 74088
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Dan Mazurowski wrote:
>
> Two friends of mine both own the game Demon Attack (from Imagic) on cart
> for the Atari 800. And the game suddenly stopped working without warning
> for both of them. I am curious - does anybody know if these carts were
> done on EPROM rather than conventional ROM chips? I have heard that
> EPROM is much more susceptible to bit rot, and it sounds like this is
> what has happened to these carts.

I've never heard of "bit rot" either, but the only way to achieve it
would be to remove the sticker from the top of the EPROM and expose it
to lots of ultraviolet light. Which won't happen if you keep the chop
locked up in the cartridge. By the way, that's also a good indication
of whether it's an EPROM or a ROM -- if there's no sticker, it's a ROM.
--
Trevin Beattie "Do not meddle in the affairs of wizards,
*To*reply*to*this* for you are crunchy and good with ketchup."
*message,*remove*the* --unknown
*asterisks*from*my*email*address.*

3252. Re: Questions about emulatos

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <33452937.871356@news.inc.net>
Source record: 74089

On Thu, 03 Apr 1997 13:28:49 GMT, dchea@pipeline.com (David) wrote:

>Hello,
>
>I've been away from the emulator scene for awhile and have recently
>started again. I have a few questions and hope some can help me.
>
>How good is the registered version of Rainbow? Does the sound
>emulate well? Will it run well on a P90 w/ 16mb RAM in medium or
>full screen mode?
>
>I am leaning towards purchasing the full version of Rainbow. If
>anyone feels that XLIT or any other emulator is better, please
>email me and tell me why.
>
>Thanks.
>David
>

Hello David! I have found that while some emulators are better than other over all, it is wisest to use more than just onc "be all end all" emulator. For example, I think XL-it is one of the better emulators but it can't format disk images, while XF36 can format and also XF36 runs very quickly (but less compatible). I have only used the demo of Rainbow. Of the limited bit I get to see with it I like. Etc.

Cheers,

Jon

3253. XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: seanu@aol.com
Message-ID: <19970404152100.KAA12989@ladder01.news.aol.com>
Source record: 74090

I can't seem to get any com files to load under Xlit .19 . I am using AtariDos2.5 running under Win 95. When I do a Binary Load (L) the programs either hang, or i get an error (136). Any suggestions?

Thanks
Sean Unruh

3254. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: dpsm@en.com
Message-ID: <33451dc4.2891966@usenet.en.com>
Source record: 74091
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

Lord Spatula <Urchlay@bell***south.net> wrote:

>now some of the CBM PET computers could be fried with a POKE command to one of the
>hardware registers... seems that it would cause the video chip to try to run much faster
>than it could handle... or something like that... anybody remember details on this?

If I can remember... it changed one of the sweep frequencies that
caused a transformer in the monitor to fry.

Dale
--
Dale P. Smith
dpsm@en.com home
rheo@rheoactive.com work

3255. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <5i368p$k8c@ccshst05.cs.uoguelph.ca>
Source record: 74092
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

Eh? Is this the same Next Generation that once published a "history of Atari" story that was chock-ridden with errors and innacuracies? Unless someone has actually seen the cart, I wouldn't believe it exists. They probably meant 7800 but screwed up. Here's a tidbit - Lucasfilm was commissioned to write Ballblazer as a game which specifically took advantage of the Atari 7800's (then) advanced graphics and animation capabilities.

>> Mark <<

--

Mark Rathwell
E_Mail: mrathwel@uoguelph.ca
Web Page: http://www.uoguelph.ca/~mrathwel

3256. Re: Rare Atari Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <5i37if$7oi$1@earth.execpc.com>
Source record: 74093

In article <333E5332.667D@erols.com>,
Jonathan C. Mordosky <mordosky@erols.com> wrote:
>Making and keeping a list of Atari cartridges is real tough. Trying to
>create a perfect standard for rating the rarity of those carts is
>impossible. Any rating system is very subjective and must be based on
>the authors experience. Andrew Krieg has done a great job with his
>list but it still has a few flaws. What we need to do as a group is
>give Andrew feedback about the individual carts on the list, he will
>add, change, and modify the list as needed to correct the accuracy!

Yes, if you think one of my ratings is out of line, let me know! However, I
won't change a rating because an item can be found at B&C. They specialize in
Atari 8-bits and do have a lot of hard to find items.

Heck, they still advertise XE Demo carts (4 games on 1 cart) for $5 or $10.
I don't know if they still have them or not. Still, I'd wager less than 3%
of the readers of this newsgroup have 1, and even less found one from a
source different than B&C, Best of Video 61. So I feel it still rates as an
ER. But if I were to get feedback to contradict this, I'd have no problem
changing it.

Also, rarity listings should not equate to price guides. Caveat emptor!

> Atari computer products and software were definitely not evenly
>distributed in the US. Some carts that were common in our area were
>rare in other parts of the country! It would be impossible to know how
>many of each were actually produced.

Exactly! B&C is in the heart of Atari country and they specialize! Try your
local used computer store and see how much Atari software they have.

Still, I'd be willing to compile survey results if collectors want to send
me a list of what they have. I could roll those results into the ratings.
Just download the list from http://www.execpc.com/VidGames.htm and fill in
how many of each cart you have (or have seen in local thrifts) in the C
column. Also include what area of the country you are in.
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

3257. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: mstclair@iglou1.iglou.com
Message-ID: <E84IBJ.C94@iglou.com>
Source record: 74094
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

keita@mindspring.com (Keita Iida) writes:

>You heard right! And what better source to reveal
>this historic fact than our "retro-friendly" buddies
>at Next Generation!

>I was surfing their site earlier today, and happened
>upon a review of PSX Ballblazer Champions.

>The first sentence of the last paragraph reads
>as follows...

>Ball Blazer was a classic on the Commodore 64 and
>Atari 2600, as an extremely simple game.

Yeah, and the Namco Museum discs run classic games on a "Jamma emulator".

NG has gotten to the point where they have the least accurate reporting of
any of the major online and/or print gaming mags. I'm shocked that nobody
has a web site dedicated to tracking their screwups yet.

You'd swear they have no editors.

--
Mike St. Clairmstclair@iglou.com***irc:SaintMick***

3258. Re: 600xl on the web

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <3345509A.28CB@kawo2.rwth-aachen.de>
Source record: 74095

Brent Buescher, Jr. wrote:
>

> Hmmm... has anybody done a high-quality internal 256K upgrade for the
> 600XL??? I'd be willing to shell out significantly more than it would
> be worth for one.
Megaram III of Klaus Peters (Germany) should work - It is a little board sitting on one of the RAM-Chips and doesn't matter if they are 64x1 or 64x4 (was originally designed to work with XEGS). But I dont know, if it will fit mechanically, cause the RAM are sitting just under the keyboard. Then there are some others out - the Claus Buchholz extision should work with 600 XL too (must have 256x4 then). And there is a ABBUC -extension (don't know who designed it) replacing one LS157/158 and the RAM-chips

Matt
--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

3259. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: davepat@total.net
Message-ID: <334536d5.0@news.total.net>
Source record: 74096

In an article dated Thu, 03 Apr 1997 12:10:57 +0200, someone named Matthias Belitz says...
>

>

>Thanx, but all I have to know is where to get the scematics from and
>where the drivers ?
>
>Matt
>
Schematics at the British homepage; drivers are the standard RVerter driver included with BobTerm.

Hope this helps.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
There are two major products that come out of Berkeley: LSD and UNIX.
We don't believe this to be a coincidence. - Jeremy S Anderson

3260. Re: Demon Attack - bit rot victim???

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: woodcock@bnr.ca
Message-ID: <5i3hm1$1hs@crchh327.rich.bnr.ca>
Source record: 74097
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Trevin Beattie (*trevin*@*xmission*.*com*) wrote:
: Dan Mazurowski wrote:
: >
: > Two friends of mine both own the game Demon Attack (from Imagic) on cart
: > for the Atari 800. And the game suddenly stopped working without warning
: > for both of them. I am curious - does anybody know if these carts were
: > done on EPROM rather than conventional ROM chips? I have heard that
: > EPROM is much more susceptible to bit rot, and it sounds like this is
: > what has happened to these carts.

: I've never heard of "bit rot" either, but the only way to achieve it
: would be to remove the sticker from the top of the EPROM and expose it
: to lots of ultraviolet light. Which won't happen if you keep the chop
: locked up in the cartridge. By the way, that's also a good indication
: of whether it's an EPROM or a ROM -- if there's no sticker, it's a ROM.

Actually that's not necessarily true; they make OTPROMs
(One-Time-Programmable ROMs) which are essentially regular EPROMs but
without the erase window. I have seen these used by Midway in their
arcade games and they *might* have been used for some game cartridges,
too. However, if it does have a window, it is an EPROM (at least
partly; them make CPU/EPROM combo chips and stuff like that, too).
--
THANX...Gregg day 214.684.7380 night UNLIST/PUBL TEXAS NOT CANADA!
woodcock@nortel.com or bn202@cleveland.freenet.edu
CLASSIC VIDEOGAME COLLECTOR BUY/SELL/TRADE NON-COMPUTER (ARCADE/HOME)
"If you quote me on this I'll have to deny it; I won't remember because
I have such a bad memory. Not only that, but my memory is *terrible*."

3261. Re: Xe Gatearray PCB Q

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <33454DA0.3068@kawo2.rwth-aachen.de>
Source record: 74098

Torsten Schall wrote:
>
> Hallo,
>
> Where is a pinout for Atari 8 Bit chip (like Pokey, Antic, CPU, GTIA, PIA,
> MMU, Freddy) and layout`s?
Try to get the German "ATARI-Profibuch", this includes pinouts of all
chips (except Freddy) and the scematics of the 800 XL. Second way is the
wonderful "ABBUC Bauplanservice" - They have (mostly) all ATARI-service
manuals and service-manuals from SAMS-computerfacts to copy (for members
- I think).
> I am also looking for the layout of the XE Gatearray that is needed to use
> the ramdisk in 800- or 65XE`s. I want to make a little pcb and use nand and nor
> ic`s to replace the gate array chip in the XE`s.
I ve heard that ABBUC owns the right of all Klaus Peters products now
(not sure) the GAL used with Megaram III must be very similar to the
custom Atari-MMU2.

Hope this helps

Matt

--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

3262. Re: REQ: File Format for large ATR disk images

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: davepat@total.net
Message-ID: <33453636.0@news.total.net>
Source record: 74099

In an article dated 3 Apr 1997 05:46:32 GMT, someone named Will Fisher
says...
>
>Hello all,
>
> I am hard at work writing DIMS'97 and want to be able to include
support
>for the large disk images found at Yogi's site. If anyone has the
>file-format for these files could they possible e-mail them to me at
>blackat@direct.ca
>
> I am also looking for the exact, up to date specification
(including any
>and all patches) for the ATR file format itself (the first 16 bytes).
>
Look at Umich for the latest SIO2PC - that's where the specs come from.
I'll try to dig and find it for you.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
There are two major products that come out of Berkeley: LSD and UNIX.
We don't believe this to be a coincidence. - Jeremy S Anderson

3263. Re: Connecting a 800 XE (a 130 XE with half the RAM) to a simple monochrome PC monitor

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: davepat@total.net
Message-ID: <334537c3.0@news.total.net>
Source record: 74100

```
In an article dated 31 Mar 1997 14:56:31 GMT, someone named Schoenmaker
says...
>
>Can anyone out there tell me if it's possible (if yes, please scheme it) to
>connect an Atari 800XE to a PC monochome monitor (9-pin connector, just
>like an atari joystick)?
>
>Thnx in advance
>
>Marc Schoenmaker (mschoenm@worldonline.nl)
>
Atari Classics 2/6 ( I think it was) had info on getting TTL output; it's a
fairly simple add-on circuit as I recall.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
There are two major products that come out of Berkeley: LSD and UNIX.
We don't believe this to be a coincidence. - Jeremy S Anderson
```

3264. Re: Demon Attack - bit rot victim???

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: linley@netcom.com
Message-ID: <linleyE84rFI.1qo@netcom.com>
Source record: 74101
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In ye olden post woodcock@bnr.ca (Gregg Woodcock) spake...
>Trevin Beattie (*trevin*@*xmission*.*com*) wrote:
>: I've never heard of "bit rot" either, but the only way to achieve it
>: would be to remove the sticker from the top of the EPROM and expose it
>: to lots of ultraviolet light. Which won't happen if you keep the chop
>: locked up in the cartridge. By the way, that's also a good indication
>: of whether it's an EPROM or a ROM -- if there's no sticker, it's a ROM.
>
>Actually that's not necessarily true; they make OTPROMs
>(One-Time-Programmable ROMs) which are essentially regular EPROMs but

Further, EPROMS *do* eventually lose their programming. The 2716/2732/2764
Intel spec sheets I've seen claim that an EPROM will only hold it's
programming for 13-15 years. This could become a problem for EPROM based
classic carts. Granted, the spec sheets are probably a worst case prediction,
and in fact, these EPROMs may well go 20 or more years. Someday, though,
they will die.

--
Bruce James Robert Linley | +---+---+--_ | Kyuuketsuki Miyu, Project A-Ko
linley@netcom.com | | |NV | UT | Lovely Angels, Aa! Megami-sama
Programmer, Fortunet Inc. | \ CA \ |___ | Koko wa Greenwood, CLAMP, Mac+
Las Vegas, Nevada, USA ----------> *| AZ |_____G_O____B_R_U_I_N_S_!______

3265. Don't Fear's 2nd Auction (Update 13) Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5i3s2o$gda@newssvr01-int.news.prodigy.com>
Source record: 74102

Don't Fear's Huge Second Auction (Update 13)

Part 2: Everything Else

Alright kids here we go!

Notice there are a few new items!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

ColecoVision

Decathlon (U) $3.00 hoss
Donkey Kong (C) $0.50 richard
Donkey Kong Jr. (C) $1.50 richard
The Heist (U) $3.00 hoss
Keystone Kapers (R) $2.00 hoss
Popeye (C) $1.00 richard
River Raid (U) $2.00 hoss
Slurpy (ER) - lbl wear $15.00 hoss
Smurfs R.I.G.C. (C) - boxed $1.50 richard
Super Action Baseball (C) $0.50 richard
Super Action Football (C) $0.50 richard

War Games (C) $1.00 richard
Wing War (U) buyout

ColecoVision Expansion Module #1 (2600 adapter) $7.00 hoss

System

ColecoVision w/two working controlers, power supply, T.V. cable, R/F
modulator, 2600 Expansion Module, and the folowing loose games:
ColecoVision Donkey Kong and Zaxxon, 2600 Combat, Pac-Man, Asteroids,
Space Invaders, Bezerk, and Pitfall!
$25.00 wipeout

Handhelds

Coleco Table Tops

Donkey Kong (C) $15.00 jones
Frogger (R) $35.00 jones
Zaxxon (IR++) $45.00 jones

Intellevision

Matell

Auto Racing (U) - complete $1.50 macra
ABPA Backgammon (R) - w/two overlays $1.50 bensonj
Armor Battle (C) - complete $1.00 eyabs
NASL Soccer (U) - complete $1.50 macra
U.S. Ski Team Skiing (C) - complete $1.00 eyabs
Sea Battle (C) - complete $0.50 macra
NFL Football (C) - complete $0.50 macra
L.V. Poker/Blackjack (C) - complete $1.00 eyabs
Space Battle (U) - complete $0.50 macra
Major Leage Baseball (C) - complete $0.50 macra
NBA Basketball (U) - w/2 overlays $1.00 sodapop
Advanced D&D (U) - complete $1.50 macra
USCF Chess (R) $1.50 bensonj
Space Spartans (U) - complete $0.50 macra
Astrosmash (U) - shrinkwrapped $1.50 macra
Snafu (C) - complete $0.50 macra
Space Armada (C) - complete $0.50 macra
Triple Action (C) - complete $1.00 mrhodges
Bomb Squad (U) - complete $1.50 macra
B-17 Bomber (U) - complete $1.50 macra
Loco-Motion (U) $1.50 shark
Burgertime (U) - w/2 overlays $1.00 shark
Kool-Aid Man (R) $4.00 alex
Bump 'n' Jump (U) $1.50 shark
Power Of He-Man (U) $1.50 shark
Space Hawk (U) - complete $0.50 macra

Utopia (U) - white lbl w/xerox inst $0.50 macra
Star Strike (C) - complete $0.50 macra
AD&D: Treasure Of Tarmin (U) - white lbl w/2 overlays $4.00 alex
Frog Bog (U) - w/2 overlays $0.50 macra
Night Stalker (C) - shrinkwrapped $1.50 macra
TRON Deadly Discs (C) - complete $1.00 eyabs
TRON Maze-A-Tron (R) - complete $2.00 macra
Lock 'n' Chase (C) - shrinkwrapped $1.50 macra

INTV

Chip Shot Super Pro Golf (ER) $6.00 bored
Commando (ER) $3.50 macra

Activision

Pitfall! (U) - complete $2.00 shark
Happy Trails (R) - 2 overlays $2.00 bensonj
The Dreadnaught Factor (R) $3.00 mrhodges

Atarisoft

Centipede (R) $3.00 bworkman

Coleco

Donkey Kong (C) - shrinkwrapped $2.50 brian
Donkey Kong Jr. (R) $6.00 bworkman

Imagic

Atlantis (U) - shrinkwrapped $1.50 macra
Beauty & The Beast (U)
Ice Trek (R) $1.50 brian
Microsurgeon (U) - complete $2.00 bensonj
Dracula (ER) - complete $10.00 eham
Nova Blast (U) $3.50 shark
White Water! (ER) - Complete $10.00 shark

Parker Bros

Frogger (C) - w/box $0.50 shark
Q*Bert (C) $1.00 eyabs

Sears

Armor Battle (R) - complete $0.50 bensonj
Astrosmash (R) - complete $0.50 bensonj
Boxing (R) - complete $1.00 beaumontj
Football (U) $0.50 bensonj

Golf (U) - white lbl w/2 overlays $0.50 bensonj
Horse Racing (R) - complete $1.00 jeffgamer
Space Hawk (R) - complete $0.50 bensonj

Overlays

Package #1: Sea Battle (2), Space Armada (2), Baseball
(2), Snafu (2), Auto Racing (2), Night Stalker (2), Microsurgeon (2),
Atlantis (2), Triple Action (2), Tron Deadly Discs (2), Pitfall! (3),
Space Spartans (3), Dragonfire
$3.00 shark

Package #2: Lock 'n' Chase (2), Mission X (2), Poker/Blackjack (2),
Mouse
Trap (2), Star Strike (2), Demon Attack (2), Space Battle (2), Pinball
(2), Skiing (2), Astrosmash (2), Space Hawk (3), Sub Hunt, AD&D Treasure
Of Tarmin
$3.00 shark

Systems

Intellivision w/two working controllers, power supply, R/F modulator,
and the following games: complete Astrosmash and Night Stalker,
loose Atlantis, Space Battle, Triple Action, Star Strike, Major
League Baseball, Beauty & The Beast, and Donkey Kong
$20.00 mrhodges

Intellivision II w/two controllers and loose Astrosmash

$12.00 bored

Intellivoice Voice Synthesis Module in box w/complete B-17 Bomber,
and Space Spartans
$11.50 ryan

Odyssey 2

Speedway!/Spin-Out!/Crypto-Logic! (C) - complete $1.00 beaumontj
Football! (U) - w/box $2.00 tick
Sub Chase!/Armor Encounter! (C) - complete $1.00 tick
Bowling!/Basketball! (U) - complete $3.00 tick
Baseball! (C) - complete $0.50 bensonj
Thunderball! (R) - complete $1.00 cccp
Showdown In 2100 AD (C) $1.00 tick
Alpine Skiing! (U) - complete $2.50 tick
The Quest For The Rings! (U) - complete $10.00 tick
K.C. Munchkin! (C) - complete $2.00 tick
Pick Axe Pete! (U) $1.50 bensonj

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F
modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-

Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!,
Dynasty!/Directional Dynasty!, and K.C. Munchkin!
$12.00 jones

Atari 400/800

Atari

Archon (C) $6.00 bworkman
Assembler Editor (U) $2.00 jml
BASIC (C) w/reference guide $0.50 kurt
Centipede (C) $2.00 eyabs
Flight Simulator II (C) $4.00 greg
Hardball (U) $7.00 jklein
Missle Command (C) $1.00 mrski
Ms. Pac-Man (C) $6.00 jklein
One on One Bball (U) $2.00 chief
Pac-Man (C) $3.50 jml
Super Breakout (C) $2.50 david
Star Raiders (C) $3.00 chief
Pilot (U) $3.00 jklein
Galaxian (C) $2.00 lyle
Defender (C) $3.50 jml
Atari LOGO (U) - w/manual $7.00 jklein
Robotron 2084 (C) $3.50 jml
Atariwriter (C) $0.50 bluebat
Joust (C) $4.00 lyle
Moon Patrol (C) $4.50 jklein
Ballblazer (C) $5.00 bworkman
Blue Max (U) $4.00 chief
Bug Hunt (U) $4.00 chief
Necromancer (U) $12.00 bworkman

Activision

Kaboom! (U) $5.00 jklein
Megamania (U) - lbl tear $5.00 bworkman
Pitfall! (U) $10.00 krieg

Big Five Software

Miner 2049er (C) $6.00 chief

Epyx

Gateway To Apshai (U) - w/inst $8.00 bworkman

IDSI

Speedway Blast (R) $7.00 alias

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Oss
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Mac/65 (U) buyout hoodster
Basic XE (U) buyout hoodster
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Roklan
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Deluxe Invaders (C) - w/inst $7.00 bworkman
Wizards Of Wor (C) - lbl severely faded $12.00 jklein
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Sega
----
Star Trek: S.O.S. (U) $7.00 alias
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Spinnaker
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Alphabet Zoo (U) - boxed $1.50 david
Delta Drawing: Learning Program (U) - w/inst $1.50 david
Kids On Keys (U)
Kindercomp (U)
Story Machine (U)

Systems & computer related items
------------------------------------------------
130 XE - tested w/ power supply, set of paddles (untested), video
touch pad w/Star Raiders overlay, two 2600 joysticks (untested),
owners manual, T.V. cord, and the following loose cartridges:
Defender, and Atariwriter
$69.00 david

800 XL - tested w/power supply, T.V. cord, and a 2600 joystick
(untested)
$20.00 hoodster

600 XL - tested w/power supply, owners manual, and a 2600
joystick(untested)
$13.00 chief

Atari 1010 Program recorder - untested w/power supply, owners manual,
connecting cord, and the following loose cassettes Player Missle
Graphics and Basics of Animations
$8.50 david

Atari Touch Tablet - tested w/Atariartist cart and owners manual
$15.50 hoodster

Atari Light Pen - tested w/Atarigraphics cart
$13.50 hoodster

Suncom Animation Station - untested w/owners manual
$5.00 roagie
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Atari 1020 Printer - untested w/power supply and roll of paper
$9.50 hoodster

Voice Box Speech Synthesizer by The Alien Group - untested
$8.00 jml

Inside Atari Basic: a fast, fun, and friendly approach. By Bill
Carris
$0.50 randy

Atari DOS 2.5: XF551 Disk Drive owners manual
$1.00 greg

Boulderdash Construction Kit: instruction manual
$0.10 alias

Ghost and Ghouls: instructions
$0.10 min

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL,
65 XE, and 130 XE. Comes with owners manual. Untested
$4.50 kurt

Software: SubLogic Japan scenery disk (5.25) for use w/Flight Sim.
II. Comes with owners manual, and approach charts. Untested
$2.00 alias

Software: Adventure Maker/Tax Template (5.25 disk). Untested
$0.50 min

Software: Spinnaker's In Search Of The Most Amazing Thing (5.25)
Untested
$0.50 min

Six 5.25 disks: Could contain Government cover-ups. Untested
$1.00 jml

Vic-20

Atarisoft

Pac-Man (C) - w/box $1.00 markd

Commodore

16K Memory Expander $1.00 rob
Vic Avenger (C) - complete $1.00 markd
Super Alien (C) - complete $1.00 markd
Radar Rat Race (C) - complete $1.00 markd
Raid On Fort Knox (C) - complete $1.00 markd
Adventure Land Adventure (C) - complete $1.00 markd
Pirate's Cove Adventure (C) - complete $0.50 biglous
Sargon II Chess (C) - complete $1.00 markd
Cosmic Cruncher (C) - complete $1.00 markd
Gorf (C) - complete $1.00 mjbeau

Omega Race (C) - complete $1.00 markd
Star Post (U) - complete $1.50 rob

Imagic

Demon Attack (C) - complete $3.00 bworkman
Atlantis (C) - complete $3.50 rob
Dragonfire (C) - complete $3.00 bworkman

Sega

Star Trek [S.O.S.] (C) - complete $3.00 rob

Vic-20 Cassettes

Academy Software

Typing Tutor/Word Invaders - complete

Commodore

An Introduction To Basic: Part 1 - complete $1.00 jones
An Introduction To Basic: Part 2 - complete $1.00 jones

System

Vic-20 in orignal box w/power supply, R/F modulator, and T.V. Cord
$6.00 jones

VicModem in orignal box $1.00 jones

C-64

Gateway To Apshai $3.00 jones
Decathalon $5.00 mrupp

TI99-4A

Burgertime (R) - w/inst $3.00 rob
Aligator Mix (R) $2.00 rob
Early Reading (R) $0.50 cccp
Donkey Kong (VR) $1.50 bensonj

System

TI99-4A in orignal box w/power supply, R/F modulator, and owners
manual
$5.00 markd

Misc Stuff

Donkey Kong Trading cards - 3 unopened packs $12.00 shrink

Atari 2600 Power Supply - in orig box $3.50 chris
Atari Ultra Pong Doubles - in orig box buyout
Atari Video Pinball/Breakout System $6.00 smedley
Sears Telegames Pinball/Breakay System - in orig box w/inst & R/F
modulator
$6.00 smedley
Atari Game Center (plastic case to hold games and system) $3.00 james
Telegames Center (plastic case to hold games and system) $1.00
beaumontj
2600 Joystick $2.00 pat man
2600 Joystick $2.50 kevin
2600 Joystick $2.50 kevin
2600 Joystick $3.00 pat man
2600 Paddles - untested $2.50 pat man
2600 Paddles - untested $2.50 kevin
2600 Driving Controllers (2) - untested $3.00 pat man
2600 Keybord Controllers (2) - untested $5.50 pat man
2600 Track Ball $15.00 Robert
Atari Video Touch Pad $1.00 philly
7800 Joystick $2.50 chris
7800 Joystick $2.50 chris
Champ Joystick (retractable cord) $1.50 doyle
Suncom Star Fighter Joystick $1.50 philly
Spctravision Joystick $1.50 philly
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Adam Controller (doesn't work)
Atari Computer Power Supply - untested/very heavy/"the log"
Atari Computer Power Supply - untested/shady
Tyco Electric Racing Power Pack - untested $0.10 min
Chaos Strike Back: software manual $0.10 min
Box of 10 Xerox 5.25 floppy disks $1.00 jml

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3266. Don't Fear's 2nd Auction (Update 13) Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5i3ru3$e4g@newssvr01-int.news.prodigy.com>
Source record: 74103

Don't Fear's Huge Second Auction (Update 13)

Part 1: 2600/5200/7800

Alright kids here we go!

Notice there are a few new items!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

Atari 2600

Atari

Combat (C) - boxed
Space War (U) $0.50 barry
Outlaw (U) $0.50 albert
Slot Racers (U) $2.50 albert
Canyon Bomber (U) - boxed $1.50 albert
Super Breakout (U) $2.00 kevin
Defender (C) - boxed $1.00 doyle
Warlords (U) - boxed $7.00 pat man
Indy 500 (U) $1.00 pat man

Adventure (C) $2.50 matt2
Demons To Diamonds (U) - shrinkrapped $1.50 macra
Championship Soccer (C) - boxed $1.00 doyle
3-D Tic-Tac-Toe (U) - boxed $2.00 bensonj
Breakout (C) - boxed $2.00 mrski
Football (C) $0.50 matt2
Bowling (C) $1.00 matt2
Circus Atari (C) $0.50 bored
Superman (C) $1.00 bluebat
Space Invaders (C) - red lbl/shrinkwrapped $1.50 doyle
Night Driver (C) - boxed $1.50 jeffgamer
Golf (C) - w/inst $1.00 doyle
Maze Craze (U) $1.00 mrupp
Missle Command (C) $0.50 bored
Othello (R) - boxed $2.00 macra
Surround (C) $0.50 ryan
Code Breaker (U) - w/inst $1.50 collector
Flag Capture (U) - w/inst $2.00 doyle
Pac-Man (C) - boxed $1.00 philly
Video Pinball (U) - boxed $1.00 doyle
Asteroids (C) - w/inst $0.50 barry
Berzerk (C) - shrinkwrapped $2.00 collector
Casino (U) $0.50 macra
Haunted House (C) $1.00 matt2
Swordquest Earthworld (C) - w/inst $1.50 kevin
Swordquest Fireworld (C) - w/inst $1.50 kevin
Radiers Of The Lost Ark (C) - boxed $5.00 garry
Star Raiders (U) - w/touch pad $5.00 bluebat
Hangman (U) $1.00 alex
RealSports Volleyball (U) $0.50 albert
RealSports Soccer (U) $1.50 albert
RealSports Football (C) $0.50 barry
Swordquest: Waterworld (UR) $90.00 hoss
Phoenix (C) - shrinkwrapped $1.50 collector
E.T. (C) - boxed $1.00 doyle
Ms. Pac-Man (U) - w/inst $1.50 bored
Centipede (C) $1.00 isaac
Galaxian (U) $1.50 matt2
Gravitar (U) $1.50 mrupp
Kangaroo (U) - w/inst $2.00 tick
Pengo (ER) - boxed $65.00 ungabunga
Moon Patrol (U) $1.00 kevin
Pole Position (C) - w/inst $1.00 isaac
Rubik's Cube (ER) $60.00 hoss
Taz (R) $3.00 tick
Oscar's Trash Race (R) - lbl plaque $3.50 tick
Big Bird's Egg Catch (R) - lbl plaque $3.00 bensonj
Sorcerer's Apperntice (R) - w/inst $4.00 bworkman
Crystal Castles (U) - boxed $2.00 collector
Pigs In Space (ER) $20.00 hoss

Millipede (R) - w/inst $2.00 bensonj
Stargate (U) - w/writing on back $2.50 mrupp
Midnight Magic (R) $2.00 bensonj
Solaris (U) $2.00 greg
Donkey Kong (U) $1.50 philly
Donkey Kong Jr. (R) $1.00 eyabs
Venture (R) $1.00 philly
Q*Bert (R) $2.00 mrski
Sprint Master (R) $3.50 mrupp

Sears

Outer Space (U) - pic lbl $1.00 doyle
Speedway II (U) $0.50 albert
Space Combat (U) $1.00 kevin
Breakaway IV (C) $1.00 kevin
Brain Games (R) $2.00 bensonj
Baseball (C) $1.00 bensonj
Race (C) $0.50 albert
Gunslinger (U) $1.00 bensonj
Maze (C) - pic lbl $1.00 doyle
Arcade Golf (U) $2.00 eric
Dare Diver (ER) $8.00 ungabunga
Night Driver (U) $1.00 isaac
3-D Tic-Tac-Toe (ER) $4.50 bored
Steeplechase (R) $4.00 tick
Math Grand Prix (R) - pic lbl $3.00 doyle
Adventure (U) $1.00 kevin
Dodger Cars (ER) $7.00 awwatkin
Arcade Pinball (R) - pic lbl $3.00 bensonj
Asteroids (U) $0.50 albert
Missle Command (R) $1.00 philly
Bezerk (R) $2.00 greg
Pac-Man (C) $0.50 albert
Defender (C) $0.50 albert

Absolute

Title Match Pro Wrestling (R) - w/inst $6.00 bensonj
Tomcat F-14 (ER) $9.00 dogberry

Activision

Dragster (C) $0.50 macra
Boxing (ER) - blue lbl $4.50 bored
Checkers (ER) - w/inst $6.00 tick
Fishing Derby (U) $1.00 bored
Skiing (U) $0.50 macra
Bridge (U) $0.50 macra
Tennis (C) $0.50 barry

Laser Blast (C) - boxed $0.50 macra
Freeway (U) - boxed $0.50 macra
Kaboom! (ER) - blue lbl $3.00 bored
Stampede (U) $1.00 matt2
Ice Hockey (U) $0.50 macra
Barnstorming (U) $1.00 isaac
Grand Prix (U) $0.50 macra
Chopper Command (U) - boxed $0.50 macra
Starmaster (U) $1.00 greg
Megamania (U) $1.00 greg
Pitfall! (C) $1.50 kevin
Sky Jinks (R) $0.50 ryan
River Raid (U) $1.50 matt2
Spider Fighter (U) $1.00 shalon
Seaquest (R) - boxed $1.50 acroyear
Oink! (R) - w/inst $2.00 matt2
Dolphin (R) $2.00 rex
Keystone Kapers (ER) - blue lbl $4.00 bored
Enduro (U) $0.50 ryan
Plaque Attack (R) $2.00 alex
Robot Tank (R) $0.50 macra
Crackpots (R) $0.50 ryan
Decathalon (R) $0.50 ryan
Frostbite (R) $1.00 tick
Pressure Cooker (R) $2.50 mrupp
Space Shuttle (ER) - blue lbl $5.00 mervis
Pitfall II (R) $4.00 mervis
H.E.R.O. (R) - lbl wear $3.00 tick
Beamrider (R) - screws showing $10.00 tick
Kung Fu Master (R) - w/inst $2.00 mrupp
Commando (R) $2.00 matt2
Ghostbusters (ER) - blue lbl $5.00 bored

Apollo

Space Cavern (U) - blue lbl $1.50 acroyear
Space Cavern (U) - red lbl $1.50 acroyear
Lost Luggage (U) - green lbl $1.50 bored
Shark Atack (U) - boxed $3.00 doyle
Infiltrate (U) - w/inst $2.00 philly
Final Approach (R) $10.00 bworkman

Avalon Hill

Death Trap (UR) - w/inst $45.00 hoss
Shuttle Orbiter (UR) - w/inst $80.00 ungabunga

CBS

Wizzard Of Wor (R) $2.00 kevin

Gorf (U) $1.50 mrski
Blueprint (U) - writing on lbl $2.00 bworkman
Solar Fox (U) - lbl damage $1.00 slyfox
Omega Race (U) - w/inst and broken Booster Grip $3.50 bworkman
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Coleco

Zaxxon (U) $3.00 tick
Venture (C) $0.50 ryan
Mouse Trap (U) $1.00 slyfox
Smurfs R.I.G.C. (U) $4.50 aaa
Carnival (U) $1.00 mrupp
Donkey Kong Jr. (R) $1.00 bensonj
Mr. Do! (R) $8.00 bworkman
Roc 'N Rope (R) $7.00 bworkman

Data Age

Encounter at L-5 (U) - end lbl damage $0.50 macra
Airlock (C) $0.50 albert
Journey Escape (C) - boxed no inst $1.50 beaumontj
Bermuda Triangle (R) $2.50 mrupp
Frankenstein's Monster (R) - screws showing w/inst $7.50 mervis
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Epyx

Summer Games (R) $2.00 bensonj
Winter Games (R) $1.00 macra

First Star

Boing! (ER) $50.00 ungabunga

Froggo

Sea Hawk (R) $4.00 bworkman

Imagic

Trick Shot (R) $2.00 bensonj
Demon Attack (ER) - blue lbl $7.00 bored
Star Voyager (C)
Atlantis (U) $0.50 ryan
Cosmic Ark (U) $1.00 mrski
No Escape! (R) - w/inst $1.50 philly
Fire Fighter (R) $1.00 tick
Shootin' Gallery (ER) $12.00 bworkman
Riddle Of The Sphinx (U) $1.00 macra
Dragonfire (C) $0.50 bensonj
Fathom (R) $4.50 tick

Solar Storm (R) - w/inst $1.50 philly
Quick Step (R) - w/inst $4.50 tick

M Network

Adventure of Tron (U) $1.50 mrupp
Masters of the Universe (R) $7.00 ron moore
Burgertime (R) - writing on back $2.50 mrupp
Kool-Aid Man (U) $5.00 mervis
Space Attack (C) - boxed $0.50 ryan
Tron Deadly Discs (U) $1.00 macra
Lock 'N Chase (C) - shrinkwapped $1.00 acroyear
Frogs And Flies (U) - w/inst $1.50 bored
Astroblast (U) - boxed $1.00 acroyear
Dark Cavern (U) $0.50 ryan
Intl. Soccer (U) w/inst $1.00 tick
Air Raiders (R) $1.00 tick
Bump 'n' Jump (R) - w/inst $4.00 ron moore

Mythicon

Sorcerer (U) $1.50 doyle
Fire Fly (U) $1.50 doyle
Star Fox (U) $3.00 eric

Panda

Stunt Man (R) buyout pending

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions $3.00 mervis
Amidar (U) $1.00 macra
Super Cobra (U) $0.50 cccp
Reactor (U) $0.50 albert
Sky Skipper (R) - w/box top, inst, no lbl $4.00 tick
Q*Bert (C) $2.00 kevin
Strawberry Shortcake (U) $1.50 isaac

Sega

Tac-Scan (U) - lbl damage $0.50 macra
Thunderground (R) $4.00 dogberry
Star Trek S.O.S. (R) $3.00 mrupp
Buck Rogers: Planet Zoom (U) $2.00 bensonj
Congo Bongo (R) - lbl plaque $2.00 aaa
Tapper (ER) - slight lbl wear $20.00 ungabunga
Spy Hunter (ER) $13.00 bworkman

Telesys

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Coco Nuts (R) $1.00 ron moore
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Tigervision
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Miner 2049er (ER) $8.00 hoss
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20th Century Fox
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Worm War I (U) $1.00 macra
Mega Force (R) $1.00 mrupp
Alien (R) $1.50 beaumontj
Turmoil (U)- boxed $1.00 clint
Crypts Of Chaos (R) end lbl damage w/inst $5.50 awwatkin
M*A*S*H (U) $1.00 macra
Flash Gordon (R) $2.50 bored
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U.S. Games
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Space Jockey (C) $0.50 macra
Sneak 'N Peek (R) - w/inst $1.00 tick
Word Zapper (U) $0.50 cccp
Commando Raid (R) - w/inst $1.00 kevin
Name This Game (R) - fancy cart $1.00 ryan
Squeeze Box (ER) $3.00 doyle
Eggomania (R) - w/inst $5.00 ron moore
Piece O' Cake (ER) - w/inst $7.00 ron moore
Entombed (ER) $4.50 mrupp
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Xonox
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Ghost Manor/Spike's Peak (U) - w/inst $3.00 philly
Chuck Norris Superkicks (ER) $29.00 nicky

Systems
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Atari 2600: four switch, black front panel in original box w/two
working joysticks, set of paddles, power supply, R/F modulator, and
the following loose games: Combat, Defender, Space Invaders, Missle
Command, Pac-Man, Asteroids, Bezerk, Swordquest Fireworld, Raiders of
the Lost Ark, RealSports Football, E.T., Pole Position, Target Fun,
Pitfall!, Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx,
Astroblast, and Frogger.
$20.00 james

Sears Video Arcade II (2800) - untested w/two controllers, and a R/F
modulator
$6.50 acroyear

"Franklinstein" A handcrafted American orignal device that allows
the user to interchange chips to play diffrent games. Comes with
```

eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!,
Amidar, Demon Attack, and Pitfall!. The device itself is homemade,
not the games. Also comes with case. If there are any questions
don't hesitate to ask. This thing is trully one of a kind.
$10.00 jaguar

Atari 5200

Congo Bongo (R) $3.00 jml
5200 Trac Ball $4.00 jones
2600 adapter - untested $3.50 jones
5200 controller - untested $4.00 jml
5200 controller - untested $4.00 jml

Atari 7800

Asteroids (R) - damaged box $2.00 greg
Food Fight (R) - damaged box $3.00 tick
Pole Position II (C) $1.00 eyabs
Xevious (U) - damaged box $1.50 richard
Donkey Kong Jr. (R) $3.00 tick

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3267. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5i3p2p$nku@nnrp1.news.primenet.com>
Source record: 74104
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

In article <33448227.42C4@bigfoot.com>,
Quantum Leaper <leaper@bigfoot.com> wrote:
>Keita Iida wrote:
>>
>> You heard right! And what better source to reveal
>> this historic fact than our "retro-friendly" buddies
>> at Next Generation!
>>
[[snip]]
>>
>> Ball Blazer was a classic on the Commodore 64 and
>> Atari 2600, as an extremely simple game.
>
>I bet their thinking of the Atari 7800 version and not the 2600
>version. Considering they don't mention the 7800 version, which we all
>know does exist. If you believe every thing you read in Magazines. I
>have a bridge for sale, cheap....
>Also the only reference to Atari 2600 on the Web page was in the last
>paragraph, not the first.

YHBT. :-)
--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

3268. Re: Atari 850 manual

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: Schitso <SchitsoNOSPAM@airmail.net>
Message-ID: <5i25a2$esj@library.airnews.net>
Source record: 74105

"James R. DiGiacomo" <digiacomo@worldnet.att.net> writes: > I have an atari 850 interface with no documentation and would like to find
> out the specs of the unit.
>
> If any can suggest where I can obtain an original users manual or
> an electronic version, I would appreciate it very much
>
> reply as soon as you can
>
> James

I have a xerox copy of the 850 manual packed away at my parent's house.
I think that is all that came with it. Since reading these letters,
I have decided to pull it back out of the closet! When I find it,
I will find a way to get it to you if you would like.

I am also looking for a DOS to fully support my XF551 drive. The only copy
I had was somehow ruined before I got to set it up!

How did I get all those "I"'s in a row? Not intentional...

Also I need info on building a memory expansion for an XE Game System.
And more Atari 8 bit sites of hardware information.

Any help would be great!

John

My real email is "johnp2@mail.airmail.net"
DON'T SEND JUNK! NO ADVERTS!!!!!!!!!!!!!

3269. Docs for Archiver software?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R0404971942130001@nntp.netgate.net>
Source record: 74106

I've recently obtained an 810 with the Archiver chip and the
Archiver software (v1.2), but I have no clue about how to use it. The
disk boots up, I get a list of options and all...but I have no idea what
to do. I press "C" to copy, but I instantly get read errors every time,
no matter what. There must be something I don't know about using this.

Any pointers? If I have Disk X, how do I copy disk X? Just a
plain old "put the source in drive D1 and hit C" doesn't work no matter
what disk I use.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
==========

3270. Re: Who is: Atari with slots?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: johnh@newberry.microserve.com
Message-ID: <MPG.daf9bab2b9729fa9896b3@news.microserve.net>
Source record: 74107

In article <5i28g6$81i@library.airnews.net>, SchitsoNOSPAM@airmail.net says...
> I can't find who it is. The original is missing on my server.
>
> I would like to help out if you are interested. My background is
> mostly doing Amiga hardware, but have recently revived my Atari.
>
> This is a PD project right?
> This is a new motherboard, not an upgrade?
> What goes in the slots?
>
> Please contact me with details.
>
> Thanks,
>
> John
>
> REAL EMAIL
> johnp2@mail.airmail.net
> NO SPAM NO ADVERTS
>
>
The original post was by cvendel@aol.com
--
John

johnh@newberry.microserve.com

That's Newberry Township in York County, PA
My homepage is at http://www.microserve.net/~johnh

This message written with 100% recycled photons.

3271. WTB: Dragon's Eye, $50

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: mgfrank@cyber2.servtech.com
Message-ID: <5i3ij8$on5@cyber2.servtech.com>
Source record: 74108

Hi!

I'm willing to pay $50 for a copy of Epyx's "Dragon's Eye" with box
and docs for the Atari 8-bit. Originals only please.

Thanks!

--
Marc G. Frank
mgfrank@servtech.com

3272. Re: Rare Atari Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <334501BC.256C@erols.com>
Source record: 74109

Andrew Krieg wrote:
>
> Also, rarity listings should not equate to price guides. Caveat emptor!
>

Yes, that is definitely true! Price is usually based on supply and demand. You sometimes find very rare carts at bargain box prices in thrift shops, yard sales, flea markets, etc. Since, there is very little demand for Atari 8-bit computer items at these places, prices are often dirt cheap!

You continue to do a great job on your cart list. In the NorthEast US, the Atari computer & software distribution was much different than in other places in the US. When I get some free time, I will get together with a few friends and type up a list of rarity ratings in our area, and forward it to you.

Take care, Jon

3273. Don't Fear's 2nd Auction (Update 12) Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5i1k2j$1c8k@newssvr02-int.news.prodigy.com>
Source record: 74167

```
Don't Fear's Huge Second Auction (Update 12)

Part 2: Everything Else

Alright kids here we go!

Notice there are a few new items!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

ColecoVision
------------
Decathlon (U) $3.00 hoss
Donkey Kong (C) $0.50 richard
Donkey Kong Jr. (C) $1.50 richard
The Heist (U) $3.00 hoss
Keystone Kapers (R) $2.00 hoss
Popeye (C) $1.00 richard
River Raid (U) $2.00 hoss
Slurpy (ER) - lbl wear $15.00 hoss
Smurfs R.I.G.C. (C) - boxed $1.50 richard
Super Action Baseball (C) $0.50 richard
Super Action Football (C) $0.50 richard
```

War Games (C) $1.00 richard
Wing War (U) buyout

ColecoVision Expansion Module #1 (2600 adapter) $7.00 hoss

System

ColecoVision w/two working controlers, power supply, T.V. cable, R/F
modulator, 2600 Expansion Module, and the folowing loose games:
ColecoVision Donkey Kong and Zaxxon, 2600 Combat, Pac-Man, Asteroids,
Space Invaders, Bezerk, and Pitfall!
$25.00 wipeout

Handhelds

Coleco Table Tops

Donkey Kong (C) $15.00 jones
Frogger (R) $35.00 jones
Zaxxon (IR++) $45.00 jones

Intellevision

Matell

Auto Racing (U) - complete $1.50 macra
ABPA Backgammon (R) - w/two overlays $1.50 bensonj
Armor Battle (C) - complete $1.00 eyabs
NASL Soccer (U) - complete $1.50 macra
U.S. Ski Team Skiing (C) - complete $1.00 eyabs
Sea Battle (C) - complete $0.50 macra
NFL Football (C) - complete $0.50 macra
L.V. Poker/Blackjack (C) - complete $1.00 eyabs
Space Battle (U) - complete $0.50 macra
Major Leage Baseball (C) - complete $0.50 macra
NBA Basketball (U) - w/2 overlays $1.00 sodapop
Advanced D&D (U) - complete $1.50 macra
USCF Chess (R) $1.50 bensonj
Space Spartans (U) - complete $0.50 macra
Astrosmash (U) - shrinkwrapped $1.50 macra
Snafu (C) - complete $0.50 macra
Space Armada (C) - complete $0.50 macra
Triple Action (C) - complete $1.00 mrhodges
Bomb Squad (U) - complete $1.50 macra
B-17 Bomber (U) - complete $1.50 macra
Loco-Motion (U) $1.50 shark
Burgertime (U) - w/2 overlays $1.00 shark
Kool-Aid Man (R) $4.00 alex
Bump 'n' Jump (U) $1.50 shark
Power Of He-Man (U) $1.50 shark
Space Hawk (U) - complete $0.50 macra

Utopia (U) - white lbl w/xerox inst $0.50 macra
Star Strike (C) - complete $0.50 macra
AD&D: Treasure Of Tarmin (U) - white lbl w/2 overlays $4.00 alex
Frog Bog (U) - w/2 overlays $0.50 macra
Night Stalker (C) - shrinkwrapped $1.50 macra
TRON Deadly Discs (C) - complete $1.00 eyabs
TRON Maze-A-Tron (R) - complete $2.00 macra
Lock 'n' Chase (C) - shrinkwrapped $1.50 macra

INTV

Chip Shot Super Pro Golf (ER) $6.00 bored
Commando (ER) $3.50 macra

Activision

Pitfall! (U) - complete $2.00 shark
Happy Trails (R) - 2 overlays $2.00 bensonj
The Dreadnaught Factor (R) $3.00 mrhodges

Atarisoft

Centipede (R) $3.00 bworkman

Coleco

Donkey Kong (C) - shrinkwrapped $2.50 brian
Donkey Kong Jr. (R) $6.00 bworkman

Imagic

Atlantis (U) - shrinkwrapped $1.50 macra
Beauty & The Beast (U)
Ice Trek (R) $1.50 brian
Microsurgeon (U) - complete $2.00 bensonj
Dracula (ER) - complete $10.00 eham
Nova Blast (U) $3.50 shark
White Water! (ER) - Complete $10.00 shark

Parker Bros

Frogger (C) - w/box $0.50 shark
Q*Bert (C) $1.00 eyabs

Sears

Armor Battle (R) - complete $0.50 bensonj
Astrosmash (R) - complete $0.50 bensonj
Boxing (R) - complete $1.00 beaumontj
Football (U) $0.50 bensonj

Golf (U) - white lbl w/2 overlays $0.50 bensonj
Horse Racing (R) - complete $1.00 jeffgamer
Space Hawk (R) - complete $0.50 bensonj

Overlays

Package #1: Sea Battle (2), Space Armada (2), Baseball
(2), Snafu (2), Auto Racing (2), Night Stalker (2), Microsurgeon (2),
Atlantis (2), Triple Action (2), Tron Deadly Discs (2), Pitfall! (3),
Space Spartans (3), Dragonfire
$3.00 shark

Package #2: Lock 'n' Chase (2), Mission X (2), Poker/Blackjack (2),
Mouse
Trap (2), Star Strike (2), Demon Attack (2), Space Battle (2), Pinball
(2), Skiing (2), Astrosmash (2), Space Hawk (3), Sub Hunt, AD&D Treasure
Of Tarmin
$3.00 shark

Systems

Intellivision w/two working controllers, power supply, R/F modulator,
and the following games: complete Astrosmash and Night Stalker,
loose Atlantis, Space Battle, Triple Action, Star Strike, Major
League Baseball, Beauty & The Beast, and Donkey Kong
$20.00 mrhodges

Intellivision II w/two controllers and loose Astrosmash

$12.00 bored

Intellivoice Voice Synthesis Module in box w/complete B-17 Bomber,
and Space Spartans
$11.50 ryan

Odyssey 2

Speedway!/Spin-Out!/Crypto-Logic! (C) - complete $1.00 beaumontj
Football! (U) - w/box $2.00 tick
Sub Chase!/Armor Encounter! (C) - complete $1.00 tick
Bowling!/Basketball! (U) - complete $2.50 matt2
Baseball! (C) - complete $0.50 bensonj
Thunderball! (R) - complete $1.00 cccp
Showdown In 2100 AD (C) $1.00 tick
Alpine Skiing! (U) - complete $2.50 tick
The Quest For The Rings! (U) - complete $10.00 tick
K.C. Munchkin! (C) - complete $2.00 tick
Pick Axe Pete! (U) $1.50 bensonj

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F
modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-

Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!,
Dynasty!/Directional Dynasty!, and K.C. Munchkin!
$12.00 jones

Atari 400/800

Atari

Archon (C) $6.00 bworkman
Assembler Editor (U) $1.50 bluebat
BASIC (C) w/reference guide $0.50 kurt
Centipede (C) $2.00 eyabs
Flight Simulator II (C) $4.00 greg
Hardball (U) $7.00 jklein
Missle Command (C) $1.00 mrski
Ms. Pac-Man (C) $6.00 jklein
One on One Bball (U) $2.00 chief
Pac-Man (C) $3.50 jml
Super Breakout (C) $2.00 jml
Star Raiders (C) $3.00 chief
Pilot (U) $3.00 jklein
Galaxian (C) $2.00 lyle
Defender (C) $3.50 jml
Atari LOGO (U) - w/manual $7.00 jklein
Robotron 2084 (C) $3.50 jml
Atariwriter (C) $0.50 bluebat
Joust (C) $4.00 lyle
Moon Patrol (C) $4.50 jklein
Ballblazer (C) $5.00 bworkman
Blue Max (U) $4.00 chief
Bug Hunt (U) $4.00 chief
Necromancer (U) $12.00 bworkman

Activision

Kaboom! (U) $5.00 jklein
Megamania (U) - lbl tear $5.00 bworkman
Pitfall! (U) $10.00 krieg

Big Five Software

Miner 2049er (C) $6.00 chief

Epyx

Gateway To Apshai (U) - w/inst $8.00 bworkman

IDSI

Speedway Blast (R) $7.00 alias

Oss

Mac/65 (U) buyout hoodster
Basic XE (U) buyout hoodster

Roklan

Deluxe Invaders (C) - w/inst $7.00 bworkman
Wizards Of Wor (C) - lbl severely faded $12.00 jklein

Sega

Star Trek: S.O.S. (U) $7.00 alias

Spinnaker

Alphabet Zoo (U) - boxed $1.00 chief
Delta Drawing: Learning Program (U) - w/inst $1.00 alias
Kids On Keys (U)
Kindercomp (U)
Story Machine (U)

Systems & computer related items
----
130 XE - tested w/ power supply, set of paddles (untested), video
touch pad w/Star Raiders overlay, two 2600 joysticks (untested),
owners manual, T.V. cord, and the following loose cartridges:
Defender, and Atariwriter
$69.00 david

800 XL - tested w/power supply, T.V. cord, and a 2600 joystick
(untested)
$20.00 hoodster

600 XL - tested w/power supply, owners manual, and a 2600
joystick(untested)
$13.00 chief

Atari 1010 Program recorder - untested w/power supply, owners manual,
connecting cord, and the following loose cassettes Player Missle
Graphics and Basics of Animations
$8.00 hoodster

Atari Touch Tablet - tested w/Atariartist cart and owners manual
$15.00 luis

Atari Light Pen - tested w/Atarigraphics cart
$11.00 chief

Suncom Animation Station - untested w/owners manual
$5.00 roagie

Atari 1020 Printer - untested w/power supply and roll of paper
$7.00 luis

Voice Box Speech Synthesizer by The Alien Group - untested
$8.00 jml

Inside Atari Basic: a fast, fun, and friendly approach. By Bill
Carris
$0.50 randy

Atari DOS 2.5: XF551 Disk Drive owners manual
$1.00 greg

Boulderdash Construction Kit: instruction manual
$0.10 alias

Ghost and Ghouls: instructions
$0.10 min

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL,
65 XE, and 130 XE. Comes with owners manual. Untested
$4.50 kurt

Software: SubLogic Japan scenery disk (5.25) for use w/Flight Sim.
II. Comes with owners manual, and approach charts. Untested
$2.00 alias

Software: Adventure Maker/Tax Template (5.25 disk). Untested
$0.50 min

Software: Spinnaker's In Search Of The Most Amazing Thing (5.25)
Untested
$0.50 min

Six 5.25 disks: Could contain Government cover-ups. Untested
$0.50 min

Vic-20

Atarisoft

Pac-Man (C) - w/box

Commodore

16K Memory Expander $1.00 rob
Vic Avenger (C) - complete $0.50 biglous
Super Alien (C) - complete $0.50 jaguar
Radar Rat Race (C) - complete
Raid On Fort Knox (C) - complete
Adventure Land Adventure (C) - complete
Pirate's Cove Adventure (C) - complete $0.50 biglous
Sargon II Chess (C) - complete
Cosmic Cruncher (C) - complete
Gorf (C) - complete $1.00 mjbeau

Omega Race (C) - complete
Star Post (U) - complete $1.50 rob

Imagic

Demon Attack (C) - complete $3.00 bworkman
Atlantis (C) - complete $3.50 rob
Dragonfire (C) - complete $3.00 bworkman

Sega

Star Trek [S.O.S.] (C) - complete $3.00 rob

Vic-20 Cassettes

Academy Software

Typing Tutor/Word Invaders - complete

Commodore

An Introduction To Basic: Part 1 - complete $1.00 jones
An Introduction To Basic: Part 2 - complete $1.00 jones

System

Vic-20 in orignal box w/power supply, R/F modulator, and T.V. Cord
$6.00 jones

VicModem in orignal box $1.00 jones

C-64

Gateway To Apshai $3.00 jones
Decathalon $5.00 mrupp

TI99-4A

Burgertime (R) - w/inst $3.00 rob
Aligator Mix (R) $2.00 rob
Early Reading (R) $0.50 cccp
Donkey Kong (VR) $1.50 bensonj

System

TI99-4A in orignal box w/power supply, R/F modulator, and owners
manual
$4.00 beaumontj

Misc Stuff

Donkey Kong Trading cards - 3 unopened packs $10.00 jones

Atari 2600 Power Supply - in orig box $3.50 chris
Atari Ultra Pong Doubles - in orig box buyout
Atari Video Pinball/Breakout System $6.00 smedley
Sears Telegames Pinball/Breakay System - in orig box w/inst & R/F
modulator
$6.00 smedley
Atari Game Center (plastic case to hold games and system) $3.00 james
Telegames Center (plastic case to hold games and system) $1.00
beaumontj
2600 Joystick $2.00 pat man
2600 Joystick $2.50 kevin
2600 Joystick $2.50 kevin
2600 Joystick $3.00 pat man
2600 Paddles - untested $2.50 pat man
2600 Paddles - untested $2.50 kevin
2600 Driving Controllers (2) - untested $3.00 pat man
2600 Keybord Controllers (2) - untested $5.50 pat man
2600 Track Ball $15.00 Robert
Atari Video Touch Pad $1.00 philly
7800 Joystick $2.50 chris
7800 Joystick $2.50 chris
Champ Joystick (retractable cord) $1.50 doyle
Suncom Star Fighter Joystick $1.50 philly
Spctravision Joystick $1.50 philly
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Adam Controller (doesn't work)
Atari Computer Power Supply - untested/very heavy/"the log"
Atari Computer Power Supply - untested/shady
Tyco Electric Racing Power Pack - untested $0.10 min
Chaos Strike Back: software manual $0.10 min
Box of 10 Xerox 5.25 floppy disks

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3274. Don't Fear's 2nd Auction (Update 12) Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5i1jv4$10nu@newssvr02-int.news.prodigy.com>
Source record: 74168

Don't Fear's Huge Second Auction (Update 12)

Part 1: 2600/5200/7800

Alright kids here we go!

Notice there are a few new items!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

Atari 2600

Atari

Combat (C) - boxed
Space War (U) $0.50 barry
Outlaw (U) $0.50 albert
Slot Racers (U) $2.50 albert
Canyon Bomber (U) - boxed $1.50 albert
Super Breakout (U) $2.00 kevin
Defender (C) - boxed $1.00 doyle
Warlords (U) - boxed $7.00 pat man
Indy 500 (U) $1.00 pat man

Adventure (C) $2.50 matt2
Demons To Diamonds (U) - shrinkrapped $1.50 macra
Championship Soccer (C) - boxed $1.00 doyle
3-D Tic-Tac-Toe (U) - boxed $2.00 bensonj
Breakout (C) - boxed $2.00 mrski
Football (C) $0.50 matt2
Bowling (C) $1.00 matt2
Circus Atari (C) $0.50 bored
Superman (C) $1.00 bluebat
Space Invaders (C) - red lbl/shrinkwrapped $1.50 doyle
Night Driver (C) - boxed $1.50 jeffgamer
Golf (C) - w/inst $1.00 doyle
Maze Craze (U) $1.00 mrupp
Missle Command (C) $0.50 bored
Othello (R) - boxed $2.00 macra
Surround (C) $0.50 ryan
Code Breaker (U) - w/inst $1.50 collector
Flag Capture (U) - w/inst $2.00 doyle
Pac-Man (C) - boxed $1.00 philly
Video Pinball (U) - boxed $1.00 doyle
Asteroids (C) - w/inst $0.50 barry
Berzerk (C) - shrinkwrapped $2.00 collector
Casino (U) $0.50 macra
Haunted House (C) $1.00 matt2
Swordquest Earthworld (C) - w/inst $1.50 kevin
Swordquest Fireworld (C) - w/inst $1.50 kevin
Radiers Of The Lost Ark (C) - boxed $5.00 garry
Star Raiders (U) - w/touch pad $5.00 bluebat
Hangman (U) $1.00 alex
RealSports Volleyball (U) $0.50 albert
RealSports Soccer (U) $1.50 albert
RealSports Football (C) $0.50 barry
Swordquest: Waterworld (UR) $90.00 hoss
Phoenix (C) - shrinkwrapped $1.50 collector
E.T. (C) - boxed $1.00 doyle
Ms. Pac-Man (U) - w/inst $1.50 bored
Centipede (C) $1.00 isaac
Galaxian (U) $1.50 matt2
Gravitar (U) $1.50 mrupp
Kangaroo (U) - w/inst $2.00 tick
Pengo (ER) - boxed $59.00 bbq
Moon Patrol (U) $1.00 kevin
Pole Position (C) - w/inst $1.00 isaac
Rubik's Cube (ER) $60.00 hoss
Taz (R) $3.00 tick
Oscar's Trash Race (R) - lbl plaque $3.50 tick
Big Bird's Egg Catch (R) - lbl plaque $3.00 bensonj
Sorcerer's Apperntice (R) - w/inst $4.00 bworkman
Crystal Castles (U) - boxed $2.00 collector
Pigs In Space (ER) $20.00 hoss

Millipede (R) - w/inst $2.00 bensonj
Stargate (U) - w/writing on back $2.50 mrupp
Midnight Magic (R) $2.00 bensonj
Solaris (U) $2.00 greg
Donkey Kong (U) $1.50 philly
Donkey Kong Jr. (R) $1.00 eyabs
Venture (R) $1.00 philly
Q*Bert (R) $2.00 mrski
Sprint Master (R) $3.50 mrupp

Sears

Outer Space (U) - pic lbl $1.00 doyle
Speedway II (U) $0.50 albert
Space Combat (U) $1.00 kevin
Breakaway IV (C) $1.00 kevin
Brain Games (R) $2.00 bensonj
Baseball (C) $1.00 bensonj
Race (C) $0.50 albert
Gunslinger (U) $1.00 bensonj
Maze (C) - pic lbl $1.00 doyle
Arcade Golf (U) $2.00 eric
Dare Diver (ER) $6.00 bored
Night Driver (U) $1.00 isaac
3-D Tic-Tac-Toe (ER) $4.50 bored
Steeplechase (R) $4.00 tick
Math Grand Prix (R) - pic lbl $3.00 doyle
Adventure (U) $1.00 kevin
Dodger Cars (ER) $7.00 awwatkin
Arcade Pinball (R) - pic lbl $3.00 bensonj
Asteroids (U) $0.50 albert
Missle Command (R) $1.00 philly
Bezerk (R) $2.00 greg
Pac-Man (C) $0.50 albert
Defender (C) $0.50 albert

Absolute

Title Match Pro Wrestling (R) - w/inst $6.00 bensonj
Tomcat F-14 (ER) $9.00 dogberry

Activision

Dragster (C) $0.50 macra
Boxing (ER) - blue lbl $4.50 bored
Checkers (ER) - w/inst $6.00 tick
Fishing Derby (U) $1.00 bored
Skiing (U) $0.50 macra
Bridge (U) $0.50 macra
Tennis (C) $0.50 barry

Laser Blast (C) - boxed $0.50 macra
Freeway (U) - boxed $0.50 macra
Kaboom! (ER) - blue lbl $3.00 bored
Stampede (U) $1.00 matt2
Ice Hockey (U) $0.50 macra
Barnstorming (U) $1.00 isaac
Grand Prix (U) $0.50 macra
Chopper Command (U) - boxed $0.50 macra
Starmaster (U) $1.00 greg
Megamania (U) $1.00 greg
Pitfall! (C) $1.50 kevin
Sky Jinks (R) $0.50 ryan
River Raid (U) $1.50 matt2
Spider Fighter (U) $1.00 shalon
Seaquest (R) - boxed $1.50 acroyear
Oink! (R) - w/inst $2.00 matt2
Dolphin (R) $2.00 rex
Keystone Kapers (ER) - blue lbl $4.00 bored
Enduro (U) $0.50 ryan
Plaque Attack (R) $2.00 alex
Robot Tank (R) $0.50 macra
Crackpots (R) $0.50 ryan
Decathalon (R) $0.50 ryan
Frostbite (R) $1.00 tick
Pressure Cooker (R) $2.50 mrupp
Space Shuttle (ER) - blue lbl $5.00 mervis
Pitfall II (R) $4.00 mervis
H.E.R.O. (R) - lbl wear $3.00 tick
Beamrider (R) - screws showing $10.00 tick
Kung Fu Master (R) - w/inst $2.00 mrupp
Commando (R) $2.00 matt2
Ghostbusters (ER) - blue lbl $5.00 bored

Apollo

Space Cavern (U) - blue lbl $1.50 acroyear
Space Cavern (U) - red lbl $1.50 acroyear
Lost Luggage (U) - green lbl $1.50 bored
Shark Atack (U) - boxed $3.00 doyle
Infiltrate (U) - w/inst $2.00 philly
Final Approach (R) $9.00 hoss

Avalon Hill

Death Trap (UR) - w/inst $45.00 hoss
Shuttle Orbiter (UR) - w/inst $70.00 nicky

CBS

Wizzard Of Wor (R) $2.00 kevin

Gorf (U) $1.50 mrski
Blueprint (U) - writing on lbl $2.00 bworkman
Solar Fox (U) - lbl damage $1.00 slyfox
Omega Race (U) - w/inst and broken Booster Grip $3.50 bworkman
------
Coleco

Zaxxon (U) $3.00 tick
Venture (C) $0.50 ryan
Mouse Trap (U) $1.00 slyfox
Smurfs R.I.G.C. (U) $4.50 aaa
Carnival (U) $1.00 mrupp
Donkey Kong Jr. (R) $1.00 bensonj
Mr. Do! (R) $7.50 bbq
Roc 'N Rope (R) $7.00 bworkman

Data Age

Encounter at L-5 (U) - end lbl damage $0.50 macra
Airlock (C) $0.50 albert
Journey Escape (C) - boxed no inst $1.50 beaumontj
Bermuda Triangle (R) $2.50 mrupp
Frankenstein's Monster (R) - screws showing w/inst $7.50 mervis
----
Epyx

Summer Games (R) $2.00 bensonj
Winter Games (R) $1.00 macra

First Star

Boing! (ER) $45.00 jaguar

Froggo

Sea Hawk (R) $4.00 bworkman

Imagic

Trick Shot (R) $2.00 bensonj
Demon Attack (ER) - blue lbl $7.00 bored
Star Voyager (C)
Atlantis (U) $0.50 ryan
Cosmic Ark (U) $1.00 mrski
No Escape! (R) - w/inst $1.50 philly
Fire Fighter (R) $1.00 tick
Shootin' Gallery (ER) $12.00 bworkman
Riddle Of The Sphinx (U) $1.00 macra
Dragonfire (C) $0.50 bensonj
Fathom (R) $4.50 tick

Solar Storm (R) - w/inst $1.50 philly
Quick Step (R) - w/inst $4.50 tick

M Network

Adventure of Tron (U) $1.50 mrupp
Masters of the Universe (R) $7.00 ron moore
Burgertime (R) - writing on back $2.50 mrupp
Kool-Aid Man (U) $5.00 mervis
Space Attack (C) - boxed $0.50 ryan
Tron Deadly Discs (U) $1.00 macra
Lock 'N Chase (C) - shrinkwapped $1.00 acroyear
Frogs And Flies (U) - w/inst $1.50 bored
Astroblast (U) - boxed $1.00 acroyear
Dark Cavern (U) $0.50 ryan
Intl. Soccer (U) w/inst $1.00 tick
Air Raiders (R) $1.00 tick
Bump 'n' Jump (R) - w/inst $4.00 ron moore

Mythicon

Sorcerer (U) $1.50 doyle
Fire Fly (U) $1.50 doyle
Star Fox (U) $3.00 eric

Panda

Stunt Man (R) buyout pending

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions $3.00 mervis
Amidar (U) $1.00 macra
Super Cobra (U) $0.50 cccp
Reactor (U) $0.50 albert
Sky Skipper (R) - w/box top, inst, no lbl $3.50 mrupp
Q*Bert (C) $2.00 kevin
Strawberry Shortcake (U) $1.50 isaac

Sega

Tac-Scan (U) - lbl damage $0.50 macra
Thunderground (R) $4.00 dogberry
Star Trek S.O.S. (R) $3.00 mrupp
Buck Rogers: Planet Zoom (U) $2.00 bensonj
Congo Bongo (R) - lbl plaque $2.00 aaa
Tapper (ER) - slight lbl wear $15.00 paul
Spy Hunter (ER) $12.50 bbq

Telesys

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Coco Nuts (R) $1.00 ron moore
-----------
Tigervision
-----------
Miner 2049er (ER) $8.00 hoss
----------------
20th Century Fox
----------------
Worm War I (U) $1.00 macra
Mega Force (R) $1.00 mrupp
Alien (R) $1.50 beaumontj
Turmoil (U)- boxed $1.00 clint
Crypts Of Chaos (R) end lbl damage w/inst $5.50 awwatkin
M*A*S*H (U) $1.00 macra
Flash Gordon (R) $2.50 bored
----------
U.S. Games
----------
Space Jockey (C) $0.50 macra
Sneak 'N Peek (R) - w/inst $1.00 tick
Word Zapper (U) $0.50 cccp
Commando Raid (R) - w/inst $1.00 kevin
Name This Game (R) - fancy cart $1.00 ryan
Squeeze Box (ER) $3.00 doyle
Eggomania (R) - w/inst $5.00 ron moore
Piece O' Cake (ER) - w/inst $7.00 ron moore
Entombed (ER) $4.50 mrupp
-----
Xonox
-----
Ghost Manor/Spike's Peak (U) - w/inst $3.00 philly
Chuck Norris Superkicks (ER) $29.00 nicky

Systems
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Atari 2600: four switch, black front panel in original box w/two
working joysticks, set of paddles, power supply, R/F modulator, and
the following loose games: Combat, Defender, Space Invaders, Missle
Command, Pac-Man, Asteroids, Bezerk, Swordquest Fireworld, Raiders of
the Lost Ark, RealSports Football, E.T., Pole Position, Target Fun,
Pitfall!, Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx,
Astroblast, and Frogger.
$20.00 james

Sears Video Arcade II (2800) - untested w/two controllers, and a R/F
modulator
$6.50 acroyear

"Franklinstein" A handcrafted American orignal device that allows
the user to interchange chips to play diffrent games. Comes with
```

eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!,
Amidar, Demon Attack, and Pitfall!. The device itself is homemade,
not the games. Also comes with case. If there are any questions
don't hesitate to ask. This thing is trully one of a kind.
$10.00 jaguar

Atari 5200

Congo Bongo (R) $3.00 jml
5200 Trac Ball $4.00 jones
2600 adapter - untested $3.50 jones
5200 controller - untested $4.00 jml
5200 controller - untested $4.00 jml

Atari 7800

Asteroids (R) - damaged box $2.00 greg
Food Fight (R) - damaged box $2.50 greg
Pole Position II (C) $1.00 eyabs
Xevious (U) - damaged box $1.50 richard
Donkey Kong Jr. (R) $2.50 greg

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3275. Buy, sell, and trade used hardware and software

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: Sean Noble <seaner@exo.com>
Message-ID: <01bc4099$be812580$1fae71a5@pacificone_pdc>
Source record: 74169
Cross-posted to: comp.sys.amiga,comp.sys.amiga.marketplace,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.commodore64.marketplace

If you're looking to sell your used computer hardware and software,
there's a new web page that has been set up for you to freely advertise
your equipment. As the site gets bigger, it will be another good source
besides usenet to check for good deals on these components. I hope this is
of great value to people.
If you've read this post before, and were disappointed by the selection,
please check back on occasion, as I'm just now starting to get responses to
this and people are beginning to post systems and software to be sold.

The URL for this page is: http://www.pacificone.com/trader

There is no cost to advertise here.

Sean Noble

3276. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: NOleshSPAMerjtHERE@vuse.vanderbilt.edu
Message-ID: <5i1s5q$h1s$1@news.vanderbilt.edu>
Source record: 74170
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

```
In article <5i0n5i$2oj@milo.vcn.bc.ca>, Gareth Jones (gareth@vcn.bc.ca) wrote:
: Glenn Saunders (krishna@primenet.com) wrote:
: : The 6809 is far more suitable for a preemtive multitasking OS than the
: : 6502, hence the CoCo3 and OS-9.
: :
: : The 6502 is a little too stripped down and bare bones to handle this
: : effectively, but the 65816 might be able to handle it.
: :
: :
: GNO/ME from Procyon is a UNIX-like operating system for the Apple IIgs
: (65816). Since it's been done, I guess it's possible ... :-)

From the GNO/ME manual, a quote from Lazarus Long: "Always listen to
experts. They'll tell you what can't be done and why. Then do it."

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| | | _` | \ ` \ _` | \
_| _|_|\__, |_| _|_|_|_|\__,_|_| _|
____/
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3277. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3344a0fa.5379219@news.inc.net>
Source record: 74171
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

On 3 Apr 97 13:17:53 MDT, sl65r@cc.usu.edu (Paul Hepworth) wrote:

>> : If you are limited to CLI utilities then a shell is no worse than TCP/IP.
>
>Just in case noone has pointed this out, a shell over a modem is MUCH WORSE
>than a tcp/ip connection. Consider this scenario: I have a one-megabyte
>file to download. With tcp/ip, I can browse news, read my, mail, browse
>the web, or whatever WHILE my download proceeds. With a shell account,
>even with virtual term progs like screen, I cannot continue to use the shell
>while I do, say Kermit transfers of files. Tcp/ip, OTOH, has a great many
>sockets I may use concurrently.
>
>
>Paul

While for many users of shell accounts your point holds true. I have
a shell available to me with my PPP account. It is UNIX based and as
far as I know the shell does only one thing at a time like you say.
But get this, I used to use a shell account at one of the local
universities in town which this particular login ran on VAX VMS. I
remember playing a little with spawining processes and what not and
being able to do more than one thing at once through the shell. I was
just getting into that though when I switched providers.

Cheers,

Jon

3278. Re: ATTN YOGI! (Well, you said to do this to get your attention.....)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-04 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3345a4e4.6381921@news.inc.net>
Source record: 74172

On 3 Apr 1997 04:45:02 -0700, Glenn Saunders <krishna@primenet.com>
wrote:

>The mortal Jon D. Melbo wrote:
>: I thought SpartaDOS X for the Atari8 was the most powerful OS for an
>: 8bit. I admit I never had any knowledge of OS-9 for the CoCo though.
>
>Nah, SpartaDOS X isn't even an OS, it's a DOS. I'm no expert on it, but

Actually a DOS is an OS, but I don't want to fight that war this week
or in this newsgroup. :) It is at least part of the OS anyway heh?
But on to more interesting discourse...

>it seems OS-9 is like a stripped down unix. It's preemtive multitasking
>and it handles the banked and segmented memory of expanded CoCo's very
>well. Some CoCo's have as much as 512K in them and I believe you can just
>load them up with tasks and run them concurrently without worrying about
>64K limits.

That does indeed sound very nice. One it seems can never have enough
or at least too much RAM (although I wonder right now at 64MB on my
P5). If it has those cool features, and many of the file system
features of UNIX, then it blows all else away for an 8-bit.

>SDX was really just a clone of MS-DOS's COMMAND.COM.

Yep. I bought SDX when it was new and hot. I thought it was one of
the best things I ever bought for my Atari.

>and although it's
>cool and all, it doesn't really add that much functionality to the
>operating system.

Hmm. Well let's see... it offers a command line, batch processing,
subdirectories, time/date stamping, input/output redirection, volumes
up to 16MB, more efficient FMS (sector maps etc vs. sector chains),
support for double sided and other drive configurations and more. To
me, that is adding a tremendous ammount of functionality to what a
plain-jane Atari or Atari style DOS offers.

>Neither does Diamond GOS, which was more specifically
>aimed to do so.

I have about zip knowledge on that one, except I think I played with a
demo of it or soemthing once a LONG LONG time ago (way before SDX).

>Basic XE as the closest the 8-bit ever came to really using expanded
>memory productively by being able to run programs larger than 64K. And

>SNAPSHOT was the closest we came to a real OS advancement (task
>switching).

Kind of like DOSSHELL on the PC huh? Did that have something to do with "fork" or something... memory is fuzzy. I used to mess with so much wacky stuff on my Atari.

By the way, Action was one of my all time favorite Atari products.

Cheers,

Jon

3279. NEW ATARI TRACKBALL CX80

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: David Chu <76545.2340@CompuServe.COM>
Message-ID: <5i633b$hh5$2@mhafn.production.compuserve.com>
Source record: 74023
Cross-posted to:
comp.sys.atari.8bit,demon.ip.support.atari,fl.forsale,misc.forsale.computers.other.misc,misc.forsale.computers.other.systems

```
**Brandnew** Unopen in BOX
Atari Trak-ball (CX80)

Unopen unit
Black trackball, black case, trianglar fire button
Trackball / Joystick switch
Box is a silver color box with 8 different language on back
Will work with Atari 2600, Atari 400, 600, 800, 130,
(any 8 bit Ataris), Atari ST, C-64,C-128, and Amiga.

$10.00 + Shipping via UPS
($4.00 for first unit and $1.00 for each addational unit)

76545.2340@Compuserve.Com

--
No matter where you go, There you are.
```

3280. Re: 600xl on the web

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: "M. Diepenhorst" <pokey@dds.nl>
Message-ID: <01bc41ea$f5462960$47e79fc2@atari.demon.nl>
Source record: 74024

Glenn Saunders <krishna@primenet.com> wrote in article
<5i5gvh$ntb@nnrp1.news.primenet.com>...

> That reminds me. Bob Puff was at one time going to release an SIO serial
> interface with hardware flow control on it and he said he might have been
> able to push the maximum data rate up to 38K or so.

Hmmm sounds VERY interesting!! With the registerd (enhanced) version of
APE, you should be able to get this MODEM speed either. There is even a
talking about 57k6 ... but I don't know this high speed is already done in
the newest ape.

Can't imagine the normale SIO port is able to get this high speed (using
the HardWare flow control of the PC i guess).

Perhaps the connection between ATARI and PC is "only" 19200 and the
connection between PC and MODEM might be this high speed... don't know.

> I tried to convince him to release that (R:P: device) and he never got
the
> courage up to commit to a run, although he had his BBS running on a
> prototype.

Don't know... the software he uses btw for his bbs... which programm is
that. It isn't bbs PRO! but I like to know which software he uses.

Marius

3281. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: "M. Diepenhorst" <pokey@dds.nl>
Message-ID: <01bc41eb$7f43c8c0$47e79fc2@atari.demon.nl>
Source record: 74025

SeanU <seanu@aol.com> wrote in article
<19970404152100.KAA12989@ladder01.news.aol.com>...
> I can't seem to get any com files to load under Xlit .19 . I am using
> AtariDos2.5 running under Win 95. When I do a Binary Load (L) the
> programs either hang, or i get an error (136). Any suggestions?

You better "save" the .COM file in an .ATR - image. Get the programm
ATRIMG11.EXE to do that. Then bootup dos 2.5 and be sure you have the NEW
.ATR as D1: or as D2. Then you should be able to run the .COM file
properly.

The H: device is NICE, nut not good enough to run .COM files from. Perhaps
you can try to copy the .COM from direct from the H: device to your .ATR
image. Didn't try that yet.

Give it a try. And btw, XLit runs even BETTER on MSDOS. forget about
windows 95.

> Thanks
> Sean Unruh

Take care,

Marius

3282. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3346972c.571795@news.inc.net>
Source record: 74026
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

On 5 Apr 1997 00:35:20 GMT, "Thomas Meyer" <i03a@zfn.uni-bremen.de>
wrote:

>Keita Iida <keita@mindspring.com> wrote in article
><5i4340$3dt@camel2.mindspring.com>...
>> Lucasfilm originally made a deal with Atari to write Ballblazer and
>> Rescue on Fractalus on the 5200, not the 7800 or C64. People seem to
>> forget that the SuperSystem release came way before those for
>> the other systems.
>
>I was always under the impression that "Ball Blazer" and "Rescue on
>Fractalus" (original title "Behind Jaggi Lines") were written for the Atari
>8-bit computers, but were not released because hackers entered the
>Lucasfilm Games mainframe with the source and downloaded it. Copies of the
>games then appeared everywhere and Lucasfilm didn't release it themselves.
>Some time later, Epyx was interested in the games and wanted to release
>them, if Lucasfilm could provide C64 versions. These were made and both
>home computer versions got released. All that was gathered from a games
>magazine at that time.
>
>By the way, does anyone have the US Epyx release of the games with the COOL
>intros during load time? (i.e. a Rotofoil going by, opening up and someone
>waving from within it and a huge spaceship with a small shuttle coming out)

I have them somewhere I think. In fact, I have 4 Lucasfilm games that
were released by Epyx. I don't think Lucasfilm ever intended to
release them themselves as back then they had no distribution
infrastructure in place. That's why they used Epyx. Just a guess on
my part. Anyway, don't forget "The Eidolon" and "Koronis Rift."

I should even have the docs still for these somewhere.... (I know I
threw the boxes away but I think I have all/a lot of my game manuals
together in once box).

Cheers,

Jon

3283. Re: Docs for Archiver software?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: rbmier@visi.com
Message-ID: <5i68ejmai1@darla.visi.com>
Source record: 74027

> ziggy29@netgate.net (Tim Irvin) writes:
> I've recently obtained an 810 with the Archiver chip and the
> Archiver software (v1.2), but I have no clue about how to use it. The
> disk boots up, I get a list of options and all...but I have no idea what
> to do. I press "C" to copy, but I instantly get read errors every time,
> no matter what. There must be something I don't know about using this.
>
> Any pointers? If I have Disk X, how do I copy disk X? Just a
> plain old "put the source in drive D1 and hit C" doesn't work no matter
> what disk I use.
>>>>

You MUST have the Diskette in the drive when you turn on
the Disk Drive power. This is what activates the Archiver Chip. Now turn
on your computer and Boot.

Rich Mier

3284. Re: Anyone played Ozzy's Orchard?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <3345dc63.2559186@news.injersey.com>
Source record: 74028

On Fri, 04 Apr 1997 00:12:42 -0500, Curtis J Hepworth
<blizzard@mail.xmission.com> wrote:

-If anyone out there has played this Atari 8-bit cartridge game please
-post or e-mail a brief description of what type of game it is if you
-would be so kind. Thanks very much!
-
-Curtis J.

Kill spiders trying to eat your apples from your trees. Like Crack'd
for the 7800

3285. Re: Docs for Archiver software?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <334693a7.1278638@news.injersey.com>
Source record: 74029

On Sat, 05 Apr 1997 15:29:06 GMT, read@my.sig (Stevo) wrote:

-
-I have HAPPY software revision 5.2, which I am certain will run on
-your 810 "archiver" . The disk also includes the Archiver/Editor
-program which self-boots the drive to activate the archiver chip. I
-think that this is the problem you have at the moment, you are
running
-the correct software but the drive's archiver chip is not being
-activated.

No, this shouldnt be true. There is a version of the ARCHIVER software
for the Happy drives, but not the reverse.
You can tell if your archiver is activated by this simple test: If it
is actiive, when you turn the drive on, it will not run for more than
a second or two. (Also after accessing disks).
If it is not active, the archiver needs to be "opened" by either
putting the archiver/editor disk in the drive and turning the drive on
(not the computer). OR by typing "O" from the A/E menu and typing the
code # for your archiver. (HA HA like you actually have that, right?)
If its a "pirated" archiver its probably 0000 or 9999 but other than
that it can be anywhere between those numbers.
Its more likely that you have some bit rot, as I dont think if the
chip is not active you would even get "READ ERROR".

yogi

3286. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <3346d1e3.416022@news.dorsai.org>
Source record: 74030

On Sat, 05 Apr 1997 18:21:43 GMT, ssilicon@lax.net (Jon D. Melbo) wrote:

>I have them somewhere I think. In fact, I have 4 Lucasfilm games that >were released by Epyx. I don't think Lucasfilm ever intended to >release them themselves as back then they had no distribution >infrastructure in place. That's why they used Epyx. Just a guess on >my part. Anyway, don't forget "The Eidolon" and "Koronis Rift."

I don't think the release versions of these games have a loading intro (I know for a fact The Eidolon doesn't becasue I actually bought it years ago). My copy of Kroronis Rift displays the Lucasfilm thing in the beginning, then it loads a still screen with the words Koronis Rift over a background of the vehicle on the rift shooting enemy saucers, and then when it fiinishes loading it plays the theme song in the cockpit of the vehicle. But the Eidolon was even worse, it didn't even have a title screen, it did the Lucasfilm thing in the beginning and after the 'ding' the Lucasfilm logo stayed on the screen until the game finished loading at which point you see the cockpit of your ship and the words 'The Eidolon' in cheesy Gr. 2 characters whree the viewport is.
I haven't seen the Rescue from Fractalus loader but i've seen the ballblazer one (don't have it, unfrotuatnely) and it's pretty impressive, I think it also had some music or sound effects playing too.

3287. AUC: Analog Computing - Atari 8-bit magazines 4/4

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: sunsage@aol.com
Message-ID: <19970405213800.QAA27126@ladder01.news.aol.com>
Source record: 74031

```
Atari 8-bit and ST magazines
------------------------------------
Analog Computing (with ST coverage from #28 on)

Bids are per magazine, no group bids. Bids should be in $.25 (25 cents)
increments ($.25, $.50, $.75, $1, etc.). Only the current high bid will be
listed along with the date it was made. If no new bids are received 5 days
after highest current bid, then that item is considered sold.

All bids are in USA dollars, but bids outside of USA welcome. Shipping
extra. Email me at "SunSage@aol.com" with bids or if you need more info.

********************
Analog Computing (minimum bid per magazine $3 except where noted)
----------------
# 6 $6.00 arickett 4/4
# 7 $6.00 arickett 4/4
# 8 $5.00 arickett 4/4
# 9 $5.00 arickett 4/4
#10 $5.00 arickett 4/4
#11 $5.00 arickett 4/4
#12 $5.00 arickett 4/4
#13 $5.00 arickett 4/4
#14 $4.00 arickett 4/4
#15 $4.00 arickett 4/4
#16 $4.00 arickett 4/4
#17 $4.00 arickett 4/4
#18 $4.00 arickett 4/4
#19 $4.00 arickett 4/4
#20 $4.00 arickett 4/4
#21 $4.00 arickett 4/4
#22 $4.00 arickett 4/4
#23 $4.00 arickett 4/4
#24 $4.00 arickett 4/4
#25 $4.00 arickett 4/4
#26 $4.00 arickett 4/4
#27 $4.00 arickett 4/4
#28 $4.00 arickett 4/4
#29 $4.00 arickett 4/4
#30 $4.00 arickett 4/4
#31 $4.00 arickett 4/4
#32 $4.00 arickett 4/4
#33 $4.00 arickett 4/4
#34 $4.00 arickett 4/4
#35 $4.00 arickett 4/4
```

#36 $4.00 arickett 4/4
#37 $4.00 arickett 4/4
#38 $4.00 arickett 4/4
#39 $4.00 arickett 4/4
#44 $4.00 arickett 4/4
****
END

3288. AUC: Antic - Atari 8-bit magazines 4/4

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: sunsage@aol.com
Message-ID: <19970405213800.QAA27192@ladder01.news.aol.com>
Source record: 74032

```
Atari 8-bit and ST magazines
------------------------------------
Antic (with ST coverage from Vol 3 #12 on)

Bids are per magazine, no group bids. Bids should be in $.25 (25 cents)
increments ($.25, $.50, $.75, $1, etc.). Only the current high bid will be
listed along with the date it was made. If no new bids are received 5 days
after highest current bid, then that item is considered sold.

All bids are in USA dollars, but bids outside of USA welcome. Shipping
extra. Email me at "SunSage@aol.com" with bids or if you need more info.

********************
Antic (minimum bid per magazine $3 except where noted)
********************
Vol 1
-----
# 1 $6.00 RSatonica 4/3
# 2 $5.00 RSatonica 4/3
# 3 $5.00 RSatonica 4/3
# 4 $5.00 RSatonica 4/3
# 5 $5.00 RSatonica 4/3
# 6 $5.00 RSatonica 4/3

Vol 2
-----
# 1 $4.00 RSatonica 4/3
# 2 $4.00 RSatonica 4/3
# 3 $4.00 RSatonica 4/3
# 4 $4.00 RSatonica 4/3
# 5 $4.00 RSatonica 4/3
# 6 $4.00 RSatonica 4/3
# 7 $4.00 RSatonica 4/3
# 8 $4.00 RSatonica 4/3
# 9 $3.00 RSatonica 4/3
#10 $3.00 RSatonica 4/3
#11
#12 $3.00 RSatonica 4/3

Vol 3
-----
# 1
# 2 $3.00 RSatonica 4/3
# 3 $3.00 RSatonica 4/3
# 4 $3.00 RSatonica 4/3
# 5
```

6
7
8
9
#10
#12

Vol 4
-----
1 $3.00 kurt@chico-low 4/2
2 $3.00 kurt@chico-low 4/2
3 $3.00 kurt@chico-low 4/2
4 $3.00 kurt@chico-low 4/2
5
6
7
8
9
#10

Vol 5

1
2
3
4

****
END

3289. AUC: Explorer, Hi-Res, ST Log - Atari 8-bit magazines 4/4

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: sunsage@aol.com
Message-ID: <19970405213900.QAA27268@ladder01.news.aol.com>
Source record: 74033

```
Atari 8-bit and ST magazines
------------------------------------
Atari Explorer and Hi-Res, ST Log

Bids are per magazine, no group bids. Bids should be in $.25 (25 cents)
increments ($.25, $.50, $.75, $1, etc.). Only the current high bid will be
listed along with the date it was made. If no new bids are received 5 days
after highest current bid, then that item is considered sold.

All bids are in USA dollars, but bids outside of USA welcome. Shipping
extra. Email me at "SunSage@aol.com" with bids or if you need more info.

********************
Atari Explorer (minimum bid per magazine $3 except where noted)
********************
Feb 1985 (has 9 page section on 130ST and 520ST plus article on new XE
series and new management after Tramiel takeover) (min $5)

Apr/May 1985

Summer 1985

Winter 1986

Jan/Feb 1988

********************
Hi-Res (minimum bid per magazine $3 except where noted)
********************
Vol 1
-----
#1 (with Doonesbury pullout) (min $4)

#2

#3

#4

********************
ST Log (minimum bid per magazine $1)
********************
#21
#23
********************
END
```

3290. AUC: CGW, Softline, Softside - Atari 8-bit magazines 4/4

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: sunsage@aol.com
Message-ID: <19970405214000.QAA27315@ladder01.news.aol.com>
Source record: 74034

Atari 8-bit, C-64, Apple II, IBM, TRS-80

Computer Gaming World, Softline, Softside

Bids are per magazine, no group bids. Bids should be in $.25 (25 cents) increments ($.25, $.50, $.75, $1, etc.). Only the current high bid will be listed along with the date it was made. If no new bids are received 5 days after highest current bid, then that item is considered sold.

All bids are in USA dollars, but bids outside of USA welcome. Shipping extra. Email me at "SunSage@aol.com" with bids or if you need more info.

****
Computer Gaming World (minimum bid per magazine $3)
****
Vol 3 #6

Vol 4 #4

****
Softline (minimum bid per magazine $3) Note:The covers seldom matched the insides as far as issue numbering.
****
Vol 1

#6

Vol 2

#1

#2

#3

#4 (March)

#4 (May/June)

#5

#6 (Volume 3 on cover)

Vol 3

#1

#2 (Volume 4 on cover)

#3 (Volume 4 on cover)

****
Softside (minimum bid per magazine $3)
****
Vol 5 #4

Vol 5 #5

#44 (Vol 6 #11) (Loose cover)

#45 $3.00 ComputePro@ 4/1

#46 $3.00 ComputePro@ 4/1

#47

#48 $3.00 ComputePro@ 4/1

****
END

3291. AUC: Compute! - Atari 8-bit magazines 4/4

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: sunsage@aol.com
Message-ID: <19970405214000.QAA27352@ladder01.news.aol.com>
Source record: 74035

Atari 8-bit, ST, PET, VIC-20, C-64, Amiga, Apple II, Mac, IBM, TI-99, RS Color Computer, Timex/Sinclair, Coleco Adam
---
Compute! (Atari 8-bit, PET, VIC-20, C-64, Apple II, RSCC #29 on. T/S #29 to #54. RSCC #29 to #64. TI-99 #36 on. IBM #44 on. Adam #46 to #55. Mac #55 on. Atari ST and Amiga coverage begins #63.

Bids are per magazine, no group bids. Bids should be in $.25 (25 cents) increments ($.25, $.50, $.75, $1, etc.). Only the current high bid will be listed along with the date it was made. If no new bids are received 5 days after highest current bid, then that item is considered sold.

All bids are in USA dollars, but bids outside of USA welcome. Shipping extra. Email me at "SunSage@aol.com" with bids or if you need more info.

****
Compute! (minimum bid per magazine $3)

#29
#30 $3.00 ComputePro@ 4/1
#31
#32
#33
#34
#35
#36
#37
#38
#39
#40 $3.00 ComputePro@ 4/1
#41
#42
#43
#44
#45
#46
#47
#48
#49
#50 $3.00 ComputePro@ 4/1
#51
#52
#53
#54
#55

#59
#60 $3.00 ComputePro@ 4/1
#61
#62
#63
#64
#65
#66
****
END

3292. Re: Anyone played Ozzy's Orchard?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: morbid@best.com
Message-ID: <3346c413.4246440@nntp.best.com>
Source record: 74036

Curtis J Hepworth <blizzard@mail.xmission.com> wrote:

>If anyone out there has played this Atari 8-bit cartridge game please
>post or e-mail a brief description of what type of game it is if you
>would be so kind. Thanks very much!
>
>Curtis J.

Here's a description:

Ozzy's Orchard - by TG software

In this game you go around trying to maintain your orchard while
avoiding the nasties going around trying to destroy it.

Each level has a certain type of crop. Each of these levels has 4
phases: Winter, Spring, Summer, and Fall.

(Since it has been a while since I've last played this game, I may not
be too accurate on the following, so if there are technicalities or
anything missing (And there will be ;-)), feel free to post
corrections.)

In winter or spring (I don't remember) you go around trying to plant
and maintain your orchard.

In summer you go around harvesting stuff.

In at least one of the seasons you can shoot the baddies.

That's all I really remember off the top of my head... anyone else
want to add/correct?

3293. New Atari User #80, Jan/Feb 1997

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-0504971556550001@mcmdc.library.carleton.edu>
Source record: 74037

Disclaimer: no affiliation, etc..

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Issue 80 - January/February 1997

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A great tool for fixing your disks

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JOURNEY INTO CYBERSPACE

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Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.landfield.com/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3294. my web

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: redraven@worldnet.fr
Message-ID: <5i6i4j$91q$1@storm.worldnet.net>
Source record: 74038

```
Hello everybody,
You can see my web page at :
http://services.worldnet.net/redraven
where there is some stuff about the ATARI
HOPE TO SEE YOU THERE
Bye
```

3295. Re: Docs for Archiver software?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R0504971504210001@nntp.netgate.net>
Source record: 74039

In article <5i68ejmai1@darla.visi.com>, rbmier@visi.com (Rich Mier) wrote:

> You MUST have the Diskette in the drive when you turn on
> the Disk Drive power. This is what activates the Archiver Chip. Now turn
> on your computer and Boot.

Didn't work--same thing. Everything is a read error or open error.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
==========

3296. Re: Docs for Archiver software?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R0504971512360001@nntp.netgate.net>
Source record: 74040

In article <ziggy29-ya02408000R0504971504210001@nntp.netgate.net>,
ziggy29@netgate.net (Tim Irvin) wrote:

> In article <5i68ejmai1@darla.visi.com>, rbmier@visi.com (Rich Mier) wrote:
>
> > You MUST have the Diskette in the drive when you turn on
> > the Disk Drive power. This is what activates the Archiver Chip. Now turn
> > on your computer and Boot.
>
> Didn't work--same thing. Everything is a read error or open error.

Never mind. The person who sold it to me just e-mailed the correct
code to me. It works now.

Thanks to all who responded.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
==========

3297. Atari8 trading post....

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: rfunk@peri.acs.ohio-state.edu
Message-ID: <199704060026.TAA01271@marvin.uts.ohio-state.edu>
Source record: 74041

I'd like to work with somebody to set up an Atari 8-bit "trading post"
web page, where people can post Atari8-related wanted and for-sale
ads.

It seems that many people have these things and want to sell them, so
they search the web for Atari, and email whoever has set up an Atari8
web page. I'm sure I'm not the only one who often gets these
messages. I'm not exactly in a position to do much with the notices I
get.

If I had a commercial ISP, it would be a simple matter for me to set
up some CGI so that people could fill in a form telling what they
have to sell (or want to buy), which would then be posted on a page
for all to see. Unfortunately, all my network connections are through
the Ohio State University, and it is against Ohio law to use them for
commercial purposes.

So, if somebody what can host this sort of page (including CGI
capability) would like to work with me on it, please let me know.
Or if you prefer, you could do it all on your own -- just let me know
so I can add a link!

--
============ R o b F u n k ============|=========> funk+@osu.edu <=========
"A microscope locked in on one point | rfunk@peri.acs.ohio-state.edu
Never sees what kind of room that it's in"| rfunk@marvin.uts.ohio-state.edu
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3298. ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: MM <tbmarc@webspan.net>
Message-ID: <01bc4232$75ee97e0$77469ace@mmarch>
Source record: 74042

What does one do with the .st filez up there, not msa'd, then what?
tbmarc@webspan.net

3299. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5i66l9$bvp@nnrp1.news.primenet.com>
Source record: 74043
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

In article <01bc4159$0b821320$1cdb6686@mnemo.home.informatik.uni-bremen.de>,
Thomas Meyer <i03a@zfn.uni-bremen.de> wrote:
>I was always under the impression that "Ball Blazer" and "Rescue on
>Fractalus" (original title "Behind Jaggi Lines") were written for the Atari
>8-bit computers, but were not released because hackers entered the
>Lucasfilm Games mainframe with the source and downloaded it. Copies of the
>games then appeared everywhere and Lucasfilm didn't release it themselves.
>Some time later, Epyx was interested in the games and wanted to release
>them, if Lucasfilm could provide C64 versions. These were made and both
>home computer versions got released. All that was gathered from a games
>magazine at that time.

Indeed, the disk I had was C64 on one side, Atari on the other. What was
once a cool economical idea taking advantage of the two-sided nature of
5.25 disks soon became my only hope of finding software at the store.

>By the way, does anyone have the US Epyx release of the games with the COOL
>intros during load time? (i.e. a Rotofoil going by, opening up and someone
>waving from within it and a huge spaceship with a small shuttle coming out)

I used to have it. It's gona along with the rest of my 8-bit software.
Too bad, because the huge-spaceship intro ROCKED. I remember downloading
a version of it in stand-alone form that WORKED, but that was about eight
years ago. A similar file cropped up on an ATR file in some archive about
a year ago, but it DIDN'T work. It's the old dangerous trend of more and
more files not working when you download them. The cracked Rescue on
Fractalus does not have the cool intro.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

3300. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc4159$0b821320$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 74110
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

Keita Iida <keita@mindspring.com> wrote in article
<5i4340$3dt@camel2.mindspring.com>...
> Lucasfilm originally made a deal with Atari to write Ballblazer and
> Rescue on Fractalus on the 5200, not the 7800 or C64. People seem to
> forget that the SuperSystem release came way before those for
> the other systems.

I was always under the impression that "Ball Blazer" and "Rescue on Fractalus" (original title "Behind Jaggi Lines") were written for the Atari 8-bit computers, but were not released because hackers entered the Lucasfilm Games mainframe with the source and downloaded it. Copies of the games then appeared everywhere and Lucasfilm didn't release it themselves. Some time later, Epyx was interested in the games and wanted to release them, if Lucasfilm could provide C64 versions. These were made and both home computer versions got released. All that was gathered from a games magazine at that time.

By the way, does anyone have the US Epyx release of the games with the COOL intros during load time? (i.e. a Rotofoil going by, opening up and someone waving from within it and a huge spaceship with a small shuttle coming out)

I still have both European releases (from Activision) for the 8-bit lying around, but I borrowed the Ball Blazer disk to someone more than 10 years ago and never got it back. :(((

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

3301. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: Detlef Johannsen <in6x027@public.uni-hamburg.de>
Message-ID: <3345B2BD.19C7CB96@public.uni-hamburg.de>
Source record: 74111

Janice in NYC wrote:

> >no guns. But the premise was there, get the hell outa the maze.
>
> On that note, has anybody successfully completed the maze game Asylum?

yes, i have!

-- Dinadan

3302. Re: REAL-Needed: DOS for XF551

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: bmarcum@NOSPAM.iglou.com
Message-ID: <BMARCUM.97Apr4212652@iglou1.shellaccess.com>
Source record: 74112

Which DOS? XE, Mydos, or Spartados?
--
Bill Marcum bmarcum at iglou dot com
"...and eleven long haired friends of Jesus in a chartreuse microbus..."

3303. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: "Christopher A. Bourassa" <bourassa@ma.ultranet.com>
Message-ID: <3345EC47.4C7E@ma.ultranet.com>
Source record: 74113
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

```
> You heard right! And what better source to reveal
> this historic fact than our "retro-friendly" buddies
> at Next Generation!
>
> I was surfing their site earlier today, and happened
> upon a review of PSX Ballblazer Champions.
>
> The first sentence of the last paragraph reads
> as follows...
>
> Ball Blazer was a classic on the Commodore 64 and
> Atari 2600, as an extremely simple game.
>
> Hmmm.. I guess Digital Press and VGR have to update
> their 2600 cart lists, since the 2600 version's
> existence has now been confirmed!!! :-)
Have you considered that they made a mistake and that they meant
Ballblazer had been made for the Commodore 64 and the Atari 7800?
```

3304. For sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: jdeng@freenet.columbus.oh.us
Message-ID: <5i4v9f$144@login.freenet.columbus.oh.us>
Source record: 74114

I've got a 1200xl, 1050 drive, P:R: Connections and Avatex 1200 modem for sale. 75 bucks for it all.

3305. FS/T: Atari 8-bit computer items [04/05/97]

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <5i53s0$4rr@sjx-ixn10.ix.netcom.com>
Source record: 74115

All Video Game Advantage (VGA) FS/T lists are updated weekly and are
available on the WWW at http://www.io.com/~vga2000/

This list was last updated on 04/04/97

NOTE: There are currently 1546 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 4.00 Atariwriter
$ 4.00 Basic -- for use with the Atari 400 and 800
$ 5.00 Centipede
$ 9.00 Delta Drawing (Spinnaker)
$ 8.00 Frogger [Parker Brothers]
$ 2.50 Missile Command
$ 2.50 Space Invaders
$ 4.00 Star Raiders

Cartridges with case and manual:
$15.00 Alphabet Zoo (Spinnaker)

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).

$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex connector cable.

$30.00

*****

LOT #2

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex connector cable.

This item has not been tested.

$ 5.00

*****

LOT #3

ATARI 820 PRINTER, with one (1) roll of paper and built-in power cord.

This item has not been tested.

$10.00

*****

LOT #4

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

$12.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for
something that isn't listed, please don't ask (because if I
had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and
systems have been tested and are in working order. I very
rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be
considered (especially if the trade offer overwhelms me). I
collect for over 50 different systems, so please feel free
to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't
serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly
listed.

7) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. I have been in
business since 09/05/93, so I have a good idea how to price
items. My personal philosophy is that something is only worth
what someone is willing to pay for it.

8) Payment must be made in U.S. funds, by either check or money
order, drawn from a U.S. bank branch. Orders from outside the
U.S. are also accepted (also, please check out my want lists,
since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

To reserve any item(s) listed here, please do the following:

1) carefully read the SALES CONDITIONS section first,
2) send me a list of the items that you are interested in,
3) include your full postal mailing address (this information is
for internal VGA use only)!
4) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com -- backup e-mail account
dw901@cleveland.freenet.edu -- backup e-mail account

--
Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

3306. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <5i55p5$1ktm@uni.library.ucla.edu>
Source record: 74116
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

In article <01bc4159$0b821320$1cdb6686@mnemo.home.informatik.uni-bremen.de>, "Thomas Meyer" <i03a@zfn.uni-bremen.de> wrote:

>I was always under the impression that "Ball Blazer" and "Rescue on
>Fractalus" (original title "Behind Jaggi Lines") were written for the Atari
>8-bit computers, but were not released because hackers entered the
>Lucasfilm Games mainframe with the source and downloaded it

Ballblaster and Behind Jaggi Lines were pre-release betas, weren't they?
Essentially Ballblazer and Rescue on Fractalus but with some cometic and
gameplay differences... Nevertheless, the Atari 8-bit versions were so much
better than the C64 versions. Ballblazer had an ugly border (not fullscreen
overscan like the Atari) and was hella slow on the C64. Not nearly as creamy
smooth as the 8-bit version was. Oh, the new Playstation version sucks...
Doesn't have the gameplay and strategy of the original. Even the graphics are
uninspired (well, very impressive lightsourcing though).

>
>By the way, does anyone have the US Epyx release of the games with the COOL
>intros during load time? (i.e. a Rotofoil going by, opening up and someone
>waving from within it and a huge spaceship with a small shuttle coming out)
>
I'd love to see the Epyx releases!!!

3307. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: Mark Wang <mwang@broadcom.com>
Message-ID: <334627A0.519B@broadcom.com>
Source record: 74117
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

Lord Spatula wrote:
>
> now some of the CBM PET computers could be fried with a POKE command to one of the
> hardware registers... seems that it would cause the video chip to try to run much faster
> than it could handle... or something like that... anybody remember details on this?

I seem to remember somewhere in the AtariBASIC manual that says:

...you can't damage your computer by typing...

Well!

Mark Wang
p.s. Ok, so you can't damage your *ATARI* by typing...

3308. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: Mark Wang <mwang@broadcom.com>
Message-ID: <334628C7.58D4@broadcom.com>
Source record: 74118
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

```
Robert Batina wrote:
>
> Quantum Leaper (leaper@bigfoot.com) wrote:
> : Keita Iida wrote:
> : > The first sentence of the last paragraph reads
> : > as follows...
>
> : I bet their thinking of the Atari 7800 version and not the 2600
> : version. Considering they don't mention the 7800 version, which we all
> : know does exist. If you believe every thing you read in Magazines. I
> : have a bridge for sale, cheap....
>
> **sigh**

Yup, looks like somebody didn't notice the tongue in the cheek. :)

Mark Wang
```

3309. Re: 8-bit BBS software <Carina BBS>

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5i5grp$nq6@nnrp1.news.primenet.com>
Source record: 74119

The mortal Jon D. Melbo wrote:
: 28.8 CARRIER connects are possible BB or no, it's just that there is
: no point in having your modem do data faster than your puter can.

It simplifies modem configuration to let the modems connect at their native speeds.

: Right! But you should never have your DCE to DCE speed exceed your
: DTE to DCE speed. Never, unless you like errors and strange behavior.
: With a BB, one should use CTS/RTS flow control, and force the modem to
: operate at a maximum of 19.2 PERIOD (this means disable compression).

It doesn't really matter. CTS/RTS can throttle the I/O down as much as it needs to. The faster modem will wait for I/O without any complaints. Disabling compression isn't a good idea because it will disable it for ALL calls including 9600 or 14.4 users in which it could do some good even on an 8-bit BBS. Software flow control is pretty much dead in telecommunication, and has been dead as long as data compression has been standard since the stop and start commands take way too long to register that way.

: If using some other serial interface, I would use software flow
: control, disable data compression on the modem, force the modem to a
: max speed of 9600bps, and experiment with error correction. Does

This combination is deadly for most modern users unless they degrade their modem via reconfiguration. And if users have to do this, odds are they will stay away rather than futz with AT settings to get a reliable connect. That's why I think the MIO essentially died as a viable BBS interface when 14.4s became standard. They won't work well unless the "mythical" hardware flow control of the thing is enabled in some way.

: By the way, data compression appeared 1st in 2400bps modems (I think).

I know, but I don't think it caught on much until 9600.

3310. Re: 600xl on the web

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5i5gvh$ntb@nnrp1.news.primenet.com>
Source record: 74120

The mortal M. Diepenhorst wrote:
: You should look for an 850 interface, Black Box, Mio, P:R:, R:P: or other
: modem interface. Then you can hook up a stock modem. the P:R: and 850 are
: limited to 9600 baud... Black Box to 19200 and further I don't know.

That reminds me. Bob Puff was at one time going to release an SIO serial interface with hardware flow control on it and he said he might have been able to push the maximum data rate up to 38K or so.

I tried to convince him to release that (R:P: device) and he never got the courage up to commit to a run, although he had his BBS running on a prototype.

3311. Re: REAL-Needed: DOS for XF551

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: read@my.sig
Message-ID: <334663d6.965361@news.networx.net.au>
Source record: 74121

Schitso <SchitsoNOSPAM@airmail.net> wrote:

-> I am looking for a DOS for an XF551 drive. I messed up my
original
->and had no backups. Hopefully, some of my disks are still good, as
they
-> have been stored for years....
->
->I am trying to get back into the 8 bit scene, and any help would be
great!
->
->
->Thanks!
->
->John
->
->REAL EMAIL
->"johnp2@mail.airmail.net"
->NO SPAM NO ADVERTS
->

I have on my Home Page SuperDOS 5.1, which will work just fine on your
XF551 drive. It will run in high speed, as well as using the full
double sided capability.

Stevo
```
-----------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-----------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
-----------------------------------------------------------
```

3312. Re: Docs for Archiver software?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-05 00:00:00 UTC
From: read@my.sig
Message-ID: <33486df6.3556888@news.networx.net.au>
Source record: 74122

ziggy29@netgate.net (Tim Irvin) wrote:

-> I've recently obtained an 810 with the Archiver chip and the
->Archiver software (v1.2), but I have no clue about how to use it.
The
->disk boots up, I get a list of options and all...but I have no idea
what
->to do. I press "C" to copy, but I instantly get read errors every
time,
->no matter what. There must be something I don't know about using
this.
->
-> Any pointers? If I have Disk X, how do I copy disk X? Just a
->plain old "put the source in drive D1 and hit C" doesn't work no
matter
->what disk I use.
->
->--
->Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
->====================

I have HAPPY software revision 5.2, which I am certain will run on
your 810 "archiver" . The disk also includes the Archiver/Editor
program which self-boots the drive to activate the archiver chip. I
think that this is the problem you have at the moment, you are running
the correct software but the drive's archiver chip is not being
activated. A great drive tho, I certainly would not be without it,
even now! Let me know if you would like it emailed, I might just post
it on my Home page too, for anyone else who might need it.
BTW, the HAPPY part of the software does not require the Archiver chip
to be opened.

Stevo

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

3313. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc42c8$73e7e140$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 73973

Lawrence Staveley <*** Monkfish@kwll.demon.co.uk ***> wrote in article
<860331565.26470.0@kwll.demon.co.uk>...
> Anyway, I'll up the Ballblazer.PRO file to ftp.hackerz.com NOW! (Well, in

> about 5 minutes when I find the file!)

Cool. Is there any possibility of it running on XL-it anytime?

> Ballblazer: Beaten droid 9! (Score the 1st goal, then ram the computer
into
> the corner for 2 minutes 55 second.....)

Ha, ha! :)

BTW - did anyone notice that when you win a game in under one minute, it
says "DLV" (or so, for David Levine) on the very right border of the grid
when you're at the wall? I always thought that was a neat little touch.

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

3314. Re: ball blaster questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc42c8$caec2fa0$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 73974

Keatah <Keatah@worldnet.att.net> wrote in article
<3347DE59.6571@worldnet.att.net>...
> I have 2 versions of this games. One called ballblaster, and the other
> one called ballblazer. What are the differences?? And how do I select 2
> player mode when using xl-it??

BallBlaster was the original name of the game, before it was officially
released. It ran somehow slower than BallBlazer, if I remember correctly.

I think the game is normally in 2 player mode. You only need to change
settings to play against the droid.

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

3315. ABBUC JHV 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <5i7eug$rrr@main.freenet.hamilton.on.ca>
Source record: 73975

I was hoping to go to Europe this Fall.......however, to get a cheap Air Fare (charter), I must fly back on or before October 26th. My question is, when is the ABBUC JHV? I was hoping to go. It would be a shame if I had to miss it because I would be in the area at the end of October.

Willy

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

3316. Re: I Need Atari SX212 HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <33490cb9.86391858@news.inc.net>
Source record: 73976

On 5 Apr 1997 15:52:21 -0700, thester@nyx10.cs.du.edu (Uncle Fester)
wrote:

>
>
> I recently acquired an Atari SX212 modem (appeared to be new)
> and have not yet been able to get it to work.
>
> Using BobTerm, booting up lights up the HS,TR and MR indicators.
> But nothing happens when dialing...no carrier.
>
> Is there a special handler required for the SX212?
> Does it require the 850 interface? (I don't have one) :(
>
> I hooked it directly via the serial port connection as
> instructed in the owner's manual.
>
> Any help with this thing would be greatly appreciated.
>
>
> Uncle Fester
>
>--
> | SOCIOPATH n. - an aggressively antisocial psychopath taking |
> | no responsibility for his/her actions. See "INTERNET" for |
> | a collective of distinguishing characteristics - e.g., viz EFF. |
> | : *thester@nyx.cs.du.edu* : |

Try reading the docs for Bobterm, it may cover that issue in there (I
don't remember).

Cheers,

Jon

3317. Re: FS: Commdore 64C & 1571

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <334a0e14.86739052@news.inc.net>
Source record: 73977

On 6 Apr 1997 09:31:07 GMT, DAVID P. LOEWEN <produnl2@teleport.com>
wrote:

>
>For Sale:
>
>Commodore 64C Computer
> Like new condition/rarely used.
> Incl. original box, manual,
> p/s, GEOS disks, and cables.
> $50 (shipped)
>
>Commdore 1571 Disk Drive
> Mint condition.
> Incl. original box, manuals,
> and 2 sets of cables.
> $55 (shipped)
>
>E-mail to: produnl2@teleport.com if interested
>
>David P. Loewen
>Salem, OR U.S.A.
>produnl2@teleport.com

Hmm. Do you have any Atari 8-bit stuff for sale? Just wondering.

3318. Re: FS: Commdore 64C & 1571

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R0604971545390001@nntp.netgate.net>
Source record: 73978

In article <334a0e14.86739052@news.inc.net>, ssilicon@lax.net wrote:

[snip]

> Hmm. Do you have any Atari 8-bit stuff for sale? Just wondering.

Heck, selling Commodore *monitors* is fair game here, since I think quite a few of us use C= monitors with our Atari 8-bits. But I don't think many of us can use a C-64 or a Commodore disk drive.

Now if anyone has a good monitor cable to use with the 1902, I'd be interested. I found one at a junk electronics store for 50 cents, but it's frayed, with only two inputs remaining and the other two cut off and it seems a bit fragile and possibly dangerous.

I can vouch for the Commodore 1902; it works very well with my 800XL. Many other composite Commodore monitors do as well.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
==========

3319. Re: ball blaster questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <3348480D.1F51@worldnet.att.net>
Source record: 73979

But WHAT are the options and keys; for changing #of players and droids..
??

Thomas Meyer wrote:
>
> Keatah <Keatah@worldnet.att.net> wrote in article
> <3347DE59.6571@worldnet.att.net>...
> > I have 2 versions of this games. One called ballblaster, and the other
> > one called ballblazer. What are the differences?? And how do I select 2
> > player mode when using xl-it??
>
> BallBlaster was the original name of the game, before it was officially
> released. It ran somehow slower than BallBlazer, if I remember correctly.
>
> I think the game is normally in 2 player mode. You only need to change
> settings to play against the droid.
>
> Bye,
> Thomas
> --
> Thomas Meyer Student of Computer Science
> Bremen E-Mail: i03a@zfn.uni-bremen.de
> Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

3320. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <5i9p2s$8l2@deneb.cs.pdx.edu>
Source record: 73980
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

tiltonj@erols.com (Jay Tilton) writes:
>pnguyen@ucla.edu (Patrick P.H. Nguyen) wrote:
>>Was the 7800 version better than the Atari 8-bit version? Can't imagine any
>>version being better than what I played on my 1200XL.

>Yup. Graphics are a little sharper (less jaggy), and because every
>7800 BB cart has a Pokey chip built-in, the sound and music are
^^^^^
>identical.

Not quite true... depends what you mean by identical. In the opening
tune there's an extra voice playing another bass part. Sounds a lot
cooler but it's harder to play on guitar. (If you're one of the nuts
like me who likes to recreate 8-bit game theme music on any available
instrument...) 8-) 8-)

---Alex Chamberlain
chambera@cs.pdx.edu

3321. Re: This is cool!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0604972242200001@206.144.237.76>
Source record: 73981

In article <Pine.GSO.3.95.970402185015.12671B-100000@fissure.scar>, Alan Christie <94chrisv@scar.utoronto.ca> wrote:
> > On Tue, 1 Apr 1997, Greg Bennett wrote:
>
> That's the real beauty of the Rainbow emulator. Even the disk drive
> > sounds are there! I agree that it's not quite as good as an original
> > 800, but pretty darn close. Now if rainbow also ran in full screen
> > mode......
>
> Rainbow even emulates disk drive beeps?! Ultra cool.. I don't have
> Windows 95 so I guess I can never run it..

It is cool. The earlier versions made a kind of simple "boop-boop" sound for disk access and keyboard "clicks". Hearing the real sounds coming out of my Mac is almost spooky. Doesn't really have any effect on the emulation per se, but definitely adds to the verisimilitude. It even has that little click you hear when you hit RESET.

Mark
marksim@bitstream.net

3322. Re: Assembler Editor Versions?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <33479778.17A@erols.com>
Source record: 73982

Does any one know how many different versions of the Atari Assembler Editor cartridge were distributed? Is there a way to determine the version of a cart without physically openning the case?

Take care and thank you in advance, Jon

3323. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: "Bruce R. McFarling" <ecbm@cc.newcastle.edu.au>
Message-ID: <Pine.PMDF.3.95.970406180053.654753954A-100000@cc.newcastle.edu.au>
Source record: 73983
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer

On 30 Mar 1997, Glenn Saunders wrote:

> The mortal Asterisk wrote:
> : But does any of that really matter? Wouldn't the point of having a
> : TCP/IP stack for a computer be to have a standard connection to the
> : internet upon which any program would be written that could access the
> : internet? Command-line utilities would be fine for an 8-bit, especially
> : an FTP util to download programs off the many 8-bit archives easily.
> : graphical access isn't important...

> If you are limited to CLI utilities then a shell is no worse than TCP/IP.
> I mean, on a shell, the server is doing all the work and the Atari is just
> a dumb terminal. The only reason to implement TCP/IP is to write clients
> for it, like E-mail, Web Browsers, Newsreaders, etc... And the vast
> majority of these are beyond the machine's capabilities.

Isn't it interesting that the three applications mentioned
(E-mail, Web-browsers, Newsreaders) work perfectly well in text-oriented
modes (consider pine and lynx). For that matter, a point and click
ftp-browser would be useful to get around the confusion many shell's have
about which ftp file is a binary and which is text, when dealing with
non-mainstream file formats. After that an html browser is a question of
which markup tags will be supported. Obviously a full frames and whistles
web browser would be pushing it, but many C-64 sites are already
lynx-friendly, and displaying pages set up for a text browser is not an
impossible task for an 8-bit!

Virtually,

Bruce R. McFarling, Newcastle, NSW
ecbm@cc.newcastle.edu.au

3324. Don't Fear's 2nd Auction (Update 14) Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5i6p9h$2gi4@newssvr02-int.news.prodigy.com>
Source record: 74044

Don't Fear's Huge Second Auction (Update 14)

Part 2: Everything Else

Alright kids here we go!

Notice there are a few new items!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

ColecoVision

Decathlon (U) $3.00 hoss
Donkey Kong (C) $0.50 richard
Donkey Kong Jr. (C) $1.50 richard
The Heist (U) $3.00 hoss
Illusions (R) new item
Keystone Kapers (R) $2.00 hoss
Popeye (C) $1.00 richard
River Raid (U) $2.00 hoss
Slurpy (ER) - lbl wear $17.00 csb
Smurfs R.I.G.C. (C) - boxed $1.50 richard
Super Action Baseball (C) $0.50 richard

Super Action Football (C) $0.50 richard
War Games (C) $1.00 richard
Wing War (U) buyout

ColecoVision Expansion Module #1 (2600 adapter) $7.00 hoss

System

ColecoVision w/two working controlers, power supply, T.V. cable, R/F
modulator, 2600 Expansion Module, and the folowing loose games:
ColecoVision Donkey Kong and Zaxxon, 2600 Combat, Pac-Man, Asteroids,
Space Invaders, Bezerk, and Pitfall!
$25.00 wipeout

Handhelds

Coleco Table Tops

Donkey Kong (C) $21.00 anthony
Donkey Kong Jr. - new $10.00 min
Frogger (R) $41.00 anthony
Zaxxon (IR++) $50.00 derek

Intellevision

Matell

Auto Racing (U) - complete $1.50 macra
ABPA Backgammon (R) - w/two overlays $1.50 bensonj
Armor Battle (C) - complete $1.50 trevor
NASL Soccer (U) - complete $2.00 trevor
U.S. Ski Team Skiing (C) - complete $1.00 eyabs
Sea Battle (C) - complete $0.50 macra
NFL Football (C) - complete $0.50 macra
L.V. Poker/Blackjack (C) - complete $1.00 eyabs
Space Battle (U) - complete $0.50 macra
Major Leage Baseball (C) - complete $1.00 trevor
NBA Basketball (U) - w/2 overlays $1.00 sodapop
Advanced D&D (U) - complete $1.50 macra
USCF Chess (R) $1.50 bensonj
Space Spartans (U) - complete $1.00 trevor
Astrosmash (U) - shrinkwrapped $2.00 trevor
Snafu (C) - complete $1.00 trevor
Space Armada (C) - complete $1.00 trevor
Triple Action (C) - complete $1.00 mrhodges
Bomb Squad (U) - complete $1.50 macra
B-17 Bomber (U) - complete $1.50 macra
Mission X (U) - w/2 overlays new item
Loco-Motion (U) $1.50 shark
Burgertime (U) - w/2 overlays $1.00 shark
Kool-Aid Man (R) $5.00 shark

Bump 'n' Jump (U) $1.50 shark
Power Of He-Man (U) $1.50 shark
Space Hawk (U) - complete $0.50 macra
Utopia (U) - white lbl w/xerox inst $0.50 macra
Star Strike (C) - complete $0.50 macra
AD&D: Treasure Of Tarmin (U) - white lbl w/2 overlays $4.00 alex
Frog Bog (U) - w/2 overlays $0.50 macra
Night Stalker (C) - shrinkwrapped $1.50 macra
TRON Deadly Discs (C) - complete $1.00 eyabs
TRON Maze-A-Tron (R) - complete $2.00 macra
Lock 'n' Chase (C) - shrinkwrapped $1.50 macra

INTV

Chip Shot Super Pro Golf (ER) $6.00 bored
Commando (ER) $3.50 macra

Activision

Pitfall! (U) - complete $2.50 trevor
Happy Trails (R) - 2 overlays $2.00 bensonj
The Dreadnaught Factor (R) $3.00 mrhodges

Atarisoft

Centipede (R) $3.00 bworkman
Defender (R) new item

Coleco

Donkey Kong (C) - shrinkwrapped $2.50 brian
Mouse Trap (NA) - w/2 overlays new item
Donkey Kong Jr. (R) $6.00 bworkman

Imagic

Atlantis (U) - shrinkwrapped $2.00 trevor
Beauty & The Beast (U)
Ice Trek (R) $1.50 brian
Microsurgeon (U) - complete $2.50 trevor
Dracula (ER) - complete $11.00 trevor
Nova Blast (U) $3.50 shark
White Water! (ER) - Complete $10.00 shark

Parker Bros

Frogger (C) - w/box $0.50 shark
Q*Bert (C) $1.00 eyabs

Sears

```
-----
Armor Battle (R) - complete $1.00 trevor
Astrosmash (R) - complete $1.00 trevor
Boxing (R) - complete $3.00 csb
Football (U) $0.50 bensonj
Golf (U) - white lbl w/2 overlays $0.50 bensonj
Horse Racing (R) - complete $1.50 trevor
Space Hawk (R) - complete $1.00 trevor

Overlays
--------
Package #1: Sea Battle (2), Space Armada (2), Baseball (2), Snafu (2),
Auto Racing (2), Night Stalker (2), Microsurgeon (2),
Atlantis (2), Tron Deadly Discs (2), Pitfall! (2),
Space Spartans (2), Dragonfire
$3.00 shark

Package #2: Lock 'n' Chase (2), Poker/Blackjack (2), Star Strike (2),
Demon Attack (2), Space Battle (2), Pinball
(2), Skiing (2), Astrosmash (2), Triple Action (2), Space Hawk (3), Sub
Hunt, AD&D Treasure
Of Tarmin, Pitfall!, Space Spartans
$3.00 shark

Systems
------------
Intellivision w/two working controllers, power supply, R/F modulator,
and the following games: complete Astrosmash and Night Stalker,
loose Atlantis, Space Battle, Triple Action, Star Strike, Major
League Baseball, Beauty & The Beast, and Donkey Kong
$20.00 mrhodges

Intellivision II w/two controllers and loose Astrosmash

$12.00 bored

Intellivoice Voice Synthesis Module in box w/complete B-17 Bomber,
and Space Spartans
$11.50 ryan

Odyssey 2
---------------
Speedway!/Spin-Out!/Crypto-Logic! (C) - complete $1.00 beaumontj
Football! (U) - w/box $2.00 tick
Sub Chase!/Armor Encounter! (C) - complete $1.00 tick
Bowling!/Basketball! (U) - complete $3.00 tick
Baseball! (C) - complete $0.50 bensonj
Thunderball! (R) - complete $1.00 cccp
Showdown In 2100 AD (C) $1.00 tick
Alpine Skiing! (U) - complete $2.50 tick
The Quest For The Rings! (U) - complete $11.00 trevor
K.C. Munchkin! (C) - complete $2.00 tick
```

Pick Axe Pete! (U) $1.50 bensonj

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!, Dynasty!/Directional Dynasty!, and K.C. Munchkin!
$12.00 jones

Atari 400/800

Atari

Archon (C) $6.00 bworkman
Assembler Editor (U) $2.00 jml
BASIC (C) w/reference guide $0.50 kurt
Centipede (C) $2.00 eyabs
Donkey Kong (C) new item
Flight Simulator II (C) $4.00 greg
Hardball (U) $7.00 jklein
Missle Command (C) $1.00 mrski
Ms. Pac-Man (C) $6.00 jklein
One on One Bball (U) $2.00 chief
Pac-Man (C) $3.50 jml
Super Breakout (C) $2.50 david
Star Raiders (C) $3.00 chief
Pilot (U) $3.00 jklein
Galaxian (C) $2.00 lyle
Defender (C) $3.50 jml
Atari LOGO (U) - w/manual $7.00 jklein
Robotron 2084 (C) $3.50 jml
Atariwriter (C) $1.00 david
Joust (C) $4.00 lyle
Moon Patrol (C) $4.50 jklein
Ballblazer (C) $5.00 bworkman
Blue Max (U) $4.00 chief
Bug Hunt (U) $4.00 chief
Necromancer (U) $12.00 bworkman

Activision

Kaboom! (U) $5.00 jklein
Megamania (U) - lbl tear $5.00 bworkman
Pitfall! (U) $10.00 krieg

Big Five Software

Miner 2049er (C) $6.00 chief

Epyx

Gateway To Apshai (U) - w/inst $8.00 bworkman

IDSI

Speedway Blast (R) $7.00 alias

Oss

Mac/65 (U) buyout hoodster
Basic XE (U) buyout hoodster

Parker Bros.

Q*Bert (C) new item

Roklan

Deluxe Invaders (C) - w/inst $7.00 bworkman
Wizards Of Wor (C) - lbl severely faded $12.00 jklein

Sega

Star Trek: S.O.S. (U) $7.00 alias

Spinnaker

Alphabet Zoo (U) - boxed $1.50 david
Delta Drawing: Learning Program (U) - w/inst $1.50 david
Kids On Keys (U)
Kindercomp (U)
Story Machine (U)

Systems & computer related items
----
130 XE - tested w/ power supply, set of paddles (untested), video
touch pad w/Star Raiders overlay, two 2600 joysticks (untested),
owners manual, T.V. cord, and the following loose cartridges:
Defender, and Atariwriter
$75.00 hodster

800 XL - tested w/power supply, T.V. cord, and a 2600 joystick
(untested)
$20.00 hoodster

600 XL - tested w/power supply, owners manual, and a 2600
joystick(untested)
$15.00 hoodster

Atari 1010 Program recorder - untested w/power supply, owners manual,
connecting cord, and the following loose cassettes Player Missle

Graphics and Basics of Animations
$10.00 hoodster

Atari Touch Tablet - tested w/Atariartist cart and owners manual
$16.00 david

Atari Light Pen - tested w/Atarigraphics cart
$14.00 david

Suncom Animation Station - untested w/owners manual
$5.00 roagie

Atari 1020 Printer - untested w/power supply and roll of paper
$9.50 hoodster

Voice Box Speech Synthesizer by The Alien Group - untested
$9.00 hoodster

Inside Atari Basic: a fast, fun, and friendly approach. By Bill
Carris
$0.50 randy

Atari DOS 2.5: XF551 Disk Drive owners manual
$1.00 greg

Boulderdash Construction Kit: instruction manual
$0.10 alias

Ghost and Ghouls: instructions
$0.10 min

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL,
65 XE, and 130 XE. Comes with owners manual. Untested
$4.50 kurt

Software: SubLogic Japan scenery disk (5.25) for use w/Flight Sim.
II. Comes with owners manual, and approach charts. Untested
$2.00 alias

Software: Adventure Maker/Tax Template (5.25 disk). Untested
$0.50 min

Software: Spinnaker's In Search Of The Most Amazing Thing (5.25)
Untested
$0.50 min

Six 5.25 disks: Could contain Government cover-ups. Untested
$1.00 jml

Vic-20

Atarisoft

Pac-Man (C) - w/box $1.00 markd

Commodore

16K Memory Expander $1.00 rob
Vic Avenger (C) - complete $1.00 markd
Super Alien (C) - complete $1.00 markd
Radar Rat Race (C) - complete $1.00 markd
Raid On Fort Knox (C) - complete $1.00 markd
Adventure Land Adventure (C) - complete $1.00 markd
Pirate's Cove Adventure (C) - complete $0.50 biglous
Sargon II Chess (C) - complete $1.00 markd
Cosmic Cruncher (C) - complete $1.00 markd
Gorf (C) - complete $1.00 mjbeau
Omega Race (C) - complete $1.00 markd
Star Post (U) - complete $1.50 rob

Imagic

Demon Attack (C) - complete $3.00 bworkman
Atlantis (C) - complete $3.50 rob
Dragonfire (C) - complete $3.00 bworkman

Sega

Star Trek [S.O.S.] (C) - complete $3.00 rob

Vic-20 Cassettes

Academy Software

Typing Tutor/Word Invaders - complete

Commodore

An Introduction To Basic: Part 1 - complete $1.00 jones
An Introduction To Basic: Part 2 - complete $1.00 jones

System

Vic-20 in orignal box w/power supply, R/F modulator, and T.V. Cord
$6.00 jones

VicModem in orignal box $1.00 jones

C-64

Gateway To Apshai $3.00 jones
Decathalon $5.00 mrupp

TI99-4A

Burgertime (R) - w/inst $3.00 rob

Aligator Mix (R) $2.00 rob
Early Reading (R) $0.50 cccp
Donkey Kong (VR) $1.50 bensonj

System

TI99-4A in orignal box w/power supply, R/F modulator, and owners
manual
$6.00 beaumontj

Misc Stuff

Donkey Kong Trading cards - 3 unopened packs $13.50 jones
Atari 2600 Power Supply - in orig box $3.50 chris
Atari Ultra Pong Doubles - in orig box buyout
Atari Video Pinball/Breakout System $6.00 smedley
Sears Telegames Pinball/Breakay System - in orig box w/inst & R/F
modulator
$6.00 smedley
Atari Game Center (plastic case to hold games and system) $3.00 james
Telegames Center (plastic case to hold games and system) $1.00
beaumontj
2600 Joystick $2.00 pat man
2600 Joystick $2.50 kevin
2600 Joystick $2.50 kevin
2600 Joystick $3.00 pat man
2600 Paddles - untested $2.50 pat man
2600 Paddles - untested $2.50 kevin
2600 Driving Controllers (2) - untested $3.00 pat man
2600 Keybord Controllers (2) - untested $7.00 tick
2600 Track Ball $15.00 Robert
Atari Video Touch Pad $1.00 philly
7800 Joystick $2.50 chris
7800 Joystick $2.50 chris
Champ Joystick (retractable cord) $1.50 doyle
Suncom Star Fighter Joystick $1.50 philly
Spctravision Joystick $1.50 philly
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Super Action Controller (doesn't work) $1.00 awwatkin
Coleco Adam Controller (doesn't work)
Atari Computer Power Supply - untested/very heavy/"the log"
Atari Computer Power Supply - untested/shady
Tyco Electric Racing Power Pack - untested $0.10 min
Chaos Strike Back: software manual $0.10 min
Box of 10 Xerox 5.25 floppy disks $1.00 jml

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3325. Don't Fear's 2nd Auction (Update 14) Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5i6p62$1vei@newssvr02-int.news.prodigy.com>
Source record: 74045

```
Don't Fear's Huge Second Auction (Update 14)

Part 1: 2600/5200/7800

Alright kids here we go!

Notice there are a few new items!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

Atari 2600
----------
Atari
-----
Combat (C) - boxed
Space War (U) $0.50 barry
Outlaw (U) $0.50 albert
Slot Racers (U) $2.50 albert
Canyon Bomber (U) - boxed $1.50 albert
Super Breakout (U) $2.00 kevin
Defender (C) - boxed $1.00 doyle
Warlords (U) - boxed $7.00 pat man
Indy 500 (U) $1.00 pat man
```

Adventure (C) $2.50 matt2
Demons To Diamonds (U) - shrinkrapped $2.00 collector
Championship Soccer (C) - boxed $1.00 doyle
3-D Tic-Tac-Toe (U) - boxed $2.00 bensonj
Breakout (C) - boxed $2.00 mrski
Football (C) $0.50 matt2
Bowling (C) $1.00 matt2
Circus Atari (C) $0.50 bored
Superman (C) $1.00 bluebat
Space Invaders (C) - red lbl/shrinkwrapped $1.50 doyle
Night Driver (C) - boxed $1.50 jeffgamer
Golf (C) - w/inst $1.00 doyle
Maze Craze (U) $1.00 mrupp
Missle Command (C) $0.50 bored
Othello (R) - boxed $2.00 macra
Surround (C) $0.50 ryan
Code Breaker (U) - w/inst $1.50 collector
Flag Capture (U) - w/inst $2.00 doyle
Pac-Man (C) - boxed $1.00 philly
Video Pinball (U) - boxed $1.00 doyle
Asteroids (C) - w/inst $0.50 barry
Berzerk (C) - shrinkwrapped $2.00 collector
Casino (U) $0.50 macra
Haunted House (C) $1.00 matt2
Swordquest Earthworld (C) - w/inst $1.50 kevin
Swordquest Fireworld (C) - w/inst $1.50 kevin
Radiers Of The Lost Ark (C) - boxed $5.00 garry
Star Raiders (U) - w/touch pad $5.00 bluebat
Hangman (U) $1.00 alex
RealSports Volleyball (U) $0.50 albert
RealSports Soccer (U) $1.50 albert
RealSports Football (C) $0.50 barry
Swordquest: Waterworld (UR) $90.00 hoss
Phoenix (C) - shrinkwrapped $1.50 collector
E.T. (C) - boxed $1.00 doyle
Ms. Pac-Man (U) - w/inst $1.50 bored
Centipede (C) $1.00 isaac
Galaxian (U) $1.50 matt2
Gravitar (U) $1.50 mrupp
Kangaroo (U) - w/inst $2.00 tick
Pengo (ER) - boxed $65.00 ungabunga
Moon Patrol (U) $1.00 kevin
Pole Position (C) - w/inst $1.00 isaac
Rubik's Cube (ER) $63.00 boar
Taz (R) $3.00 tick
Oscar's Trash Race (R) - lbl plaque $6.00 boar
Big Bird's Egg Catch (R) - lbl plaque $3.00 bensonj
Sorcerer's Apperntice (R) - w/inst $4.00 bworkman
Crystal Castles (U) - boxed $2.00 collector
Pigs In Space (ER) $22.00 boar

Millipede (R) - w/inst $2.00 bensonj
Stargate (U) - w/writing on back $2.50 mrupp
Midnight Magic (R) $2.00 bensonj
Solaris (U) $2.00 greg
Donkey Kong (U) $1.50 philly
Donkey Kong Jr. (R) $1.00 eyabs
Venture (R) $1.00 philly
Q*Bert (R) $2.00 mrski
Sprint Master (R) $3.50 mrupp

Sears

Outer Space (U) - pic lbl $1.00 doyle
Speedway II (U) $0.50 albert
Space Combat (U) $1.00 kevin
Breakaway IV (C) $1.00 kevin
Brain Games (R) $2.00 bensonj
Baseball (C) $1.00 bensonj
Race (C) $0.50 albert
Gunslinger (U) $1.00 bensonj
Maze (C) - pic lbl $1.00 doyle
Arcade Golf (U) $2.00 eric
Dare Diver (ER) $8.00 ungabunga
Night Driver (U) $1.00 isaac
3-D Tic-Tac-Toe (ER) $4.50 bored
Steeplechase (R) $4.00 tick
Math Grand Prix (R) - pic lbl $3.00 doyle
Adventure (U) $1.00 kevin
Dodger Cars (ER) $7.00 awwatkin
Arcade Pinball (R) - pic lbl $3.00 bensonj
Asteroids (U) $0.50 albert
Missle Command (R) $1.00 philly
Bezerk (R) $2.00 greg
Pac-Man (C) $0.50 albert
Defender (C) $0.50 albert

Absolute

Title Match Pro Wrestling (R) - w/inst $6.00 bensonj
Tomcat F-14 (ER) $9.00 dogberry

Activision

Dragster (C) $0.50 macra
Boxing (ER) - blue lbl $4.50 bored
Checkers (ER) - w/inst $6.00 tick
Fishing Derby (U) $1.00 bored
Skiing (U) $0.50 macra
Bridge (U) $0.50 macra
Tennis (C) $0.50 barry

Laser Blast (C) - boxed $0.50 macra
Freeway (U) - boxed $0.50 macra
Kaboom! (ER) - blue lbl $3.00 bored
Stampede (U) $1.00 matt2
Ice Hockey (U) $0.50 macra
Barnstorming (U) $1.00 isaac
Grand Prix (U) $0.50 macra
Chopper Command (U) - boxed $0.50 macra
Starmaster (U) $1.00 greg
Megamania (U) $1.00 greg
Pitfall! (C) $1.50 kevin
Sky Jinks (R) $0.50 ryan
River Raid (U) $1.50 matt2
Spider Fighter (U) $1.00 shalon
Seaquest (R) - boxed $1.50 acroyear
Oink! (R) - w/inst $2.00 matt2
Dolphin (R) $2.00 rex
Keystone Kapers (ER) - blue lbl $4.00 bored
Enduro (U) $0.50 ryan
Plaque Attack (R) $2.50 mrupp
Robot Tank (R) $0.50 macra
Crackpots (R) $0.50 ryan
Decathalon (R) $0.50 ryan
Frostbite (R) $1.00 tick
Pressure Cooker (R) $2.50 mrupp
Space Shuttle (ER) - blue lbl $5.00 mervis
Pitfall II (R) $4.00 mervis
H.E.R.O. (R) - lbl wear $6.00 paul
Beamrider (R) - screws showing $10.00 tick
Kung Fu Master (R) - w/inst $2.00 mrupp
Commando (R) $2.00 matt2
Ghostbusters (ER) - blue lbl $5.00 bored

Apollo

Space Cavern (U) - blue lbl $1.50 acroyear
Space Cavern (U) - red lbl $1.50 acroyear
Racquetball (U) - orange lbl new item
Lost Luggage (U) - green lbl $1.50 bored
Shark Atack (U) - boxed $3.00 doyle
Infiltrate (U) - w/inst $2.00 philly
Final Approach (R) $10.00 bworkman

Avalon Hill

Death Trap (UR) - w/inst $47.00 boar
Shuttle Orbiter (UR) - w/inst $80.00 ungabunga

CBS

Wizzard Of Wor (R) $2.00 kevin
Gorf (U) $1.50 mrski
Blueprint (U) - writing on lbl $2.00 bworkman
Solar Fox (U) - lbl damage $1.00 slyfox
Omega Race (U) - w/inst and broken Booster Grip $3.50 bworkman
------
Coleco

Zaxxon (U) $3.00 tick
Venture (C) $0.50 ryan
Mouse Trap (U) $1.00 slyfox
Smurfs R.I.G.C. (U) $4.50 aaa
Carnival (U) $1.00 mrupp
Donkey Kong Jr. (R) $1.00 bensonj
Mr. Do! (R) $9.00 boar
Roc 'N Rope (R) $9.00 boar

Data Age

Encounter at L-5 (U) - end lbl damage $0.50 macra
Airlock (C) $0.50 albert
Journey Escape (C) - boxed no inst $2.00 mrupp
Bermuda Triangle (R) $4.00 boar
Frankenstein's Monster (R) - screws showing w/inst $7.50 mervis
----
Epyx

Summer Games (R) $2.00 bensonj
Winter Games (R) $1.00 macra

First Star

Boing! (ER) $50.00 ungabunga

Froggo

Sea Hawk (R) $5.00 boar

Imagic

Trick Shot (R) $2.00 bensonj
Demon Attack (ER) - blue lbl $7.00 bored
Star Voyager (C)
Atlantis (U) $0.50 ryan
Cosmic Ark (U) $1.00 mrski
No Escape! (R) - w/inst $1.50 philly
Fire Fighter (R) $1.00 tick
Shootin' Gallery (ER) $13.50 boar
Riddle Of The Sphinx (U) $1.00 macra
Dragonfire (C) $0.50 bensonj

Fathom (R) $6.00 boar
Solar Storm (R) - w/inst $1.50 philly
Quick Step (R) - w/inst $6.00 boar

M Network

Adventure of Tron (U) $1.50 mrupp
Masters of the Universe (R) $7.00 ron moore
Burgertime (R) - writing on back $2.50 mrupp
Kool-Aid Man (U) $5.00 mervis
Space Attack (C) - boxed $0.50 ryan
Tron Deadly Discs (U) $1.00 macra
Lock 'N Chase (C) - shrinkwapped $1.00 acroyear
Frogs And Flies (U) - w/inst $1.50 bored
Astroblast (U) - boxed $1.00 acroyear
Dark Cavern (U) $0.50 ryan
Intl. Soccer (U) w/inst $1.00 tick
Air Raiders (R) $1.00 tick
Bump 'n' Jump (R) - w/inst $4.00 ron moore

Mythicon

Sorcerer (U) $1.50 doyle
Fire Fly (U) $1.50 doyle
Star Fox (U) $3.00 eric

Panda

Stunt Man (R) buyout pending

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions $3.00 mervis
Amidar (U) $1.00 macra
Super Cobra (U) $0.50 cccp
Reactor (U) $0.50 albert
Sky Skipper (R) - w/box top, inst, no lbl $4.00 tick
Q*Bert (C) $2.00 kevin
Strawberry Shortcake (U) $1.50 isaac

Sega

Tac-Scan (U) - lbl damage $0.50 macra
Thunderground (R) $4.00 dogberry
Star Trek S.O.S. (R) $3.00 mrupp
Buck Rogers: Planet Zoom (U) $4.00 boar
Congo Bongo (R) - lbl plaque $2.00 aaa
Tapper (ER) - slight lbl wear $20.00 ungabunga
Spy Hunter (ER) $14.00 boar

Telesys

Coco Nuts (R) $3.00 boar

Tigervision

Miner 2049er (ER) $8.00 hoss

20th Century Fox

Worm War I (U) $1.00 macra
Mega Force (R) $1.00 mrupp
Alien (R) $1.50 beaumontj
Turmoil (U)- boxed $1.00 clint
Crypts Of Chaos (R) end lbl damage w/inst $5.50 awwatkin
M*A*S*H (U) $1.00 macra
Flash Gordon (R) $2.50 bored

U.S. Games

Space Jockey (C) $0.50 macra
Sneak 'N Peek (R) - w/inst $1.00 tick
Word Zapper (U) $0.50 cccp
Commando Raid (R) - w/inst $1.00 kevin
Name This Game (R) - fancy cart $1.00 ryan
Squeeze Box (ER) $3.00 doyle
Eggomania (R) - w/inst $5.00 ron moore
Piece O' Cake (ER) - w/inst $7.00 ron moore
Entombed (ER) $4.50 mrupp

Xonox

Ghost Manor/Spike's Peak (U) - w/inst $3.00 philly
Chuck Norris Superkicks (ER) $29.00 nicky

Systems

Atari 2600: four switch, black front panel in original box w/two
working joysticks, set of paddles, power supply, R/F modulator, and
the following loose games: Combat, Defender, Space Invaders, Missle
Command, Pac-Man, Asteroids, Bezerk, Swordquest Fireworld, Raiders of
the Lost Ark, RealSports Football, E.T., Pole Position, Target Fun,
Pitfall!, Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx,
Astroblast, and Frogger.
$23.00 khan

Sears Video Arcade II (2800) - untested w/two controllers, and a R/F
modulator
$6.50 acroyear

"Franklinstein" A handcrafted American orignal device that allows
the user to interchange chips to play diffrent games. Comes with
eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!,
Amidar, Demon Attack, and Pitfall!. The device itself is homemade,
not the games. Also comes with case. If there are any questions
don't hesitate to ask. This thing is trully one of a kind.
$10.00 jaguar

Atari 5200

Congo Bongo (R) $3.00 jml
5200 Trac Ball $4.00 jones
2600 adapter - untested $3.50 jones
5200 controller - untested $4.00 jml
5200 controller - untested $4.00 jml

Atari 7800

Asteroids (R) - damaged box $2.00 greg
Food Fight (R) - damaged box $3.00 tick
Pole Position II (C) $1.00 eyabs
Xevious (U) - damaged box $1.50 richard
Donkey Kong Jr. (R) $3.00 tick

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3326. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc422a$471bdfc0$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 74046
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

Patrick P.H. Nguyen <pnguyen@ucla.edu> wrote in article
<5i55p5$1ktm@uni.library.ucla.edu>...
> Ballblaster and Behind Jaggi Lines were pre-release betas, weren't they?

Yes, probably.

> Nevertheless, the Atari 8-bit versions were so much
> better than the C64 versions.

You say it. :)

> Oh, the new Playstation version sucks...
> Doesn't have the gameplay and strategy of the original. Even the
graphics are
> uninspired (well, very impressive lightsourcing though).

I bought it today. It's not too bad with split-screen against a human
player. But yes, the framerate is way too low and some of the changes to
the game itself aren't good ideas, either. :(

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

3327. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc422b$351496e0$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 74047

Janice in NYC <Sapphire@moc.cynonni> wrote in article
<3346d1e3.416022@news.dorsai.org>...
> I don't think the release versions of these games have a loading intro
> (I know for a fact The Eidolon doesn't becasue I actually bought it
> years ago).

He just mentioned the games, since they were also made by Lucasfilm Games.

> I haven't seen the Rescue from Fractalus loader but i've seen the
> ballblazer one (don't have it, unfrotuatnely) and it's pretty
> impressive, I think it also had some music or sound effects playing
> too.

Yes, it had a stripped-down version of "Song of the Void" playing. I have
an old computer magazine with a screenshot from the loader (with the guy
waving his hand).

The "Rescue on Fractalus" loader intro had a *HUGE* space station scrolling
in from above and then a small ship coming out of it, flying down to the
bottom of the screen (only happens twice during the time it loads, I
think). The space station was animated in lots of places and looked
terrific.

Oh, and I always loved that sound in the Lucasfilm Games intro. *ping* :)
Kinda like the first THX trailer...

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

3328. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc422a$b8e7f440$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 74048
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

Jon D. Melbo <ssilicon@lax.net> wrote in article
<3346972c.571795@news.inc.net>...
> >By the way, does anyone have the US Epyx release of the games with the
COOL
> >intros during load time? (i.e. a Rotofoil going by, opening up and
someone
> >waving from within it and a huge spaceship with a small shuttle coming
out)

> I have them somewhere I think.

It would be great, if you could get them in Yogi's archive.

> Anyway, don't forget "The Eidolon" and "Koronis Rift."

How could I??? "The Eidolon" was also one of my favorite games back then. I
even got through once or twice. The ending was pretty cheesy. :)

> I should even have the docs still for these somewhere.... (I know I
> threw the boxes away but I think I have all/a lot of my game manuals
> together in once box).

I would never throw away the boxes. Still have the European Ball Blazer and
Rescue on Fractalus ones (and others).

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

3329. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: metallik@iglou.com
Message-ID: <E875uH.G0q@iglou.com>
Source record: 74049
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

```
: By the way, does anyone have the US Epyx release of the games with the COOL
: intros during load time? (i.e. a Rotofoil going by, opening up and someone
: waving from within it and a huge spaceship with a small shuttle coming out)

I did have that disk for Rescue on Fractalus.. that intro rocked. Don't
have any idea what happened to the disk, but I still have the instruction
manual for it..
```

3330. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <5i79al$h84@ccshst05.cs.uoguelph.ca>
Source record: 74050
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

```
: Lucasfilm originally made a deal with Atari to write Ballblazer and
: Rescue on Fractalus on the 5200, not the 7800 or C64. People seem to
: forget that the SuperSystem release came way before those for
: the other systems.

Hmmm ... according to Ace magazine, Ballblazer was designed with
the new 7800 specifically in mind.

>> Mark <<

: ************************************************************
: Keita Iida
: keita@mindspring.com
: http://www.mindspring.com/~keita/agh.html -- "Atari Gaming Headquarters"
: Contributing Writer, ActionZone -- http://www.actionzone.com
: "Fygar" on IRC (#rgvc and #emulate)

--
-------------------------------------------------------------------------------
Mark Rathwell
E_Mail: mrathwel@uoguelph.ca
Web Page: http://www.uoguelph.ca/~mrathwel
```

3331. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: farren@shore.net
Message-ID: <33473d6a.6908036@news.shore.net>
Source record: 74051
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

mrathwel@uoguelph.ca (Mark Rathwell) wrotc:

>: Lucasfilm originally made a deal with Atari to write Ballblazer and
>: Rescue on Fractalus on the 5200, not the 7800 or C64. People seem to
>: forget that the SuperSystem release came way before those for
>: the other systems.
>
> Hmmm ... according to Ace magazine, Ballblazer was designed with
>the new 7800 specifically in mind.

You're both wrong. Lucasfilm originally wrote both Ballblazer (Ballblaster) and Rescue on Fractalus (Behind Jaggi Lines) for the Atari 400/800 computers. I know - I was there, sort of. I worked for Epyx at the time, and we had copies in our grubby little hands well before the 5200 even existed. I still have the original copies somewhere in my archives (and no, they're not for sale, or for duplicating, either). At the time I was working there, BTW, Epyx did not have rights to the programs. That came shortly after I left. I don't remember who was distributing them before Epyx came into the picture.

Michael J. Farren, Ex-Lemmings Manager | All standard disclaimers apply.
Now employed again, thank god. | Are we not Lemmings? If you click
farren@shore.net, farren@well.com | us, do we not ... Oh, no!

3332. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <5i7cqp$qau@uni.library.ucla.edu>
Source record: 74052
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

In article <5i79al$h84@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
wrote:
>: Lucasfilm originally made a deal with Atari to write Ballblazer and
>: Rescue on Fractalus on the 5200, not the 7800 or C64. People seem to
>: forget that the SuperSystem release came way before those for
>: the other systems.
>
> Hmmm ... according to Ace magazine, Ballblazer was designed with
>the new 7800 specifically in mind.
>
Was the 7800 version better than the Atari 8-bit version? Can't imagine any
version being better than what I played on my 1200XL.

3333. Re: Atari8 trading post....

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E87Fon.673@iglou.com>
Source record: 74053

Rob Funk (rfunk@peri.acs.ohio-state.edu) wrote:

: I'd like to work with somebody to set up an Atari 8-bit "trading post"
: web page, where people can post Atari8-related wanted and for-sale
: ads.

There's already something like this, but seems it's not being used as
much. The newsgroups are preferred.

AuctionWeb has some 8bit and ST systems for sale at times. One system I'd
seen recently, but I think it's already closed, had one for an 800 with
various memory configurations and additions, for around $30.

The URL? http://www.ebay.com/aw will get you right in.

: It seems that many people have these things and want to sell them, so
: they search the web for Atari, and email whoever has set up an Atari8
: web page. I'm sure I'm not the only one who often gets these
: messages. I'm not exactly in a position to do much with the notices I
: get.

The problem is that they have to deal with getting many messages, with the
bids and so on.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

3334. Re: Looking for Synertek SYM-1 manuals

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: tm2@best.com
Message-ID: <5i7pgmshh1@nntp2.ba.best.com>
Source record: 74054
Cross-posted to: comp.arch.embedded,comp.sys.apple2,comp.sys.cbm,comp.sys.atari.8bit

Stephen Judd (judd@merle.acns.nwu.edu) wrote:
: In article <5hpjrjbes1@nntp2.ba.best.com>, Toshi Morita <tm2@best.com> wrote:
: >This is slightly off-topic, but I'm hoping to find some 6502 old-timers
: >who may still have documentation for the Synertek SYM-1 single-board
: >computer.
: >
: >If you have the documentation set, please either sell it to me or make me
: >a copy - I'm rather desperate for documentation, and would be willing to
: >pay any copying and shipping charges.
: >
: >Thanks!
: >
: >Toshi
: >
: >

: This is even more off-topic :)

: Purely out of curiosity, did you work at Origin for a while, on the Apple][
: version of Ultima V?

: evetS-

Yup, that's me. :)

Toshi

3335. FS: Commdore 64C & 1571

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: "DAVID P. LOEWEN" <produnl2@teleport.com>
Message-ID: <5i7qgrnhu8@nadine.teleport.com>
Source record: 74055

For Sale:

Commodore 64C Computer
Like new condition/rarely used.
Incl. original box, manual,
p/s, GEOS disks, and cables.
$50 (shipped)

Commdore 1571 Disk Drive
Mint condition.
Incl. original box, manuals,
and 2 sets of cables.
$55 (shipped)

E-mail to: produnl2@teleport.com if interested

David P. Loewen
Salem, OR U.S.A.
produnl2@teleport.com

3336. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <3347953e.619967@news.dorsai.org>
Source record: 74056

On 6 Apr 1997 01:39:44 GMT, "Thomas Meyer" <i03a@zfn.uni-bremen.de>
wrote:

>The "Rescue on Fractalus" loader intro had a *HUGE* space station scrolling
>in from above and then a small ship coming out of it, flying down to the
>bottom of the screen (only happens twice during the time it loads, I
>think). The space station was animated in lots of places and looked
>terrific.

Just out of curiosity, were the load times of the games with the
intros slowed down noticeably, if at all? (I guess it would be sort
of hard to compare unless you compared one with the intro and one
without it and see how fast they loaded.)

>Oh, and I always loved that sound in the Lucasfilm Games intro. *ping* :)

Agreed. The lucasfilm logo looked pretty cool too.....

3337. Re: 600xl on the web

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5i7t51$22l@nnrp1.news.primenet.com>
Source record: 74057

The mortal M. Diepenhorst wrote:
: Can't imagine the normale SIO port is able to get this high speed (using
: the HardWare flow control of the PC i guess).

38K baud is the turbo speed of the XF551. 56K is possible on modified
1050s. RS232 at that speed via a terminal program, I dunno, but the SIO
port itself can handle the speed.

: Don't know... the software he uses btw for his bbs... which programm is
: that. It isn't bbs PRO! but I like to know which software he uses.

He wrote his own custom BBS software and the only other person who ran it
was the guy up in Canada who worked on that 65816 upgrade (I forget his
name). That guy used to frequent GEnie and wrote the Djinni offline
reader for that service.

3338. Re: I Need Atari SX212 HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: bmarcum@NOSPAM.iglou.com
Message-ID: <BMARCUM.97Apr6073052@iglou1.shellaccess.com>
Source record: 74058

The Bobterm ARC file should include a handler for the SX212. It might be called RVERTER.COM or SX212.COM or something like that; you need to rename it to RS232.COM.
--
Bill Marcum bmarcum at iglou dot com
"...and eleven long haired friends of Jesus in a chartreuse microbus..."

3339. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_860323137@rtfm.mit.edu>
Source record: 74059
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 24, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 800XE, 65XE, 130XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

3340. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: "*** Monkfish"@kwll.demon.co.uk
Message-ID: <860331565.26470.0@kwll.demon.co.uk>
Source record: 74060

I've got BOTH the ballblazer and Fractalus in their forms WITH the loaders. Unfortunatly, BOTH my XL and by XE have fried. I do however have BallBlazer with the into in a .PRO format. APE (Shareware) was unable to duplicate the copy protection on Fractalus (Very strange, I remember the Happy software wouldn't copy it, and I had to use an Archiver Emulator to back it up)

Anyway, I'll up the Ballblazer.PRO file to ftp.hackerz.com NOW! (Well, in about 5 minutes when I find the file!)

Get 'em over the horizon.

Ballblazer: Beaten droid 9! (Score the 1st goal, then ram the computer into the corner for 2 minutes 55 second.....)

3341. ATTN Yogi - Uploading problems.....

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: "*** Monkfish"@kwll.demon.co.uk
Message-ID: <860331956.26470.1@kwll.demon.co.uk>
Source record: 74061

I just tried to upload a PRO version of Ballblazer with the into but all I got was 'Permission denied' in all directories, even INCOMING. How do I upload it? People are waiting.......

3342. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: tiltonj@erols.com
Message-ID: <5i8blj$4nh@boursy.news.erols.com>
Source record: 74062
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

pnguyen@ucla.edu (Patrick P.H. Nguyen) wrote:

>Was the 7800 version better than the Atari 8-bit version? Can't imagine any
>version being better than what I played on my 1200XL.

Yup. Graphics are a little sharper (less jaggy), and because every
7800 BB cart has a Pokey chip built-in, the sound and music are
identical. Ballblazer doesn't use the 7800's own sound hardware at
all.
--
Jay Tilton | tiltonj@erols.com

3343. XL-it! 0.20

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: Markus Gietzen <magi@stud.uni-sb.de>
Message-ID: <3347AA08.3E49@stud.uni-sb.de>
Source record: 74063

```
XL-it! 0.20 is ready for downloading:

http://myst.slcc.edu/~markus

This version has been released because I was very excited by the
work that Alan Reeve did: he found out why Borderbund Titles didn't
work (please use Atari800-mode for Karateka).

Furthermore the color-artifacting support and the PC-joystick handling
have been improved.

Have fun,

Markus Gietzen

PS: Due to an important commercial project I can't work on XL-it!
as much as before but I don't drop it...

--
Markus Gietzen
E-Mail: iig05-1@htw.uni-sb.de
WWW : http://myst.slcc.edu/~markus
-------------------------------------------------------------------
"What? Is man merely a mistake of God's? Or God merely a mistake of
man's?"
-----------------------------------------------------F. Nietzsche
```

3344. Re: Atari8 trading post....

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <3347A81C.444@isd.net>
Source record: 74064

Rob Funk wrote:
>
> I'd like to work with somebody to set up an Atari 8-bit "trading post"
> web page, where people can post Atari8-related wanted and for-sale
> ads.
>

Great Idea...!!!

3345. Re: 8-bit BBS software <Carina BBS>

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: Rich Link <ral@iglou.com>
Message-ID: <3347C6BF.3EE3@iglou.com>
Source record: 74065

Glenn Saunders wrote:
>

> This combination is deadly for most modern users unless they degrade their
> modem via reconfiguration. And if users have to do this, odds are they
> will stay away rather than futz with AT settings to get a reliable
> connect. That's why I think the MIO essentially died as a viable BBS
> interface when 14.4s became standard. They won't work well unless the
> "mythical" hardware flow control of the thing is enabled in some way.
>

When I ran the Atari Scene on an 8bit (Express Pro) I used an MIO with a Hayes 14.4K, with everything set for compression and error correction on. It worked fine, most "delays" were due to the limitations of the program processing the data. Downloads typically maxed out around 950 to 1kbps, but uploads were much slower.

I have two MIOs, one is a very early model, the other is much later, since it was replaced after a lightning strike. Both handled 14.4K just fine.

I ended up going to a PC for telecommunications primarily for the 80 column ANSI color support, not speed.

3346. star raiders junkie

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <3347D79B.23C1@worldnet.att.net>
Source record: 74066

yeh dude, Its totally unreal jammin' on Star Raiders. Remeber that 1979 spaceflight/combat simulation for the atari 800? wheeewwww! wowwie! Completely ass-kickin; remember how the long range scan and galactic chart looked so complex. And now I can play it in it's EXACT form anywhere anytime on a notebook. totally rad man. Star raiders is now 'grown up' (and doesn't have any traits of violence either) in the form of space simulator. heh heh. dudes, get a load of this, your brain gets set up and warped into certain patterns (snicker sneer) when you grew up with this stuff. and like, dude, unless you LOVED your video games (heh heh) you haven't the slightest idea of why emulation is so k-kool! phaggh. Slobbergagg. Hey try the hyperwarp on a 600watt harmon kardon with bigscreen and don't forget your spacesuit!

3347. ball blaster questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <3347DE59.6571@worldnet.att.net>
Source record: 74067

I have 2 versions of this games. One called ballblaster, and the other one called ballblazer. What are the differences?? And how do I select 2 player mode when using xl-it??

Keith

3348. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: hbcsc048@huey.csun.edu
Message-ID: <3347e55b.0@130.166.1.8>
Source record: 74068
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

Patrick P.H. Nguyen (pnguyen@ucla.edu) wrote:
> Was the 7800 version better than the Atari 8-bit version? Can't imagine any
> version being better than what I played on my 1200XL.

Yep, quite a bit, actually... after the horribly disappointing MasterBlazer (?) for the ST's, I was wondering if the 8-bit version could ever be beat, and the 7800 did it. Perfect music (due to the chip being in the cart-- GREAT decision, Atari! Can you imagine BallBlazer with the 7800's sound chip wailing away like a cat in heat?), and the graphics are a LOT sharper. Gameplay's identical.

Has anyone noticed, a lot of the early 7800 games have gameplay IDENTICAL the the 8-bit Atari (5200/computer) versions? Like Joust, for example... better graphics, and the game plays EXACTLY the same. Makes me wonder how much they ported the source code over and just enhanced the graphics.. (Which is fine with me, since the games all played GREAT!) It's quite noticeable on Joust and Ballblazer.

While I'm at it-- WHY are the 7800 Donkey Kong games so hideous!? (DK, DK Jr, Mario Bros) The 7800 could have had the definitive versions of those games.. the Atari computer's versions of those games are almost perfect. I couldn't believe how BAD these are on the 7800... Horrible sound, graphics OK but not great, little attention paid to the arcade originals...

--
****
Justin Scott * Any scientific advancement that stems from the
hbcsc048@email.csun.edu * result of Scottish people doing strange things
Soon to be UCLA! :) * to sheep is bound to have dire consequences...
****

3349. Atari 65xe + CA2001 + XCA 12 (Turbo) for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: Giedrius Bumblys <Giedrius@balt.net>
Message-ID: <01bc42b8$a5eb2cc0$5222b0c2@Administrator.balt.net>
Source record: 74069

Atari 65xe + Flopy Disk CA2001 + Program Recorder XCA 12 (Turbo) for Sale..

..... and up to 100 disk with software & games ...

Mail to : Giedrius@Balt.net

3350. Re: 8-bit BBS software

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970406190000.PAA08302@ladder01.news.aol.com>
Source record: 74070

Why don't you ask the guy that owns the copyrights to Carina now. His screen name is MR Atari01 here on AOL. I am sure that he can tell you what has been done to support it. Or perhaps you could call the support BBS at 503-761-9074

3351. where is yogi?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: waldo@altue.usach.cl
Message-ID: <5i8q2u$hi4@babyblue.cs.yale.edu>
Source record: 74071

Hi..
Where i can download atr files for my sio2pc interfase?
ftp3.cyberspy.com is down.. :(
i get a url address , but all files was gziped,and i can't
gunzip ...

thanks in advance.

3352. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-06 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc42c7$cdfbfd20$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 74072

Janice in NYC <Sapphire@moc.cynonni> wrote in article
<3347953e.619967@news.dorsai.org>...
> Just out of curiosity, were the load times of the games with the
> intros slowed down noticeably, if at all? (I guess it would be sort
> of hard to compare unless you compared one with the intro and one
> without it and see how fast they loaded.)

Since I sold my 800XL in 1986 or so (*sniff*), I don't know, but I THINK
loading was a bit slower than normal.

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

3353. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: "*** Monkfish"@kwll.demon.co.uk
Message-ID: <860380649.22283.0@kwll.demon.co.uk>
Source record: 73984

>> Anyway, I'll up the Ballblazer.PRO file to ftp.hackerz.com NOW! (Well, in
>> about 5 minutes when I find the file!)

Can't get upload permission. Waiting for a reply from Yogi, or someone
else..... ;)

>Cool. Is there any possibility of it running on XL-it anytime?

Not the .PRO file. Maybe, again, Yogi or someone could crack it?
Also, all my versions of BallBlazer give me a black screen with the music
blazing away on XL-it!

>> Ballblazer: Beaten droid 9! (Score the 1st goal, then ram the computer
>> into the corner for 2 minutes 55 second.....)
>
>Ha, ha! :)

Go with what works. That #9 droid is a tad HARD to beat in a 'fair' game!

3354. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <5i9npn$rrk@ccshst05.cs.uoguelph.ca>
Source record: 73985
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

```
: Was the 7800 version better than the Atari 8-bit version? Can't imagine any
: version being better than what I played on my 1200XL.

I seem to remember the resolution being higher in the 7800
version but they seemed pretty similar overall.

>> Mark <<

--
-------------------------------------------------------------------------------
Mark Rathwell
E_Mail: mrathwel@uoguelph.ca
Web Page: http://www.uoguelph.ca/~mrathwel
```

3355. Re: ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33484e0f.4765326@news.injersey.com>
Source record: 73986

On 5 Apr 1997 21:30:30 EST, "MM" <tbmarc@webspan.net> wrote:

-What does one do with the .st filez up there, not msa'd, then what?
-tbmarc@webspan.net
-

They're for Pacifist. Now that .41 of that emulator supports .MSA
directly (I cant get it to work , tho) MSA will be the format of
choice. Until then they will stay in whatever format I get them in
from people.

3356. Re: where is yogi?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33484eda.4968596@news.injersey.com>
Source record: 73987

On 6 Apr 1997 18:29:50 GMT, waldo@altue.usach.cl (Waldo Zamorano)
wrote:

-
-Hi..
-Where i can download atr files for my sio2pc interfase?
-ftp3.cyberspy.com is down.. :(
-i get a url address , but all files was gziped,and i can't
-gunzip ...
-
-thanks in advance.
-

cyberspy is GONE blown away.

use:

ftp://ftp.hackerz.com/hackerz/atari/web/index.html

Thanks......

3357. Re: XL-it! 0.20

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: "B. Sturk" <bsturk@nh.ultranet.com>
Message-ID: <334883CA.1EB5@nh.ultranet.com>
Source record: 73988

```
Markus Gietzen wrote:
>
> XL-it! 0.20 is ready for downloading:
>
> http://myst.slcc.edu/~markus
>
> This version has been released because I was very excited by the
> work that Alan Reeve did: he found out why Borderbund Titles didn't
> work (please use Atari800-mode for Karateka).
>
> Furthermore the color-artifacting support and the PC-joystick handling
> have been improved.
>
> Have fun,
>
> Markus Gietzen
>
> PS: Due to an important commercial project I can't work on XL-it!
> as much as before but I don't drop it...
>
> --
> Markus Gietzen
> E-Mail: iig05-1@htw.uni-sb.de
> WWW : http://myst.slcc.edu/~markus
> ------------------------------------------------------------------
> "What? Is man merely a mistake of God's? Or God merely a mistake of
> man's?"
> ----------------------------------------------------F. Nietzsche
Is the page down? Anyway good luck with you're project!
--
B. Sturk

Curator of the 'Unofficial Homepage for Borland C++ Builder'
http://www.nh.ultranet.com/~bsturk

'Whatever happened to Pong?' -- Frank Black (The Pixies)
```

3358. Re: ball blaster questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <19970407054501.BAA27713@ladder01.news.aol.com>
Source record: 73989

> But WHAT are the options and keys; for changing #of
> players and droids.. ??

You have to use one of the number keys. I forgot which one was which -- I think if you hit "1" you got to be player 2, and the computer player 1. And if you hit "0" the computer self played. I *think* the higher the number the higher the skill level, but it's been a long time since I played it. You'll have to experiment. It's a nuisance if you are using an XL/XE, because if you want to switch the player options, you must use SYSTEM RESET, which re-boots the computer on those series. But with the 400/800, when you do that, the game resets, and you can choose another option. Anyway, just have both joysticks handy and fool around; it's easy to figure out.

/-Jack

3359. Re: star raiders junkie

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970407064000.CAA00499@ladder01.news.aol.com>
Source record: 73990

To this day Star Raiders is still a kick ass game, Atari should have included it with every 400 & 800 they ever sold and they should have had the guy who wrote it go right to work on a whole series of Star Raiders games.

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

3360. WTB: Atari 8bit's

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: bj1nx@voicenet.com
Message-ID: <5iab2ingc1@news2.voicenet.com>
Source record: 73991

looking to get back into doing some Atari 8bit stuff, let me know what
you have for sale!

3361. The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: "[Escape]" <yeah@yeah.com>
Message-ID: <3348AC8A.2CAC@yeah.com>
Source record: 73992

OK, i had a side-scolling (left to right) atari 800xl
shooting game couple of years ago. It had an awesome
sound track, and about 10 different stages, and once
you completed those you started over. Any idea what
it was called? (can't find it on yogi's archive)!

PLEASE HELP!

3362. Re: I Need Atari SX212 HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5ian1ishs3@news.atl.bellsouth.net>
Source record: 73993

Bill Marcum wrote:
>
> The Bobterm ARC file should include a handler for the SX212. It might be
> called RVERTER.COM or SX212.COM or something like that; you need to
> rename it to RS232.COM.
> --
> Bill Marcum bmarcum at iglou dot com
> "...and eleven long haired friends of Jesus in a chartreuse microbus..."

...there were several different handlers available for the SX212. The one that worked best for me was a modified R:Verter handler. My copy of BobTerm didn't automatically load a driver; I had to make a batch file that loaded the SXHAND.COM and then BOBTERM.COM files... but this may have been a very old version of BobTerm..

if I could ever get any of my Atari software onto my PC I could help this guy out, since I have about 6 different handlers, including 2 custom hacks I did to load at lower addresses in memory (since few if any of these handlers were relocatable!)

...ah well...

3363. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5ian14shs1@news.atl.bellsouth.net>
Source record: 73994
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

Patrick P.H. Nguyen wrote:
>
> In article <01bc4159$0b821320$1cdb6686@mnemo.home.informatik.uni-bremen.de>, "Thomas Meyer" <i03a@zfn.uni-bremen.de> wrote:
>
> >I was always under the impression that "Ball Blazer" and "Rescue on
> >Fractalus" (original title "Behind Jaggi Lines") were written for the Atari
> >8-bit computers, but were not released because hackers entered the
> >Lucasfilm Games mainframe with the source and downloaded it
>
> Ballblaster and Behind Jaggi Lines were pre-release betas, weren't they?
> Essentially Ballblazer and Rescue on Fractalus but with some cometic and
> gameplay differences... Nevertheless, the Atari 8-bit versions were so much
> better than the C64 versions. Ballblazer had an ugly border (not fullscreen
> overscan like the Atari) and was hella slow on the C64. Not nearly as creamy
> smooth as the 8-bit version was. Oh, the new Playstation version sucks...
> Doesn't have the gameplay and strategy of the original. Even the graphics are
> uninspired (well, very impressive lightsourcing though).
>
> >
> >By the way, does anyone have the US Epyx release of the games with the COOL
> >intros during load time? (i.e. a Rotofoil going by, opening up and someone
> >waving from within it and a huge spaceship with a small shuttle coming out)
> >
> I'd love to see the Epyx releases!!!

...little known fact: there were at least 2 or 3 (some say more)
different versions of "Ballblaster"... the version I had (still have
somewhere I guess) on my 800XL was fully functional as a 2-player game
only, although there was a credit listed in the title screen for
"Auto-Player by..." whoever... also the music lacked the "lead" voice
(it was rhythm tracks only).. I have also seen a version of Ballblaster
that lacked that credit and had kind of jerky animation. None of them
had a title screen of any kind. The "Epyx" releases mentioned in the
above text are actually the official LucasFilm releases of the games. To
my knowledge, Epyx never had anything to do with these games.

BTW, in some of these versions (and I believe in the official release of
BabbBlazer) you can find a signature in the back right square of the
playing field. It is the initials of one of the programmers credited in
my copy of BallBlaster, but not given a credit in the official game.
(Programmers will get their signature in there one way or another...
remember Atari 8-bit Super Breakout? See what happens if you press
Ctrl-Shift-I)

...and to put an end to any lingering traces of doubt in your minds
there NEVER was a 2600 BallBlazer!

(I would have known, it was just about my favorite game at the time)

3364. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5ian1cshs2@news.atl.bellsouth.net>
Source record: 73995
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

Jon D. Melbo wrote:
>

> I have them somewhere I think. In fact, I have 4 Lucasfilm games that
> were released by Epyx. I don't think Lucasfilm ever intended to
> release them themselves as back then they had no distribution
> infrastructure in place. That's why they used Epyx. Just a guess on
> my part. Anyway, don't forget "The Eidolon" and "Koronis Rift."
>

...whoops, in my previous post I stated that Epyx had nothing to do with these games... I was wrong... you are right... My memory ain't what it should be...

3365. Re: I Need Atari SX212 HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: James King <jeking@xmission.xmission.com>
Message-ID: <5iakk5$k84@xmission.xmission.com>
Source record: 73996

Uncle Fester <thester@nyx10.cs.du.edu> wrote:

: Using BobTerm, booting up lights up the HS,TR and MR indicators.
: But nothing happens when dialing...no carrier.

Yes, you need the Rhandler driver, as you're accessing the modem via
SIO.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

3366. Re: Docs for Archiver software?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: cecarman@miavx1.muohio.edu
Message-ID: <1997Apr7.083129@miavx1.muohio.edu>
Source record: 73997

In article <ziggy29-ya02408000R0404971942130001@nntp.netgate.net>, ziggy29@netgate.net (Tim Irvin) writes:
> I've recently obtained an 810 with the Archiver chip and the
> Archiver software (v1.2), but I have no clue about how to use it. The
> disk boots up, I get a list of options and all...but I have no idea what
> to do. I press "C" to copy, but I instantly get read errors every time,
> no matter what. There must be something I don't know about using this.
>
> Any pointers? If I have Disk X, how do I copy disk X? Just a
> plain old "put the source in drive D1 and hit C" doesn't work no matter
> what disk I use.

I have one of these 810's, and if I remember correctly, you have to turn the disk drive OFF, insert the Archiver disk, and then turn the drive on. Instead of the long firing up process with quiet honks, it will light up and then immediately stop the drive. Start up the computer, and Archiver will work fine. I can't really remember the details (I was 6 or 7 when we got the thing) but I think the drive reads something off the disk that turns on the Archiver chip and allows the Archiver software to work. Hope this helps!
-Chris Carman
-carmance@muohio.edu
-http://www.muohio.edu/~carmance/
-http://www.foofighters.com/foo
-http://www.scratchie.com/

3367. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: ken_siders@compuserve.com
Message-ID: <33490174.73BA@compuserve.com>
Source record: 73998
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

justin scott wrote:
>
> Patrick P.H. Nguyen (pnguyen@ucla.edu) wrote:
> > Was the 7800 version better than the Atari 8-bit version? Can't imagine any
> > version being better than what I played on my 1200XL.
>
> Yep, quite a bit, actually... after the horribly disappointing
> MasterBlazer (?) for the ST's, I was wondering if the 8-bit version could
> ever be beat, and the 7800 did it. Perfect music (due to the chip being in
> the cart-- GREAT decision, Atari! Can you imagine BallBlazer with the
> 7800's sound chip wailing away like a cat in heat?), and the graphics are
> a LOT sharper. Gameplay's identical.
>
> Has anyone noticed, a lot of the early 7800 games have gameplay IDENTICAL
> the the 8-bit Atari (5200/computer) versions? Like Joust, for example...
> better graphics, and the game plays EXACTLY the same. Makes me wonder how
> much they ported the source code over and just enhanced the graphics..
> (Which is fine with me, since the games all played GREAT!) It's quite
> noticeable on Joust and Ballblazer.
>
> While I'm at it-- WHY are the 7800 Donkey Kong games so hideous!? (DK, DK
> Jr, Mario Bros) The 7800 could have had the definitive versions of those
> games.. the Atari computer's versions of those games are almost perfect. I
> couldn't believe how BAD these are on the 7800... Horrible sound, graphics
> OK but not great, little attention paid to the arcade originals...
>
> --
> **
> Justin Scott * Any scientific advancement that stems from the
> hbcsc048@email.csun.edu * result of Scottish people doing strange things
> Soon to be UCLA! :) * to sheep is bound to have dire consequences...
> **
It always seemed to me like the 7800 version seemed to move a little
slower
but I haven't compared the two side to side. On the XE cartridge
version, if
you win the game in under 1 minute and move to the right side of the
screen it
looks like someone's initials. at the right edge of the board. Is this
on the
disk version? There is also an intro on the cartridge version which
sounds
like the one on the disk version

Ken Siders
ken_siders@compuserve.com

3368. Re: Atari8 trading post....

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: rfunk@peri.acs.ohio-state.edu
Message-ID: <5iaul6$a12$1@charm.magnus.acs.ohio-state.edu>
Source record: 73999

In article <E87Fon.673@iglou.com>, Robert Goodwin <rsg0910@iglou.com> wrote:
>Rob Funk (rfunk@peri.acs.ohio-state.edu) wrote:
>AuctionWeb has some 8bit and ST systems for sale at times. One system I'd
>seen recently, but I think it's already closed, had one for an 800 with
>various memory configurations and additions, for around $30.
>
>The URL? http://www.ebay.com/aw will get you right in.

I was thinking of something a bit more focused in scope...

Sean Noble pointed me to his Computer Trading Zone at
http://www.pacificone.com/trader/
which looks promising. It's limited to Atari, Apple, and
Commodore. I've added a link to it on my page.

--
============ R o b F u n k ============|=========> funk+@osu.edu <=========
"A microscope locked in on one point | rfunk@peri.acs.ohio-state.edu
Never sees what kind of room that it's in"| rfunk@marvin.uts.ohio-state.edu
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

3369. Atari 8bit and Intellivision software and hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: Thomas Johnson <thomasj@execpc.com>
Message-ID: <334903D2.FB8@execpc.com>
Source record: 74000
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Spring cleaning time and I have a some Atari 8bit and Intellivision stuff to get rid of. I have not touched this stuff in years until just a few days ago. Everything was tested by me and works.

See http://www.execpc.com/~thomasj/forsale for a complete list and terms. Write me thomasj@execpc.com if you have ANY questions about ANY of the items.

3370. Computer Games For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: glens@natinst.com
Message-ID: <5ib3qv$38v@falcon.natinst.com>
Source record: 74001
Cross-posted to: rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.ibm.pc.games.marketplace,misc.forsale.computers.other.software,misc.forsale.computers.pc-specific.software,dfw.forsale,austin.forsale,houston.forsale,tx.forsale

I have the following games for sale: (Never Used, in sealed boxes)

Prices are $3.00 each plus shipping and handling.

For IBM - Alf's World of Words 1
(256K 2.0 DOS

Alf's Party Kit 4

Dac-Easy LIGHT 1

The Conference Coord. 1

For Comm.64 & Atari 800XL

LA Swat & Panther 1
(2 games in 1)

Math Maze 1

For Comm.64 & Atari 400 w/48K, 800XL, 1200XL, and 130XE w/1050

Print Power 1

Sesame Street Print Pwr 1

For Commodore 64

Pac Man 3
Super Pac Man 4
Ms. Pac Man 2
Victory Road 4
Techno Cop 1
Batman (Caped Cruisader) 4
Hat Trick 1
Pocket Rockets 1
Top Gun 1
Raw Recruit 3
Gun Smoke 1
Bad Dudes 1
Fast Break 1
Tiger Road 1
Rampage 5
Gauntlet 1
Ikari Warriors 1
World Karate Champ. 1

Ultimate Casino Gambling 1
Coconotes 1
Sea Horse Hide-n-Seek 3

Official TV Game Shows
Jeopardy New Edition 9
Jeopardy 2nd edition 7
Jeopardy Sports Edition 4
The $100,000 Pyramid 1
Wipe Out 3
Wheel of Fortune 1
Family Feud 2
High Rollers 1
Classic Concentration 2
Classic Concentration 2 3

3371. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc4376$db3c5f20$fe066686@mnemo.home.informatik.uni-bremen.de>
Source record: 74002
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

Lord Spatula <Urchlay@bell***south.net> wrote in article
<5ian14shs1@news.atl.bellsouth.net>...
> ...little known fact: there were at least 2 or 3 (some say more)
> different versions of "Ballblaster"...

Well, BallBlaster is not of much interest anyway, since it was a pre-release version.

> BTW, in some of these versions (and I believe in the official release of
> BabbBlazer) you can find a signature in the back right square of the
> playing field.

This was visible only if you won a game in under one minute.

> It is the initials of one of the programmers credited in
> my copy of BallBlaster, but not given a credit in the official game.

He was also credited in the official version. His name is David Levine and he wrote and designed
the game together with Peter Langston. Both are also thanked in the PlayStation version.

> ...and to put an end to any lingering traces of doubt in your minds
> there NEVER was a 2600 BallBlazer!

I wouldn't even WANT to see it. :)

A VERY kind soul sent me an Epyx BallBlazer ATR with the intro intact, but as someone else here
already wrote, there's only a black screen with the music playing along when the game itself should
come up. :(

If anyone's interested... The European release from Activision only had the normal Activision intro
of that time (the logo spinning slowly and flying to the front of the screen).

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

3372. EMULATORS

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: carl.ratcliffe3@virgin.net
Message-ID: <334912CD.4354@virgin.net>
Source record: 74003

If you know where I can find a functioning, easy to use XE/XL emulator
and games PLEASE Email me a quick note !

carl.ratcliffe3@virgin.net

3373. Atari Lynx Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: A Pissed Off American <j_bond_007@hotmail.com>
Message-ID: <334930C8.6998@hotmail.com>
Source record: 74004
Cross-posted to: alt.games.lynx,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.st,rec.games.video.sony,comp.sys.atari.8bit,rec.games.video.sega,rec.games.video.nintendo

Hello!

I am conducting an Atari Lynx auction! I did one earlier this year, and some of the people who have bid on items haven't answered me. I am therefore going to put up the remaining games for auction.

Please check my web page for the games and current bids(bids will be updated starting April 8, so don't pay attention to the bids on the page until after April 8.

Here is the URL:

http://msm.byu.edu/complab/emp/joshuam/lynx.htm

Please E-mail all bids to:

0jmorrel@msmlab.byu.edu

Thanks!!

-Josh Morrell

3374. Run BallBlazer with XL-it !

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc438f$e97e8ae0$fe066686@mnemo.home.informatik.uni-bremen.de>
Source record: 74005

Okay, I've done a bit of debugging to see why BallBlazer only comes up as a black screen in XL-it!
The problem seems to be that DMACTL and GRACTL aren't properly initialized (you will see that the
registers aren't correctly set when you interrupt the game with F7 in XL-it).

Here's what you can do to make it work (required every time you run it):
1. Start BallBlazer in XL-it!
2. When you hear the music, press F7 to enter the debugger
3. Enter "a f00" (f, zero, zero) to begin assembling at $f00, then enter this:
lda #$3f
sta $d400
lda #3
sta $d01d
jmp $e462
<return>
4. Enter "a 4cbb", then enter:
jmp $f00
<return>
5. Enter "x" to exit the debugger.

If everything went well, you should now see the BallBlazer screen. At times it seems that this hack
doesn't work and the Display List Interrupt isn't executed. Colors will be wrong and the playfield
will look screwy. In that case just run XL-it again and try the above for a second time. THIS
WORKS. I tested this on a file version I got from Yogi's archive and the Epyx boot disk release.
This most certainly will NOT work with "BallBlaster" (which isn't black anyway).

On a side note: I got it wrong. The programmers really aren't credited in the game itself. Only
when you win in under a minute the letters "DL" and "PSL" will be displayed at the right (non-goal)
wall of the screen.

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

3375. Re: EMULATORS

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: "*** Monkfish"@kwll.demon.co.uk
Message-ID: <860432974.27861.0@kwll.demon.co.uk>
Source record: 74006

In article <334912CD.4354@virgin.net>, carl.ratcliffe3@virgin.net wrote:
>If you know where I can find a functioning, easy to use XE/XL emulator
>and games PLEASE Email me a quick note !

try: http://www.kwll.demon.co.uk and check out Area51

3376. Don't Fear's 2nd Auction (Update 16) Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5ibphq$4bt0@newssvr02-int.news.prodigy.com>
Source record: 74007

Don't Fear's Huge Second Auction (Update 16)

Part 1: 2600/5200/7800

Alright kids here we go!

Notice there are a few new items!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

Atari 2600

Atari

Combat (C) - boxed
Space War (U) $0.50 barry
Outlaw (U) $0.50 albert
Slot Racers (U) $2.50 albert
Canyon Bomber (U) - boxed $1.50 albert
Super Breakout (U) $2.00 kevin
Defender (C) - boxed $1.00 doyle
Warlords (U) - boxed $7.00 pat man
Indy 500 (U) $1.00 pat man

Adventure (C) $2.50 matt2
Demons To Diamonds (U) - shrinkrapped $2.00 collector
Championship Soccer (C) - boxed $1.00 doyle
3-D Tic-Tac-Toe (U) - boxed $2.00 bensonj
Breakout (C) - boxed $3.00 mophead
Football (C) $0.50 matt2
Bowling (C) $1.00 matt2
Circus Atari (C) $0.50 bored
Superman (C) $1.00 bluebat
Space Invaders (C) - red lbl/shrinkwrapped $2.50 mophead
Night Driver (C) - boxed $1.50 jeffgamer
Golf (C) - w/inst $1.00 doyle
Maze Craze (U) $1.00 mrupp
Missle Command (C) $0.50 bored
Othello (R) - boxed $2.00 macra
Surround (C) $0.50 ryan
Code Breaker (U) - w/inst $1.50 collector
Flag Capture (U) - w/inst $2.00 doyle
Pac-Man (C) - boxed $1.00 philly
Video Pinball (U) - boxed $1.00 doyle
Asteroids (C) - w/inst $1.00 mophead
Berzerk (C) - shrinkwrapped $2.00 collector
Casino (U) $0.50 macra
Haunted House (C) $1.00 matt2
Swordquest Earthworld (C) - w/inst $1.50 kevin
Swordquest Fireworld (C) - w/inst $1.50 kevin
Radiers Of The Lost Ark (C) - boxed $5.00 garry
Star Raiders (U) - w/touch pad $5.00 bluebat
Hangman (U) $1.00 alex
RealSports Volleyball (U) $0.50 albert
RealSports Soccer (U) $1.50 albert
RealSports Football (C) $0.50 barry
Swordquest: Waterworld (UR) $95.00 nicky
Phoenix (C) - shrinkwrapped $1.50 collector
E.T. (C) - boxed $1.00 doyle
Ms. Pac-Man (U) - w/inst $1.50 bored
Centipede (C) $1.00 isaac
Galaxian (U) $1.50 matt2
Gravitar (U) $1.50 mrupp
Kangaroo (U) - w/inst $2.00 tick
Pengo (ER) - boxed $65.00 ungabunga
Moon Patrol (U) $1.00 kevin
Pole Position (C) - w/inst $1.00 isaac
Rubik's Cube (ER) $68.00 nicky
Taz (R) $3.00 tick
Oscar's Trash Race (R) - lbl plaque $6.00 boar
Big Bird's Egg Catch (R) - lbl plaque $3.00 bensonj
Sorcerer's Apperntice (R) - w/inst $4.00 bworkman
Crystal Castles (U) - boxed $2.00 collector
Pigs In Space (ER) $22.00 boar

Millipede (R) - w/inst $2.00 bensonj
Stargate (U) - w/writing on back $2.50 mrupp
Midnight Magic (R) $2.00 bensonj
Solaris (U) $2.00 greg
Donkey Kong (U) $1.50 philly
Donkey Kong Jr. (R) $1.00 eyabs
Venture (R) $1.00 philly
Q*Bert (R) $2.00 mrski
Sprint Master (R) $3.50 mrupp

Sears

Outer Space (U) - pic lbl $1.00 doyle
Speedway II (U) $0.50 albert
Space Combat (U) $1.00 kevin
Breakaway IV (C) $1.00 kevin
Brain Games (R) $2.00 bensonj
Baseball (C) $1.00 bensonj
Race (C) $0.50 albert
Gunslinger (U) $1.00 bensonj
Maze (C) - pic lbl $1.00 doyle
Arcade Golf (U) $2.00 eric
Dare Diver (ER) $8.00 ungabunga
Night Driver (U) $1.00 isaac
3-D Tic-Tac-Toe (ER) $4.50 bored
Steeplechase (R) $4.00 tick
Math Grand Prix (R) - pic lbl $3.00 doyle
Adventure (U) $1.00 kevin
Dodger Cars (ER) $7.00 awwatkin
Arcade Pinball (R) - pic lbl $3.00 bensonj
Asteroids (U) $0.50 albert
Missle Command (R) $1.00 philly
Bezerk (R) $2.00 greg
Pac-Man (C) $0.50 albert
Defender (C) $0.50 albert

Absolute

Title Match Pro Wrestling (R) - w/inst $6.00 bensonj
Tomcat F-14 (ER) $9.00 dogberry

Activision

Dragster (C) $0.50 macra
Boxing (ER) - blue lbl $4.50 bored
Checkers (ER) - w/inst $6.00 tick
Fishing Derby (U) $1.00 bored
Skiing (U) $0.50 macra
Bridge (U) $0.50 macra
Tennis (C) $0.50 barry

Laser Blast (C) - boxed $0.50 macra
Freeway (U) - boxed $0.50 macra
Kaboom! (ER) - blue lbl $3.00 bored
Stampede (U) $1.00 matt2
Ice Hockey (U) $0.50 macra
Barnstorming (U) $1.00 isaac
Grand Prix (U) $0.50 macra
Chopper Command (U) - boxed $0.50 macra
Starmaster (U) $1.00 greg
Megamania (U) $1.00 greg
Pitfall! (C) $1.50 kevin
Sky Jinks (R) $1.00 bored
River Raid (U) $1.50 matt2
Spider Fighter (U) $1.00 shalon
Seaquest (R) - boxed $1.50 acroyear
Oink! (R) - w/inst $2.00 matt2
Dolphin (R) $2.00 rex
Keystone Kapers (ER) - blue lbl $4.00 bored
Enduro (U) $0.50 ryan
Plaque Attack (R) $2.50 mrupp
Robot Tank (R) $1.00 eyabs
Crackpots (R) $1.00 bored
Decathalon (R) $1.00 eyabs
Frostbite (R) $1.00 tick
Pressure Cooker (R) $2.50 mrupp
Space Shuttle (ER) - blue lbl $5.00 mervis
Pitfall II (R) $4.00 mervis
H.E.R.O. (R) - lbl wear $7.00 tick
Beamrider (R) - screws showing $10.00 tick
Kung Fu Master (R) - w/inst $2.00 mrupp
Commando (R) $2.00 matt2
Ghostbusters (ER) - blue lbl $7.00 nicky

Apollo

Space Cavern (U) - blue lbl $1.50 acroyear
Space Cavern (U) - red lbl $1.50 acroyear
Racquetball (U) - orange lbl new item
Lost Luggage (U) - green lbl $1.50 bored
Shark Atack (U) - boxed $3.00 doyle
Infiltrate (U) - w/inst $2.00 philly
Final Approach (R) $12.00 boar

Avalon Hill

Death Trap (UR) - w/inst $47.00 boar
Shuttle Orbiter (UR) - w/inst $85.00 nicky

CBS

Wizzard Of Wor (R) $2.00 kevin
Gorf (U) $1.50 mrski
Blueprint (U) - writing on lbl $2.00 bworkman
Solar Fox (U) - lbl damage $1.00 slyfox
Omega Race (U) - w/inst and broken Booster Grip $3.50 bworkman
------
Coleco

Zaxxon (U) $3.00 tick
Venture (C) $0.50 ryan
Mouse Trap (U) $1.00 slyfox
Smurfs R.I.G.C. (U) $4.50 aaa
Carnival (U) $1.00 mrupp
Donkey Kong Jr. (R) $1.00 bensonj
Mr. Do! (R) $9.00 boar
Roc 'N Rope (R) $9.00 boar

Data Age

Encounter at L-5 (U) - end lbl damage $0.50 macra
Airlock (C) $0.50 albert
Journey Escape (C) - boxed no inst $2.00 mrupp
Bermuda Triangle (R) $4.00 boar
Frankenstein's Monster (R) - screws showing w/inst $7.50 mervis
----
Epyx

Summer Games (R) $2.00 bensonj
Winter Games (R) $1.00 macra

First Star

Boing! (ER) $55.00 nicky

Froggo

Sea Hawk (R) $5.00 boar

Imagic

Trick Shot (R) $2.00 bensonj
Demon Attack (ER) - blue lbl $7.00 bored
Star Voyager (C) $1.00 eyabs
Atlantis (U) $1.00 eyabs
Cosmic Ark (U) $1.00 mrski
No Escape! (R) - w/inst $1.50 philly
Fire Fighter (R) $1.00 tick
Shootin' Gallery (ER) $13.50 boar
Riddle Of The Sphinx (U) $1.00 macra
Dragonfire (C) $1.00 eyabs

Fathom (R) $7.00 tick
Solar Storm (R) - w/inst $3.00 boar
Quick Step (R) - w/inst $7.00 tick

M Network

Adventure of Tron (U) $1.50 mrupp
Masters of the Universe (R) $7.00 ron moore
Burgertime (R) - writing on back $2.50 mrupp
Kool-Aid Man (U) $5.00 mervis
Space Attack (C) - boxed $0.50 ryan
Tron Deadly Discs (U) $1.00 macra
Lock 'N Chase (C) - shrinkwapped $1.00 acroyear
Frogs And Flies (U) - w/inst $1.50 bored
Astroblast (U) - boxed $1.00 acroyear
Dark Cavern (U) $0.50 ryan
Intl. Soccer (U) w/inst $1.00 tick
Air Raiders (R) $1.00 tick
Bump 'n' Jump (R) - w/inst $4.00 ron moore

Mythicon

Sorcerer (U) $1.50 doyle
Fire Fly (U) $1.50 doyle
Star Fox (U) $3.00 eric

Panda

Stunt Man (R) buyout pending

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions $3.00 mervis
Amidar (U) $1.00 macra
Super Cobra (U) $0.50 cccp
Reactor (U) $0.50 albert
Sky Skipper (R) - w/box top, inst, no lbl $4.00 tick
Q*Bert (C) $2.00 kevin
Strawberry Shortcake (U) $1.50 isaac

Sega

Tac-Scan (U) - lbl damage $0.50 macra
Thunderground (R) $4.00 dogberry
Star Trek S.O.S. (R) $3.50 eyabs
Buck Rogers: Planet Zoom (U) $4.00 boar
Congo Bongo (R) - lbl plaque $2.00 aaa
Tapper (ER) - slight lbl wear $23.00 boar
Spy Hunter (ER) $14.00 boar

Telesys

Coco Nuts (R) $3.00 boar

Tigervision

Miner 2049er (ER) $8.00 hoss

20th Century Fox

Worm War I (U) $1.00 macra
Mega Force (R) $1.00 mrupp
Alien (R) $1.50 beaumontj
Turmoil (U)- boxed $1.00 clint
Crypts Of Chaos (R) end lbl damage w/inst $5.50 awwatkin
M*A*S*H (U) $1.00 macra
Flash Gordon (R) $4.00 boar

U.S. Games

Space Jockey (C) $0.50 macra
Sneak 'N Peek (R) - w/inst $1.00 tick
Word Zapper (U) $0.50 cccp
Commando Raid (R) - w/inst $1.00 kevin
Name This Game (R) - fancy cart $1.00 ryan
Squeeze Box (ER) $3.50 bored
Eggomania (R) - w/inst $5.00 ron moore
Piece O' Cake (ER) - w/inst $7.00 ron moore
Entombed (ER) $4.50 mrupp

Xonox

Ghost Manor/Spike's Peak (U) - w/inst $3.00 philly
Chuck Norris Superkicks (ER) $29.00 nicky

Systems

Atari 2600: four switch, black front panel in original box w/two
working joysticks, set of paddles, power supply, R/F modulator, and
the following loose games: Combat, Defender, Space Invaders, Missle
Command, Pac-Man, Asteroids, Bezerk, Swordquest Fireworld, Raiders of
the Lost Ark, RealSports Football, E.T., Pole Position, Target Fun,
Pitfall!, Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx,
Astroblast, and Frogger.
$25.00 james

Sears Video Arcade II (2800) - untested w/two controllers, and a R/F
modulator
$9.00 zack

"Franklinstein" A handcrafted American orignal device that allows
the user to interchange chips to play diffrent games. Comes with
eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!,
Amidar, Demon Attack, and Pitfall!. The device itself is homemade,
not the games. Also comes with case. If there are any questions
don't hesitate to ask. This thing is trully one of a kind.
$10.00 jaguar

Atari 5200

Congo Bongo (R) $3.00 jml
5200 Trac Ball $4.00 jones
2600 adapter - untested $3.50 jones
5200 controller - untested $4.00 jml
5200 controller - untested $4.00 jml

Atari 7800

Asteroids (R) - damaged box $2.00 greg
Food Fight (R) - damaged box $3.00 tick
Pole Position II (C) $1.00 eyabs
Xevious (U) - damaged box $2.00 eyabs
Donkey Kong Jr. (R) $3.00 tick

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3377. New Internet page

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: Fred Meijer <fmeijer@mailhost.dsv.nl>
Message-ID: <01bc4399$3a3461e0$9ae69fc2@meijer.demon.nl>
Source record: 74008

Hey Atari 8-bit lovers out there!

There is another new Atari Internet page out there. Please pay a visit to
get an European perspective of the 8-bit community.

Here's the address: http://www.meijer.demon.nl

See ya!

Fred Meijer

3378. ANY ATARI PIRATE BOARDS LEFT???

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: Hackman <classified@anatarinearyou.org>
Message-ID: <3349656D.43EE@anatarinearyou.org>
Source record: 74009

Ah, the good old days... when a few choice uploads indicated to the
local sysop that you were worthy of higher access, allowing you to
download the best warez available for the Atari!

3379. Re: Run BallBlazer with XL-it !

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <33498A15.896@worldnet.att.net>
Source record: 74010

You have to go through all THAT to get it to work??
I just use the -nobasic and -oldmode options from the command line.
atari -nobasic -oldmode -file gamedisk.atr
Works all the time for me :-)

Keith

Thomas Meyer wrote:
>
> Okay, I've done a bit of debugging to see why BallBlazer only comes up as a black screen in XL-it!
> The problem seems to be that DMACTL and GRACTL aren't properly initialized (you will see that the
> registers aren't correctly set when you interrupt the game with F7 in XL-it).
>
> Here's what you can do to make it work (required every time you run it):
> 1. Start BallBlazer in XL-it!
> 2. When you hear the music, press F7 to enter the debugger
> 3. Enter "a f00" (f, zero, zero) to begin assembling at $f00, then enter this:
> lda #$3f
> sta $d400
> lda #3
> sta $d01d
> jmp $e462
> <return>
> 4. Enter "a 4cbb", then enter:
> jmp $f00
> <return>
> 5. Enter "x" to exit the debugger.
>
> If everything went well, you should now see the BallBlazer screen. At times it seems that this hack
> doesn't work and the Display List Interrupt isn't executed. Colors will be wrong and the playfield
> will look screwy. In that case just run XL-it again and try the above for a second time. THIS
> WORKS. I tested this on a file version I got from Yogi's archive and the Epyx boot disk release.
> This most certainly will NOT work with "BallBlaster" (which isn't black anyway).
>
> On a side note: I got it wrong. The programmers really aren't credited in the game itself. Only
> when you win in under a minute the letters "DL" and "PSL" will be displayed at the right (non-goal)
> wall of the screen.

>
> Bye,
> Thomas
> --
> Thomas Meyer Student of Computer Science
> Bremen E-Mail: i03a@zfn.uni-bremen.de
> Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

3380. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <33498A62.4888@worldnet.att.net>
Source record: 74011

[Escape] wrote:
>
> OK, i had a side-scolling (left to right) atari 800xl
> shooting game couple of years ago. It had an awesome
> sound track, and about 10 different stages, and once
> you completed those you started over. Any idea what
> it was called? (can't find it on yogi's archive)!
>
> PLEASE HELP!

perhaps vanguard? or k-star patrol ?? those are the only side shooters
that come to mind right now..
Keatah

3381. Don't Fear's 2nd Auction (Update 16) Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5ibpku$2e06@newssvr02-int.news.prodigy.com>
Source record: 74012

Don't Fear's Huge Second Auction (Update 16)

Part 2: Everything Else

Alright kids here we go!

Notice there are a few new items!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

ColecoVision

Decathlon (U) $3.00 hoss
Donkey Kong (C) $0.50 richard
Donkey Kong Jr. (C) $1.50 richard
The Heist (U) $3.00 hoss
Illusions (R) new item
Keystone Kapers (R) $2.00 hoss
Popeye (C) $1.00 richard
River Raid (U) $2.00 hoss
Slurpy (ER) - lbl wear $17.00 csb
Smurfs R.I.G.C. (C) - boxed $1.50 richard
Super Action Baseball (C) $0.50 richard

Super Action Football (C) $0.50 richard
War Games (C) $1.00 richard
Wing War (U) buyout

ColecoVision Expansion Module #1 (2600 adapter) $7.00 hoss

System

ColecoVision w/two working controlers, power supply, T.V. cable, R/F
modulator, 2600 Expansion Module, and the folowing loose games:
ColecoVision Donkey Kong and Zaxxon, 2600 Combat, Pac-Man, Asteroids,
Space Invaders, Bezerk, and Pitfall!
$25.00 wipeout

Handhelds

Coleco Table Tops

Donkey Kong (C) $21.00 anthony
Donkey Kong Jr. (ER++) $10.00 anthony
Frogger (R) $41.00 anthony
Zaxxon (IR++) $53.00 anthony

Intellevision

Matell

Auto Racing (U) - complete $1.50 macra
ABPA Backgammon (R) - w/two overlays $1.50 bensonj
Armor Battle (C) - complete $1.50 trevor
NASL Soccer (U) - complete $2.00 trevor
U.S. Ski Team Skiing (C) - complete $1.00 eyabs
Sea Battle (C) - complete $0.50 macra
NFL Football (C) - complete $0.50 macra
L.V. Poker/Blackjack (C) - complete $1.00 eyabs
Space Battle (U) - complete $0.50 macra
Major Leage Baseball (C) - complete $1.00 trevor
NBA Basketball (U) - w/2 overlays $1.00 sodapop
Advanced D&D (U) - complete $1.50 macra
USCF Chess (R) $1.50 bensonj
Space Spartans (U) - complete $1.00 trevor
Astrosmash (U) - shrinkwrapped $2.00 trevor
Snafu (C) - complete $1.00 trevor
Space Armada (C) - complete $1.00 trevor
Triple Action (C) - complete buyout
Bomb Squad (U) - complete $1.50 macra
B-17 Bomber (U) - complete $1.50 macra
Mission X (U) - w/2 overlays new item
Loco-Motion (U) $1.50 shark
Burgertime (U) - w/2 overlays $1.00 shark
Kool-Aid Man (R) $5.00 shark

Bump 'n' Jump (U) $1.50 shark
Power Of He-Man (U) $1.50 shark
Space Hawk (U) - complete $0.50 macra
Utopia (U) - white lbl w/xerox inst $0.50 macra
Star Strike (C) - complete $0.50 macra
AD&D: Treasure Of Tarmin (U) - white lbl w/2 overlays $4.00 alex
Frog Bog (U) - w/2 overlays $0.50 macra
Night Stalker (C) - shrinkwrapped $1.50 macra
TRON Deadly Discs (C) - complete $1.00 eyabs
TRON Maze-A-Tron (R) - complete buyout
Lock 'n' Chase (C) - shrinkwrapped $1.50 macra

INTV

Chip Shot Super Pro Golf (ER) $6.00 bored
Commando (ER) $3.50 macra

Activision

Pitfall! (U) - complete $3.00 mophead
Happy Trails (R) - 2 overlays $2.00 bensonj
The Dreadnaught Factor (R) buyout

Atarisoft

Centipede (R) $3.00 bworkman
Defender (R) $2.00 eyabs

Coleco

Donkey Kong (C) - shrinkwrapped $2.50 brian
Mouse Trap (NA) - w/2 overlays $1.00 mrhodges
Donkey Kong Jr. (R) $6.00 bworkman

Imagic

Atlantis (U) - shrinkwrapped $2.00 trevor
Beauty & The Beast (U) $0.50 bored
Ice Trek (R) $1.50 brian
Microsurgeon (U) - complete $2.50 trevor
Dracula (ER) - complete $11.00 trevor
Nova Blast (U) $3.50 shark
White Water! (ER) - Complete $11.00 trevor

Parker Bros

Frogger (C) - w/box $0.50 shark
Q*Bert (C) buyout

Sears

```
-----
Armor Battle (R) - complete $1.00 trevor
Astrosmash (R) - complete $1.00 trevor
Boxing (R) - complete $3.50 trevor
Football (U) $0.50 bensonj
Golf (U) - white lbl w/2 overlays $0.50 bensonj
Horse Racing (R) - complete $1.50 trevor
Space Hawk (R) - complete $1.00 trevor

Overlays
--------
Package #1: Sea Battle (2), Space Armada (2), Baseball (2), Snafu (2),
Auto Racing (2), Night Stalker (2), Microsurgeon (2),
Atlantis (2), Tron Deadly Discs (2), Pitfall! (2),
Space Spartans (2), Dragonfire
$3.00 shark

Package #2: Lock 'n' Chase (2), Poker/Blackjack (2), Star Strike (2),
Demon Attack (2), Space Battle (2), Pinball
(2), Skiing (2), Astrosmash (2), Triple Action (2), Space Hawk (3), Sub
Hunt, AD&D Treasure
Of Tarmin, Pitfall!, Space Spartans
$3.00 shark

Systems
------------
Intellivision w/two working controllers, power supply, R/F modulator,
and the following games: complete Astrosmash and Night Stalker,
loose Atlantis, Space Battle, Triple Action, Star Strike, Major
League Baseball, Beauty & The Beast, and Donkey Kong
buyout

Intellivision II w/two controllers and loose Astrosmash

$12.00 bored

Intellivoice Voice Synthesis Module in box w/complete B-17 Bomber,
and Space Spartans
$11.50 ryan

Odyssey 2
---------------
Speedway!/Spin-Out!/Crypto-Logic! (C) - complete $1.00 beaumontj
Football! (U) - w/box $2.00 tick
Sub Chase!/Armor Encounter! (C) - complete $1.00 tick
Bowling!/Basketball! (U) - complete $3.50 matt2
Baseball! (C) - complete $0.50 bensonj
Thunderball! (R) - complete $1.00 cccp
Showdown In 2100 AD (C) $1.00 tick
Alpine Skiing! (U) - complete $2.50 tick
The Quest For The Rings! (U) - complete $12.00 tick
K.C. Munchkin! (C) - complete $2.00 tick
```

Pick Axe Pete! (U) $1.50 bensonj

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!, Dynasty!/Directional Dynasty!, and K.C. Munchkin!
$12.00 jones

Atari 400/800

Atari

Archon (C) $6.00 bworkman
Assembler Editor (U) $2.00 jml
BASIC (C) w/reference guide $0.50 kurt
Centipede (C) $2.00 eyabs
Donkey Kong (C) $1.00 wwsmith
Flight Simulator II (C) $4.00 greg
Hardball (U) $7.00 jklein
Missle Command (C) $1.00 mrski
Ms. Pac-Man (C) $6.00 jklein
One on One Bball (U) $2.00 chief
Pac-Man (C) $3.50 jml
Super Breakout (C) $3.00 wwsmith
Star Raiders (C) $3.00 chief
Pilot (U) $3.00 jklein
Galaxian (C) $2.00 lyle
Defender (C) $3.50 jml
Atari LOGO (U) - w/manual $7.00 jklein
Robotron 2084 (C) $3.50 jml
Atariwriter (C) $1.00 david
Joust (C) $4.00 lyle
Moon Patrol (C) $4.50 jklein
Ballblazer (C) $5.00 bworkman
Blue Max (U) $4.00 chief
Bug Hunt (U) $4.00 chief
Necromancer (U) $12.00 bworkman

Activision

Kaboom! (U) $5.00 jklein
Megamania (U) - lbl tear $5.00 bworkman
Pitfall! (U) $10.00 krieg

Big Five Software

Miner 2049er (C) $6.00 chief

Epyx

```
--------
Gateway To Apshai (U) - w/inst $8.00 bworkman
----
IDSI
----
Speedway Blast (R) $7.00 alias
-------
Oss
-------
Mac/65 (U) buyout hoodster
Basic XE (U) buyout hoodster
------------
Parker Bros.
------------
Q*Bert (C) $1.00 alias
----------
Roklan
----------
Deluxe Invaders (C) - w/inst $7.00 bworkman
Wizards Of Wor (C) - lbl severely faded $12.00 jklein
----
Sega
----
Star Trek: S.O.S. (U) $7.00 alias
--------------
Spinnaker
---------------
Alphabet Zoo (U) - boxed $1.50 david
Delta Drawing: Learning Program (U) - w/inst $1.50 david
Kids On Keys (U)
Kindercomp (U)
Story Machine (U)

Systems & computer related items
------------------------------------------------
130 XE - tested w/ power supply, set of paddles (untested), video
touch pad w/Star Raiders overlay, two 2600 joysticks (untested),
owners manual, T.V. cord, and the following loose cartridges:
Defender, and Atariwriter
$85.00 hoodster

800 XL - tested w/power supply, T.V. cord, and a 2600 joystick
(untested)
$20.00 hoodster

600 XL - tested w/power supply, owners manual, and a 2600
joystick(untested)
$15.00 hoodster

Atari 1010 Program recorder - untested w/power supply, owners manual,
connecting cord, and the following loose cassettes Player Missle
```

Graphics and Basics of Animations
$10.00 hoodster

Atari Touch Tablet - tested w/Atariartist cart and owners manual
$17.50 hoodster

Atari Light Pen - tested w/Atarigraphics cart
$15.00 hoodster

Suncom Animation Station - untested w/owners manual
$5.00 roagie

Atari 1020 Printer - untested w/power supply and roll of paper
$9.50 hoodster

Voice Box Speech Synthesizer by The Alien Group - untested
$9.00 hoodster

Inside Atari Basic: a fast, fun, and friendly approach. By Bill
Carris
$0.50 randy

Atari DOS 2.5: XF551 Disk Drive owners manual
$1.00 greg

Boulderdash Construction Kit: instruction manual
$0.10 alias

Ghost and Ghouls: instructions
$0.50 randy

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL,
65 XE, and 130 XE. Comes with owners manual. Untested
$4.50 kurt

Software: SubLogic Japan scenery disk (5.25) for use w/Flight Sim.
II. Comes with owners manual, and approach charts. Untested
$2.00 alias

Software: Adventure Maker/Tax Template (5.25 disk). Untested
$0.50 randy

Software: Spinnaker's In Search Of The Most Amazing Thing (5.25)
Untested
$0.50 randy

Six 5.25 disks: Could contain Government cover-ups. Untested
$1.00 jml

Vic-20

Atarisoft

Pac-Man (C) - w/box $1.00 markd

Commodore

16K Memory Expander $1.00 rob
Vic Avenger (C) - complete $1.00 markd
Super Alien (C) - complete $1.00 markd
Radar Rat Race (C) - complete $1.00 markd
Raid On Fort Knox (C) - complete $1.00 markd
Adventure Land Adventure (C) - complete $1.00 markd
Pirate's Cove Adventure (C) - complete $0.50 biglous
Sargon II Chess (C) - complete $1.00 markd
Cosmic Cruncher (C) - complete $1.00 markd
Gorf (C) - complete $1.50 markd
Omega Race (C) - complete $1.00 markd
Star Post (U) - complete $2.00 markd

Imagic

Demon Attack (C) - complete $3.00 bworkman
Atlantis (C) - complete $3.50 rob
Dragonfire (C) - complete $3.00 bworkman

Sega

Star Trek [S.O.S.] (C) - complete $3.00 rob

Vic-20 Cassettes

Academy Software

Typing Tutor/Word Invaders - complete

Commodore

An Introduction To Basic: Part 1 - complete $1.00 jones
An Introduction To Basic: Part 2 - complete $1.00 jones

System

Vic-20 in orignal box w/power supply, R/F modulator, and T.V. Cord
$6.00 jones

VicModem in orignal box $1.00 jones

C-64

Gateway To Apshai $3.00 jones
Decathalon $5.00 mrupp

TI99-4A

Burgertime (R) - w/inst $3.00 rob

Aligator Mix (R) $2.00 rob
Early Reading (R) $0.50 cccp
Donkey Kong (VR) $2.00 eyabs

System

TI99-4A in orignal box w/power supply, R/F modulator, and owners
manual
$6.00 beaumontj

Misc Stuff

Donkey Kong Trading cards - 3 unopened packs $15.00 shrink
Atari 2600 Power Supply - in orig box $3.50 chris
Atari Ultra Pong Doubles - in orig box buyout
Atari Video Pinball/Breakout System $6.00 smedley
Sears Telegames Pinball/Breakay System - in orig box w/inst & R/F
modulator
$6.00 smedley
Atari Game Center (plastic case to hold games and system) $3.00 james
Telegames Center (plastic case to hold games and system) removed
2600 Joystick $2.00 pat man
2600 Joystick $2.50 kevin
2600 Joystick $2.50 kevin
2600 Joystick $3.00 pat man
2600 Paddles - untested $2.50 pat man
2600 Paddles - untested $2.50 kevin
2600 Driving Controllers (2) - untested $3.00 pat man
2600 Keybord Controllers (2) - untested $8.00 pat man
2600 Track Ball $15.00 Robert
Atari Video Touch Pad $1.00 philly
7800 Joystick $2.50 chris
7800 Joystick $2.50 chris
Champ Joystick (retractable cord) $1.50 doyle
Suncom Star Fighter Joystick $1.50 philly
Spctravision Joystick $1.50 philly
Coleco Super Action Controller (doesn't work)
Coleco Super Action Controller (doesn't work)
Coleco Super Action Controller (doesn't work)
Coleco Adam Controller (doesn't work)
Atari Computer Power Supply - untested/very heavy/"the log"
Atari Computer Power Supply - untested/shady
Tyco Electric Racing Power Pack - untested $0.10 alias
Chaos Strike Back: software manual $0.10 min
Box of 10 Xerox 5.25 floppy disks $1.00 jml

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3382. Re: REQ: Atascii (aka "Break Messages") Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <MPG.db3377aa4b646ab989680@news.xmission.com>
Source record: 74013

In article <5hqv7u$117@dfw-ixnews4.ix.netcom.com>, rely@ix.netcom.com says...
> In article <5hekjs$1ro$1@excalibur.flash.net>,
> ambrosia@flash.net (Tom D'Ambrosio) wrote:
> >I am attempting to collect as many of the old "Atascii Movies" (remember
> >them?) as I can find, and put them at my web site for download.
> >
> >If you have any, or are just curious, visit:
> I'll check at my local Atari BBS to see if there are any there. I knoe he has a collection of Text art and I remember some ATASCII animations stuff from ages ago. I'll see if it's still around. It just happens that I will be goung to a JACS meeting tonight and may have something by tomorrow.

Keep an eye out for the Atari Connection BBS. My system has over a dozen online ATASCII cartoons.

The number will be: 801-280-7486. Hope to have it online before May 1 !

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

3383. Re: I Need Atari SX212 HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970407144059.18036D-100000@fissure.scar>
Source record: 74014

On 5 Apr 1997, Uncle Fester wrote:
>
> I recently acquired an Atari SX212 modem (appeared to be new)
> and have not yet been able to get it to work.
>
> Using BobTerm, booting up lights up the HS,TR and MR indicators.
> But nothing happens when dialing...no carrier.
>
> Is there a special handler required for the SX212?
> Does it require the 850 interface? (I don't have one) :(
>
> I hooked it directly via the serial port connection as
> instructed in the owner's manual.

The Sx212 is a direct connect 1200 bd modem.. you don't need an interface
but you do need a special SX212.COM handler which should come with your
archived version of Bobterm. (Simply run SX212.COM BEFORE loading Bobterm
and it should run fine)

Alan

3384. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970407144248.18036E-100000@fissure.scar>
Source record: 74015
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

On 5 Apr 1997, Uncle Fester wrote:

>
> Someone said (forget who) that E.T. PHONE HOME may have
> been the first talking game on the 8-bit.
> Actually, TUMBLE BUGS preceeded that by quite a while.
>
> "Weee GOTCHA!"
>
>

I was the guy that said ET may have been the first talking game on the 8bit. Well ET was released in 82. When did Tumble Bugs come out, and who made it? I never heard of that game before..

Was the speech really mechanical or just very distorted..

Alan

3385. Re: I Need Atari SX212 HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: rwc@ct.net
Message-ID: <5ib89a$luv@news.ct.net>
Source record: 74016

On 1997-04-05 thester@nyx10.cs.du.edu(UncleFester) said:
>I recently acquired an Atari SX212 modem (appeared to be new)
>and have not yet been able to get it to work.

You need an SX212 device handler.

Dterm and AMODEM and a patch for Express are available for the
SX212 at umich (IIRC).

-rwc

* *
* NOTICE: rwc@ct.net welcomes commercial mailings by entities *
* individual and corporate for addition to the Commercial *
* E-Mail List, which is available to the public at no charge. *
* The fee in U.S. dollars, waived if e-mail was solicited, *
* for this service is $50.00 for individuals and $500.00 for *
* corporations. Be assured that billing will be prompt. --rwc *
* *

Facts do not cease to exist because they are ignored.

Net-Tamer V 1.08.1 - Test Drive

3386. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc438e$e267c600$fe066686@mnemo.home.informatik.uni-bremen.de>
Source record: 74017
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

Keita Iida <keita@mindspring.com> wrote in article <5ibdgg$mjf@camel2.mindspring.com>...
> If it's any consolation to you, the 5200 edition of Ballblazer (which
> is essentially the same as the 8-bit version) runs beautifully in
> Virtual SuperSystem. Just thought you'd like to know.

I have run the VSS version, but I don't think it's running very good on it... There's so trouble in
the graphics. Also, I have managed to run the 8-bit BallBlazer now!! See my other post.

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

3387. Hardball on Xlit

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: dchea@pipeline.com
Message-ID: <5iciku$f79@camel2.mindspring.com>
Source record: 74018

I have not been following this group that closely so this might have addressed before. Has anyone had problems with Hardball on XLit? Everytime I start a new game, some players are out of position. And this includes the computer controlled team!

If anyone has seen this problem or know what the fix is, please let me know.

Thanks,
David

3388. Re: This is cool!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <33498A9E.5DB2@worldnet.att.net>
Source record: 74019

Mark L. Simonson wrote:
>
> In article <Pine.GSO.3.95.970402185015.12671B-100000@fissure.scar>, Alan
> Christie <94chrisv@scar.utoronto.ca> wrote:
> > > On Tue, 1 Apr 1997, Greg Bennett wrote:
> >
> > That's the real beauty of the Rainbow emulator. Even the disk drive
> > > > sounds are there! I agree that it's not quite as good as an original
> > > > 800, but pretty darn close. Now if rainbow also ran in full screen
> > > > mode......
> >
> > > Rainbow even emulates disk drive beeps?! Ultra cool.. I don't have
> > > Windows 95 so I guess I can never run it..
>
> It is cool. The earlier versions made a kind of simple "boop-boop" sound
> for disk access and keyboard "clicks". Hearing the real sounds coming out
> of my Mac is almost spooky. Doesn't really have any effect on the
> emulation per se, but definitely adds to the verisimilitude. It even has
> that little click you hear when you hit RESET.
>
> Mark
> marksim@bitstream.net

what does the word verisimitude mean ?

Keatah

3389. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5icb0h$2f4$1@nnrp01.primenet.com>
Source record: 74020
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

The mortal justin scott wrote:
: Has anyone noticed, a lot of the early 7800 games have gameplay IDENTICAL
: the the 8-bit Atari (5200/computer) versions? Like Joust, for example...

Asteroids was a notable exception. It blows the 400/800 version away, and looks more like Blasteroids than Asteroids.

: While I'm at it-- WHY are the 7800 Donkey Kong games so hideous!? (DK, DK

It's possible some of these games are pre-crash, and as we know, most 1st generation games for any system will not take full advantage of the hardware (Robotron being an exception).

3390. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-07 00:00:00 UTC
From: davepat@total.net
Message-ID: <334973f1.0@news.total.net>
Source record: 74021

In an article dated Mon, 07 Apr 1997 02:12:58 -0600, someone named [Escape]
says...
>
>OK, i had a side-scolling (left to right) atari 800xl
>shooting game couple of years ago. It had an awesome
>sound track, and about 10 different stages, and once
>you completed those you started over. Any idea what
>it was called? (can't find it on yogi's archive)!
>
>PLEASE HELP!

Mirax Force? Pretty good game, and sounds like what you're describing.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
It is dangerous to be right in matters on which the established
authorities are wrong. - Voltaire

3391. Re: FS: Commdore 64C & 1571

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <3349b504.4057656@news.abest.com>
Source record: 73923

On Sun, 06 Apr 1997 15:45:39 -0700, ziggy29@netgate.net (Tim Irvin) wrote:

>I can vouch for the Commodore 1902; it works very well with my 800XL.
>Many other composite Commodore monitors do as well.

AGreed, i have my 130XE hooked up to a 1702 monitor, the only problem was that I couldn't find any cables for it (somebody mentioned Radio Shack a while--maybe years?--back, but they didn't have it) so i ended up making my own. Actually, I did have a cable but it was for a C64, with a weird 7-pin DIN connector, so I just lopped that end off and soldered some bits of paperclip to the wires, wrapped it up in electrical tape, and it works great, as long as I don't move it round too much.
Also, has anybody noticed that with the 1702 monitors (maybe otehr Commodore monitors too), the middle factory-detented positions for the colour, brightness, tint, and contrast are WAY off? I tried using these centre positions but the contrast was way too high, making the colours wash out to the point where you couldn't really discern shades of one colour with slightly different shades of a similar colour (very noticeable if you look at images that have those famous scrolling 256-colour bars).

3392. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: ddahl@tiac.net
Message-ID: <3349a20e.3838329@news.tiac.net>
Source record: 73924

Beta Lyra (or something like that).

Dave

On Mon, 07 Apr 1997 02:12:58 -0600, "[Escape]" <yeah@yeah.com> wrote:

>OK, i had a side-scolling (left to right) atari 800xl
>shooting game couple of years ago. It had an awesome
>sound track, and about 10 different stages, and once
>you completed those you started over. Any idea what
>it was called? (can't find it on yogi's archive)!
>
>PLEASE HELP!

3393. Re: Atari8 trading post....

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E8Azq1.1F0@iglou.com>
Source record: 73925

Rob Funk (rfunk@peri.acs.ohio-state.edu) wrote:

: I was thinking of something a bit more focused in scope...

Something automated to some extent like AuctionWeb could do it. You still have to involve the human side, though.

: Sean Noble pointed me to his Computer Trading Zone at
: http://www.pacificone.com/trader/
: which looks promising. It's limited to Atari, Apple, and
: Commodore. I've added a link to it on my page.

I just took a look before replying. Promising, yes. The Atari side has nothing yet, except for one in the 8bit area. There's more in the Amiga and other spots. But of course, it'll flesh out in time.

However, he still has to make sure the old and sold stuff are deleted. That's the responsibility of the seller, or add on a deadline, when it will be deleted, uness the seller asks for an extension.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

3394. WTB: Mosaic 64K RAM boards w/docs

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: richczeta@aol.com
Message-ID: <19970408070101.DAA25856@ladder01.news.aol.com>
Source record: 73926

Hi all!

I'm looking to buy 2 Mosaic 64K RAM boards with original documentation,
for my 800. Please e-mail with any offers.

Thanks!

Richard
richczeta@aol.com

3395. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc43f1$19fe3240$fe066686@mnemo.home.informatik.uni-bremen.de>
Source record: 73927
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

Patrick P.H. Nguyen <pnguyen@ucla.edu> wrote in article
<5icrvj$1o9q@uni.library.ucla.edu>...
> Did you get the BallBlazer version to work (or was it the Ballblaster
> version?), and on what emulator?

Please see the thread "Run BallBlazer with XL-it".

> I downloaded a BallBlazer version but the
> screen was blank (I could hear the game running in the background and the

> players flying across the screen after the ball).

That's the same problem I had.

Bye,
Thomas

PS: Even Droid 2 beats me 9:1. :(
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

3396. Re: Run BallBlazer with XL-it !

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc43f0$c47a6960$fe066686@mnemo.home.informatik.uni-bremen.de>
Source record: 73928

Keatah <Keatah@worldnet.att.net> wrote in article
<33498A15.896@worldnet.att.net>...
> You have to go through all THAT to get it to work??
> I just use the -nobasic and -oldmode options from the command line.
> atari -nobasic -oldmode -file gamedisk.atr
> Works all the time for me :-)

Nope, doesn't work here. Are you sure that you're using BallBlazer (and not
BallBlaster)?

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

3397. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <5icrvj$1o9q@uni.library.ucla.edu>
Source record: 73929
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

In article <01bc438e$e267c600$fe066686@mnemo.home.informatik.uni-bremen.de>, "Thomas Meyer" <i03a@zfn.uni-bremen.de> wrote:
>Keita Iida <keita@mindspring.com> wrote in article
> <5ibdgg$mjf@camel2.mindspring.com>...
>> If it's any consolation to you, the 5200 edition of Ballblazer (which
>> is essentially the same as the 8-bit version) runs beautifully in
>> Virtual SuperSystem. Just thought you'd like to know.
>
>I have run the VSS version, but I don't think it's running very good on it...
> There's so trouble in
>the graphics. Also, I have managed to run the 8-bit BallBlazer now!! See my
> other post.
>
>Bye,
>Thomas

Did you get the BallBlazer version to work (or was it the Ballblaster version?), and on what emulator? I downloaded a BallBlazer version but the screen was blank (I could hear the game running in the background and the players flying across the screen after the ball).

I like Ballblaster but BallBlazer has a better interface and a few other changes.

3398. Wanted: 800XL PBI Info!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: richczeta@aol.com
Message-ID: <19970408092801.FAA29954@ladder01.news.aol.com>
Source record: 73930

Does anyone know where to get documentation on building hardware for, and controlling, the 800XL PBI?

Thanks!

Richard
richczeta@aol.com

3399. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: "M. Diepenhorst" <pokey@dds.nl>
Message-ID: <01bc43fd$1eb9a100$47e79fc2@atari.demon.nl>
Source record: 73931

Keatah <Keatah@worldnet.att.net> wrote in article
<33498A62.4888@worldnet.att.net>...
>
> OK, i had a side-scolling (left to right) atari 800xl
> shooting game couple of years ago. It had an awesome
> sound track, and about 10 different stages, and once
> you completed those you started over. Any idea what
> it was called? (can't find it on yogi's archive)!
>
> PLEASE HELP!

Hmmmm don't know... perhaps MOON PATROL? Very cool game (ehmmm the NEW version in the Cart... there is also an old version (1982)... Moon Patrol Aval... (??) or something like that... that is the old one. Watch out for the new version.

Marius

3400. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: buesch@srv.net
Message-ID: <m2d8s5rakn.fsf@caligula.srv.net>
Source record: 73932

Sapphire@moc.cynonni (Janice in NYC) writes:

> On 6 Apr 97 18:03:07 GMT, hbcsc048@huey.csun.edu (justin scott) wrote:
>
> >Yep, quite a bit, actually... after the horribly disappointing
> >MasterBlazer (?) for the ST's, I was wondering if the 8-bit version could
> >ever be beat, and the 7800 did it. Perfect music (due to the chip being in
> >the cart-- GREAT decision, Atari! Can you imagine BallBlazer with the
> >7800's sound chip wailing away like a cat in heat?), and the graphics are
>
> The 7800's sound chip isn't as good as the 8-bit computers'?

Nope, it only has the sound capabilities of a 2600. Several carts
include a POKEY for sound. This seems like an expensive solution
except Atari probably had a bazillion excess POKEYs. I would also
guess that the designers figured on d/a converters and big roms
getting cheap enough that later games could essentially have their own
custom wavetables on the cart...

Brent

3401. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5idjhs$3p0$1@nnrp01.primenet.com>
Source record: 73933
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

In article <5icb0h$2f4$1@nnrp01.primenet.com>,
Glenn Saunders <krishna@primenet.com> wrote:
>The mortal justin scott wrote:
>: Has anyone noticed, a lot of the early 7800 games have gameplay IDENTICAL
>: the the 8-bit Atari (5200/computer) versions? Like Joust, for example...
>
>Asteroids was a notable exception. It blows the 400/800 version away, and
>looks more like Blasteroids than Asteroids.

Joust also has some subtle differences, such as eggs do not hatch into
already-mounted birds, but to dismounted knights whose birds eventually
find them. This is a bit important in the egg wave where it pretty much
counts as extra time. :)

It is understandable that much of the code in these games could have
been "ported", much in the same way that they could have been for
Atarisoft releases for the Commodore 64 and other 6502 platforms.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

3402. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: Justin Haley Martin <jhmartin@us.itd.umich.edu>
Message-ID: <Pine.SUN.3.96.970408123821.6573A-100000@stimpy.us.itd.umich.edu>
Source record: 73934
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

I have the NES versions of the DK games, and they are just as bad. It's not just a pre-crash/post-crash thing, it's just that the only good arcade port Nintendo ever did was Super Mario Bros. Mario Bros. is fun, but missing a lot of stuff, Punch OUt!, Super PO!, never really were truly converted, Popeye and DK 3 were not as popular, but ironically IMO the best ports from arcade to home on the NES.

On 7 Apr 1997, Glenn Saunders wrote:

> The mortal justin scott wrote:
> : While I'm at it-- WHY are the 7800 Donkey Kong games so hideous!? (DK, DK
>
> It's possible some of these games are pre-crash, and as we know, most 1st
> generation games for any system will not take full advantage of the
> hardware (Robotron being an exception).

3403. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <5idr0r$gdc@uni.library.ucla.edu>
Source record: 73935
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

In article <01bc43f1$19fe3240$fe066686@mnemo.home.informatik.uni-bremen.de>, "Thomas Meyer" <i03a@zfn.uni-bremen.de> wrote:
>Patrick P.H. Nguyen <pnguyen@ucla.edu> wrote in article
><5icrvj$1o9q@uni.library.ucla.edu>...
>> Did you get the BallBlazer version to work (or was it the Ballblaster
>> version?), and on what emulator?
>
>Please see the thread "Run BallBlazer with XL-it".
>
>> I downloaded a BallBlazer version but the
>> screen was blank (I could hear the game running in the background and the
>
>> players flying across the screen after the ball).
>
Sorry to bother you again, but I am using XLit020. Is there a particular configuration? It's been so long since I used my 1200XL that I forgot basic syntax (you can't imagine how long it took me to figure out the syntax for loading and running a BASIC program on the Atari).

No more simple days of using a TRANSLATOR disk...

3404. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: "*** Monkfish"@kwll.demon.co.uk
Message-ID: <860518262.9068.0@kwll.demon.co.uk>
Source record: 73936

In article <3349a20e.3838329@news.tiac.net>, ddahl@tiac.net (David G. Dahlstrom) wrote:
>>OK, i had a side-scolling (left to right) atari 800xl
>>shooting game couple of years ago. It had an awesome
>>sound track, and about 10 different stages, and once
>>you completed those you started over. Any idea what
>>it was called? (can't find it on yogi's archive)!

Warlok?

3405. Re: ball blaster questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <5idsuh$s5g@uni.library.ucla.edu>
Source record: 73937

In article <3348480D.1F51@worldnet.att.net>, Keatah <Keatah@worldnet.att.net> wrote:
>But WHAT are the options and keys; for changing #of players and droids..
>??
>
In Ballblaster:
The number keys 1->...

In BallBlazer, it's the Option and Select keys.

3406. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: jvmatthe@unity.ncsu.edu
Message-ID: <5ie15s$hap@uni00nw.unity.ncsu.edu>
Source record: 73938
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

Thus Spake Justin Haley Martin (jhmartin@us.itd.umich.edu):
: I have the NES versions of the DK games, and they are just as bad. It's
: not just a pre-crash/post-crash thing, it's just that the only good arcade
: port Nintendo ever did was Super Mario Bros. Mario Bros. is fun, but
: missing a lot of stuff, Punch OUt!, Super PO!, never really were truly
: converted, Popeye and DK 3 were not as popular, but ironically IMO the
: best ports from arcade to home on the NES.

I hear that Gyruss is pretty good. ;^)

Really, though, I kind of like Joust. And Ms. Pac-man and Pacmania are
right playable. Oh, and KLAX and Tetris (by Tengen too) are pretty good.

matt

==
||| John V. Matthews, III | PO Box 50355
||| NCSU Mathematics Graduate Student | Raleigh, NC 27650
/ | \ http://www4.ncsu.edu/eos/users/j/jvmatthe/www | (919) 515 7324
==

3407. Buy/sell/trade

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <334A1A3F.3F700191@cc.memphis.edu>
Source record: 73939

Check out the page in my sig... expand wanted/available lists.
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm

3408. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc4450$3be58020$0100007f@LocalHost>
Source record: 73940

I would guess for Tail of Beta Lyrae by Gilbertson and Price. It was
released by Datamost. Excellent sound and scramble like shooter.

David G. Dahlstrom <ddahl@tiac.net> wrote in article
<3349a20e.3838329@news.tiac.net>...
> Beta Lyra (or something like that).
>
> Dave
>
> On Mon, 07 Apr 1997 02:12:58 -0600, "[Escape]" <yeah@yeah.com> wrote:
>
> >OK, i had a side-scolling (left to right) atari 800xl
> >shooting game couple of years ago. It had an awesome
> >sound track, and about 10 different stages, and once
> >you completed those you started over. Any idea what
> >it was called? (can't find it on yogi's archive)!
> >
> >PLEASE HELP!
>
>

3409. Don't Fear's 2nd Auction (Update 17) Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5iedq4$2898@newssvr01-int.news.prodigy.com>
Source record: 73941

Don't Fear's Huge Second Auction (Update 17)

Part 2: Everything Else

Alright kids here we go!

Notice there are a few new items!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

ColecoVision

Decathlon (U) $3.00 hoss
Donkey Kong (C) $0.50 richard
Donkey Kong Jr. (C) $1.50 richard
The Heist (U) $3.00 hoss
Illusions (R) new item
Keystone Kapers (R) $2.00 hoss
Popeye (C) $1.00 richard
River Raid (U) $2.00 hoss
Slurpy (ER) - lbl wear $17.00 csb
Smurfs R.I.G.C. (C) - boxed $1.50 richard
Super Action Baseball (C) $0.50 richard

Super Action Football (C) $0.50 richard
War Games (C) $1.00 richard
Wing War (U) buyout

ColecoVision Expansion Module #1 (2600 adapter) $7.00 hoss

System

ColecoVision w/two working controlers, power supply, T.V. cable, R/F
modulator, 2600 Expansion Module, and the folowing loose games:
ColecoVision Donkey Kong and Zaxxon, 2600 Combat, Pac-Man, Asteroids,
Space Invaders, Bezerk, and Pitfall!
$25.00 wipeout

Handhelds

Coleco Table Tops

Donkey Kong (C) $21.00 anthony
Donkey Kong Jr. (ER++) $10.00 anthony
Frogger (R) $41.00 anthony
Zaxxon (IR++) $53.00 anthony

Intellevision

Matell

Auto Racing (U) - complete $1.50 macra
ABPA Backgammon (R) - w/two overlays $1.50 bensonj
Armor Battle (C) - complete $1.50 trevor
NASL Soccer (U) - complete $2.00 trevor
U.S. Ski Team Skiing (C) - complete $1.00 eyabs
Sea Battle (C) - complete $0.50 macra
NFL Football (C) - complete $0.50 macra
L.V. Poker/Blackjack (C) - complete $1.00 eyabs
Space Battle (U) - complete $0.50 macra
Major Leage Baseball (C) - complete $1.00 trevor
NBA Basketball (U) - w/2 overlays $1.00 sodapop
Advanced D&D (U) - complete $1.50 macra
USCF Chess (R) $1.50 bensonj
Space Spartans (U) - complete $1.00 trevor
Astrosmash (U) - shrinkwrapped $2.00 trevor
Snafu (C) - complete $1.00 trevor
Space Armada (C) - complete $1.00 trevor
Triple Action (C) - complete buyout
Bomb Squad (U) - complete $1.50 macra
B-17 Bomber (U) - complete $1.50 macra
Mission X (U) - w/2 overlays new item
Loco-Motion (U) $1.50 shark
Burgertime (U) - w/2 overlays $1.00 shark
Kool-Aid Man (R) $5.00 shark

Bump 'n' Jump (U) $1.50 shark
Power Of He-Man (U) $1.50 shark
Space Hawk (U) - complete $0.50 macra
Utopia (U) - white lbl w/xerox inst $0.50 macra
Star Strike (C) - complete $0.50 macra
AD&D: Treasure Of Tarmin (U) - white lbl w/2 overlays $4.00 alex
Frog Bog (U) - w/2 overlays $0.50 macra
Night Stalker (C) - shrinkwrapped $1.50 macra
TRON Deadly Discs (C) - complete $1.00 eyabs
TRON Maze-A-Tron (R) - complete buyout
Lock 'n' Chase (C) - shrinkwrapped $1.50 macra

INTV

Chip Shot Super Pro Golf (ER) $6.00 bored
Commando (ER) $3.50 macra

Activision

Pitfall! (U) - complete $3.00 mophead
Happy Trails (R) - 2 overlays $2.00 bensonj
The Dreadnaught Factor (R) buyout

Atarisoft

Centipede (R) $3.00 bworkman
Defender (R) $2.00 eyabs

Coleco

Donkey Kong (C) - shrinkwrapped $2.50 brian
Mouse Trap (NA) - w/2 overlays $1.00 mrhodges
Donkey Kong Jr. (R) $6.00 bworkman

Imagic

Atlantis (U) - shrinkwrapped $2.00 trevor
Beauty & The Beast (U) $0.50 bored
Ice Trek (R) $1.50 brian
Microsurgeon (U) - complete $2.50 trevor
Dracula (ER) - complete $11.00 trevor
Nova Blast (U) $3.50 shark
White Water! (ER) - Complete $11.00 trevor

Parker Bros

Frogger (C) - w/box $0.50 shark
Q*Bert (C) buyout

Sears

```
-----
Armor Battle (R) - complete $1.00 trevor
Astrosmash (R) - complete $1.00 trevor
Boxing (R) - complete $3.50 trevor
Football (U) $0.50 bensonj
Golf (U) - white lbl w/2 overlays $0.50 bensonj
Horse Racing (R) - complete $1.50 trevor
Space Hawk (R) - complete $1.00 trevor

Overlays
--------
Package #1: Sea Battle (2), Space Armada (2), Baseball (2), Snafu (2),
Auto Racing (2), Night Stalker (2), Microsurgeon (2),
Atlantis (2), Tron Deadly Discs (2), Pitfall! (2),
Space Spartans (2), Dragonfire
$3.00 shark

Package #2: Lock 'n' Chase (2), Poker/Blackjack (2), Star Strike (2),
Demon Attack (2), Space Battle (2), Pinball
(2), Skiing (2), Astrosmash (2), Triple Action (2), Space Hawk (3), Sub
Hunt, AD&D Treasure
Of Tarmin, Pitfall!, Space Spartans
$3.00 shark

Systems
------------
Intellivision w/two working controllers, power supply, R/F modulator,
and the following games: complete Astrosmash and Night Stalker,
loose Atlantis, Space Battle, Triple Action, Star Strike, Major
League Baseball, Beauty & The Beast, and Donkey Kong
buyout

Intellivision II w/two controllers and loose Astrosmash

$12.00 bored

Intellivoice Voice Synthesis Module in box w/complete B-17 Bomber,
and Space Spartans
$11.50 ryan

Odyssey 2
---------------
Speedway!/Spin-Out!/Crypto-Logic! (C) - complete $1.00 beaumontj
Football! (U) - w/box $2.00 tick
Sub Chase!/Armor Encounter! (C) - complete $1.00 tick
Bowling!/Basketball! (U) - complete $5.00 tick
Baseball! (C) - complete $0.50 bensonj
Thunderball! (R) - complete $1.00 cccp
Showdown In 2100 AD (C) $1.00 tick
Alpine Skiing! (U) - complete $2.50 tick
The Quest For The Rings! (U) - complete $13.00 trevor
K.C. Munchkin! (C) - complete $2.00 tick
```

Pick Axe Pete! (U) $1.50 bensonj

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!, Dynasty!/Directional Dynasty!, and K.C. Munchkin!
$12.00 jones

Atari 400/800

Atari

Archon (C) $6.00 bworkman
Assembler Editor (U) $2.50 greg
BASIC (C) w/reference guide $0.50 kurt
Centipede (C) $2.00 eyabs
Donkey Kong (C) $1.00 wwsmith
Flight Simulator II (C) $4.00 greg
Hardball (U) $7.00 jklein
Missle Command (C) $1.00 mrski
Ms. Pac-Man (C) $6.00 jklein
One on One Bball (U) $2.00 chief
Pac-Man (C) $3.50 jml
Super Breakout (C) $3.50 jml
Star Raiders (C) $3.00 chief
Pilot (U) $3.00 jklein
Galaxian (C) $2.00 lyle
Defender (C) $3.50 jml
Atari LOGO (U) - w/manual $7.50 james s
Robotron 2084 (C) $3.50 jml
Atariwriter (C) $1.50 james s
Joust (C) $4.00 lyle
Moon Patrol (C) $6.00 jhah
Ballblazer (C) $5.50 jml
Blue Max (U) $4.50 jml
Bug Hunt (U) $4.50 jml
Necromancer (U) $12.00 bworkman

Activision

Kaboom! (U) $5.50 jml
Megamania (U) - lbl tear $5.00 bworkman
Pitfall! (U) $10.00 krieg

Big Five Software

Miner 2049er (C) $6.00 chief

Epyx

```
--------
Gateway To Apshai (U) - w/inst $8.00 bworkman
----
IDSI
----
Speedway Blast (R) $7.00 alias
-------
Oss
-------
Mac/65 (U) buyout hoodster
Basic XE (U) buyout hoodster
------------
Parker Bros.
------------
Q*Bert (C) $1.00 alias
----------
Roklan
----------
Deluxe Invaders (C) - w/inst $7.00 bworkman
Wizards Of Wor (C) - lbl severely faded $12.00 jklein
----
Sega
----
Star Trek: S.O.S. (U) $7.00 alias
--------------
Spinnaker
---------------
Alphabet Zoo (U) - boxed $2.00 james s
Delta Drawing: Learning Program (U) - w/inst $2.50 alias
Kids On Keys (U) $0.50 james s
Kindercomp (U) $0.50 james s
Story Machine (U) $0.50 james s

Systems & computer related items
------------------------------------------------
130 XE - tested w/ power supply, set of paddles (untested), video
touch pad w/Star Raiders overlay, two 2600 joysticks (untested),
owners manual, T.V. cord, and the following loose cartridges:
Defender, and Atariwriter
$85.00 hoodster

800 XL - tested w/power supply, T.V. cord, and a 2600 joystick
(untested)
$20.00 hoodster

600 XL - tested w/power supply, owners manual, and a 2600
joystick(untested)
$15.00 hoodster

Atari 1010 Program recorder - untested w/power supply, owners manual,
connecting cord, and the following loose cassettes Player Missle
```

Graphics and Basics of Animations
$10.00 hoodster

Atari Touch Tablet - tested w/Atariartist cart and owners manual
$17.50 hoodster

Atari Light Pen - tested w/Atarigraphics cart
$15.00 hoodster

Suncom Animation Station - untested w/owners manual
$5.00 roagie

Atari 1020 Printer - untested w/power supply and roll of paper
$9.50 hoodster

Voice Box Speech Synthesizer by The Alien Group - untested
$9.00 hoodster

Inside Atari Basic: a fast, fun, and friendly approach. By Bill
Carris
$0.50 randy

Atari DOS 2.5: XF551 Disk Drive owners manual
$1.50 wwsmith

Boulderdash Construction Kit: instruction manual
$0.10 alias

Ghost and Ghouls: instructions
$0.50 randy

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL,
65 XE, and 130 XE. Comes with owners manual. Untested
$4.50 kurt

Software: SubLogic Japan scenery disk (5.25) for use w/Flight Sim.
II. Comes with owners manual, and approach charts. Untested
$2.00 alias

Software: Adventure Maker/Tax Template (5.25 disk). Untested
$0.50 randy

Software: Spinnaker's In Search Of The Most Amazing Thing (5.25)
Untested
$0.50 randy

Six 5.25 disks: Could contain Government cover-ups. Untested
$1.00 jml

Vic-20

Atarisoft

Pac-Man (C) - w/box $1.00 markd

Commodore

16K Memory Expander $1.00 rob
Vic Avenger (C) - complete $1.00 markd
Super Alien (C) - complete $1.00 markd
Radar Rat Race (C) - complete $1.00 markd
Raid On Fort Knox (C) - complete $1.00 markd
Adventure Land Adventure (C) - complete $1.00 markd
Pirate's Cove Adventure (C) - complete $0.50 biglous
Sargon II Chess (C) - complete $1.00 markd
Cosmic Cruncher (C) - complete $1.00 markd
Gorf (C) - complete $1.50 markd
Omega Race (C) - complete $1.00 markd
Star Post (U) - complete $2.00 markd

Imagic

Demon Attack (C) - complete $3.00 bworkman
Atlantis (C) - complete $3.50 rob
Dragonfire (C) - complete $3.00 bworkman

Sega

Star Trek [S.O.S.] (C) - complete $3.00 rob

Vic-20 Cassettes

Academy Software

Typing Tutor/Word Invaders - complete

Commodore

An Introduction To Basic: Part 1 - complete $1.00 jones
An Introduction To Basic: Part 2 - complete $1.00 jones

System

Vic-20 in orignal box w/power supply, R/F modulator, and T.V. Cord
$6.00 jones

VicModem in orignal box $1.00 jones

C-64

Gateway To Apshai $3.00 jones
Decathalon $5.00 mrupp

TI99-4A

Burgertime (R) - w/inst $3.00 rob

Aligator Mix (R) $2.00 rob
Early Reading (R) $0.50 cccp
Donkey Kong (VR) $2.00 eyabs

System

TI99-4A in orignal box w/power supply, R/F modulator, and owners
manual
$6.00 beaumontj

Misc Stuff

Donkey Kong Trading cards - 3 unopened packs $15.00 shrink
Atari 2600 Power Supply - in orig box $3.50 chris
Atari Ultra Pong Doubles - in orig box buyout
Atari Video Pinball/Breakout System $6.00 smedley
Sears Telegames Pinball/Breakay System - in orig box w/inst & R/F
modulator
$6.00 smedley
Atari Game Center (plastic case to hold games and system) $3.00 james
Telegames Center (plastic case to hold games and system) removed
2600 Joystick $2.50 wwsmith
2600 Joystick $3.00 wwsmith
2600 Joystick $3.00 wwsmith
2600 Joystick $3.50 wwsmith
2600 Paddles - untested $3.00 wwsmith
2600 Paddles - untested $3.00 wwsmith
2600 Driving Controllers (2) - untested $3.00 pat man
2600 Keybord Controllers (2) - untested $8.00 pat man
2600 Track Ball $15.00 Robert
Atari Video Touch Pad $1.00 philly
7800 Joystick $2.50 chris
7800 Joystick $2.50 chris
Champ Joystick (retractable cord) $1.50 doyle
Suncom Star Fighter Joystick $1.50 philly
Spctravision Joystick $1.50 philly
Coleco Super Action Controller (doesn't work)
Coleco Super Action Controller (doesn't work)
Coleco Super Action Controller (doesn't work)
Coleco Adam Controller (doesn't work)
Atari Computer Power Supply - untested/very heavy/"the log"
Atari Computer Power Supply - untested/shady
Tyco Electric Racing Power Pack - untested $0.10 alias
Chaos Strike Back: software manual $0.10 min
Box of 10 Xerox 5.25 floppy disks $1.00 jml

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3410. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc446a$92b6b1c0$fe066686@mnemo.home.informatik.uni-bremen.de>
Source record: 73942
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

Patrick P.H. Nguyen <pnguyen@ucla.edu> wrote in article
<5idr0r$gdc@uni.library.ucla.edu>...
> Sorry to bother you again, but I am using XLit020. Is there a particular

> configuration? It's been so long since I used my 1200XL that I forgot
basic
> syntax (you can't imagine how long it took me to figure out the syntax
for
> loading and running a BASIC program on the Atari).

Just run the emulator like this:
atari -nobasic -modex ballblzr.atr (if you have the ATR)

To run the .EXE or .COM:
atari -nobasic -modex -hd . dos25.atr

Use "L" in DOS and enter the name of the executable. It has to reside in
the current directory where you started XL-it from. The same applies to the
DOS disk.

If BallBlazer comes up with a black screen, but the music is playing, try
the following. It's very awkward, but maybe Markus will have a solution in
his next release of XL-it. ;)

1. Start BallBlazer in XL-it!
2. When you hear the music, press F7 to enter the debugger
3. Enter "a f00" (f, zero, zero) to begin assembling at $f00, then enter
this:
lda #$3f
sta $d400
lda #3
sta $d01d
jmp $e462
<return>
4. Enter "a 4cbb", then enter:
jmp $f00
<return>
5. Enter "x" to exit the debugger.

If everything went well, you should now see the BallBlazer screen. At times
it seems that this hack doesn't work and the Display List Interrupt isn't
executed. Colors will be wrong and the playfield will look screwy. In that
case just run XL-it again and try the above for a second time.

Bye,
Thomas

--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

3411. Atari for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5iektf$c3m$1@news2.voicenet.com>
Source record: 73943
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers

```
Atari Items for Sale plus shipping

Atari 850 Interface no power supply..................... $39
Atari XMM801 printer.................................... $24
Atari 1020 Printer...................................... $15
Atari XM301 Modem....................................... $15
Atari 410 Program Recorder (tape deck) (2).............. $14
Atari 400 Program Recorder (tape deck).................. $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ................... $ 8 each
Paddles (2 sets)........................................ $12 each
DVE Printer Power Supply Model DV-2412A................. $10
50 5-1/4 diskettes ..................................... $10
50 3-1/2 diskettes...................................... $12.50
.....................................................................
Wishbringer from Infocom on Disktte w/box & docs.... $18
.....................................................................

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
```

Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions

PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor Donkey Kong
Jungle Hunt Missile Command
Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs

Zaxxon w/box & docs
.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

3412. Re: Atari 800 and tons of stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: StegH <stegNO@SPAMairmail.net>
Message-ID: <334AE3DC.6387@SPAMairmail.net>
Source record: 73944

David A. Soumis wrote:
>
> I have an Atari 800 system (1 working & 1 scavanged a bit for parts) 2 810
> drives, a very fast 300 modem, tape drive, a somewhat fallen apart graphic
> pad, a numeric keypad, several joysticks, and an Amdek monitor, other
> stuff. Almost every game ever for the system, all Compute books, Analog &
> Antic magazines..nearly every issue, De Re Atari by Chris Crawford(my
> hero), the hardware manuals put out by Atari, and more.....
> Need to sell.........make a REASONABLE offer....I want it to all go as a
> package!!!. It'll be like Christmas for someone. or a birthday.
> EMAIL:SOUMIS@IX>NETCOM>COM
> Someone once offered $25.00.........give me a break!!
>
> This is classic stuff....perfect for learning, and besides, there's tons of
> great things still going for this system.
>
> Email : soumis@ix.netcom.com

What are you asking for it, as I am interested... Just to set the tone,
thought, I just bought 2 Atari Jaguars, Jaglink and 4 games for $20...
it may have sentimental value, but that rarely translates into $$$.

Steg

3413. Re: Atari 800 and tons of stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: StegH <stegNO@SPAMairmail.net>
Message-ID: <334AE3F2.5F8@SPAMairmail.net>
Source record: 73945

David A. Soumis wrote:
>
> I have an Atari 800 system (1 working & 1 scavanged a bit for parts) 2 810
> drives, a very fast 300 modem, tape drive, a somewhat fallen apart graphic
> pad, a numeric keypad, several joysticks, and an Amdek monitor, other
> stuff. Almost every game ever for the system, all Compute books, Analog &
> Antic magazines..nearly every issue, De Re Atari by Chris Crawford(my
> hero), the hardware manuals put out by Atari, and more.....
> Need to sell.....make a REASONABLE offer....I want it to all go as a
> package!!!. It'll be like Christmas for someone. or a birthday.
> EMAIL:SOUMIS@IX>NETCOM>COM
> Someone once offered $25.00.....give me a break!!
>
> This is classic stuff....perfect for learning, and besides, there's tons of
> great things still going for this system.
>
> Email : soumis@ix.netcom.com

What are you asking for it, as I am interested... Just to set the tone,
thought, I just bought 2 Atari Jaguars, Jaglink and 4 games for $20...
the 800 system may have sentimental value, but that rarely translates
into $$$.

Steg

3414. Where can I get A.P.E. cheap???

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: Ulf.Petersen@KIEL.netsurf.de
Message-ID: <6USs$NI3nhB@ulf.kiel.netsurf.de>
Source record: 73946

Hi there!

Maybe you already know that you can find visit my web page at ...

http://members.aol.com/upetersen/atari.htm

in order to download some of my commercial games and programmes. What you probably don't know is that I have loads of software that I would like to add to it (Public Domain and more of my commercial programmes). The only problem is that I don't have a proper cable to connect my 1050 (upgraded with a disk speeder called SPEEDY) to my PC to transfer all programmes directly. Currently I have to convert all disks to double density on my ATARI 8Bit to transfer them which simply takes to much time (which I don't have!!!). I was told that A.P.E. is pretty good (can I actually use that cable to connect my 1050 directly?). The only problem seems to be the price. Therefore I'd like to ask someone to build such a cable at a low price for me. If you consider that all of you could get lots of "new" software I think that's a fair deal! So, if you can build such a cable, please contact me :)! The sooner the better :))).

CU!

Ulf

3415. Don't Fear's 2nd Auction (Update 17) Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5iedn5$nsg@newssvr01-int.news.prodigy.com>
Source record: 73947

```
Don't Fear's Huge Second Auction (Update 17)

Part 1: 2600/5200/7800

Alright kids here we go!

Notice there are a few new items!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

Atari 2600
----------
Atari
-----
Combat (C) - boxed
Space War (U) $1.00 joe
Outlaw (U) $0.50 albert
Slot Racers (U) $2.50 albert
Canyon Bomber (U) - boxed $2.00 joe
Super Breakout (U) $2.00 kevin
Defender (C) - boxed $1.50 joe
Warlords (U) - boxed $7.00 pat man
Indy 500 (U) $1.00 pat man
```

Adventure (C) $2.50 matt2
Demons To Diamonds (U) - shrinkrapped $2.50 joe
Championship Soccer (C) - boxed $1.50 joe
3-D Tic-Tac-Toe (U) - boxed $2.50 joe
Breakout (C) - boxed $3.00 mophead
Football (C) $1.00 joe
Bowling (C) $1.00 matt2
Circus Atari (C) $0.50 bored
Superman (C) $1.00 bluebat
Space Invaders (C) - red lbl/shrinkwrapped $2.50 mophead
Night Driver (C) - boxed $1.50 jeffgamer
Golf (C) - w/inst $1.00 doyle
Maze Craze (U) $1.00 mrupp
Missle Command (C) $0.50 bored
Othello (R) - boxed $2.50 joe
Surround (C) $1.00 joe
Code Breaker (U) - w/inst $1.50 collector
Flag Capture (U) - w/inst $2.00 doyle
Pac-Man (C) - boxed $1.00 philly
Video Pinball (U) - boxed $1.50 joe
Asteroids (C) - w/inst $1.00 mophead
Berzerk (C) - shrinkwrapped $2.00 collector
Casino (U) $0.50 macra
Haunted House (C) $1.00 matt2
Swordquest Earthworld (C) - w/inst $1.50 kevin
Swordquest Fireworld (C) - w/inst $1.50 kevin
Radiers Of The Lost Ark (C) - boxed $5.50 joe
Star Raiders (U) - w/touch pad $5.50 joe
Hangman (U) $1.00 alex
RealSports Volleyball (U) $1.00 joe
RealSports Soccer (U) $1.50 albert
RealSports Football (C) $1.00 joe
Swordquest: Waterworld (UR) $95.00 nicky
Phoenix (C) - shrinkwrapped $2.00 joe
E.T. (C) - boxed $1.50 joe
Ms. Pac-Man (U) - w/inst $1.50 bored
Centipede (C) $1.50 joe
Galaxian (U) $1.50 matt2
Gravitar (U) $1.50 mrupp
Kangaroo (U) - w/inst $2.00 tick
Pengo (ER) - boxed $65.00 ungabunga
Moon Patrol (U) $1.00 kevin
Pole Position (C) - w/inst $1.50 joe
Rubik's Cube (ER) $71.00 boar
Taz (R) $3.00 tick
Oscar's Trash Race (R) - lbl plaque $6.00 boar
Big Bird's Egg Catch (R) - lbl plaque $3.00 bensonj
Sorcerer's Apperntice (R) - w/inst $4.50 joe
Crystal Castles (U) - boxed $2.50 joe
Pigs In Space (ER) $22.00 boar

Millipede (R) - w/inst $2.00 bensonj
Stargate (U) - w/writing on back $2.50 mrupp
Midnight Magic (R) $2.00 bensonj
Solaris (U) $2.00 greg
Donkey Kong (U) $2.00 joe
Donkey Kong Jr. (R) $1.50 joe
Venture (R) $1.50 joe
Q*Bert (R) $2.00 mrski
Sprint Master (R) $3.50 mrupp

Sears

Outer Space (U) - pic lbl $1.00 doyle
Speedway II (U) $0.50 albert
Space Combat (U) $1.00 kevin
Breakaway IV (C) $1.00 kevin
Brain Games (R) $2.00 bensonj
Baseball (C) $1.00 bensonj
Race (C) $0.50 albert
Gunslinger (U) $1.00 bensonj
Maze (C) - pic lbl $1.00 doyle
Arcade Golf (U) $2.00 eric
Dare Diver (ER) $8.00 ungabunga
Night Driver (U) $1.00 isaac
3-D Tic-Tac-Toe (ER) $4.50 bored
Steeplechase (R) $4.00 tick
Math Grand Prix (R) - pic lbl $3.00 doyle
Adventure (U) $1.00 kevin
Dodger Cars (ER) $7.00 awwatkin
Arcade Pinball (R) - pic lbl $3.00 bensonj
Asteroids (U) $0.50 albert
Missle Command (R) $1.00 philly
Bezerk (R) $2.00 greg
Pac-Man (C) $0.50 albert
Defender (C) $0.50 albert

Absolute

Title Match Pro Wrestling (R) - w/inst $6.00 bensonj
Tomcat F-14 (ER) $9.00 dogberry

Activision

Dragster (C) $0.50 macra
Boxing (ER) - blue lbl $4.50 bored
Checkers (ER) - w/inst $6.00 tick
Fishing Derby (U) $1.00 bored
Skiing (U) $0.50 macra
Bridge (U) $0.50 macra
Tennis (C) $0.50 barry

Laser Blast (C) - boxed $0.50 macra
Freeway (U) - boxed $0.50 macra
Kaboom! (ER) - blue lbl $3.00 bored
Stampede (U) $1.00 matt2
Ice Hockey (U) $0.50 macra
Barnstorming (U) $1.00 isaac
Grand Prix (U) $0.50 macra
Chopper Command (U) - boxed $0.50 macra
Starmaster (U) $1.00 greg
Megamania (U) $1.00 greg
Pitfall! (C) $1.50 kevin
Sky Jinks (R) $1.00 bored
River Raid (U) $1.50 matt2
Spider Fighter (U) $1.00 shalon
Seaquest (R) - boxed $1.50 acroyear
Oink! (R) - w/inst $2.00 matt2
Dolphin (R) $2.00 rex
Keystone Kapers (ER) - blue lbl $4.00 bored
Enduro (U) $0.50 ryan
Plaque Attack (R) $2.50 mrupp
Robot Tank (R) $1.00 eyabs
Crackpots (R) $1.00 bored
Decathalon (R) $1.00 eyabs
Frostbite (R) $1.00 tick
Pressure Cooker (R) $2.50 mrupp
Space Shuttle (ER) - blue lbl $5.00 mervis
Pitfall II (R) $4.00 mervis
H.E.R.O. (R) - lbl wear $7.00 tick
Beamrider (R) - screws showing $10.00 tick
Kung Fu Master (R) - w/inst $2.00 mrupp
Commando (R) $2.00 matt2
Ghostbusters (ER) - blue lbl $7.00 nicky

Apollo

Space Cavern (U) - blue lbl $1.50 acroyear
Space Cavern (U) - red lbl $1.50 acroyear
Racquetball (U) - orange lbl new item
Lost Luggage (U) - green lbl $2.50 ungabunga
Shark Atack (U) - boxed $3.00 doyle
Infiltrate (U) - w/inst $2.00 philly
Final Approach (R) $14.00 ungabunga

Avalon Hill

Death Trap (UR) - w/inst $47.00 boar
Shuttle Orbiter (UR) - w/inst $90.00 ungabunga

CBS

Wizzard Of Wor (R) $2.00 kevin
Gorf (U) $1.50 mrski
Blueprint (U) - writing on lbl $2.00 bworkman
Solar Fox (U) - lbl damage $1.00 slyfox
Omega Race (U) - w/inst and broken Booster Grip $3.50 bworkman
------
Coleco

Zaxxon (U) $3.00 tick
Venture (C) $0.50 ryan
Mouse Trap (U) $1.00 slyfox
Smurfs R.I.G.C. (U) $4.50 aaa
Carnival (U) $1.00 mrupp
Donkey Kong Jr. (R) $1.00 bensonj
Mr. Do! (R) $9.00 boar
Roc 'N Rope (R) $9.00 boar

Data Age

Encounter at L-5 (U) - end lbl damage $0.50 macra
Airlock (C) $0.50 albert
Journey Escape (C) - boxed no inst $2.00 mrupp
Bermuda Triangle (R) $4.00 boar
Frankenstein's Monster (R) - screws showing w/inst $7.50 mervis
----
Epyx

Summer Games (R) $2.00 bensonj
Winter Games (R) $1.00 macra

First Star

Boing! (ER) $60.00 ungabunga

Froggo

Sea Hawk (R) $5.00 boar

Imagic

Trick Shot (R) $2.00 bensonj
Demon Attack (ER) - blue lbl $7.00 bored
Star Voyager (C) $1.00 eyabs
Atlantis (U) $1.00 eyabs
Cosmic Ark (U) $1.00 mrski
No Escape! (R) - w/inst $1.50 philly
Fire Fighter (R) $1.00 tick
Shootin' Gallery (ER) $13.50 boar
Riddle Of The Sphinx (U) $1.00 macra
Dragonfire (C) $1.00 eyabs

Fathom (R) $15.00 boar
Solar Storm (R) - w/inst $4.00 ungabunga
Quick Step (R) - w/inst $10.00 boar

M Network

Adventure of Tron (U) $1.50 mrupp
Masters of the Universe (R) $7.00 ron moore
Burgertime (R) - writing on back $2.50 mrupp
Kool-Aid Man (U) $5.00 mervis
Space Attack (C) - boxed $0.50 ryan
Tron Deadly Discs (U) $1.00 macra
Lock 'N Chase (C) - shrinkwapped $1.00 acroyear
Frogs And Flies (U) - w/inst $1.50 bored
Astroblast (U) - boxed $1.00 acroyear
Dark Cavern (U) $0.50 ryan
Intl. Soccer (U) w/inst $1.00 tick
Air Raiders (R) $1.00 tick
Bump 'n' Jump (R) - w/inst $4.00 ron moore

Mythicon

Sorcerer (U) $1.50 doyle
Fire Fly (U) $1.50 doyle
Star Fox (U) $3.00 eric

Panda

Stunt Man (R) buyout pending

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions $3.00 mervis
Amidar (U) $1.00 macra
Super Cobra (U) $0.50 cccp
Reactor (U) $0.50 albert
Sky Skipper (R) - w/box top, inst, no lbl $4.00 tick
Q*Bert (C) $2.00 kevin
Strawberry Shortcake (U) $1.50 isaac

Sega

Tac-Scan (U) - lbl damage $0.50 macra
Thunderground (R) $4.00 dogberry
Star Trek S.O.S. (R) $4.00 mrupp
Buck Rogers: Planet Zoom (U) $4.00 boar
Congo Bongo (R) - lbl plaque $2.00 aaa
Tapper (ER) - slight lbl wear $23.00 boar
Spy Hunter (ER) $20.00 ungabunga

Telesys

Coco Nuts (R) $3.00 boar

Tigervision

Miner 2049er (ER) $8.00 hoss

20th Century Fox

Worm War I (U) $1.00 macra
Mega Force (R) $1.00 mrupp
Alien (R) $1.50 beaumontj
Turmoil (U)- boxed $1.00 clint
Crypts Of Chaos (R) end lbl damage w/inst $5.50 awwatkin
M*A*S*H (U) $1.00 macra
Flash Gordon (R) $4.00 boar

U.S. Games

Space Jockey (C) $0.50 macra
Sneak 'N Peek (R) - w/inst $1.00 tick
Word Zapper (U) $0.50 cccp
Commando Raid (R) - w/inst $1.00 kevin
Name This Game (R) - fancy cart $1.00 ryan
Squeeze Box (ER) $3.50 bored
Eggomania (R) - w/inst $5.00 ron moore
Piece O' Cake (ER) - w/inst $7.00 ron moore
Entombed (ER) $4.50 mrupp

Xonox

Ghost Manor/Spike's Peak (U) - w/inst $3.00 philly
Chuck Norris Superkicks (ER) $29.00 nicky

Systems

Atari 2600: four switch, black front panel in original box w/two
working joysticks, set of paddles, power supply, R/F modulator, and
the following loose games: Combat, Defender, Space Invaders, Missle
Command, Pac-Man, Asteroids, Bezerk, Swordquest Fireworld, Raiders of
the Lost Ark, RealSports Football, E.T., Pole Position, Target Fun,
Pitfall!, Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx,
Astroblast, and Frogger.
$25.00 james

Sears Video Arcade II (2800) - untested w/two controllers, and a R/F
modulator
$9.00 zack

"Franklinstein" A handcrafted American orignal device that allows
the user to interchange chips to play diffrent games. Comes with
eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!,
Amidar, Demon Attack, and Pitfall!. The device itself is homemade,
not the games. Also comes with case. If there are any questions
don't hesitate to ask. This thing is trully one of a kind.
$10.00 jaguar

Atari 5200

Congo Bongo (R) $3.00 jml
5200 Trac Ball $4.00 jones
2600 adapter - untested $3.50 jones
5200 controller - untested $4.00 jml
5200 controller - untested $4.00 jml

Atari 7800

Asteroids (R) - damaged box $2.00 greg
Food Fight (R) - damaged box $3.00 tick
Pole Position II (C) $1.00 eyabs
Xevious (U) - damaged box $2.00 eyabs
Donkey Kong Jr. (R) $3.00 tick

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3416. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: A Reed <areed@zoomnet.net>
Message-ID: <01bc4411$6563bfa0$dc66e6ce@ginnfami>
Source record: 73948

Janice in NYC <Sapphire@moc.cynonni> wrote in article
<3349b3f3.3785061@news.abest.com>...
> On 6 Apr 97 18:03:07 GMT, hbcsc048@huey.csun.edu (justin scott) wrote:
>
> >Yep, quite a bit, actually... after the horribly disappointing
> >MasterBlazer (?) for the ST's, I was wondering if the 8-bit version
could
> >ever be beat, and the 7800 did it. Perfect music (due to the chip being
in
> >the cart-- GREAT decision, Atari! Can you imagine BallBlazer with the
> >7800's sound chip wailing away like a cat in heat?), and the graphics
are
>
> The 7800's sound chip isn't as good as the 8-bit computers'?
>
>
The 7800 uses (to the best of my knowledge) the same chip for sound as the
Atari 2600.
In my opinion, this is the biggest downer for the 7800...crappy sound.

3417. XL-IT 0.20 bug? ("Power Down")

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: "[Escape]" <sermm0@hg.uleth.ca>
Message-ID: <334B29F4.22DE@hg.uleth.ca>
Source record: 73949

In the game "Power Down" the ship explodes even though
it's not being hit by anything (when lasers turn on)!

A player missle problem, or something else?? :)

thanks for any help...

3418. The Best Atari Shooter Game (2) !!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: "[Escape]" <yeah@yeah.com>
Message-ID: <334B25B0.476C@yeah.com>
Source record: 73950

Thanks for the info.. Although I can't remember having any
of those titles. Hmmmm.. Well I had that game when I was in
Europe (1986 i guess) and it was in english so it should be
available here as well.. The thing I can remeber about it is
that there were 2 stages out of those (possibly 10) that were
very simple. You had to navigate your ship thru a tunnel made
of plain lines (and that stage had this strange sound)..
So that stage had no shooting, nothing at all.. just 2 lines
on upper and lower side making up a tunnel.. Anything coming
to mind now? :)

Waiting for any comments, thanks to everyone!!!!!

3419. A WAY TO SPLIT MEGAIMAGES!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: "[Escape]" <sermm0@hg.uleth.ca>
Message-ID: <334B2C47.5BA1@hg.uleth.ca>
Source record: 73951

```
Get a program called ADIR.EXE, and extract the game
with "ADIR FILE.ATR GAMENAME"
Then you can rename it to an .exe file and load from
a virtual dir H1:, or put into an .ATR image..
```

3420. Re: FS/T: Rare Atari 1400Xl in 14XX XL case

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: Marlin Bates <mbates@jarl.cs.uop.edu>
Message-ID: <Pine.SUN.3.91.970408231254.11805A-100000@jarl.cs.uop.edu>
Source record: 73952

```
The 1400XL has been sold. Thanks

-Marlin
On Sat, 5 Apr 1997, MSmith wrote:

> What's your best offer so far? Please let me know.
>
> Thanks,
> Mark Smith
>
```

3421. How can one build custom MEGAIMAGES?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: "[Escape]" <sermm0@hg.uleth.ca>
Message-ID: <334B2CA5.41C1@hg.uleth.ca>
Source record: 73953

How can you build a custom megaimage from the game .exe's
you already have.. so it works with the menu.atr by YOGI?
How do you create .ATR filesizes bigger than 130kb ?

thx.

3422. Atari 800 and tons of stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: "David A. Soumis" <soumis@ix.netcom.com>
Message-ID: <01bc4478$3907ad60$89f31fcc@default>
Source record: 73954

I have an Atari 800 system (1 working & 1 scavanged a bit for parts) 2 810 drives, a very fast 300 modem, tape drive, a somewhat fallen apart graphic pad, a numeric keypad, several joysticks, and an Amdek monitor, other stuff. Almost every game ever for the system, all Compute books, Analog & Antic magazines..nearly every issue, De Re Atari by Chris Crawford(my hero), the hardware manuals put out by Atari, and more.....
Need to sell.....make a REASONABLE offer....I want it to all go as a package!!!. It'll be like Christmas for someone. or a birthday.
EMAIL:SOUMIS@IX>NETCOM>COM
Someone once offered $25.00.....give me a break!!

This is classic stuff....perfect for learning, and besides, there's tons of great things still going for this system.

Email : soumis@ix.netcom.com

3423. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-08 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <3349b3f3.3785061@news.abest.com>
Source record: 74022

On 6 Apr 97 18:03:07 GMT, hbcsc048@huey.csun.edu (justin scott) wrote:

>Yep, quite a bit, actually... after the horribly disappointing
>MasterBlazer (?) for the ST's, I was wondering if the 8-bit version could
>ever be beat, and the 7800 did it. Perfect music (due to the chip being in
>the cart-- GREAT decision, Atari! Can you imagine BallBlazer with the
>7800's sound chip wailing away like a cat in heat?), and the graphics are

The 7800's sound chip isn't as good as the 8-bit computers'?

3424. Re: The Best Atari Shooter Game (2) !!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Rieder Rudi <rieder_r@kufgem.co.at>
Message-ID: <01bc44fb$067a7520$150101c8@Rieder>
Source record: 73873

Hi!
sounds a little bit like "transmutter" to me ?!
could it be ?
--
rudi
"rieder_r@kufgem.co.at"

[Escape] <yeah@yeah.com> schrieb im Beitrag <334B25B0.476C@yeah.com>...
> Thanks for the info.. Although I can't remember having any
> of those titles. Hmmmm.. Well I had that game when I was in
> Europe (1986 i guess) and it was in english so it should be
> available here as well.. The thing I can remeber about it is
> that there were 2 stages out of those (possibly 10) that were
> very simple. You had to navigate your ship thru a tunnel made
> of plain lines (and that stage had this strange sound)..
> So that stage had no shooting, nothing at all.. just 2 lines
> on upper and lower side making up a tunnel.. Anything coming
> to mind now? :)
>
> Waiting for any comments, thanks to everyone!!!!!
>

3425. Re: The Best Atari Shooter Game (2) !!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc44fc$848fdf80$0100007f@LocalHost>
Source record: 73874

That sounds a bit like Atari's Vanguard. Could it be that one ? With
Rainbow zones and stuff ?

[Escape] <yeah@yeah.com> wrote in article <334B25B0.476C@yeah.com>...
> Thanks for the info.. Although I can't remember having any
> of those titles. Hmmmm.. Well I had that game when I was in
> Europe (1986 i guess) and it was in english so it should be
> available here as well.. The thing I can remeber about it is
> that there were 2 stages out of those (possibly 10) that were
> very simple. You had to navigate your ship thru a tunnel made
> of plain lines (and that stage had this strange sound)..
> So that stage had no shooting, nothing at all.. just 2 lines
> on upper and lower side making up a tunnel.. Anything coming
> to mind now? :)
>
> Waiting for any comments, thanks to everyone!!!!!
>

3426. Historical accuracy

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-0904971046060001@mcmdc.library.carleton.edu>
Source record: 73875

I'm looking for some clarification on some points presently mentioned in the FAQ.

When exactly did the 400/800 first appear. It has long been my understanding that they first debuted at the Fall CES in 1978 in November, but didn't actually ship until 1979. Can anyone reliably confirm or refute this?

Who can describe or point me to the best source which describes just how the GTIA was an advancement over CTIA. I know the max number of simultaneous colors increased from 128 to 256, and that gr. 9-11 became available in BASIC. Is that it? Max resolution wasn't increased, was it? (gr.8, at 320x192)

When did machines first start shipping with GTIA installed? I now believe the 400/800 began shipping with the GTIA toward the second half of 1982, about the same time the 1200XL appeared (also with GTIA). Is this right? Does anyone know otherwise? Which came first, 400/800's with GTIA or the 1200XL?

I state in the FAQ that the 130XE has "a few new graphics capabilities", not available in any of the other XL/XE's. What was I talking about? Are there any, or was I making that up? (It was based on postings here, I'm sure.)

Thanks for the help,

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.landfield.com/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3427. Trackball-testing

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Rieder Rudi <rieder_r@kufgem.co.at>
Message-ID: <01bc44fd$cbe92480$150101c8@Rieder>
Source record: 73876

I've got a trackball cx80, but I don't know if it work's.
How can I test it (in BASIC) ?

rieder_r@kufgem.co.at

3428. Re: TCP/SLIP && preemptive

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: SPECTRE@jhu.edu
Message-ID: <5ievl3$qub@news.jhu.edu>
Source record: 73877
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

>The 6809 is far more suitable for a preemtive multitasking OS than the
>6502, hence the CoCo3 and OS-9.
>
>The 6502 is a little too stripped down and bare bones to handle this
>effectively, but the 65816 might be able to handle it.

Although the subject is starting to drift, I think I can reply to this. Yeah, it is hard on a 6502, but it has been done. Ever heard of LUnix or ACE? Both are unix-type preemptive multitaskers on C64/C128 and modified C= systems. They work on perfectly ordinary C64s, although not exceptionally. I know, I've used both, and I LIKE THEM. BTW, I am writing a preemptive, multitasking OS for the Commie, now. 6510 was too difficult to deal with the fixed SP, though, so I gave up on C64. Now I will only write for the 8502 based C128 with no SP limitations. My primary interest is to incorporate TCP/IP, or more correctly SL/IP. If any of you who've written a Commie OS would like to talk to me, please email (my PC I use for internet news is crapping out on me).

1

3429. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5ige17$1er$3@news.atl.bellsouth.net>
Source record: 73878
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

```
Glenn Saunders wrote:
>
> The mortal justin scott wrote:
> : Has anyone noticed, a lot of the early 7800 games have gameplay IDENTICAL
> : the the 8-bit Atari (5200/computer) versions? Like Joust, for example...
>
> Asteroids was a notable exception. It blows the 400/800 version away, and
> looks more like Blasteroids than Asteroids.

...I never could stand the Atari 8-bit computer version of Asteroids..
It was SLOOOOW and the asteroids were all that ugly bluish color (even
the 2600 ver. had multicolored asteroids)

(I'm talking about the cartridge version by Atari Inc., I think there
may have been Asteroids clones that were better)
```

3430. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5ige9b$2lr$1@news.atl.bellsouth.net>
Source record: 73879
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

Glenn Saunders wrote:
>
> The mortal justin scott wrote:
> : Has anyone noticed, a lot of the early 7800 games have gameplay IDENTICAL
> : the the 8-bit Atari (5200/computer) versions? Like Joust, for example...
>
> Asteroids was a notable exception. It blows the 400/800 version away, and
> looks more like Blasteroids than Asteroids.

...I never could stand the Atari 8-bit computer version of Asteroids..
It was SLOOOOW and the asteroids were all that ugly bluish color (even
the 2600 ver. had multicolored asteroids)

(I'm talking about the cartridge version by Atari Inc., I think there
may have been Asteroids clones that were better)

3431. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5igd92$1er$1@news.atl.bellsouth.net>
Source record: 73880

SeanU wrote:
>
> I can't seem to get any com files to load under Xlit .19 . I am using
> AtariDos2.5 running under Win 95. When I do a Binary Load (L) the
> programs either hang, or i get an error (136). Any suggestions?
>
> Thanks
> Sean Unruh

...markus should be answering this, but he's a really busy guy...

..First of all, are you turning off BASIC? Very few ".COM" (actually binary loadable) files will work on an Atari (real or virtual) unless BASIC is off. There is an option in the user interface called Environment that will allow you to turn BASIC on & off, among other things. Or, if you've already booted your virtual Atari, hold down F1 (the Option key on the Atari) and press F10 (which reboots the Atari - or maybe it's F9.. one is the RESET key, the other is a real reboot)

As far as your ERROR - 136's go, occasionally you will get a bad binary, but most likely you are trying to run programs from one of Yogi's Mega-Image format .ATR disk images. These will not work properly under any Atari DOS. You need to get the MENU.ATR diskimage and make it drive D1:, and make the megaimage drive D2:, and boot with BASIC disabled (see above); you will see a menu of the games on the MegaImage... BTW I never could get Joust (from Games #1, I think) to work.

Hope this helps.

3432. Re: FS: Commdore 64C & 1571

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5igdg0$1er$2@news.atl.bellsouth.net>
Source record: 73881

Tim Irvin wrote:
>
> In article <334a0e14.86739052@news.inc.net>, ssilicon@lax.net wrote:
>
> [snip]
>
> > Hmm. Do you have any Atari 8-bit stuff for sale? Just wondering.
>
> Heck, selling Commodore *monitors* is fair game here, since I think
> quite a few of us use C= monitors with our Atari 8-bits. But I
> don't think many of us can use a C-64 or a Commodore disk drive.
>
> Now if anyone has a good monitor cable to use with the 1902, I'd
> be interested. I found one at a junk electronics store for 50 cents,
> but it's frayed, with only two inputs remaining and the other two
> cut off and it seems a bit fragile and possibly dangerous.
>
> I can vouch for the Commodore 1902; it works very well with my 800XL.
> Many other composite Commodore monitors do as well.
>
> --
> Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
> ==========

...You can easily make such a cable, using Radio Shack parts. I have
posted the pinouts on this NG (do a DejaNews search on "Monitor Jack" or
some such in this NG), or else look in the revised (NOT original)
version of Mapping the Atari (that's where I got the info)

I have built several of these cables to use with various Atari's and my
old CBM-1702 monitor, and they work well..

3433. gz files

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: fsantos@ican.net
Message-ID: <334bd254.7004018@news.ican.net>
Source record: 73882

How do i decode gz files and what is x-gzip encoding???
help

3434. BallBlazer Rumors and facts

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Julian Eggebrecht <julian@factor5.com>
Message-ID: <01bc451b$7354c4a0$1a4db8ce@hal.factor5.com>
Source record: 73883

Hi everybody!

Just to clear up a few things about BallBlazer:

The game was part of a two game deal between Atari and Lucasfilm in 1982. At the time, Lucas searched for funding of a games research group. Atari was high on cash and gave Lucasfilm an enormous amount of cash. Than Rescue and BallBlazer were started, or should we say, BallBlaster and Behind Jaggi Lines. Both were to be developed as cartridge games for the Atari 8-bit computers and the 5200. BTW... Lucas had free reign about the content, so the guys at the games group played around for almost a year with technical tests. Out of these tests came the technical backgrounds for BB and RoF. RoF's concept for Fractals was in fact thought out by Loren Carpenter, then head of Lucasfilms Computer Graphics research division and responsible for the Genesis fractal sequence in Star Trek 2.
Then, both games were programmed and Atari - for the huge amount of cash - got regular updates on the development process. One of these updates - in fact Beta versions of both games - were given out to the pirate community by an Atari employee (the story about the hacker download is completely wrong).
Everybody was upset, and Atari urged Lucas to finish the 5200 modifications to release that version first. Sometime during that phase, Atari also gave Lucas an Atari 7800 prototype - the system was scheduled to be launched in 1984, and special versions of BallBlazer and Rescue were made (the changes were easy to do):
7800 BallBlazer runs in 30 frames instead of the Atari 8-Bit and 5200 versions, which run in 20 frames. The rotofoils and plasmorb are high (or should we say normal) res, due to the better sprite hardware of the 7800... and that's it.
Rescue also has better looking sprites for the jaggis, the shots and stations on the mountains.
The 5200 versions were published on cart mid 1984 - and then Atari's crash came, they were sold, the 7800 didn't come out and Lucasfilm Games was obviously pretty annoyed. At the end of 1984, Lucasfilm struck a deal with Epyx to save the computer versions. At the time, everybody in the games division was already working on Koronis Rift and Eidolon, but the guys still took the time for the disk releases and made those fantastic loading intros. The C64 versions were given to HESWare for conversion - Lucasfilm Games' programmers didn't want to touch the machine at the time.
The story ends in 1987, when the 7800 finally came out and Atari still had legal rights to publish BallBlazer. They did not have the rights for Fractalus, so it didn't come out.
In the LucasArts archives, there are still the following treasures left:
- Rescue on Fractalus for the 7800

- Labyrinth for the Atari 8-Bit (an unfinished Beta)
AND... if I can trust my source, there is a 2600 version of BallBlazer -
albeit a not very nice one.

As always, take this whole thing with a grain of salt, but most of it is true - as might be the fact, that classic BallBlazer is hidden in BallBlazer Champions on the PlayStation.

Cheers,

Julian

3435. Re: FS: Commdore 64C & 1571

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5igkca$22v@flood.xnet.com>
Source record: 73884

Tim Irvin (ziggy29@netgate.net) wrote:
: In article <334a0e14.86739052@news.inc.net>, ssilicon@lax.net wrote:

: > Hmm. Do you have any Atari 8-bit stuff for sale? Just wondering.
:
: Heck, selling Commodore *monitors* is fair game here, since I think
: quite a few of us use C= monitors with our Atari 8-bits. But I
: don't think many of us can use a C-64 or a Commodore disk drive.

I don't think it's thoroughly unreasonable to think that an 8-bit enthusiast wouldn't be interested in another 8-bit platform. I got my 800 last year precisely because I was going through a 64 revival and thought I had some catching up to do. That also lead to getting a IIc a few months later (although that one hasn't been as cool as I thought it would be.)

Anyway. Don't come down too hard on the guy.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
The sands of time were eroded by... the river of constant change.

3436. Re: Historical accuracy

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <334bd2c6.2768826@news-west.sony.com>
Source record: 73885

On Wed, 09 Apr 1997 10:46:06 -0500, "Michael Current"
<mcurrent@carleton.edu> wrote:

>I'm looking for some clarification on some points presently mentioned in the
>FAQ.
>
>When exactly did the 400/800 first appear. It has long been my understanding
>that they first debuted at the Fall CES in 1978 in November, but didn't
>actually ship until 1979. Can anyone reliably confirm or refute this?

It was CES in January of 1979, but I cannot confirm if this was the
"first" public showing. The first official small shipment of the
400/800 was on August 29th 1979. These were hand built pilot run units
to Sears that needed to be in stock by Sept. 1 so they could be placed
in the big fall catalog. The units were placed in the Sears warehouse
and then immediatly returned to Atari after the "in stock" requirment
had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were
400's to Sears followed very shortly by 800's.

>
>Who can describe or point me to the best source which describes just how the
>GTIA was an advancement over CTIA. I know the max number of simultaneous
>colors increased from 128 to 256, and that gr. 9-11 became available in BASIC.
>Is that it? Max resolution wasn't increased, was it? (gr.8, at 320x192)

Extra graphic modes and 1 extra Luminance line, hence the doubling of
hues availible.

>
>When did machines first start shipping with GTIA installed? I now believe the
>400/800 began shipping with the GTIA toward the second half of 1982, about the
>same time the 1200XL appeared (also with GTIA). Is this right? Does anyone
>know otherwise? Which came first, 400/800's with GTIA or the 1200XL?

The very first proto systems did have the GTIA, but it had some
problems and was not released in the consumer version until 1981. The
GTIA was completed before the CTIA.

800's with GTIA's came a year before the 1200XL.

>
>I state in the FAQ that the 130XE has "a few new graphics capabilities", not
>available in any of the other XL/XE's. What was I talking about? Are there
>any, or was I making that up? (It was based on postings here, I'm sure.)

No idea!

>
>Thanks for the help,
>
>Michael Current, mailto:mcurrent@carleton.edu
>8-bit Atari FAQ and Vendor Lists, http://www.landfield.com/faqs/atari-8-bit/
>Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
>St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3437. Re: XL-IT 0.20 bug? ("Power Down")

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: "M. Diepenhorst" <pokey@dds.nl>
Message-ID: <01bc4531$4c617260$47e79fc2@atari.demon.nl>
Source record: 73886

[Escape] <sermm0@hg.uleth.ca> wrote in article
<334B29F4.22DE@hg.uleth.ca>...
> In the game "Power Down" the ship explodes even though
> it's not being hit by anything (when lasers turn on)!
>
> A player missle problem, or something else?? :)

I'm sure there are player/missle bugs in the XLIT emulation. I've mailed
Markus about this, and send him a very very very tiny test programm to show
one of the bugs.

I guess he will fix this problem, in the next version or so...

I've seen many XL-emulators, but XL-it RULEZZZZZ!!

Marius

3438. Game identification

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Scott Cartier <reitracs@mipos2.intel.com>
Message-ID: <334C1F5E.56E9@mipos2.intel.com>
Source record: 73887

I'm trying to remember a game title. Someone has to remember
this one.

It was a side scrolling game made up of a modified character
set (no pixels). At the start of the game you had several men
in a city on the far left. An enemy ship comes by and picks
them up to drop them into a volcano to the right. You had to
save them by moving them all to another city to the right, past
the volcano. Then the volcano starts erupting and destroying
that city. You had to move the guys again further to the
right to avoid getting killed again. I think you had to
eventually get the people to safety on the far right.

Is that enough info to identify the game. And if you can, is
it available anywhere (like Yogi's).

--
Scott

I do *not* want unsolicited mail. If you need to contact me,
reverse my email name from "reitracs" to "scartier"

3439. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <E8E0Fn.10H@cix.compulink.co.uk>
Source record: 73888

In article <3348AC8A.2CAC@yeah.com>, yeah@yeah.com ([Escape]) wrote:

> OK, i had a side-scolling (left to right) atari 800xl
> shooting game couple of years ago. It had an awesome
> sound track, and about 10 different stages, and once
> you completed those you started over. Any idea what
> it was called? (can't find it on yogi's archive)!
>
> PLEASE HELP!

There was a UK game (or two) that were sideays shooters from about 85/86.
Was it the one with reddish brown GR.9 type graphics? I can't remember the
name but that was a UK game and good fun if a little hard.

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+--+

3440. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <5ihf84$f41@nut.ucsb.edu>
Source record: 73889
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

Lord Spatula <Urchlay@bell***south.net> writes:

>...I never could stand the Atari 8-bit computer version of Asteroids..
>It was SLOOOOW and the asteroids were all that ugly bluish color (even
>the 2600 ver. had multicolored asteroids)

>(I'm talking about the cartridge version by Atari Inc., I think there
>may have been Asteroids clones that were better)

Heeeeeeey, but where else can you play 4-PLAYER Asteroids!?!??!

Grab an 800 and 4 joysticks and go nuts, and you'll change your mind.

Love it.

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.TG-16.cycling.PWEI.Tit Wrench.Battle of the Planets.Star Wars.
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN.LEGO.
The Jitterbug.Bill Gibson.Robot Wars.Tim Burton.The Cult.fried cheese.

3441. Re: Atari 800 and tons of stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970409114856.23219A-100000@fissure.scar>
Source record: 73890

On Tue, 8 Apr 1997, StegH wrote:

> David A. Soumis wrote:
> >
> > I have an Atari 800 system (1 working & 1 scavanged a bit for parts) 2 810
> > drives, a very fast 300 modem, tape drive, a somewhat fallen apart graphic
> > pad, a numeric keypad, several joysticks, and an Amdek monitor, other
> > stuff. Almost every game ever for the system, all Compute books, Analog &
> > Antic magazines..nearly every issue, De Re Atari by Chris Crawford(my
> > hero), the hardware manuals put out by Atari, and more.....
> > Need to sell.........make a REASONABLE offer....I want it to all go as a
> > package!!!. It'll be like Christmas for someone. or a birthday.
> > EMAIL:SOUMIS@IX>NETCOM>COM
> > Someone once offered $25.00.........give me a break!!
> >
> > This is classic stuff....perfect for learning, and besides, there's tons of
> > great things still going for this system.
> >
> > Email : soumis@ix.netcom.com
>
> What are you asking for it, as I am interested... Just to set the tone,
> thought, I just bought 2 Atari Jaguars, Jaglink and 4 games for $20...
> the 800 system may have sentimental value, but that rarely translates
> into $$$.

Well 2 Jags and 4 games for $20, I think you got a steal. I know some
stores that sell 286 systems complete with 640k ram and a BW monitor for
$15. so yeah, old machines may have sentimental value but they are only
worth what someone is willing to pay for them. I had an offer of $75 for
my entire system (which was more than the one you are responding too, and
I refused)

3442. Re: BallBlazer Rumors and facts

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Tony Ramos <ramos.15@osu.edu>
Message-ID: <334C626D.58D4@osu.edu>
Source record: 73891

Mike St. Clair wrote:
>
> "Julian Eggebrecht" <julian@factor5.com> writes:
>
> <fantastic snipped content about 7800 Rescue on Fractalus and other
> tidbits>
>
> Just thought I'd say I enjoyed the post very, very much, hope it is all
> true and accurate, and would love to hear more 'secret history' in these
> classic gaming and computer channels, whether the source is Julian or
> someone else.
>
> --
> ***Mike St. Clair***mstclair@iglou.com***irc:SaintMick***

Back in '87 I had the opportunity to chat with Peter Langston, one of the members of the (then-named) LucasFilm game development group. He related a story similar to the one previously posted here. He also let me know about an easter egg in Atari 8-bit BallBlazer:

During the attract mode, type A U T H O R S . The development team members' names appear, along with descriptions of the work each did on the game.

Sorry if this is old news...man, those were great times...

-Tony
--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
855 Chambers Rd., Apt. 15 : tony_ramos@fitch.com, ramos.15@osu.edu
Columbus, OH 43212 : *** computer-mediated environments ***
(614)297-6352 : *** interface ** image synthesis ***

3443. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Richy Boy <rgd93@ecs.soton.ac.uk>
Message-ID: <Pine.LNX.3.91.970409222841.1476A-100000@arran>
Source record: 73892

On Wed, 9 Apr 1997, Iain Laskey wrote:

> In article <3348AC8A.2CAC@yeah.com>, yeah@yeah.com ([Escape]) wrote:
>
> > OK, i had a side-scolling (left to right) atari 800xl
> > shooting game couple of years ago. It had an awesome
> > sound track, and about 10 different stages, and once
> > you completed those you started over. Any idea what
> > it was called? (can't find it on yogi's archive)!
> >
> > PLEASE HELP!
> There was a UK game (or two) that were sideays shooters from about 85/86.
> Was it the one with reddish brown GR.9 type graphics? I can't remember the
> name but that was a UK game and good fun if a little hard.
>
> +--------------+---+
> |Iain R Laskey |ilaskey@cix.compulink.co.uk |
> +--------------+---+
> |Analyst/Programmer Freelance journalist PC/Atari Jaguar |
> +--+
>
>
Yeah, i can remember one or two from mastertronic, just after they
changed there cassette cases to the 'blue' style..

The one i am talking about is Panther, or at least i think thats its
name. It had a cool soundtrack, i dont know if it was in Yogi's or not
though. Just remeber stage 1 had a railway line running up the middle,
and you had to land next to 'huts' to rescue survivors.. and later having
to fly low over a city to dodge the radar, and a ocean stage with oil rigs...

Later,

Richy Boy

****
* The plebeians don't understand *
* If you know what i mean ;) *
****

3444. Re: TCP/SLIP && preemptive

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Nate_DAC <natedac@no.junk.mail!>
Message-ID: <Pine.SUN.3.94.970409170013.21114C-100000@dfw.dfw.net>
Source record: 73893
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

> so I gave up on C64. Now I will only write for the 8502 based C128 with no SP
> limitations. My primary interest is to incorporate TCP/IP, or more correctly

Also, neither the 6502, 6510, nor 8502 are responsible for stack and ZP
capabilities as you need them.

None of the three offer relocatable stacks or zero pages, however the MMU
inside the C128 does offer this. In fact I already made use of it's
relocatable zero page, to speed up the code in Modplay 128, a program I
just finished (it should be available NOW, from Arkanix Labs, email to
jonm@arkanixlabs.com).

I needed both Ml and BASIC to have plenty of zero page space, so inside
the ML portions of this program, ZP is relocated, to give the ML plenty of
workspace while keeping it from stepping on BASIC's pointers, etc.

```
_/ _/ _/_/_/ _/_/ _/_/_/
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_/ _/_/ _/-'-'_/ _/ _/-' _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/_/_/ _/_/_/_/ _/ _/ _/_/_/
natedac@dfw.net -- Specializing in Digital Sound on your Commodore
Using BitchX for the IRC Rules!! -- Do *YOU* have the best!?
```

3445. Re: How can one build custom MEGAIMAGES?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: "M. Diepenhorst" <pokey@dds.nl>
Message-ID: <01bc4531$f0343a80$47e79fc2@atari.demon.nl>
Source record: 73894

> How can you build a custom megaimage from the game .exe's
> you already have.. so it works with the menu.atr by YOGI?
> How do you create .ATR filesizes bigger than 130kb ?

With APE or SIO2PC you can create such a large .ATR image. Then you should use a dos that is able to format in a high-capicity format. I prefer using SpartaDos, but there are people saying you SHOULD use mydos.... perhaps for games/demo's mydos is better, but with the very good functionating MicroSpartados (kind of gamemenu for spartados), from BEWEsoft... I prefer SpartaDos most.

After booting spartados from a "normal" .atr you must start the HDINIT programm from Fte (belongs to spartados). Load your BIG .ATR image on D3: or D4: and then you can format it. Copy the X3??.DOS file to your LARGE image and on the large image type then:

boot x3??.dos....

After that you have an auto-bootable partition with sparta....

Succes

Marius

p.s. most games/demo's won't run without the MicroSpartados from BEWE....

3446. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: "[Escape]" <yeah@yeah.com>
Message-ID: <334C80E8.47F@yeah.com>
Source record: 73895

Wasn't panther either :(

no landings, just shooting...
and stage 3 or 4 was a tunnel navigation stage..
just made up of 2 lines pretty much with strange sound..

hmmm. :(

3447. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: "[Escape]" <yeah@yeah.com>
Message-ID: <334C806A.2E92@yeah.com>
Source record: 73896

No, it wasn't Mirax Force :(

The third or fourth level consisted of a tunnel made up
of just 2 lines, and you had to navigate through it..
No shooting or anything.. and strange sound..

level 7 or so, was again the same tunnel but tighter...

anything coming to mind?

Escape

3448. Re: How can one build custom MEGAIMAGES?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: "[Escape]" <yeah@yeah.com>
Message-ID: <334C815C.2B6A@yeah.com>
Source record: 73897

Woah, thanks.. Sounds like a lot of work..

I'll just keep using the single density .ATR
and autoboot them with menu.atr from YOGI :)

That way i don't have to load dos25 ...

thanks!

3449. Re: This is cool!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0904971846150001@port144.bitstream.net>
Source record: 73898

In article <33498A9E.5DB2@worldnet.att.net>, Keatah
<Keatah@worldnet.att.net> wrote:

> Mark L. Simonson wrote:
> >
> > In article <Pine.GSO.3.95.970402185015.12671B-100000@fissure.scar>, Alan
> > Christie <94chrisv@scar.utoronto.ca> wrote:
> > >
> > > Rainbow even emulates disk drive beeps?! Ultra cool.. I don't have
> > > Windows 95 so I guess I can never run it..
> >
> > It is cool. The earlier versions made a kind of simple "boop-boop" sound
> > for disk access and keyboard "clicks". Hearing the real sounds coming out
> > of my Mac is almost spooky. Doesn't really have any effect on the
> > emulation per se, but definitely adds to the verisimilitude. It even has
> > that little click you hear when you hit RESET.
> >
> > Mark
> > marksim@bitstream.net
>
> what does the word verisimitude mean ?
>
> Keatah

"the quality of appearing to be real"

Mark

3450. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: mattack@area.com
Message-ID: <5ierbu$a1v$1@nixon.area.com>
Source record: 73955
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer

In article <Pine.PMDF.3.95.970406180053.654753954A-100000@cc.newcastle.edu.au>,
Bruce R. McFarling <ecbm@cc.newcastle.edu.au> wrote:
> Isn't it interesting that the three applications mentioned
>(E-mail, Web-browsers, Newsreaders) work perfectly well in text-oriented
>modes (consider pine and lynx). For that matter, a point and click
>ftp-browser would be useful to get around the confusion many shell's have
>about which ftp file is a binary and which is text, when dealing with
>non-mainstream file formats.

Actually, with the friendly but powerful text-mode programs like trn
and mush and eep (a .newsrc editor, I only use it to mass-unsubscribe from
tons of new groups that I have automatically added), I'm amazed nobody has made
a curses-based ftp program.

Similar to how ShrinkIt (Apple II 8 bit compression program) does a text-moe
standard file, and things like mush and pine do visual selection of items,
someone could basically write a front-end of ftp that acted like Standard File.
(I don't care enough to write one, as regular ftp is "good enough" and the rare
times I use a GUI ftp it's Fetch at work.. but I use regular ftp much more
often.)
--
mattack@apple.com

3451. test

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Chris Fleshner <fleshner@tconl.com>
Message-ID: <01bc449f$6edd0a80$6800c80a@fleshner0316.tconl.com>
Source record: 73956

I will post here.

3452. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <334b262f.4217114@news.abest.com>
Source record: 73957
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

On 8 Apr 1997 07:09:00 -0700, nickb@primenet.com (Nick S Bensema)
wrote:

>Joust also has some subtle differences, such as eggs do not hatch into
>already-mounted birds, but to dismounted knights whose birds eventually
>find them. This is a bit important in the egg wave where it pretty much
>counts as extra time. :)

It's also true to the arcade version of Joust, as I remember.....

3453. Re: ball blaster questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <334b26fa.4420345@news.abest.com>
Source record: 73958

On Tue, 08 Apr 97 16:53:55 GMT, pnguyen@ucla.edu (Patrick P.H. Nguyen) wrote:

>In BallBlazer, it's the Option and Select keys.

Ballblazer also has slightly different music (in the beginnign, it's the same, but then another melody which is different from the main bass one but accompanies it nicely fades in and out).

Hvae y'all ever noticed that in Koronis Rift, the drumbeat in the theme music is different each time you load the game?

3454. sio

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: fsantos@ican.net
Message-ID: <334b35d1.5037187@news.ican.net>
Source record: 73959

Does anybody know how I may connect my St drive to my 8 bit computer.
I have an extra st drive and would like to use it for the 8 bit
atari??

3455. sio

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: fsantos@ican.net
Message-ID: <334d3715.5361087@news.ican.net>
Source record: 73960

anybody know how to connect my st drive to an 8 bit computer???

3456. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <334b259c.4069708@news.abest.com>
Source record: 73961

>> The 7800's sound chip isn't as good as the 8-bit computers'?
>
>Nope, it only has the sound capabilities of a 2600. Several carts
>include a POKEY for sound. This seems like an expensive solution
>except Atari probably had a bazillion excess POKEYs.

Whatever made Atari put graphics capabilities surpassing the 8-bit computers' (the 7800 graphics are better, aren't they?) into the 7800 but strap it down with 2600 sound? I don't think even a POKEY would add too much to the retail price of the unit......

>guess that the designers figured on d/a converters and big roms
>getting cheap enough that later games could essentially have their own
>custom wavetables on the cart...

Or maybe somebody with a little ingenuity will find a way to upgrade an 8-bit with wavetable sound.....

3457. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <334b2685.4303185@news.abest.com>
Source record: 73962

On Tue, 8 Apr 1997 12:43:36 -0400, Justin Haley Martin
<jhmartin@us.itd.umich.edu> wrote:

>I have the NES versions of the DK games, and they are just as bad. It's
>not just a pre-crash/post-crash thing, it's just that the only good arcade
>port Nintendo ever did was Super Mario Bros. Mario Bros. is fun, but
>missing a lot of stuff, Punch OUt!, Super PO!, never really were truly

In my opinion, the Atari 8-bit version of Mario Brothers isn't very
good. It's unbearably slow and there's a noticeable lag between when
you move the joystick and having Mario or Luigi change directions.
Completely unlike the regular 8-bit Donkey Kong which had very quick
response......

3458. Re: ANY ATARI PIRATE BOARDS LEFT???

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <334b3bfc.3459908@news.injersey.com>
Source record: 73963

On Mon, 07 Apr 1997 16:22:08 -0500, Hackman
<classified@anatarinearyou.org> wrote:

-Ah, the good old days... when a few choice uploads indicated to the
-local sysop that you were worthy of higher access, allowing you to
-download the best warez available for the Atari!

Ah, the bad old days. Hearing the printer print out a call at 3:30 AM,
rushing to see who it was, what he was going to u/l.
Fielding requests for stuff. (wish I had a zip drive connected to the
bbs then!)
The flame wars over "WWF Main Event" every saturday.
(hell, we WERE kids)

I missed more sleep then then ever......

3459. Re: Atari 800 and tons of stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Brian <Darkwing@ica.net>
Message-ID: <334B503F.2BA5@ica.net>
Source record: 73964

David A. Soumis wrote:
>
> I have an Atari 800 system
> EMAIL:SOUMIS@IX>NETCOM>COM
> Someone once offered $25.00.....give me a break!!
>
> This is classic stuff....perfect for learning, and besides, there's tons of
> great things still going for this system.
>

I could be interested depending on your asking price. Do not include
sentimental value
because my money also has sentimental value and is classic as well. Put
a real price tag on it and lets talk!!!

3460. Re: Demon Attack - bit rot victim???

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <334B6DC4.51BD@erols.com>
Source record: 73965
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Gregg Woodcock wrote:
>
> Actually that's not necessarily true; they make OTPROMs
> (One-Time-Programmable ROMs) which are essentially regular EPROMs but
> without the erase window. I have seen these used by Midway in their
> arcade games and they *might* have been used for some game cartridges,
> too. However, if it does have a window, it is an EPROM (at least
> partly; them make CPU/EPROM combo chips and stuff like that, too).

Hi Greg,

I have heard of OTPROMs but never seen part numbers compatible with
regular EPROMs (like the 27xx or 27xxx series). Would you know who
still manufactures these critters?

Take care, Jon

3461. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970408224629.14555A-100000@fissure.scar>
Source record: 73966

On Mon, 7 Apr 1997, Keatah wrote:

> [Escape] wrote:
> >
> > OK, i had a side-scolling (left to right) atari 800xl
> > shooting game couple of years ago. It had an awesome
> > sound track, and about 10 different stages, and once
> > you completed those you started over. Any idea what
> > it was called? (can't find it on yogi's archive)!
> >
> > PLEASE HELP!
>
> perhaps vanguard? or k-star patrol ?? those are the only side shooters
> that come to mind right now..
> Keatah

Can't be Vanguard.. while that's a nice side scroller shoot 'em up, it ha
da pretty lousy sound track, it's really no different from the 2600
version.

Alan

3462. Re: Uploaded: Atari800-0.7.0.tar.gz (UNIX,MSDOS,AMIGA)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5ifuio$kal@dfw-ixnews8.ix.netcom.com>
Source record: 73967

In article <hNuptAAq15QzEwBH@signus.demon.co.uk>,
"David J. Firth" <david@signus.demon.co.uk> wrote:
>
>I've just uploaded the latest version of the Atari800 Emulator to my
>web site:-
>
>http://www.signus.demon.co.uk/david/index.html
>
>The emulator comes as source code for all versions or as an MS-DOS
>binary. Sorry but I haven't got round to producing a new Amiga binary
>yet!
>
>Changes in 0.7.0
>----------------
>
>o F1 enters Menu System at any time. ESC returns you to the previous
> screen. Items are lcoated using the cursor keys and selected by
> either RETURN, SPACE, TAB or BACKSPACE. In most cases these keys
> can be used interchangeably, the exception is in the Disk Management
> Screen where RETURN is used to select a new disk and SPACE, TAB and
> BACKSPACE are used to eject a disk - If there is no disk in the
> virtual drive then SPACE, TAB and BACKSPACE will switch the drive
> off (Useful for Shamus).
>
>o X11, SVGALIB & DOS - F5 is now Warmstart and Shift F5 is Coldstart.
>
>o X11 - F8 Single Shot Screen Dump, Shift F8 continuous Screen Dumps.
>
>o MS-DOS version runs about three times quicker now that the emulator is
> synchronising with a high resolution timer.
>
>o MS-DOS version resets the screen back to text mode when finished.
>
>--
>David J. Firth
>
David,
There is a guy sorta local to me that has redone the Amiga version. His name is Willi Kusche. That file w/original source and other stuff is at the Umich Archive. There were many repairs made the it and it should work pretty well. I belive there is an A2000 compiled version included.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com

```
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

3463. Re: EMULATORS

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5ifutv$sdl@sjx-ixn6.ix.netcom.com>
Source record: 73968

In article <860432974.27861.0@kwll.demon.co.uk>,
*** Monkfish@kwll.demon.co.uk *** (Lawrence Staveley) wrote:
>In article <334912CD.4354@virgin.net>, carl.ratcliffe3@virgin.net wrote:
>>If you know where I can find a functioning, easy to use XE/XL emulator
>>and games PLEASE Email me a quick note !
>
>try: http://www.kwll.demon.co.uk and check out Area51
>

There is always PC Xformer 3.60 available complete and free from <A
HREF="http://www.emulators.com"> Emulators.Com</A>

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3464. Re: sio

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: bmarcum@NOSPAM.iglou.com
Message-ID: <BMARCUM.97Apr9082747@iglou1.shellaccess.com>
Source record: 73969

In article <334b35d1.5037187@news.ican.net> fsantos@ican.net (Publius Varrus) writes:
>
> Does anybody know how I may connect my St drive to my 8 bit computer.
> I have an extra st drive and would like to use it for the 8 bit
> atari??
>
It's probably not worth the effort unless you already have one or more of
the following:
XF551 disk drive
Black Box with floppy board
Percom or ATR floppy controller

Otherwise, you're better off using the drive on an ST or selling it to
someone who has an ST. Or, if it's a double sided drive, and you have an
old PC without a 3.5, you might use it there.
--
Bill Marcum bmarcum at iglou dot com
"...and eleven long haired friends of Jesus in a chartreuse microbus..."

3465. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: MagerValp <cl3polof@cling.gu.se>
Message-ID: <p14sp10fgbw.fsf@hal.cling.gu.se>
Source record: 73970
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer

```
>>>>> "Matt" == Matt Ackeret <mattack@area.com> writes:

Matt> I'm amazed nobody has made a curses-based ftp program.

ncftp 2 uses curses.

--
___ . + . . . Per Olofsson
._|___|_, . . . . . + . . o
o-o + . + MagerValp@Goth.Org . . + + + .
- . . . o + . . .
" + + . http://www.cling.gu.se/~cl3polof/
```

3466. Site Update

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: Marcus Phillips <m.j.phillips@shef.ac.uk>
Message-ID: <334BADA4.5FAB@shef.ac.uk>
Source record: 73971

Just to let you know that I have just updated the Atari 8-bit pages at:

http://www.geocities.com/RainForest/4677/index.html

Hope you like it,

cheers

Marcus
P.S. I've only just done the upload, so it might take an hour or so to
appear!

3467. Re: ABBUC JHV 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-09 00:00:00 UTC
From: rosans00@marvin.informatik.uni-dortmund.de
Message-ID: <5igbc5$6cp$1@fbi-news.informatik.uni-dortmund.de>
Source record: 73972

William Moeller (af332@freenet.hamilton.on.ca) wrote:
: I was hoping to go to Europe this Fall.......however, to get a cheap Air
: Fare (charter), I must fly back on or before October 26th. My question is,
: when is the ABBUC JHV? I was hoping to go. It would be a shame if I had to
: miss it because I would be in the area at the end of October.

Hello Willy!

Your are lucky. The ABBUC JHV will be on October 18th 1997 in Herten
(same place as every year) and will start at 10:00am or 11:00am (as every
year :-).

More infos about ABBUC can be found at: http://www.t-online.de/home/wburger/
(german languange).

See you at the JHV'97...

--> Thomas Rosanski + toro@poboxes.com + http://home.pages.de/~toro/ <--

3468. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5iivm0$st6$2@news.atl.bellsouth.net>
Source record: 73823

Yogi wrote:

> Really? I'll have to check that. Did you d/l the separate image of
> joust also?
>
> yogi

yeah. It worked OK... just the one on the megaimage was bad or whatever

3469. FS: Atari 8-bit hardware (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: Tim Pattison <tim@ravenhouse.demon.co.uk>
Message-ID: <pbaWBDAcbQTzEwIw@ravenhouse.demon.co.uk>
Source record: 73824
Cross-posted to: biz.marketplace.computers.other,alt.atari,comp.sys.atari.8bit

```
For sale

Atari 800XL computer - UKP25 (incl. UK p&p)
Atari 1010 data recorder - UKP10 (incl. UK p&p)
Atari 65XE computer - UKP30 (incl. UK p&p)
Atari XC12 data recorder - UKP12 (incl. UK p&p)

All items mint condition, boxed, manuals, all leads etc.

replies by email only please.
--
Tim Pattison +email: tim@ravenhouse.demon.co.uk
UK +http://www.ravenhouse.demon.co.uk
```

3470. Re: gz files

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5ij0kpcn1@news.atl.bellsouth.net>
Source record: 73825

Lenspencer wrote:
>
> > How do i decode gz files and what is x-gzip encoding???
>
> Files with the extension .gz are GNU Zip archives, NOT to be confused with
> PKZip. GNU Zip is native to Unix/Linux, and files archived with .GZ are
> rarely of any use to Messy-DOS users, let alone Atari 8-bitters.

...I have an MS-DOS port of Gnu Zip... I forget what the URL was, but I
will mail it to the person who needs it..

3471. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5ij08f$st6$4@news.atl.bellsouth.net>
Source record: 73826
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

Jason D. Bardis wrote:
>
> Heeeeeeey, but where else can you play 4-PLAYER Asteroids!?!??!
>
> Grab an 800 and 4 joysticks and go nuts, and you'll change your mind.
>
> Love it.
>

...I don't know 3 other people who want to play Asteroids and live in my area... seems I'm a member of a dying breed..

3472. Re: BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5ij16fcn2@news.atl.bellsouth.net>
Source record: 73827

Kevin S. Moore wrote:
>
> Man, there is still afew BBS's running on old 8-bit machines. Call
> Part-Time at 1-216-582-1196. I called it through my Internet Provider.
> (No Long Distance Charge). Found alot of old Atari Games there.
> Some crazy dudes still operating a User Group for 8-bits. Pure
> 8-bit..not Yogi Like..;) Check it out. One caller says that have alot
> of 8-bit junk and games..files tons of stuff..
>
> MoonRaker *.*

...uhh, this may be a stuuupid question, but how would I go about
calling a modem dial-up BBS through my Internet provider?

3473. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <5ij3f8$1eb@nut.ucsb.edu>
Source record: 73828

Sapphire@moc.cynonni (Janice in NYC) writes:

>In my opinion, the Atari 8-bit version of Mario Brothers isn't very
>good. It's unbearably slow and there's a noticeable lag between when
>you move the joystick and having Mario or Luigi change directions.
>Completely unlike the regular 8-bit Donkey Kong which had very quick
>response......

I chalk that up to inertia.

Luigi & Mario have some given mass and it takes some force to accelerate
them from rest. I actually really liked this control--it may take some
getting used to, but it's great once you've mastered it.

My friend & I used to play this game tons in high school and we'd be
laughing our guts out all the way through it, what w/ the bajillion ways
to screw over your opponent.

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.TG-16.cycling.PWEI.Tit Wrench.Battle of the Planets.Star Wars.
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN.LEGO.
The Jitterbug.Bill Gibson.Robot Wars.Tim Burton.The Cult.fried cheese.

3474. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: "*** Monkfish"@kwll.demon.co.uk
Message-ID: <860691831.7112.0@kwll.demon.co.uk>
Source record: 73829

In article <5iivvf$st6$3@news.atl.bellsouth.net>, Urchlay@bell***south.net wrote:
>> Anyway, if your talking THE BEST ATARI SHOOTER: I submit DROPZONE, An Archer
>> Classic!
>
>....I agree... Also Blue Max (the first one, not Blue Max 2000), and
>Vanguard...

I played Blue Max for hours on end. Great game. 2000 was terrible, tho'

3475. Re: Atari 1050 diskdrive problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <33524fc9.76390408@news.inc.net>
Source record: 73830

On 10 Apr 1997 12:28:54 GMT, mratari01@aol.com wrote:

>In article <33444622.10084194@news.inc.net>, ssilicon@lax.net (Jon D. Melbo) writes:
>
>>
>>That's why I like the (hard) reset button many of the PC's have.
>>Constant power cycling is NOT a good thing for any computer. On my
>>800XL unfortunately, the reset switch is soft or warm. It can be made
>>to emulate a hard reset by puting a non zero value in I think decimal
>>location 580? Can't remember. The only prob with that is, if the
>>machine is locked up you do not have any way to store a value in that
>>memory location.
>>
>> Cheers,
>>
>> Jon
>
>If the machine is locked up, hitting Reset SHOULD generate a cold start. Another easy way
to do it, is simply type BYE from Basic, then hit RESET for a cold start.

The kind of "hard" reset I'm talking about is done through hardware.
On the Intel boxes, the reset switch is phsically tied through to the
chip reset line on the CPU. Pressing the "RESET" button on our
beloved Atari 8-bits does not always give you a reset. Some lockups
are such that pressing reset cannot even get the machine to reboot, a
power cycle is then required.

Cheers,

Jon

3476. Re: looking for info on transkey and other keyboard mods

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: buesch@srv.net
Message-ID: <m2u3le91u2.fsf@caligula.srv.net>
Source record: 73831

Falcon <wfalcon@uofrlaw.urich.edu> writes:

> Continuing my quest to improve my Atari keyboard, I would like to hear
> from persons using Transkey...how well does it work? Also, how does it
> work? How much does it cost, and is it worth it?

I don't think it's available any more. I tried to order one a while
ago and was totally unable to contact anyone at the telephone number
listed in the Vendor list. Since then I've seen at least one post
here to the effect that it's no longer sold.

> Also, there is some kind of modification that firms up the keys on a
> 130XE...anyone have this one or know more information about it?

Yes. Best sells it, I can't remember what it's called. Might be
called TT-touch---which is what the ST version is called. I think
it's just a set of replacement springs, but it is cheap, like $10.

Brent

3477. Re: BallBlazer Rumors and facts

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc45f7$05731cc0$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 73832

Julian Eggebrecht <julian@factor5.com> wrote in article
<01bc451b$7354c4a0$1a4db8ce@hal.factor5.com>...
> One of these updates - in
> fact Beta versions of both games - were given out to the pirate community
> by an Atari employee (the story about the hacker download is completely
> wrong).

Thanks for clearing that up. The story about the hacker stuff is from a
"Happy Computer" issue of that time. :)

> In the LucasArts archives, there are still the following treasures left:
> - Rescue on Fractalus for the 7800

drool

How about some hacker downloading it? :)

> - Labyrinth for the Atari 8-Bit (an unfinished Beta)

Is this the adventure game that was available for the C64?

> As always, take this whole thing with a grain of salt, but most of it is
> true - as might be the fact, that classic BallBlazer is hidden in
> BallBlazer Champions on the PlayStation.

Ha! I knew it! Damn, I really need a PlayStation disassembler...

> Cheers,
> Julian

For those who don't know, Julian is the producer of Ball Blazer Champions.
:)

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

3478. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <334d69e5.309640@news.demon.co.uk>
Source record: 73833

On Thu, 10 Apr 97 17:03:37 GMT, *** Monkfish@kwll.demon.co.uk ***
(Lawrence Staveley) wrote:

>In article <5iivvf$st6$3@news.atl.bellsouth.net>, Urchlay@bell***south.net wrote:
>>> Anyway, if your talking THE BEST ATARI SHOOTER: I submit DROPZONE, An Archer
>>> Classic!
>>
>>....I agree... Also Blue Max (the first one, not Blue Max 2000), and
>>Vanguard...
>
>I played Blue Max for hours on end. Great game. 2000 was terrible, tho'

My votes go for Bandits & Threshold...

Paul `Mclane` Irvine

PC, PSX, Atari8bit & C64
Site Address
www.dellos.demon.co.uk

3479. Re: atari reborn....possibly the phoenix?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: jasonbar@screw.ucsb.edu
Message-ID: <5ijkpl$4a8@screw.ucsb.edu>
Source record: 73834

Keatah <Keatah@worldnet.att.net> writes:

>Several of the newer pc games require realtime 3d rendering; p-pro/200
>justified.on another note, anyone remember way-out from sirius software?
>I'd say it was one of the first doom-style games in 8-bit. except you had
>no guns. But the premise was there, get the hell outa the maze.

Not sure if I remember Way Out, but Capture the Flag (by whom, I don't
recall) was like that too. A plain old DOOM-esque maze w/ you and
your partner chasing each other (well, one chased the other and the
chasee tried to escape the maze before getting caught) but it ran
fast and looked nice and I got a real kick out of it.

Your "characters" were just vertical tubes of shimmering light--kind of
a neat effect.

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.TG-16.cycling.PWEI.Tit Wrench.Battle of the Planets.Star Wars.
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN.LEGO.
The Jitterbug.Bill Gibson.Robot Wars.Tim Burton.The Cult.fried cheese.

3480. Re: gz files

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1004971640400001@nntp.netgate.net>
Source record: 73835

In article <5ij0kpcn1@news.atl.bellsouth.net>, Urchlay@bell***south.net wrote:

> Lenspencer wrote:
> >
> > > How do i decode gz files and what is x-gzip encoding???
> >
> > Files with the extension .gz are GNU Zip archives, NOT to be confused with
> > PKZip. GNU Zip is native to Unix/Linux, and files archived with .GZ are
> > rarely of any use to Messy-DOS users, let alone Atari 8-bitters.
>
> ...I have an MS-DOS port of Gnu Zip... I forget what the URL was, but I
> will mail it to the person who needs it..

Actually, a surprising number of people *do* put things in .gz and
.tar.gz format (Unix stuff) for other platforms. I think they probably
have all the source uploaded to a Unix box and then they compress it
with gzip.

In the Mac world, the expanded (shareware) version of Stuffit Expander--
the main Mac tool for decompressing and de-archiving--handles almost
every compression/archival format under the sun.

If a file is small enough to be used by an Atari 8-bit (i.e. not likely
over 100K), which even a 9600 modem (which I have strung up to my 850)
can download in 2 minutes or less, you may be better off taking a small
.gz file and, if you can find a Unix box or possibly even a DOS box,
gunzipping it and then uuencoding it for transfer to the Atari.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
==========
Softball '97: 1G / 0-1 / 1.000

3481. 6502 Flag behaviour

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: Sasha Cimermanis <scim@erols.com>
Message-ID: <334D7E96.5F9C@erols.com>
Source record: 73836

Hello,

I am attempting to someone regarding a 6502 flag behaviour problem.
Here it is.

I have recently encountered a following piece of code:

```
lda $FE
ora #$08
bne <somewhere I don't want it to bne>
```

From all the sources on 6502 it appears that the Z flag will always be
reset at the time of BNE, as we do ORA with a non-zero number. But then,
this fragment of code loses any sense. Does anyone know how Z flag
behaves
in such situation?

Hopefully someone knows the answer to this.

Sasha

3482. Re: BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E8G3EG.6K4@iglou.com>
Source record: 73837

Kevin S. Moore (fu511@cleveland.Freenet.Edu) wrote:

: Man, there is still afew BBS's running on old 8-bit machines. Call
: Part-Time at 1-216-582-1196. I called it through my Internet Provider.
: (No Long Distance Charge). Found alot of old Atari Games there.
: Some crazy dudes still operating a User Group for 8-bits. Pure
: 8-bit..not Yogi Like..;) Check it out. One caller says that have alot
: of 8-bit junk and games..files tons of stuff..

Last I knew, when I was last on them in '93 when I was out in Rochester,
NY, for a reunion, there were around 2-3 boards that were still on the
8bits. I can't even begin to remember the phone numbers, but I do know The
Moose was one.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

3483. FS: Titanic 8-bit collection

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <hzDb8vo.ckormos@delphi.com>
Source record: 73838

```
Will NOT separate! One buyer takes all.
Approx 1600 disks of Atari 8-bit games
mostly files, easy to copy.
CArtridges, hundreds of pounds of paper documentation,
Archiver drives, Happy drive, 256k MIO
For complete list Email me.
Best offer by May 15, 1997 takes all.
CKORMOS @ DELPHI.COM
```

3484. LEFTY's ** MONSTER ** Auction - 130+NES/ST,XL-INFOCOM+MORE/COL/INT/C64/TRS/SEGA +CD -MANY RARES <INITIAL> 04/10/97

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: leftyle5@delphi.com
Message-ID: <pVJ60dg.leftyle5@delphi.com>
Source record: 73839

```
#
*****************************************************************
****************** WELCOME TO LEFTY's AUCTION #6 *******************
*****************************************************************
--> L E F T Y ' S 140+NES,INT,800XL,ST,COL,C64,TRS80,SEGA CD <--
=================================================================
AUCTION START DATE..: 04/10/97 ** <<INITIAL>> ** 04/10/97 **
AUCTION START TIME..: 08:00:00PM EST # MY HOME AND EMAIL ADDRESS IS: ##
AUCTION END DATE....: 04/28/97 LeftyLe5@delphi.com/Larry Lefebvre
AUCTION END TIME....: 08:00:00PM EST 94 Bailey Ave/Lewiston, ME 04240
#################################################################
IMPORTANT: I am having problems posting the entire Auction, so I am only
giving you the hi-lites of it. There is lots more good stuff
besides what is in the hi-lites. There are a total of over
350+ games from various classic and not so classic systems.
This auction may have already been sent to you if I have had
prior dealings with you, but if you are someone who didn't
receive it, let me know if your interested and I'll send you
the latest update. DON'T MISS THIS ONE!!! ***MANY RARES***
#################################################################
#
Welcome to Lefty's Sixth (6th) MONSTER Auction(See NOTE BEL). This Auction
contains many classic items, and some not so classic ones. I have divided
this Auction into sections to make it easier for you to quickly go to the
section that you might be interested in. Any notes shown in these sections
apply to that section only. Below, you will find a quick reference to each
of the sections, including some hi-lites. These will be followed by the
Minimum Bid Increases (placed up front for easier reference), the Special
Announcements area, the sections listing the games, and finally the rules
which are at the end of this Auction. Enjoy!
#
NOTE: If you wish to be on my mailing list for this auction and possibly
others, just drop me an email request. Updates will be sent out
6-times a week (Mon thru Sat) around the 8:00PM EST to 12-Midnight
timeframe, to all those who bid or request to be on my mailing list.
Placing a bid in one of my Auctions automatically places you on my
mailing list, and you will receive updates for that Auction.
#################################################################
#
Quick Reference Guide to the Game Sections:
=========================================
```

6A- NINTENDO Carts (Loose unless noted - 130+ Games - Many **RARES**).
Bible Adv's, Darkwing Duck, D&D: Pool of Radiance, KLAX,
Li-Nemo Dream Master, Treasure Master, Venice Beach Volleyball
---
6B- ATARI 800XL/XE & ATARI ST INFOCOM Games(15+ Games -Boxed/Complete).
Bard's Tale, Powermonger, Shadowgate, Ultima I,II,III, Univited,
>All games by Broderbund, Elec. Arts, Epyx, Microprose,
Mindscape, Origin Sys, and Strategic Sim.

6C- ATARI 800XL/XE & ATARI ST MISC Games (45+ Games - Boxed/Complete).
Lurking Horror, Nord and Bert, Plundered Hearts, Trinity

6D- COLECO Carts (Boxed/Complete - 15+ Games - Some **RARES**).
Gateway to Apshai, Montezuma's Revenge, Sector Alpha

6E- INTELLIVISION Carts (Boxed & Mostly Complete - 20+ Games).
B-17 Bomber, Big League Baseball, Horse Racing, Word Fun

6F- COMMODORE-64 Carts (Loose - 35+ Games - Many **RARES**).
Learning with Leeper, Memory Manor, Wizard of id's Wiztype,
Atarisoft: Battlezone, Dig Dug, Galaxian, Jungle Hunt, Pac-Man
---
6G- COMMODORE-64 Carts (15+ Games - Boxed/Shrinkwrapped/Complete).
Infinity Machine, Pole Position, Time Bound, H.E.R.O

6H- COMMODORE-64 Disks (Boxed & Complete unless noted - 50+ Games).
D&D: Gateway Savage Frontier, Curse Azure Bonds, Dragon Strike
Mindscape: Hig Roller, Spell of Destruction, Infocom: Suspended
---
6I- VIC-20 Carts (Boxed & Complete).
Midnight Drive, Mission Impossible (Scott Adams Series)

6J- TRS-80 Carts (Loose - 20+ Games).
Demolition Derby, Demon Attack, Castle Guard, Shooting Gallery
---
6K- SEGA CD's (Complete with Case or Box - 20+ Games).
Dungeon Master II, Heart of the Alien, Power Monger, Silpheed
---
6L- SEGA GENESIS Carts (Loose & Boxed).
Raiden Trad

#
Minimum Bid Increments for the all items are as follows:
==========
$ 1 to $ 5 = $0.50
$ 6 to $ 20 = $1.00
$ 21 to $ 50 = $2.00
$ 51 to $ 99 = $3.00
$100 and UP = $5.00
#

```
**************************************************************************
**************************************************************************
******** *********
****** ==================================== *******
***** SPECIAL IMPORTANT ANNOUNCEMENTS *****
**** WILL BE SHOWN BELOW ****
*** ================================== ***
*** ***
*** ################################################################################ ***
*** ***
*** NOTE: You will only receive rules to this Auction every ***
*** 3-5 updates. This should cut down on the length ***
*** (See "RULES NOTICE" below). ***
*** ***
*** Remember to send in your name and address with your ***
*** first bid. Thank you. ***
*** ***
*** Please don't forget to read the rules at the end. ***
*** ***
*** ++++++++++++++++++++++++++++++++++++++++++++++++++++++++ ***
*** I will email the rules to anyone who asks at anytime. ***
*** A ">" in front indicates if rules are included or not: ***
*** ***
*** >Rules are included with this update. ***
*** Rules are NOT included with this update. ***
*** ++++++++++++++++++++++++++++++++++++++++++++++++++++++++ ***
*** ***
*** ------------------------------------------------------------ ***
*** THANK YOU FOR LOOKING THROUGH THIS AUCTION ***
*** ------------------------------------------------------------ ***
*** ################################################################################ ***
*** ***
*** Current and Possible Upcoming Auctions for 1997: ***
*** ============================================== ***
*** * NES,INT,800XL,ST,COLECO,C64,TI99,TRS,SEGA CD 04/10 - 04/28 ***
*** - Atari ST Hardware, Software, Books, Mags, etc (TBD) ***
*** - Atari 800/XL/XE/ST Software, Books, Mags, etc (TBD) ***
*** - Intel Carts/Systems, Inst, & OL(Many Rares) (TBD) ***
*** - Systems: ODY2/INT/2600/COL/CoCo2-3/etc (TBD) ***
*** ***
*** * = Auction in Progress /// & = Closed ***
*** ***
*** All possible Future Auctions (in no particular order): ***
*** ***
*** NOTE: If you are interested in some of the above items that ***
*** I may be having in possible upcoming auctions, let me ***
*** know what you want and I'll see if I have what it is ***
*** that your looking for along with my asking price. ***
*** ################################################################################ ***
*** ***
```

***** GOOD LUCK TO ALL and ABOVE ALL, HAVE FUN!!! *****
******* *******
****
****
#
#

NOW FOR THE GOODIES:

#
#
Please email me at LeftyLe5@Delphi.com if you want the entire Auction
sent to you. Thank you.

------- **
| 2600| CLASSIC: Standard of excellence. Traditional.
|5200 | Production of first rank. Amen!!!
| 7800| **
------- Larry Lefebvre - Avid Video Game Collector since 1991
%~%~%~%~% --- ----- ----- -----
% _ ~ % / _____/ _____/ _____/ _____
O| o o |O | Eeyup, that's me!!! Don't reckun I get to _
| /_ /|----/ see too many foks wherre upp hear in Maine, \
% ~~~~~ / % | much les tok to 'em. Over hear, yea can't _/
%% |=====| %% | ged ther from hear. See yea! ____ __/
%% \;/ %% _____ _____ ___ ___/ ______/
%%%%%%%%% ___/ ___/ ___/
%%%%%%%
%%%%% "Only three things everyone can be sure of, and
%%% that is, Death, Taxes, and Junk Mail."

*** -+-+-+-+-+-+-+-+-+-+-+ OMNI Quote -+-+-+-+-+-+-+-+-+-+- ***
*** Ten Books on a shelf can be arranged in 3,628,000 different ***
*** ways. (June, 1993) --- Care to prove it? :). ***
*** -+- ***

*** leftyle5@delphi.com *** 2600 - 350+ Carts and counting ***

--- Lefty

3485. Re: How can one build custom MEGAIMAGES?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1004972054450001@port205.bitstream.net>
Source record: 73840

In article <334B2CA5.41C1@hg.uleth.ca>, "[Escape]" <sermm0@hg.uleth.ca> wrote:

> How can you build a custom megaimage from the game .exe's
> you already have.. so it works with the menu.atr by YOGI?
> How do you create .ATR filesizes bigger than 130kb ?

If you have a Mac, you can use AtariVEdit (available from the Rainbow site). Open a disk image that has the MENU program on it and add/remove whatever binary files you wish. Save it with a different name--voila: custom megaimage.

Mark

3486. Re: ball blaster questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970407145223.18036G-100000@fissure.scar>
Source record: 73841

On Sun, 6 Apr 1997, Keatah wrote:

> I have 2 versions of this games. One called ballblaster, and the other
> one called ballblazer. What are the differences?? And how do I select 2
> player mode when using xl-it??
>
> Keith
>
Ball Blaster was the "pirate" pre-release of Ball Blazer.. it was in file
form with no fancy intro. Ball Blazer was Eyypx/Lucas Film original
release which came after the Ball Blaster. Ball Blazer has more bells n
whistles but the game is the same.

3487. Re: 600xl on the web

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970407144826.18036F-100000@fissure.scar>
Source record: 73842

On 6 Apr 1997, Glenn Saunders wrote:

> The mortal M. Diepenhorst wrote:
> : Can't imagine the normale SIO port is able to get this high speed (using
> : the HardWare flow control of the PC i guess).
>
> 38K baud is the turbo speed of the XF551. 56K is possible on modified
> 1050s. RS232 at that speed via a terminal program, I dunno, but the SIO
> port itself can handle the speed.
>
> : Don't know... the software he uses btw for his bbs... which programm is
> : that. It isn't bbs PRO! but I like to know which software he uses.
>
> He wrote his own custom BBS software and the only other person who ran it
> was the guy up in Canada who worked on that 65816 upgrade (I forget his
> name). That guy used to frequent GEnie and wrote the Djinni offline
> reader for that service.

RE : Guy up in Canada using custom BBS software
I think you are referring to Alfred. (He made a special version of ARC called ALF and he was friends with Bob Puff and used BOB PUFFs BBS program) His BBS was the Programmers Aid BBS, but I dont think its still online...

Alan

3488. FlickerTerm 80

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-1004971626080001@mcmdc.library.carleton.edu>
Source record: 73843

Where is the latest version of Clay Halliwell's FlickerTerm 80 available? The latest I see on UMich is 0.37, but I know there at least 0.51 out there.

Could someone upload the latest release to UMich? (i.e., get it to Bill Kendrick at kendrick@zippy.sonoma.edu)

Thanks!

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.landfield.com/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3489. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <5ijnmu$kgi@crl3.crl.com>
Source record: 73844

[Escape] (yeah@yeah.com) wrote:
: No, it wasn't Mirax Force :(

: The third or fourth level consisted of a tunnel made up
: of just 2 lines, and you had to navigate through it..
: No shooting or anything.. and strange sound..

: level 7 or so, was again the same tunnel but tighter...
: anything coming to mind?

Wasn't there a version of Caverns of Mars that scrolled from left to right?

John
jvogel@crl.com

3490. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E8G3qB.6oC@iglou.com>
Source record: 73845

Lord Spatula (Urchlay@bell***south.net) wrote:

: hmmm... well in the XL-It docs, Markus says the H: device is designed
: for Atari DOS 2.5, and will not work properly in MyDOS (as of ver. 0.19
: XL-It, haven't got the new one yet)

Hmm... I missed that. MyDOS was and still is my favorite AtariDOS, though
I switched around with Sparta and 2.5, and a few others.

--
Homepage: http://members.iglou.com/rsg0910 (Now updated!)

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

3491. Re: Game identification

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: davepat@total.net
Message-ID: <334d3875.0@news.total.net>
Source record: 73846

In an article dated Wed, 09 Apr 1997 15:59:42 -0700, someone named Scott Cartier says...

>
>I'm trying to remember a game title. Someone has to remember
>this one.
>
>It was a side scrolling game made up of a modified character
>set (no pixels). At the start of the game you had several men
>in a city on the far left. An enemy ship comes by and picks
>them up to drop them into a volcano to the right. You had to
>save them by moving them all to another city to the right, past
>the volcano. Then the volcano starts erupting and destroying
>that city. You had to move the guys again further to the
>right to avoid getting killed again. I think you had to
>eventually get the people to safety on the far right.
>
>Is that enough info to identify the game. And if you can, is
>it available anywhere (like Yogi's).
>

Why didn't you say so? Protector (or Protector II) from Synapse - the game I first saw on an Atari, that convinced me that I wanted an Atari. Excellent game.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
It is dangerous to be right in matters on which the established authorities are wrong. - Voltaire

3492. Re: ball blaster questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6UacFJdKzHB@peter.soemtron.sb.sub.de>
Source record: 73847

In article <Re: ball blaster questions>, pnguyen@ucla.edu (Patrick P.H. Nguyen) wrote:

Howdy Patrick,

> ><Keatah@worldnet.att.net> wrote: But WHAT are the options and keys; for
> >changing #of players and droids.. ??
> >
> In Ballblaster:

was Ballblaster ever official released? Sounds for me very interesting!
I'm a fan of the great lucasfilm ltd. games! Where can I get a copy?

--
6502 R&SC power! ||| &ntel Outs&de! | ,- _ C64 II - alternate
(MEGA) 8-b&t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b&t power !

3493. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <5ihd4g$nea@uni.library.ucla.edu>
Source record: 73899
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

In article <01bc446a$92b6b1c0$fe066686@mnemo.home.informatik.uni-bremen.de>, "Thomas Meyer" <i03a@zfn.uni-bremen.de> wrote:

Thank you so much for all the help! Ballblazer is running awesome now!

3494. Re: ANY ATARI PIRATE BOARDS LEFT???

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E8EDx9.53r@iglou.com>
Source record: 73900

Yogi (noone@nowhere.com) wrote:

: Ah, the bad old days. Hearing the printer print out a call at 3:30 AM,
: rushing to see who it was, what he was going to u/l.

Brings back memories as well. I went through a few BBS programs before running Forem XE. The interesting thing is that I was waiting for a call, and went to sleep, setting up my phone flash unit to my lamp, since I took off my hearing aids. I didn't have to wait long.

: Fielding requests for stuff. (wish I had a zip drive connected to the
: bbs then!)

I remember a BBS out in Ohio, Cleveland I think, called Dr. Download. I'd call every now and then, and even pissed off the sysop at one time.

: The flame wars over "WWF Main Event" every saturday.

One particular board had a rather interesting discussion called "New Clear Fizz Iks," and was one of the longest-running threads in BBS history. It went from a subject line to becoming a message base. It's still there, *11* years later, though not as much is posted there.

: I missed more sleep then then ever......

...and it was the going to sleep at 3am, and having an 8am class the next day. 4 hours sleep doesn't do you good at all.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

3495. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E8EE90.58y@iglou.com>
Source record: 73901

Lord Spatula (Urchlay@bell***south.net) wrote:

: As far as your ERROR - 136's go, occasionally you will get a bad binary,
: but most likely you are trying to run programs from one of Yogi's
: Mega-Image format .ATR disk images. These will not work properly under
: any Atari DOS. You need to get the MENU.ATR diskimage and make it drive
: D1:, and make the megaimage drive D2:, and boot with BASIC disabled (see
: above); you will see a menu of the games on the MegaImage... BTW I never
: could get Joust (from Games #1, I think) to work.

I mostly see the 136s when I use MyDOS and the H: handlers, including the megaimages. What I've done is type the entire filename, rather than wildcards. Seems it's looking for the filename which has the wildcards. Weird. It doesn't do that with the other DOS programs.

One question... In the listing of what's in the megaimagees, there's a little something that says "copy to dosmenu." If I'm understanding this right, I should copy it to an H: device? There's conflicting stories on this every now and then.

Also, sometimes I get a trashed .ATR file when I try to run some of these "copy to..." files. What causes it to be trashed, and unloadable? I have backups of that file, so it's no problem to overwrite it with a good copy.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

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-Sending the junk email indicates acceptance of these terms.

3496. Re: BallBlazer Rumors and facts

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: mstclair@iglou1.iglou.com
Message-ID: <E8EDFw.47z@iglou.com>
Source record: 73902

"Julian Eggebrecht" <julian@factor5.com> writes:

<fantastic snipped content about 7800 Rescue on Fractalus and other tidbits>

Just thought I'd say I enjoyed the post very, very much, hope it is all true and accurate, and would love to hear more 'secret history' in these classic gaming and computer channels, whether the source is Julian or someone else.

--
Mike St. Clairmstclair@iglou.com***irc:SaintMick***

3497. Atari Cartridges I have for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: "David A. Soumis" <soumis@ix.netcom.com>
Message-ID: <01bc455a$1b7ecfc0$8af31fcc@default>
Source record: 73903

Ok...here is a list of the cartridges...pick what you want..email me..and
we'll talk about how much.
soumis@ix.netcom.com

Time Bound kickback
Shamus Star Wars
demon attack return of the jedi
master type pole position
peanut butter panic donkey kong
basic(2) pitstop
assembler editor atari artist
computer chess (2) congo bongo
astro chase missle command
jumbo jet pilot pac-man
super breakout q bert
et phone home kindercomp
joust movie musical madness
jumpman junior chicken
alien garden miner 2049er
centipede star raiders
music composer basketball
education system master cartridge
atlantis

3498. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: hbcsc048@huey.csun.edu
Message-ID: <334c59bf.0@130.166.1.64>
Source record: 73904
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

Glenn Saunders (krishna@primenet.com) wrote:
> The mortal justin scott wrote:
> : Has anyone noticed, a lot of the early 7800 games have gameplay IDENTICAL
> : the the 8-bit Atari (5200/computer) versions? Like Joust, for example...
> Asteroids was a notable exception. It blows the 400/800 version away, and
> looks more like Blasteroids than Asteroids.

Oh, definitely! Asteroids on the 7800 is almost worth the price of the
system alone! (Well, at the price you can pick 7800's up for, they're
worth it ANYWAY)

> : While I'm at it-- WHY are the 7800 Donkey Kong games so hideous!? (DK, DK
> It's possible some of these games are pre-crash, and as we know, most 1st
> generation games for any system will not take full advantage of the
> hardware (Robotron being an exception).

I'm pretty sure the DK games were post crash (I.e., Tramiel era).. maybe
they just didn't want to pay someone to do it right? I MUCH prefer the 1st
generation 7800 games (Joust, Asteroids, Food Fight, Ms. Pac., etc) to the
DK's. ;) Of course, the later 7800 games, when it was "too little too
late" are also quite good. (Ninja Golf's quite fun, if a little repetitive
after a few holes)

--
****
Justin Scott * Any scientific advancement that stems from the
hbcsc048@email.csun.edu * result of Scottish people doing strange things
Soon to be UCLA! :) * to sheep is bound to have dire consequences...
****

3499. FS: Atari 800XL, 2 1050, 9 carts

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: Kirk Prodzinski <kprod@infinet.com>
Message-ID: <334C6794.7879@infinet.com>
Source record: 73905

I have these on Acutionweb.

Check it out

http://www.ebay.com/aw/item.cgi?item=sta9533

Thanks
KP

3500. Re: A WAY TO SPLIT MEGAIMAGES!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: Will Fisher <_blackat@direct.ca_>
Message-ID: <01bc4575$3db39240$9cf7aecc@127.0.0.1>
Source record: 73906

```
> Get a program called ADIR.EXE, and extract the game
> with "ADIR FILE.ATR GAMENAME"
> Then you can rename it to an .exe file and load from
> a virtual dir H1:, or put into an .ATR image..

-----

Or wait for DIMS'97 to come out...

more on this later!

Will Fisher
BKproductions
```

3501. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <334c6d85.5789855@news.injersey.com>
Source record: 73907

On Wed, 09 Apr 1997 11:32:23 -0400, Lord Spatula
<Urchlay@bell***south.net> wrote:

-SeanU wrote:
->
-As far as your ERROR - 136's go, occasionally you will get a bad
binary,
-but most likely you are trying to run programs from one of Yogi's
-Mega-Image format .ATR disk images. These will not work properly
under
-any Atari DOS

You can use Mydos 4.5 if you dont want the menu loader program, and
will work as above.

BTW I never
-could get Joust (from Games #1, I think) to work.
-
Really? I'll have to check that. Did you d/l the separate image of
joust also?

yogi

3502. BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: fu511@cleveland.Freenet.Edu
Message-ID: <5ihudg$lb0@madeline.INS.CWRU.Edu>
Source record: 73908

Man, there is still afew BBS's running on old 8-bit machines. Call
Part-Time at 1-216-582-1196. I called it through my Internet Provider.
(No Long Distance Charge). Found alot of old Atari Games there.
Some crazy dudes still operating a User Group for 8-bits. Pure
8-bit..not Yogi Like..;) Check it out. One caller says that have alot
of 8-bit junk and games..files tons of stuff..

MoonRaker *.*

3503. Re: Game identification

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: morbid@best.com
Message-ID: <334c4760.8985587@nntp.best.com>
Source record: 73909

That would be Protector and Protector II, by Mark Potter of Synapse Software. Both are really more or less the same gameplay wise, although Protector II is waaaaay more playable (IMO). ;-)

Scott Cartier <reitracs@mipos2.intel.com> wrote:

>I'm trying to remember a game title. Someone has to remember
>this one.
>
>It was a side scrolling game made up of a modified character
>set (no pixels). At the start of the game you had several men
>in a city on the far left. An enemy ship comes by and picks
>them up to drop them into a volcano to the right. You had to
>save them by moving them all to another city to the right, past
>the volcano. Then the volcano starts erupting and destroying
>that city. You had to move the guys again further to the
>right to avoid getting killed again. I think you had to
>eventually get the people to safety on the far right.
>
>Is that enough info to identify the game. And if you can, is
>it available anywhere (like Yogi's).
>
>--
>Scott
>
>I do *not* want unsolicited mail. If you need to contact me,
>reverse my email name from "reitracs" to "scartier"

3504. Re: gz files

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970410081501.EAA17121@ladder01.news.aol.com>
Source record: 73910

> How do i decode gz files and what is x-gzip encoding???

Files with the extension .gz are GNU Zip archives, NOT to be confused with PKZip. GNU Zip is native to Unix/Linux, and files archived with .GZ are rarely of any use to Messy-DOS users, let alone Atari 8-bitters.

3505. Re: Atari 800 and tons of stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: "David A. Soumis" <soumis@ix.netcom.com>
Message-ID: <01bc4555$c51d4de0$8af31fcc@default>
Source record: 73911

A price on the whole package? Oh, lets see....how about $5000.00
whoa, that's way too much...let's bicker this down a bit or two.
it would probably have to be at least $300.00., if you look at systems
going for $100 and more, Magazines being sold for 6,7, 8 bucks apiece,
books for 5-15$, game cartridges for 5-20, etc, etc.
I will put a list up over the weekend with some pricing. I've gotten a few
requests and will honor those folks first. I'm not trying to rip anyone
off, but I don't want to be ripped either. If there's a market for this
stuff, I want a fair price, and I see stuff being sold on this newsgroup,
auctions, and web sites for what I consider reasonable.

Brian <Darkwing@ica.net> wrote in article <334B503F.2BA5@ica.net>...
> David A. Soumis wrote:
> >
> > I have an Atari 800 system
> > EMAIL:SOUMIS@IX>NETCOM>COM
> > Someone once offered $25.00.....give me a break!!
> >
> > This is classic stuff....perfect for learning, and besides, there's
tons of
> > great things still going for this system.
> >
>
> I could be interested depending on your asking price. Do not include
> sentimental value
> because my money also has sentimental value and is classic as well. Put
> a real price tag on it and lets talk!!!
>

3506. Atari 800 and tons of stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: "David A. Soumis" <soumis@ix.netcom.com>
Message-ID: <01bc4557$e2d655a0$8af31fcc@default>
Source record: 73912

Just to set things straight, I realize everyone wants to get the most bang for their buck, that this Atari stuff has great sentimental value, etc, etc, and it is still widely used, especially in Europe...therefore what I want is a fair offer for my stuff. Someone already offered $100 for the system, and several folks are interested in the rest.
Looking at other messages on this newsgroup would leave me to believe that my stuff is worth a bit. I see magazines being sold for 5-10 bucks each, games for 3-15, etc.
I don't really want that much for my Atari stuff, Just a fair deal. I will throw in whatever extras I have to the person that wants to purchase, as once the system is gone, I have no use for the goodies.

I will post a list over the weekend. For the people that have emailed me..you will get a personal response and first choice of the goods in the order the mail was received. And the price will be reasonable

3507. Re: How can one build custom MEGAIMAGES?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: Will Fisher <_blackat@direct.ca_>
Message-ID: <01bc459c$ce085ac0$9ff7aecc@127.0.0.1>
Source record: 73913

> Woah, thanks.. Sounds like a lot of work..
>
> I'll just keep using the single density .ATR
> and autoboot them with menu.atr from YOGI :)
>
> That way i don't have to load dos25 ...
>
> thanks!

When I release DIMS'97 to the general public (it's
just at the beginnings of entering beta stages) you
will be able to fully edit and create your own
MegaImages... along with a ton of other features.

Look around this group and in comp.emulators.misc
for more info in the future...

Will Fisher
BKproductions
blackat@direct.ca

3508. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: "*** Monkfish"@kwll.demon.co.uk
Message-ID: <860674817.29141.0@kwll.demon.co.uk>
Source record: 73914

In article <334C80E8.47F@yeah.com>, "[Escape]" <yeah@yeah.com> wrote:
>Wasn't panther either :(

As far as aI can remember, Panther got released TWICE with DIFFERENT names, and one version you couldn't land in. But the music was the same... I may be wrong here....

Anyway, if your talking THE BEST ATARI SHOOTER: I submit DROPZONE, An Archer Classic!

3509. Re: 8-bit BBS software <Carina BBS>

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: mratari01@aol.com
Message-ID: <19970410122800.IAA23554@ladder01.news.aol.com>
Source record: 73915

Well, Glenn (Krishna), you are absolutely right that I have not changed the Intro Screen/Copyright date in quite a while. That does not however mean that the BBS itself has not changed. I guess I
should track down that 2400 baud upload message though, since that problem was solved within about 2 months from the time it first started appearing.

As for your connect and throughput rates, all I can say is that your modem doesn't like mine, or your settings are screwy. I have callers at full 28.8k every day, and in the past 5+ years, I can
only only remember about 4 people who had problems like you do. None of my 100+ regular users ever has a problem, with throughput, uploading, or downloading.

Since my BBS is one of the most popular in the Portland, OR area, it must not be nearly as bad as you would have everyone to believe. Granted, I have never had very many message posters, but I get
many file transfers, and many callers.

According to many other Sysop's in the area, my BBS has experienced a far less cutback of callers than most of them have, so I am obviously doing something right.

Bottom line here, is if you don't like Carina, or me, that is your opinion, and you are entitled to that. But have maliciously stated many things as facts which are simply un-true, and that my friend
is wrong. My callers like Carina, and 50+ Sysop's like Carina. You don't, fine, but let's stick to the facts here, which are exactly as I have stated.

Obviously you didn't download Carina and run it, or you could have seen first hand just how much HAS changed since you were a Carina Sysop!

3510. Re: Atari 1050 diskdrive problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: mratari01@aol.com
Message-ID: <19970410122800.IAA23557@ladder01.news.aol.com>
Source record: 73916

In article <33444622.10084194@news.inc.net>, ssilicon@lax.net (Jon D. Melbo) writes:

>
>That's why I like the (hard) reset button many of the PC's have.
>Constant power cycling is NOT a good thing for any computer. On my
>800XL unfortunately, the reset switch is soft or warm. It can be made
>to emulate a hard reset by puting a non zero value in I think decimal
>location 580? Can't remember. The only prob with that is, if the
>machine is locked up you do not have any way to store a value in that
>memory location.
>
> Cheers,
>
> Jon

If the machine is locked up, hitting Reset SHOULD generate a cold start. Another easy way to do it, is simply type BYE from Basic, then hit RESET for a cold start.

3511. Re: Maybe a stupid question, maybe not...

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: mratari01@aol.com
Message-ID: <19970410122800.IAA23559@ladder01.news.aol.com>
Source record: 73917

In article <ken.1316.000DF3EC@condor.circa.ufl.edu>, ken@condor.circa.ufl.edu (Ken Sallot) writes:

>Subject: Maybe a stupid question, maybe not...
>From: ken@condor.circa.ufl.edu (Ken Sallot)
>Date: Mon, 31 Mar 1997 13:57:04
>
>You'll have to pardon my ignorance, but I'd like a question answered for me
>if
>possible..
>
>At the time I sold my Atari 130xe (sniff) I believed it was impossible to
>have
>more then 128MB of hard disk space on it (with an MIO you could have 8 drive
>partitions D1:-D8:, then ram disk D9:, with SpartaDOS you could have a
>maximum
>of 16MB per partition).
>
>Now I'm seeing people advertise 8-bit BBS'es with substantially more disk
>space then what we believed (for the record I had 160MB on a BBS but could
>only address 128MB of it at that time).
>
>What's the deal here? How are they doing that?
>
>Just curious.
>
>Thanks,
>
>Ken
>
>

To get over 128 Megs of HD space, you swap out your partitions. In Carina BBS using an MIO, you can have up to 128 megs per message/file base by using this method. If I can ever get the info for
how to do it onm a BB, I will write that into the software as well.

3512. Re: Historical accuracy

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: Patrick Mulvey <pmulvey@li.net>
Message-ID: <Pine.SUN.3.95.970410091551.26064A-100000@linet01>
Source record: 73918

On Wed, 9 Apr 1997, Michael Current wrote:

> I'm looking for some clarification on some points presently mentioned in the
> FAQ.
>
> When exactly did the 400/800 first appear. It has long been my understanding
> that they first debuted at the Fall CES in 1978 in November, but didn't
> actually ship until 1979. Can anyone reliably confirm or refute this?

In the preface of the Atari Basic Source Book by Bill Wilkinson, Kathleen O'Brien and Paul Laughton it is indicated that they were involved in a deadline to produce a basic for the Jan 1979 CES. I cannot remeber reading anywhere else that the system appeared before this.

>
> Who can describe or point me to the best source which describes just how the
> GTIA was an advancement over CTIA. I know the max number of simultaneous
> colors increased from 128 to 256, and that gr. 9-11 became available in BASIC.
> Is that it? Max resolution wasn't increased, was it? (gr.8, at 320x192)
>
> When did machines first start shipping with GTIA installed? I now
believe the
> 400/800 began shipping with the GTIA toward the second half of 1982, about the
> same time the 1200XL appeared (also with GTIA). Is this right? Does anyone
> know otherwise? Which came first, 400/800's with GTIA or the 1200XL?

In the original Mapping the Atari by Ian Chadwick if memory serves he talks about the GTIA in machines produced in the latter half of 1982.

>
> I state in the FAQ that the 130XE has "a few new graphics capabilities", not
> available in any of the other XL/XE's. What was I talking about? Are there
> any, or was I making that up? (It was based on postings here, I'm sure.)

The only difference between the 800XL anf the 130XE is the extra memory and the Freddy chip. Antic and GTIA are the same, but the Freddy does support the extra memory, without losing the graphics. (at least as far as I can remember on the subject.)

>
> Thanks for the help,
>
> Michael Current, mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists, http://www.landfield.com/faqs/atari-8-bit/
> Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
> St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

>
>
Patrick Mulvey, President of the Long Island Atari User Group...

3513. Re: Historical accuracy

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <5iisdneqm1@news0.xs4all.nl>
Source record: 73919

In article <mcurrent-0904971046060001@mcmdc.library.carleton.edu>,
Michael Current <mcurrent@carleton.edu> wrote:

>Who can describe or point me to the best source which describes just how the
>GTIA was an advancement over CTIA. I know the max number of simultaneous
>colors increased from 128 to 256, and that gr. 9-11 became available in BASIC.
>Is that it? Max resolution wasn't increased, was it? (gr.8, at 320x192)

The maximum number of simultaneously available colours did increase from 128
to 256 (although you needed DLIs to display them all), bit that was because
the number of available colours increased from 128 to 256. This was due to
an extra bit added to the luminance. Now there were 16 hues and 16 (as opposed
to 8) luminances. I think (but I'm not sure), that the extra luminances were
only available in the GTIA modes (9, 10, 11).

With the CTIA, the Antic was entirely responsible for deciding how screen
memory was translated into a screen image (although the CTIA was responsible
for players and missiles). The GTIA added three extra modes that read four
bits of data from the Antic and combined them to make a single pixel.
These were known as modes 9, 10, and 11. The Antic chip treated these modes
just like mode 8, but the pixels were combined to produce more colours at the
cost of horizontal resolution. It was because of this that modes 9,10,11 did
not have the ability to have a text-window like the other modes (unless some
DLIs were used). It was theoretically possible to activate the GTIA's
capabilities from other Antic modes, but this wan't much use (Do you remember
typing "POKE 623,64" from basic? Nothing would happen with a CTIA, but with a
GTIA, the text would look weird).

The GTIA also corrected a bug the CTIA had in aligning players and missiles
with mode 8 graphics (I think the graphics were shifted by half a colour clock).
This also had the effect of changing the colours of images where colour
artifacting was used to create extra colours.

>When did machines first start shipping with GTIA installed? I now believe the
>400/800 began shipping with the GTIA toward the second half of 1982, about the
>same time the 1200XL appeared (also with GTIA). Is this right? Does anyone
>know otherwise? Which came first, 400/800's with GTIA or the 1200XL?

Just out of curiosity, were any CTIA Ataris ever shipped to Europe?

>I state in the FAQ that the 130XE has "a few new graphics capabilities", not
>available in any of the other XL/XE's. What was I talking about? Are there
>any, or was I making that up? (It was based on postings here, I'm sure.)

I believe the 130XE doesn't have extra graphics capabilities. Perhaps
the person who told you this could have meant that more graphics can be
stored in 128K than in 64K.

AE.

3514. Game problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: Anthony Smith <Anthony.smith@worldnet.att.net>
Message-ID: <334D0078.251D@worldnet.att.net>
Source record: 73920

How can I run .pro Images without using ape. The only Karateka version I can find has this extension on it.

Also.. Bruce Lee... it works on Xformer but not Xlit why?

3515. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5iivip$st6$1@news.atl.bellsouth.net>
Source record: 73921

Robert Goodwin wrote:

> I mostly see the 136s when I use MyDOS and the H: handlers, including the
> megaimages. What I've done is type the entire filename, rather than
> wildcards. Seems it's looking for the filename which has the wildcards.
> Weird. It doesn't do that with the other DOS programs.
>
> One question... In the listing of what's in the megaimagees, there's a
> little something that says "copy to dosmenu." If I'm understanding this
> right, I should copy it to an H: device? There's conflicting stories on
> this every now and then.
>
> Also, sometimes I get a trashed .ATR file when I try to run some of these
> "copy to..." files. What causes it to be trashed, and unloadable? I have
> backups of that file, so it's no problem to overwrite it with a good copy.
>
> --
> Homepage: http://members.iglou.com/rsg0910
>
> Sez who that a deaf person can't have fun on the net? No ears required!
>
> Junk emailers beware: $500 fee charged for each junk and spam ad.
> -Sending the junk email indicates acceptance of these terms.

hmmm... well in the XL-It docs, Markus says the H: device is designed
for Atari DOS 2.5, and will not work properly in MyDOS (as of ver. 0.19
XL-It, haven't got the new one yet)

3516. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-10 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5iivvf$st6$3@news.atl.bellsouth.net>
Source record: 73922

Lawrence Staveley wrote:

> Anyway, if your talking THE BEST ATARI SHOOTER: I submit DROPZONE, An Archer
> Classic!

...I agree... Also Blue Max (the first one, not Blue Max 2000), and
Vanguard...

3517. Re: cable&modem problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <33519f27.6144596@news.inc.net>
Source record: 73773

On Fri, 11 Apr 1997 14:56:18 GMT, Robert Smith Ely
<rely@ix.netcom.com> wrote:

>In article <334DE8C8.71C0@cs.byu.edu>,
> Eric Sokolowsky <esok@cs.byu.edu> wrote:
>>Thomas Havemeister wrote:
>>> [Stuff about dropping characters on modems and the at&k4
>>> modem command]
>>
>>I looked in my modem manual, and the at&k4 command enables XON/XOFF
>>flow control, which is a form of software flow control. As I understand
>>it, when a XOFF is sent by the receiving end of a line, the sending
>>end holds off sending for a little while to give the receiving end
>>a chance to catch up. When the receiving end catches up, it can
>>send a XON which tells the sending end to continue sending. Using this
>>should reduce the liklihood of dropped characters. It's not as good as
>>hardware (RTS/CTS -- check out the FC light on most high-speed external
>>modems on fast transfers) flow control (enabled by default or the
>>at&k3 command), but it's good enough for the Atari, which as I
>>understand, doesn't normally allow hardware flow control, unless using
>>such a device as the Black Box.
>>
>
>Just a quick addition. If you are using a modem at 9600bps or faster, don't use xon/xoff,
use the RTS/CTS. Since you can do this with the MI/O and BlackBox, use it for all it's
worth. If you are on an 850 or P:R:Connection, you won't be able to deal with it and
probably won't be going at or above 9600bps anyway.
>
>Robert S Ely --- Communications Systems Technician
>rsely@dhs.state.nj.us -or- rely@ix.netcom.com
>====|||====Atari 8-bit user since 1982====|||=====
>===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
>==========Call JACS BBS @1-609-346-1224==========

I thought the MIO didn't support CTS/RTS?

3518. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5im65n$6i9$1@news.atl.bellsouth.net>
Source record: 73774

Robert Goodwin wrote:
>
> Lord Spatula (Urchlay@bell***south.net) wrote:
>
> : hmmm... well in the XL-It docs, Markus says the H: device is designed
> : for Atari DOS 2.5, and will not work properly in MyDOS (as of ver. 0.19
> : XL-It, haven't got the new one yet)
>
> Hmm... I missed that. MyDOS was and still is my favorite AtariDOS, though
> I switched around with Sparta and 2.5, and a few others.
>

...my favorite Atari DOS was Sparta 3.2d (I never had an X-cart though,
I would have liked that better..)

...unless I was using Turbo BASIC, which didn't work with Sparta. Then I
would use SmartDOS 8.5 (or was it 5.8?) or SuperDOS (the only one I ever
found that would run in 1050 US Doubler high-speed mode besides Sparta)

...and for games, Fenders 3-sector loader...

3519. Jeff-Gamer's Classic Computer Items Auction! Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: Jeff Rothkopf <JeffGamer@ipof.fla.net>
Message-ID: <5im3gv$h3a@ipof1.fla.net>
Source record: 73775
Cross-posted to: comp.sys.atari.8bit,comp.sys.ti,comp.sys.cbm,comp.sys.misc,misc.forsale.computers.other.systems,rec.games.video.classic,rec.games.video.marketplace

** Jeff-Gamer's Classic Computer Items Auction! 8) -- Initial Posting **
** PART ONE **

===> TO SUBSCRIBE, WRITE TO JeffGamer@ipof.fla.net <===

Hi! Welcome to Jeff-Gamer's computer-based auction...! This auction contains a few hundred new-in-the-box and loose cartridges, disks, tapes/cassettes, systems, books, and hardware peripherals for the following systems:

* Amiga * Commodore 16 & Plus/4
* Apple 2 * Commodore 64
* Apple Lisa * Commodore Vic-20
* Apple Macintosh * IBM
* Aquarius * Radio Shack's Tandy/TRS80/Coco
* Atari 400/800/XE * Spectravideo SV316
* Atari ST * Sperry
* Coleco Adam * Texas Instruments TI99

Many of the items in the auction are from my own collection, many others (particularly the new-in-the-box items) are being offered for a local dealer who wants to liquidate his stock.

==========
THE MAIN DETAILS
==========

The regular part of the auction will run for ten days, from Tuesday, April 9 until Thursday, April 18, followed by a ONCE-TWICE-SOLD portion.

VIDEO GAME TRADE BIDS ARE *VERY* WELCOME: There are two ways of bidding: the main way, obviously, is with cash offers. Alternatively, I'm interested in trading for classic video games (Atari, Adventurevision, Vectrex, Colecovision, Atari Video Music, Intellivision, Odyssey, Phillips Videopac, Bally, Fairchild, Microvision, Texas Instruments, RCA Studio II, Turbografx, Sega Master System, and others), as well as select electronic handhelds and *cartridges* for the other classic 8-bit computer systems. If you have items for these systems and want to talk about potential trade bids, let me know, and feel free to send over lists of any length that include cartridge/box/manual/peripheral/system information! Trade offers that include items I need and really want for my collection will get priority, and will be valued accordingly... ;) Also, please ask for a copy of my full "availability" list if you're interested in trading and have items I'm interested in. I have over 2000 items available for swapping, including many cartridges, systems, and peripherals for classic and modern video game and computer systems that aren't listed below. I also have some board games, electronic

handhelds, and records (LPs and 45s).

MINIMUM BIDS INCREMENTS: $1 on items up to $14.99, $2 for items $15-29.99, and $5 for items $30 and higher. In case of duplicate bids being submitted by two bidders, the first bid received is the bid accepted.

*** Please always read the "New Notes" section...it sometimes contains information that bidders really do need to know... ;) Also, I strongly urge you to read the RULES AND GUIDELINES section at the end of the second half of the updates at least once, since I assume if you place a bid that you've read and agree to what the rules say.

================================ NEW NOTES ================================

** PLEASE remember to provide your name, address, and phone number when you place your first bid, even if I already know you. I will keep all personal data confidential, and will provide my own address/phone number info to the subscribed bidders. For my own protection, I can't accept bids if I don't have information on how to contact you off-line.+ (see full rules at the bottom of this message).

** Full rules/guidelines will be e-mailed to all bidders and subscribers when they receive their first update. If you'd like to see the rules/guidelines again, just ask, and I'll send 'em right over! :)

** I may be adding a number of additional boxed cartridges and books for a few of the classic computer systems -- I'll let you know if/when this happens...!

==

If you'd like to be subscribed to this auction so that you receive all updates via e-mail, or if you'd like to make an offer or place a bid, send an e-mail message to JeffGamer@ipof.fla.net. If you will not have access to e-mail for any length of time, I *will* accept phoned-in bids and will provide verbal updates...contact me to arrange it. The auction will be mostly held via e-mail, with very occasional newsgroup postings.

I also plan to begin a board games auction this week...let me know if you'd want to be subscribed to that, too...!

In advance, good luck in the auction!

==
ADAM/COLECOVISION COMPUTER CASSETTES (all come in the case with the cardboard insert)

AD1: AdamLink.. -- In the case with the cardboard insert!
...MINIMUM BID $3
AD2: Buck Rogers.... -- In the case with the cardboard insert!
...MINIMUM BID $3
AD3: Dragon's Lair. -- In the case with the cardboard insert!
...MINIMUM BID $3
AD4: Electronic Flashcard Maker -- In box!

...MINIMUM BID $3
AD5: SmartBasic.. -- In the case with the cardboard insert!
...MINIMUM BID $3
AD6: Zaxxon -- In the case with the cardboard insert!
...MINIMUM BID $3

AMIGA DISKS -- All are New In The Box!

AM1: Aegis Animator (Next Frontier Corp., 1985) -- Shrinkwrapped!
...MINIMUM BID $5
AM2: CFC Championship Football (Activision/Gamestar, 1986) --
Shrinkwrapped! For Amiga AND Commodore 64.
...MINIMUM BID $5
AM3: Defender of the Crown (2 disks, Adventure Entertainment, Master
Designer Software, 1986). -- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
AM4: Feud (Mastertronic). -- Mostly Shrinkwrapped!
...MINIMUM BID $5
AM5: Financial Cookbook (Electronic Arts) -- Shrinkwrapped!
...MINIMUM BID $5
AM6: Flight Simulator II (SubLogic Corp., 1984). -- Shrinkwrapped in a
pressed-in box!
...MINIMUM BID $5
AM7: Hacker II: The Doomsday Papers (Activision, 1986) -- Shrinkwrapped!
...MINIMUM BID $5
AM8: Hunt For Red October, The (Datasoft, 1984). -- Shrinkwrapped!
...MINIMUM BID $5
AM9: Logistix (Grafox/Progressive Peripherals & Software). -- Mostly
shrinkwrapped in a notebook-style box/manual! -- Spreadsheets,
time management, database, graphics
...MINIMUM BID $5
AM10: Silent Survivor (MicroProse, 1985) -- Shrinkwrapped in a pressed-in
box!
...MINIMUM BID $5
AM11: Space Ranger (Mastertronic) -- Shrinkwrapped in a *slightly*
pressed-in box!
...MINIMUM BID $5

APPLE 2 DISKS -- All New In The Box!

AP1: Bureacracy (Doug Adams/Infocom, 1987)
...MINIMUM BID $5
AP2: Demon's Forge (Mastertronic) -- Shrinkwrapped in a somewhat
pressed-in box!
...MINIMUM BID $5
AP3: Easy Working Tri-Pack (Spinnaker, 1987) -- Contains "The Writer"
word processor, "The Filer" spreadsheet, and "The Planner"
data base.
...MINIMUM BID $5
AP3a: Karate Champ (Data East, 1985) -- For Apple II AND Commodore 64!
-- Shrinkwrapped!

...MINIMUM BID $5
AP3b: Kung Fu Master (Data East, 1984). -- For Apple II AND Commodore 64!
-- Shrinkwrapped!
...MINIMUM BID $5
AP4: Practicalc II (Practicorp, 1984) -- Shrinkwrapped in a pressed-in
box! -- A spreadsheet with word processing, database, and
graphics capabilities
...MINIMUM BID $5
AP5: Robotron: 2084 (Atarisoft, 1983)
...MINIMUM BID $5
AP6: The Works! (First Star Software, 1985) -- Home Software -- letter
writer, typing teacher, math, graphics, music composer,
and more...!
...MINIMUM BID $5

AQUARIUS HARDWARE:

AQ1: Aquarius SYSTEM (with plugs and hand controllers)
...MINIMUM BID $15
AQ2: Aquarius DATA RECORDER
...MINIMUM BID $10
AQ3: Aquarius MINI EXPANDER
...MINIMUM BID $15
AQ4: Aquarius PRINTER
...MINIMUM BID $20

AQUARIUS SOFTWARE:

AQ5: 16K Memory Cartridge
...MINIMUM BID $2
AQ6: FileForm (complete in box with spiral instruction book)
...MINIMUM BID $4
AQ7: FinForm (complete in torn box with spiral instruction book)
...MINIMUM BID $4
AQ8: Night Stalker
...MINIMUM BID $2
AQ9: Tron Deadly Discs.
...MINIMUM BID $2
AQ10: Utopia
...MINIMUM BID $2
AQ11: Data Recorder dox
...MINIMUM BID $1
AQ12: Aquarius "Simplified Instruction Cards" manual
...MINIMUM BID $1
AQ13: FileForm Page Editor manual
...MINIMUM BID $1
AQ14: FinForm Worksheet manual
...MINIMUM BID $1
AQ15: Program catalog (includes unreleased games & hardware)
...MINIMUM BID $1

=====> ATARI COMPUTERS: 400, 800, XE, ST <=====

ATARI SYSTEMS, HARDWARE, AND BOOKS:

AT1: Atari 400 computer system.
...MINIMUM BID $20
AT2: 32K Ram Board (by Mosaic Electronics). -- New in the Box!
...MINIMUM BID $5
AT3: Atari BASIC reference manual (332 page book)
...MINIMUM BID $2

ATARI 400/800/XE CARTRIDGES & CARTRIDGE/PERIPHERAL COMBINATIONS:

AT10: Alien Garden
...MINIMUM BID $2
AT11: Alphabet Zoo (dox only)
...MINIMUM BID $1
AT12: Astro-Grover
...MINIMUM BID $2
AT13: Atari Light Pen (including AtariGraphics cartridge)..
-- New in a damaged box!
...MINIMUM BID $5
AT14: Ballblazer (XE)
...MINIMUM BID $2
AT15: BASIC
...MINIMUM BID $2
AT16: Centipede
...MINIMUM BID $2
AT17: Demon Attack
...MINIMUM BID $2
AT18: Donkey Kong
...MINIMUM BID $2
AT19: Donkey Kong Jr.(?)
...MINIMUM BID $2
AT20: Ernie's Magic Shapes ("B" written on label, slight label wrinkling)
...MINIMUM BID $2
AT21: E.T. Phone Home
...MINIMUM BID $2
AT22: Flight Simulator II (XE)
...MINIMUM BID $2
AT23: Frogger..
...MINIMUM BID $2
AT24: Kindercomp
...MINIMUM BID $2
AT25: K-Razy Antiks (by CBS)
...MINIMUM BID $2
AT26: K-Razy Shoot-Out (by K-Byte)
...MINIMUM BID $2
AT27: Math Mileage
...MINIMUM BID $2
AT28: Miner 2049er
...MINIMUM BID $2
AT29: Ms Pac-Man (has a loose board inside)
...MINIMUM BID $2

AT30: Music Composer
...MINIMUM BID $2
AT31: Pac-Man.
...MINIMUM BID $2
AT32: Qix.
...MINIMUM BID $2
AT33: Space Invaders
...MINIMUM BID $2
AT34: Star Raiders
...MINIMUM BID $2
AT35: Submarine Commander (by Thorn EMI)
...MINIMUM BID $2
AT36: Whiz Kid (by Romox) -- New in a pressed in box, Shrinkwrapped!
...MINIMUM BID $5

ATARI 400/800 DISKS -- ALL NEW-IN-THE-BOX!

ATD1: Atari Music I -- New in the box!
...MINIMUM BID $5
ATD2: Atari Music II -- Shrinkwrapped in a slightly pressed-in box!
...MINIMUM BID $5
ATD3: AtariLab Starter Set with Temperature Module.. -- New in the box!
...MINIMUM BID $5
ATD4: Castle Wolfenstein (Muse Software) -- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
ATD5: Chipmunk Atari Disk Copier (by Microdaft) -- Copies protected software! (New, Shrinkwrapped!) Disk-based
...MINIMUM BID $5
ATD6: ET Phone Home (1986 version) -- New in the box!
...MINIMUM BID $5
ATD6a: The Eidelan (Epyx & Lucafilm, 1985) -- For Atari AND C64 computers! --- New in a pressed-in box!
...MINIMUM BID $5
ATD7: Facts In Five (Avalon Hill/Microcomputer Games, 1982) -- New in the Bookshelf-Style Box!
...MINIMUM BID $5
ATD8: Home Fim Manager. -- Shrinkwrapped in a somewhat pressed-in box!
...MINIMUM BID $5
ATD8a: Walt Disney's Mickey in the Great Outdoors (New In The Box!)
...MINIMUM BID $5
ATD8b: Micro League Baseball (1984) -- For Atari AND C64 computers! --- Shrinkwrapped!
...MINIMUM BID $5
ATD9: Paint -- Shrinwrapped!
...MINIMUM BID $5
ATD10: Silent Service (MicroProse, 1985) -- Shrinkwrapped in a somewhat pressed-in box! -- Submarine simulation!
...MINIMUM BID $5
ATD11: Spy Vs. Spy: Volume I & II (Avantage/First Star, 1986) -- Shrinkwrapped in a pressed-in box!

...MINIMUM BID $5
ATD12: Tanktics (Avalon Hill/Microcomputer Games) (New in the box -- all
cardboard pieces unpunched!) -- Big boxed board game/disk
combination program!
...MINIMUM BID $5
ATD13: The Top Gunner Collection/3-in-1 (Microprose, 1986) -- Shrinkwrapped!
-- contains Hellcat Ace, Air Rescue, and MIG Alley Ace
...MINIMUM BID $5
ATD14: Timewise. -- Shrinkwrapped! -- A time management program
...MINIMUM BID $5
ATD14a: Video Poker (Mastertronic) -- For Atari AND C64 computers!
--- New in the Box!
...MINIMUM BID $5
ATD15: Virtuoso Desktop Performance Studio (Virtuoso Software, 1987).
-- Shrinkwrapped!
...MINIMUM BID $5

ATARI 8-BIT -- CASSETTES

ATCS1: States & Capitals
...MINIMUM BID $2
ATCS2: Atari Minicrossword/24k -- New in the plastic container!
...MINIMUM BID $5

ATARI ST - DISKS -- ALL NEW-IN-THE-BOX!

ST1: A Mind Forever Voyaging (an Infocom adventure, 1985)
-- Box is water-damaged
...MINIMUM BID $4
ST2: Data Manager (TimeWorks, 1982)
...MINIMUM BID $5
ST3: DataTrieve (Abacus). -- Shrinkwrapped!
...MINIMUM BID $5
ST4: Dos Shell (MichTron). -- Shrinkwrapped!
...MINIMUM BID $5
ST5: Easy-draw (Migraph, 1985). -- Shrinkwrapped! -- A Gem program
...MINIMUM BID $5
ST6: Enchanter (Infocom, 1984)
...MINIMUM BID $5
ST7: Exodus: Ultima III (Origin Systems/Electronic Arts, 1985)
-- Shrinkwrapped!
...MINIMUM BID $5
ST8: Flight Simulator II (SubLogic, 1986)..
-- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
ST9: GFC Championship Football (Gametar, 1986). -- Shrinkwrapped!
...MINIMUM BID $5
ST10: HabaCom (HABA) -- Shrinkwrapped in a slightly pressed-in box!
...MINIMUM BID $5
ST11: HabaView (HABA).. -- Shrinkwrapped!
...MINIMUM BID $5

ST12: HabaWriter (HABA). -- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
ST13: HabaWriter II (HABA) -- Shrinkwrapped!
...MINIMUM BID $5
ST14: Hex (Mark of the Unicorn, 1985) -- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
ST15: I. S. Talk: Telecommunications (Modern Imageworks)..
-- Mostly shrinkwrapped!
...MINIMUM BID $5
ST16: King's Quest (Sierra, 1984) -- Shrinkwrapped in a slightly
pressed-in box!
...MINIMUM BID $5
ST17: Mercenary: A flight simulator with vector-like graphics! (Datasoft,
1986) -- Shrinkwrapped in a pressed-in box! -- a Gem program
...MINIMUM BID $5
ST18: PaintPro (Abacus) -- Shrinkwrapped!
...MINIMUM BID $5
ST19: Rogue (Epyz, 1985). -- Shrinkwrapped!
...MINIMUM BID $5
ST20: Solutions: Haba Check Minder (HABA, 1985). -- Shrinkwrapped!
...MINIMUM BID $5
ST21: Solutions: Habadex Phonebook (HABA) -- Shrinkwrapped!
...MINIMUM BID $5
ST22: Solutions: HabaMerge (HABA) -- Shrinkwrapped!
...MINIMUM BID $5
ST23: Spellbreaker (Infocom, 1985).
...MINIMUM BID $5
ST24: ST-Pool (Shelbourne, 1986) -- Shrinkwrapped!
...MINIMUM BID $5
ST25: Star Raiders (Atari, 1986) -- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
ST26: Starglider (Rainbird)
...MINIMUM BID $5
ST27: Superbase Personal Relationship Database System (Precision Software)
-- Shrinkwrapped!
...MINIMUM BID $5
ST28: Time Bandit: The Arcade Adventure (MichTron) -- Half the
shrinkwrap still on the box!
...MINIMUM BID $5
ST29: TimeLink: Time Management System (Batteries Included, 1986)
-- Shrinkwrapped!
...MINIMUM BID $5
ST30: Winter Games (Epyz, 1985) -- Shrinkwrapped!
...MINIMUM BID $5
ST31: WordWriter ST (TimeWorks, 1983) -- Shrinkwrapped!
...MINIMUM BID $5

=====> COMMODORE COMPUTERS: C16, PLUS/4, C64, C128, VIC-20 <=====

COMMODORE VIC-20 CARTRIDGES:

VIC1: Cave In. (Spectravideo) -- NEW in box with manual!
...MINIMUM BID $5
VIC2: Gorf.
...MINIMUM BID $2
VIC3: Omega Race.
...MINIMUM BID $2
VIC4: Q-Bert.
...MINIMUM BID $2

COMMODORE 64 *AND* VIC-20 ITEMS:

64VC1: Epson Printer Interface Cartridge (for Homewriter Printer). -- New!
...MINIMUM BID $5
64VC2: Cassette Interface for the Vic20 & C64 -- New in a pressed-in
box, shrinkwrapped!
...MINIMUM BID $5

COMMODORE 16/PLUS CARTRIDGES:

16C1: Calc/Plus -- New in the box! (small box tear where box was
originally opened)
...MINIMUM BID $5
16C2: Financial Advisor -- New in the box, Shrinkwrapped!..
...MINIMUM BID $5
16C3: Viduzzles -- New in the box! Still sealed!
...MINIMUM BID $5

COMMODORE PLUS/4 DISKS:
PLD1: Accounts Payable. -- Shrinkwrapped with a notebook-style manual!
...MINIMUM BID $5
PLD2: Accounts Receivable -- Shrinkwrapped with a notebook-style manual!
...MINIMUM BID $5
PLD3: General Ledger. -- Shrinkwrapped with a notebook-style manual!
...MINIMUM BID $5
PLD4: Loans and Investments -- Shrinkwrapped!
...MINIMUM BID $5
PLD5: Payroll -- Shrinkwrapped with a notebook-style manual!
...MINIMUM BID $5

COMMODORE 16 & PLUS/4 CASSETTES (All New In The Box!)
16PL1: Math Games and Word Problems -- New in a slightly pressed-in box!
...MINIMUM BID $5
16PL2: Money Decisions.... -- Shrinkwrapped!
...MINIMUM BID $5
16PL3: Starter Productivity Software
...MINIMUM BID $5

COMMODORE 16 & PLUS/4 CASSETTE *AND* DISKS IN ONE PACKAGE:
16PL4: Letter Match/More Or Less -- Shrinkwrapped!
...MINIMUM BID $5
16PL5: What's Next Letters/What's Next Numbers -- Boxed (box has a tear in it)
...MINIMUM BID $5

COMMODORE 64 CARTRIDGES

64C0: Battlezone (by Atarisoft) -- Complete and New in a pressed-in box!
...MINIMUM BID $5
64C1: Big Bird's Special Delivery (by CBS). (Complete in box with manual and
instruction card and foam insert!)
...MINIMUM BID $5
64C2: Centipede.
...MINIMUM BID $2
64C3: Clowns.
...MINIMUM BID $2
64C4: Fast Load.
...MINIMUM BID $2
64C5: Frogger.
...MINIMUM BID $2
64C5a: International Soccer -- New and Shrinkwrapped, in a pressed-in box!
-- Note: I have two versions of the box: blue on gold writing
on medallion, and white on gold writing on medallion. If
anyone cares which one they get, let me know. ;-)
...MINIMUM BID $5
64C6: Kickman..
...MINIMUM BID $2
64C7: Kids on Keys.
...MINIMUM BID $2
64C8: Kindercomp.
...MINIMUM BID $2
64C9: Number Tumblers (by Fisher-Price).
...MINIMUM BID $2
64C9a: The Pit (by HesWare).. -- New in the box, shrinkwrapped!
...MINIMUM BID $5
64C10: Sea Speller. (by Fisher-Price)
...MINIMUM BID $2
64C11: Star Post.
...MINIMUM BID $2
64C12: Tapper.
...MINIMUM BID $2
64C12a: Viduzzles (New in a pressed-in box, shrinkwrapped!).
...MINIMUM BID $5
64C13: Webster: The Word Game (by CBS Software).
...MINIMUM BID $2
64C14: Commodore 64 cartouche generic box
...MINIMUM BID $2

COMMODORE 64/128 - DISK-BASED - ALL ARE NEW IN THE BOX!

64D1: 64-Pac (Computer Software Associates) -- New in slightly squished box!
...MINIMUM BID $5
64D2: Adventureland: Saga #1 (Thunder Mountain, 1981) - New in plastic case!
A Scott Adams adventure--supports Votrax speech synthesizer
...MINIMUM BID $5
64D3: Assembler Monitor - The Complete Machine Language Development Package
(Abacus) -- Shrinkwrapped!
...MINIMUM BID $5
64D4: BASIC-64 (Abacus Software) -- Notebook-style box

...MINIMUM BID $5
64D5: Better Working (Spinnaker) -- Shrinkwrapped! -- Power C language
...MINIMUM BID $5
64D6: Business Systems - Expanded Version (Timeworks, 1983) -- Mostly
shrinkwrapped in a VCR-style case!
...MINIMUM BID $5
64D7: Cadpak-64 - Enhanced Version (Abacus) -- "The Full Featured Design &
Drawing Program"
...MINIMUM BID $5
AM2: CFC Championship Football (Activision/Gamestar, 1986) -- See Amiga
section for current bid, #AM2
64D8: Cobol 64 (Abacus) -- Shrinkwrapped!
...MINIMUM BID $5
64D9: Cosmic Tunnels (by Datamost) -- New in the box, Shrinkwrapped!
...MINIMUM BID $5
64D10: Country Parade (Spinnaker, 1984) -- Shrinkwrapped!
...MINIMUM BID $5
64D11: Cutthroats (Infocom, 1984)
...MINIMUM BID $5
64D12: Data Manager (TimeWorks, 1982) -- VCR-style case
...MINIMUM BID $5
64D13: Dig Dug (Thunder Mountain, 1983) -- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
64D14: Early Games for Young Children (Springboard, 1985) -- Shrinkwrapped!
...MINIMUM BID $5
64D15: Easy Learning: Film Maker (Spinnaker, 1987)
...MINIMUM BID $5
64D16: Easy Working: The Writer (Spinnaker, 1987) -- Shrinkwrappe! -- Word
processor and spellcheck
...MINIMUM BID $5
ATD6a: The Eidelan (Epyx & Lucafilm, 1985) -- For Atari AND C64 computers!
-- New in a pressed-in box! - SEE Atari section for current bid, #ATD6a
...MINIMUM BID $5
64D17: Fraction Fever (Spinnaker, 1983) -- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
64D18: Ghost Manor & Spike's Peak (by HesWare, licensed from Xonox)...
(New in Shrinkwrapped Box!)
...MINIMUM BID $5
64D19: Gortek and the Microchips (Commodore) -- Shrinkwrapped!
...MINIMUM BID $5
64D20: Grandma's House (Spinnaker, 1987) -- Shrinkwrapped!
...MINIMUM BID $5
64D21: Hitchhiker's Guide to the Galaxy, by Douglas Adams (Infocom, 1984) --
Shrinkwrapped!
...MINIMUM BID $5
64D22: How About A Nice Game Of CHESS (based on ODESTA's acclaimed CHESS 7.0
by Larry Atkin) (Commodore, 1984) -- Shrinkwrapped in a somewhat
pressed-in box!
...MINIMUM BID $5
64D23: Instant Recall (Mastertronic) -- Sealed!

...MINIMUM BID $5
AP3a: Karate Champ (Data East, 1985) -- For Apple II AND Commodore 64!
-- Shrinkwrapped! -- SEE Apple section for current bid, #AP3a
AP3b: Kung Fu Master (Data East, 1984). -- For Apple II AND Commodore 64!
-- Shrinkwrapped! -- SEE Apple section for current bid, #AP3b
64D24: Label Maker (Keystone Software) -- Shrinkwrapped!
...MINIMUM BID $5
64D25: Leader Board: Pro Golf Simulator (Access Software, 1986)
...MINIMUM BID $5
64D26: Little Computer People Discovery Kit (Activision, 1986) --
Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
64D27: Math (Spinnaker, 1987) -- Shrinkwrapped!
...MINIMUM BID $5
64D28: Maxi Golf (Thunder Mountain, 1984) - New in plastic case!
...MINIMUM BID $5
ATD8a: Micro League Baseball (1984) -- For Atari AND C64 computers!
--- Shrinkwrapped! -- SEE Atari section for current bid, #ATD8a
64D29: Paper Clip: Professional Word Processor, with built-in SpellPack
(Batteries Included)
...MINIMUM BID $5
64D30: Paul McCartney's Give My Regards to Broad Street (Mastertronic).. --
Sealed!
...MINIMUM BID $5
64D31: Payables (Integrated Software Services, 101, 1984). -- Shrinkwrapped,
in a VCR-style case!
...MINIMUM BID $5
64D32: Pilot (Commodore, 1983) -- Box pressed in
...MINIMUM BID $5
64D33: Pirates!/Sid Meier's Pirates! (MicroProse, 1987) - Shrinkwrapped!
Notebook-style box/manual!
...MINIMUM BID $5
64D34: Practicalc 64 (Practicorp, 1984) -- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
64D35: Practifile (Practicorp, 1984). -- Shrinkwrapped! -- Database program
...MINIMUM BID $5
64D36: Print Shop -- Disk 3 (Broderbund, 1985). -- Shrinkwrapped!
...MINIMUM BID $5
64D37: Pro-Golf (Mastertronic)
...MINIMUM BID $5
64D38: Professional Services (Commodore, 1984) -- Shrinkwrapped in a
pressed-in box!
...MINIMUM BID $5
64D39: Pure-State Baseball (Software Simulations, 1986) -- Shrinkwrapped!
...MINIMUM BID $5
64D40: Quest for the Holy Grail (Mastertronic) -- Sealed!
...MINIMUM BID $5
64D41: Receivables (Integrated Software Services, 101, 1984) --
Shrinkwrapped, in a VCR-style case!
...MINIMUM BID $5

64D42: Shanghai (Activision, 1986) -- Shrinkwrapped! (very slightly
indented at top)
...MINIMUM BID $5
64D43: Ski Writer (Mastertronic) -- Sealed!
...MINIMUM BID $5
64D44: Skyjet (Mastertronic) -- Sealed!
...MINIMUM BID $5
64D45: Songwriter (Scarborough, 1983) -- New in cracked plastic box!
...MINIMUM BID $5
64D46: Space Rescue starring Benji (HesWare) (New in a pressed-in box,
Shrinkwrapped!)
...MINIMUM BID $5
64D47: SpeedTerm (Abacus) -- Mostly shrinkwrapped, with a notebook-style
manual!
...MINIMUM BID $5
64D48: Sublogic Scenery Disk - Scenery Disk 6, with Omaha, Wichita, Kansas
City (Sublogic) -- Shrinkwrapped!
...MINIMUM BID $5
64D49: Suspended: A Cryogenic Nightmare - Interactive Fiction Sci Fi
(Infocom, 1984) -- Shrinkwrapped!
...MINIMUM BID $5
64D50: TAS: Technical Analysis System (Abacus) -- Mostly Shrinkwrapped!
...MINIMUM BID $5
64D51: Time Bound (CBS/Children's Television Workshop) -- Sealed in a
VCR-style case!
...MINIMUM BID $5
64D52: Tournament Tennis (Imagic, 1984) -- Shrinkwrap partially still on!
...MINIMUM BID $5
64D53: Twin Pack -- Text Pro II Word Processor/Data-Pro II Data Base
System (Cosmi) -- Shrinkwrapped! -- "All new, with Cycle RAM
and Caravan!"
...MINIMUM BID $5
64D54: Type 'N' Write (HesWare, 1983) -- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
64D55: U.S.A.A.F./United States Army Air Force (Strategic Simulations
Inc./SSI) -- Shrinkwrapped!
...MINIMUM BID $5
64D56: Ultima I (Origin Systems, distributed by Electronic Arts). --
Shrinkwrapped!
...MINIMUM BID $5
ATD14a: Video Poker (Mastertronic) -- For Atari AND C64 computers!
--- New in the Box! -- SEE Atari section for current bid, #ATD14a
64D57: What's Next/Letters or Numbers -- Kinder Koncepts 2 (Commodore,
1983) -- 64D58: Shrinkwrapped in flattened box!
...MINIMUM BID $5
64D59: Wholesale Industry (Commodore, 1984) -- Shrinkwrapped in a
pressed-in box!
...MINIMUM BID $5
64D60: Zork II (Infocom, 1984)
...MINIMUM BID $5

COMMODORE 64 CASSETTE TAPES

64T1: Lunar Outpost (Epyz, 1983) -- New In The Box!
...MINIMUM BID $5

COMMODORE 64, PLUS/4, 16 ITEMS:

64P1: Typing Professor.. -- Both Disk AND Cassette version included!
Shrinkwrapped!
...MINIMUM BID $5
64P2: Geoprint Cable (by Berkeley Softworks) -- Parallel Printing Cable
for Use with GEOS. (New in the box, Shrinkwrapped!).
...MINIMUM BID $5

COMMODORE 128-ONLY ITEMS -- All New In The Box!

128D1: The Last V8 (Mastertronic, disk) -- Sealed!
...MINIMUM BID $5
128D2: Super-C Language Compiler (Abacus Systems, disk) -- Mostly
Shrinkwrapped!
...MINIMUM BID $5
128B1: MANUAL/BOOK: System Guide for Commodore 128 -- Shrinkwrapped!
...MINIMUM BID $5

3520. Jeff-Gamer's Classic Computers Auction - Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: Jeff Rothkopf <JeffGamer@ipof.fla.net>
Message-ID: <5im3o8$h3a@ipof1.fla.net>
Source record: 73776
Cross-posted to: comp.sys.atari.8bit,comp.sys.ti,comp.sys.cbm,comp.sys.misc,misc.forsale.computers.other.systems,rec.games.video.classic,rec.games.video.marketplace

```
** Jeff-Gamer's Classic Computer Items Auction! 8) -- Initial Posting **
** PART TWO **

===> TO SUBSCRIBE, PLEASE WRITE TO JeffGamer@ipof.fla.net <===

NOTE: A like-new in the box Commodore 64 and disk drive will be added in, as
soon as I get the chance to confirm their condition... :)

IBM DISKS (All New In The Box!)

IBM1: Demon's Forge (Mastertronic) -- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
IBM2: Dig Dug (AtariSoft, 1983) -- New in a pressed-in box!
...MINIMUM BID $5
IBM3: Easy Working: The DOS Manager (Spinnaker, 1987) -- Shrinkwrapped!
...MINIMUM BID $5
IBM4: Easy Working: Typing Teacher (Spinnaker, 1987) -- Shrinkwrapped in
a somewhat pressed-in box!
...MINIMUM BID $5
IBM5: Fastback (Fifth Generation Systems) -- New in a pressed-in box!
A speedy back-up utility
...MINIMUM BID $5
IBM6: Feud (Mastertronic) -- Shrinkwrapped in a slightly pressed-in box!
(shrinkwrap is open)
...MINIMUM BID $5
IBM7: Hotshot (SymSoft). -- Shrinkwrapped! -- A desktop publishing tool
that captures/modifies/prints any text screen
...MINIMUM BID $5
IBM8: King's Quest III (by Sierra) (New in the box!).
...MINIMUM BID $5
IBM9: Kobayashi Naru (Mastertronic). -- Shrinkwrapped!
...MINIMUM BID $5
IBM10: Metropolis (Arcadia).
...MINIMUM BID $5
IBM11: MS-DOS 3.2 Extension Utilities (Franklin Computer) -- In Plastic Case!
...MINIMUM BID $5
IBM12: PC Script (Richvale Telecommunications). -- Shrinkwrapped! --
A word processor/spell checker
...MINIMUM BID $5
IBM13: Pro Golf (Mastertronic) -- Shrinkwrapped in a slightly pressed-in box!
...MINIMUM BID $5
IBM14: Rasterscan (Mastertronic). -- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
IBM15: Rockford: The Arcade Game (container only)
```

...MINIMUM BID $5
IBM16: Shogun (Mastertronic)... -- Shrinkwrapped in a slightly pressed-in box!
...MINIMUM BID $5
IBM17: Squash (Mastertronic). -- Shrinkwrapped!
...MINIMUM BID $5
IBM18: The Slugger (Mastertronic) -- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
IBM19: Tri-Action Games (Mastertronic) -- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
IBM20: Vegas Casino (Mastertronic) -- Mostly Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
IBM21: WordPerfect -- Used, but is complete in the case with manual!
...MINIMUM BID $5
IBM22: Wordwriter PC (Timeworks, 1983) -- Shrinkwrapped!
...MINIMUM BID $5

SPECTRAVIDEO (tapes, complete in case with manual-flap unless noted)

SV1: Spectravideo Centronic Interface (attachment)
...MINIMUM BID $2
SV2: Biorhythm
...MINIMUM BID $2
SV3: Compatibility
...MINIMUM BID $2
SV4: Financial Calculator
...MINIMUM BID $2
SV5: Findit
...MINIMUM BID $2
SV6: Graph Master (loose)
...MINIMUM BID $2
SV7: Introduction to Basic (loose)
...MINIMUM BID $2
SV8: Killer Car (loose)
...MINIMUM BID $2
SV9: Maze Cup Champion
...MINIMUM BID $2
SV10: Mini Golf
...MINIMUM BID $2
SV11: Morse Code Tutor (loose)
...MINIMUM BID $2
SV12: Music Composer (loose)
...MINIMUM BID $2
SV13: Ninja
...MINIMUM BID $2
SV14: Nomis
...MINIMUM BID $2
SV15: Number Game
...MINIMUM BID $2
SV16: Puzzle Master (loose0
...MINIMUM BID $2

SV17: Spectra Diary
...MINIMUM BID $2
SV18: Spectra Mind (loose)
...MINIMUM BID $2
SV19: Spectra Sprite Editor
...MINIMUM BID $2
SV20: SV Jungle
...MINIMUM BID $2
SV21: 3-Dimensional Tic-Tac-Toe
...MINIMUM BID $2
SV22: U.S. Presidents
...MINIMUM BID $2

SPERRY COMPUTER SYSTEM

SP1: Business Graphics -- Shrinkwrapped!
...MINIMUM BID $5

TANDY/RADIO SHACK TRS-80 COCO CARTRIDGES AND PERIPHERALS:

TRS1: Canyon Climber
...MINIMUM BID $2
TRS2: Color Baseball
...MINIMUM BID $2
TRS3: Color Scripsit
...MINIMUM BID $2
TRS4: Downland
...MINIMUM BID $2
TRS5: Dragonfire
...MINIMUM BID $2
TRS6: Dungeons of Daggoroth
...MINIMUM BID $2
TRS7: Galactic Attack..
...MINIMUM BID $2
TRS8: Math Bingo
...MINIMUM BID $2
TRS9: Mega Bug.
...MINIMUM BID $2
TRS10: Polaris
...MINIMUM BID $2
TRS11: Quasar Commander
...MINIMUM BID $2
TRS12: Roman Checkers
...MINIMUM BID $2
TRS13: Spectaculator.
...MINIMUM BID $2
TRS14: Spidercide
...MINIMUM BID $2
TRS15: Super Pitfall
...MINIMUM BID $2
TRS16: Thexder.

...MINIMUM BID $2
TRS17: Typing Tutor
...MINIMUM BID $2
TRS18: Wildcatting
...MINIMUM BID $2

TRS19: TRS-80 Modem IB
...MINIMUM BID $5
TRS20: Color Computer Controller
...MINIMUM BID $5

TANDY TRS-80 MAGAZINES

MAG1: Hot CoCo, January 1985
...MINIMUM BID $2
MAG2: Radio Shack, 1985 Catalog No. 380
...MINIMUM BID $2
MAG3: Rainbow, December 1984
...MINIMUM BID $2
MAG4: Rainbow, March 1985
...MINIMUM BID $2
MAG5: Rainbow, July 1985
...MINIMUM BID $2
MAG6: Rainbow, October 1985
...MINIMUM BID $2
MAG7: Rainbow, November 1985
...MINIMUM BID $2
MAG8: Rainbow, January 1986
...MINIMUM BID $2
MAG9: Rainbow, February 1986
...MINIMUM BID $2
MAG10: Rainbow, March 1986
...MINIMUM BID $2
MAG11: Rainbow, May 1986
...MINIMUM BID $2
MAG12: Rainbow, June 1986
...MINIMUM BID $2

TEXAS INSTRUMENTS - TI-99 CARTRIDGES, PERIPHERALS, AND HARDWARE:

TX0: Texas Instruments TI-99A computer system -- Complete with joysticks
and AC adaptor!
...MINIMUM BID $20
TX0a: Speech Synthesizer.
...MINIMUM BID $5
TX1: Alien Addition..
...MINIMUM BID $2
TX2: Alpiner.
...MINIMUM BID $2
TX3: A-Maze-Ing.
...MINIMUM BID $2
TX4: Beginning Grammar..

...MINIMUM BID $2
TX5: Blackjack and Poker.
...MINIMUM BID $2
TX6: Blasto...
...MINIMUM BID $2
TX7: Burgertime..
...MINIMUM BID $2
TX8: Car Wars....
...MINIMUM BID $2
TX9: Centipede....
...MINIMUM BID $2
TX10: Donkey Kong...
...MINIMUM BID $2
TX11: Early Learning Fun....
...MINIMUM BID $2
TX12: Early Learning Logo Fun.
...MINIMUM BID $2
TX13: Early Reading..
...MINIMUM BID $2
TX14: Facemaker.
...MINIMUM BID $2
TX15: Fractions.
...MINIMUM BID $2
TX16: Hopper..
...MINIMUM BID $2
TX17: Household Budget Management.....
...MINIMUM BID $2
TX18: Hunt the Wumpus..
...MINIMUM BID $2
TX19: Jawbreaker II..
...MINIMUM BID $2
TX20: Minus Mission.
...MINIMUM BID $2
TX21: Munch Man......
...MINIMUM BID $2
...MINIMUM BID $2
TX22: Number Magic....
...MINIMUM BID $2
TX23: Parsec....
...MINIMUM BID $2
TX24: Personal Record Keeping...
...MINIMUM BID $2
TX25: Q-Bert.
...MINIMUM BID $2
TX26: Super Demon Attack..
...MINIMUM BID $2
TX27: TI Invaders.......
...MINIMUM BID $2
TX28: Tombstone City....
...MINIMUM BID $2

RULES & GUIDELINES:

1) DEADLINES: The regular part of the auction will run for nine days, from Friday, April 11 until Sunday, April 20, followed by a ONCE-TWICE-SOLD phase. In the once-twice-sold phase of the auction (which commences after April 18), all items are marked as GOING ONCE. If they do not receive any bids before the next update, they'll move to GOING TWICE, and then will be SOLD in the successive update if no bids arrive beforehand. New bids reset the countdown on that item to GOING ONCE.

2) UPDATES: I will post updates on-line once or *maybe* twice a week. I will also e-mail updates to all e-mail subscribers and bidders. E-mailed updates will be sent _on_average_ once a day (expect only one update on the weekend).

3) INTEGRITY, AND HONORING YOUR BIDS: Do NOT bid on an item unless you are prepared to honor that bid and buy what you bid on at that price. I expect bidders to act honorably--bids not made in good faith hurt all others involved in the auction--so if you don't intend to honor your bid, don't make it. If you do not honor your high bids, you will be barred from any future auctions I intend to hold in the very near future, and I will make your name and e-mail address available to anyone who requests the list.

3a) WITHDRAWN BIDS: Bids may only be withdrawn if I have not yet sent out an auction update that includes the bid. Otherwise, once a bid is submitted, it may not be withdrawn and I expect that it will be honored in the event that it is the high bid. So please don't bid on an item and then change your mind a week later, even if you found someone else who had the same item for less than you already bid. I've had the same thing happen to me in auctions, and if my bid still comes in as high bid, I buy it and wind up with two, because in an auction this is only fair.

4) CONDITION OF ITEMS: All items in this auction are in good condition...I've tried to give detailed descriptions of particularly assets or flaws. Expect that some items may have *minor* flaws (an ink spot on a box, a small scratch on a cartridge), but major flaws such as pressed-in boxes, torn labels, pen marks, or multiple personalities will be noted next to the item. Although some items note particularly excellent conditions in their listing, all items are in good condition and may range from good to near-mint, those ones just stood out as strikingly good to me while I was sorting through what I have. Please feel free to ask if you need more information--I want everyone to be pleased with what they win, so better to know in advance.

5) SHIPPING: Buyer pays shipping, which is not included in placed bids. Shipping will be determined at the end of the auction, when I box everything up and run to the post office to figure out approximately what shipping will cost. Some of the programs are particularly heavy, while others are light. Shipping will be fair--I have no intention of saying, "Oh, yeah...that Spectravision game will cost over sixty bucks to ship...snicker snicker..." Payment is by cash, check or money order in US Funds, and should be sent within 5 days of the auction's end. If payment is by check, I'll need to wait for my bank to tell me it cleared (usually 7-10 days after deposit...). Bidders from outside the United States should send a

postal money order, payable in U. S. Funds, or cash.

6) HOW TO PLACE A BID, AND NAME/ADDRESS/PHONE NUMBER INFO: Place a bid by item number and/or description. Your first bid must include your name, address, and phone number (I will provide same to all bidders when they send that info to me--this is for both your protection and for mine). I will use the first part of your E-mail address when listing bids. If you wish to remain anonymous, tell me what pseudonym you would like to use and then remind me of it each time you bid (my memory is absolutely, uh, what was I saying...?). For people who will have difficulty getting access to e-mail, bids *will* be accepted by phone, as long as we pre-arrange it. Let me know if you need to do so. ;)

7) MINIMUM BIDS: Minimum bids are listed for each item.

8) MINIMUM BID INCREMENTS are $1 on items up to $14.99, $2 for items $15-29.99, and $5 for items $30 and higher. In case of ties, the first bid received is the bid accepted.

9) TRADING: Trade offers are encouraged. I collect cartridges, manuals, boxes, and hardware mainly for the following: Adventurevision, Atari 2600, 5200, 7800, Atari Video Music, Colecovision, Vectrex, Fairchild, Intellivision, Odyssey, Texas Instruments TI99, some pong systems and other standalones (particularly if they relate even in name-only to older video games & companies), Bally, Turbografx, Microvision, Sega Master System, and Atari & Commodore computers. However, the full list of systems I collect for is considerably larger than *that*! E-mail me with your list of items available for trade (or we could chat via phone, I'm reachable from 10 pm to midnight most nights). Note that since I don't think it's fair to simply remove an item from the auction when I get a trade offer I like, I will follow one of two routes (or a hybrid of the two): #1: a suitable cash-equivalent value for the trade offer based on my particular desire for the item (if I really want it, this will be higher than normal!) and on its estimated value will be set and entered as the bid. #2: I'll let the rest of the bidders know about the offer and set a time-limit on a counter-offer.

10) REMOVAL OF AUCTION ITEMS: Items may be removed at my discretion, although since I don't particularly like the idea of suddenly pulling something out when people are bidding on it, I will usually give notice to affected bidders before doing so.

11) HUMAN ERROR: Auctioneer reserves the right to make changes or correct mistakes made in the posting of this message or along the way.

3521. FS: Atari 8-bit Software, Games, Books, Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: TSICRDSX@mu3.millersv.edu
Message-ID: <17B4DA900S86.TSICRDSX@mu3.millersv.edu>
Source record: 73777

This is last post, unless something dramatic occurs,
but... frankly Miss Scarlet, this is is beginning to
bore me. And I don't know nothing about birthin' no babies...
then again neither does Planned Parenthood.

If you see anything you want, need, etc MAKE an offer.

If anyone wants to make an offer on the lot, go ahead....
people won't laugh at you (much!).

Buyers will be responsible for all shipping/handling charges.
Sales to contiguous US only.

DID YOU REALIZE THERE IS A RUMOUR CASSETTE TAPES MAKE EXCELLENT KINDLING!

Atari Games for Sale

(All complete with boxes and documentation, unless otherwise noted)

Cassette Tapes
~~~~~~~~ ~~~~~
**AIM Software

t X-Ray Art construction game

**Atari Corp

t States and Capitals Program cassette ONLY, Instructions and
game on tape.

**Cosmi

t Aztec Challenge Seems to be "Mountain King" type game.

t Caverns of Khafka typical cavern-tomb danger graphics
game

t The Crypts of Plumbous A lot like "Defender", as I recall.

t Forbidden Forest Find your way out of a deadly graphic
forest

t Galactic Avenger "Space Invaders" type game

t Professor IQ Series of educational learning games

t Slinky You've played with the springs, now try
them on the screen!!
~~~~~~~~

t Spider Invasion Destroy deadly spider mutations, their
eggs and nest. Are you getting as
itchy as I am?

**Edu-ware Services

t Compu-read 3.0 Tool for improving reading speed and
comprehension. NOT boxed, but in it's
own folder including docs.

**EPYX

t Curse of Ra Expansion module for "Temple of Apshai"
adventure game. Book of Lore missing.

**Program Design, Inc.

t Addition with Carrying Math games for the young. In clear
plastic sleeve.

t Sam the Sea Serpent Sammy will devour your child if he
gives the wrong answer! (Just Kidding
!!). A story and game for your young
ones.

**Thorn EMI -- love their packaging....beta-like plastic containers
(and we all know where beta is)

t Compute 4 & Reversi Connect-4 game and "Go" type game

t Cribbage & Dominoes Cribbage & Dominoes...get the idea?

t Darts So safe, you can even throw them at
your Mother-in-Law

t European Scene Jigsaw Like those plastic toys where you
Puzzles Vol2 slide the tiles to get the picture
together.

t Figure Fun Two games to teach multiplication,
division, etc. Five levels, cover most
ages

t Owari & Bull and Cow Computer renditions of traditional folk
games

t Pool Everybody in the Pool !! No, not that
kind -- tournament and eight-ball,
practice included.

t Snooker & Billiards Pool with fewer balls and no numbers.

t Super Cubes and Slip Rubik's Cube and marble maze in
computer form.

DON'T TELL *ME* YOU HAVEN'T SNUGGLED UP TO YOUR HONEY AND WISHED YOU
COULD OFFER HER A 5-1/4" DISKETTE!!!

5-1/4" diskettes
~~~~~~ ~~~~~~~~~
**Activision

d Master of the Lamps Riddles of music memory and color,
album type packaging

**ALA

d Dragon's Hideaway Gather the Dragon's eggs...make a
medieval omelet??

**Atari

d Caverns of Mars Primitive Zaxxon in a Martian cave

**Atari Program Exchange

d Galahad and the Holy Grail Fairly well known adventure game, in
ziplock packaging.

d Seven Card Stud Monty Webb's poker game. Ziplock
packaging.

**Avalon Hill

d Divex Another darned "teach your kid" number
stuff... don't YOU ever sit down with
him??

**CBS Software

d Success With Math: Math for grade levels 5-8
Fractions

d Success with Math: Grade levels 7-11
Linear Equations

d Success with Math: Grade levels 9-12
Quadratic Equations

**Cosmi

d The E Factor Save your planet against mimes, aliens
and asteroids!! Sorry, Marcel, oops,
that's "Mines"

**Crystalware

d Imperial Walker Idiotic robot elephant from Star Wars

**DataMost

d Ardy the Anteater Anteater slurping up those ants !

d Night Raiders Blow up the alien spaceships
again...don't they ever give up?
~~~~~~

d The Tail of Beta Lyrae Lyrae is blow up the spaceships you
& Round About missed before, Round About .. blow up
strange shapes. Two games in one
ziplock. ~~~

**EPYX

d King Arthur's Heir Camelot adventure game. Has nothing to
do with Royal toupees.

d Temple of Apshai Base for other DUNJONQUEST games.
Includes both cassette version and
5 1/4" disk.

d Upper Reaches of Apshai Another expansion module for Temple of
Apshai. Book of Lore missing.

**Hayden Software

d Final Conflict Futuristic tank warfare game

**K-TEK

d Gorgon Rescue the Golden Fleece with Jason,
beware Medusa, beware this game... it's
Booorrrrriiiinnngggggg.

**KeyPunch Software

d Strategy Simulations Robot Patrol, Star Merchant, Civil War,
Convoy. Sure sounds like public domain
games to me ! In plastic sleeve.

**Learning Company

d Word Spinner Basic building blocks of reading, ages
6 - 10. In cardboard folder.

**Main Street Publishing

d Ardy the Aardvark Same game as above, repackaged in
ziplock.

**Penguin Software

d The Quest Fairly decent graphic adventure game

**Scholastic

d Agent USA Educational puzzle solving adventure
for ages 9 to adult. Nice, but heavy
packaging.

d Turtle Tracks LOGO-type graphics language program
for ages 9 to adults. Also nicely but
heavily packaged.

**Sirius

d Blade of Blackpool Illustrated myth and magic graphics
adventure game. Not bad.

d Fast Eddie Jumpman, Donkey Kong type arcade game.

d Wayout Colorful elaborate maze game. Still
has the CLOWN glasses !!

**Spinnaker (Heavy plastic box packaging...nice, but probably
expensive to mail !)

d Kinder Comp Collection of six educational games.
Boy, are your kids going to be smart !!

d Snooper Troops, Case #1 Kids detective game. Teaches problem
solving, deductive skills

d Snooper Troops, Case #2 Are your kids skilled yet? If not, try
this one too.

**Thorn EMI

d Home Financial Management If you buy all the above, this will
help tell you how much over budget you
are!!

**Walt Disney PC Software

d Mickey & the Great Outdoors If your kid can only learn from a
mouse, this is the one to do it.
More math and literacy skills.
By the way,
BOYCOTT DISNEY/ABC !!!

Cartridges

**Atari

c Centipede Zap the worm and all his parts. Arcade
game.

c E.T. Phone Home Help E.T. find the parts to make
his phone.

c Missile Command Save your cities from alien attack.

c Star Raiders Some more stupid spaceships!

**Imagic

c Atlantis Missile Command under water.

c Demon Attack Space Invaders with flapping wings.

**Spinnaker (once again, nice but heavy premium plastic packaging)

c Fraction Fever Shouldn't 98.6 be 98 3/5 ?

c Story Machine Kind of a "mad lib" for your kids.

**Thorn EMI (Once again, neat little BETA boxes)

c Kickback A soccer-like breakthru game.
Did I mention soccer is like unto
great gasping intakes of air!

c Jumbo Jet Pilot Take your seat at the controls of
a jumbo jet. Fly it upside down...
see passengers grab for Gravol...
mess up the President's $200 haircut..
console Bobby because they shot his
dog before boarding.... JUST KIDDING!

OK! I KNOW A SMALLER PERCENT OF OUR POPULATION IS LITERATE,
TEST SCORES HAVE FALLEN, WE'VE DROPPED TO 17TH IN EDUCATION...
SINCE THE ESTABLISHMENT OF THE DEPARTMENT OF EDUCATION and
CONTINUAL NEA 'STANDARDS'.
IT DOESN'T MEAN *YOU* CAN'T TRY READING!!!

Books and miscellany
~~~~~ ~~~ ~~~~~~~~~~
b Atari Games and Recreations by Kohl, Kah, Lindsay and Cleland

b Atari Programming with 55 Games Schreiber

b The Best Atari Software (1984) Software listing.

b "Computes" Second Book of Atari Graphics

b "Computes" Mapping the Atari

s Atari Student PILOT Reference Guide Includes Cartridge for Atari
Pilot

b Awesome Games for Your Atari Computer Program listings for
awesome(??) games. Small
book.

s Atari Speed Reading Massive, looseleaf bound, six
cassette "Learn to Read Faster"
course. Weighs a ton.

Magazines
~~~~~~~~~
m Antic Vol3 #4, August 1984

m Antic Vol3 #7, November 1984

m Antic Vol4 #3, July 1985 DISK Included

m Antic Vol7 #2, June 1988 DISK Included

m Antic Vol7 #10, February 1989 DISK Included

m Antic Vol7 #11, March 1989 DISK Included

m Antic Vol7 #12, April 1989 DISK Included

m Antic Vol8 #1, May 1989 DISK Included

If you need any further info, heck I don't have much to say.
Haven't played most of these more than once or twice, and
certainly not in the last 5 years!

If you have problems with any descriptions or comments, don't
blame me, I'm from Arkansas... oops, I lied... proving I'm from
Arkansas. I just spell it with different letters. Besides, P.J.
O'Rourke is the ONLY thing worth reading in 'Rolling Stone'....
and the most beautiful face on television belongs to Odalys Garcia
on 'Lente Loco'!!! So there!

Again, will likely not post again, unless someone shows interest.
This is not a newsgroup I normally spend time on, and peak activity is
well past. THANKS to all who have paricipated! ----and to those who
have reneged on deals... well, may you STILL NOT go the way of Jocelyn
Elders, Webster Hubbell, Arkansas troopers, Lannie Guinere(sp?),
Mina airport, a coupla hundred Haitian boat people, a score of
GI's dragged through Mogadishu, Les Aspen, Vince Foster, some retired
folks savings on land deals..... or whatever is our daily shame.

"tomorrow we shall discover what our God in Heaven has in store..."
---Les Miserables

3522. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: "*** Monkfish"@kwll.demon.co.uk
Message-ID: <860799920.650.0@kwll.demon.co.uk>
Source record: 73778

> Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
> The Simpsons.TG-16.cycling.PWEI.Tit Wrench.Battle of the Planets.Star Wars.
> autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN.LEGO.
> The Jitterbug.Bill Gibson.Robot Wars.Tim Burton.The Cult.fried cheese.

Wow! Someone ELSE who ADMITS to liking Battle of the Planets..... G-Force!

3523. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: "[Escape]" <yeah@yeah.com>
Message-ID: <334EDE37.6F0F@yeah.com>
Source record: 73779

YES!!!!!!!!!!!!

You know I think it would be Transmutter :)

I'm still not 100% sure,, but that name really rings a bell!
Thanks a lot.. Now if I could only FIND it someplace :)

later.

3524. Grumble, Grumble

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: Robert Shields <rjshields@globalserve.net>
Message-ID: <334F0F05.BA4@globalserve.net>
Source record: 73780

I've got Xl-it running but the Documentation is a little scarce.
How do i run either a .exe or image file?
Thanks! rob

3525. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5im6bt$6i9$2@news.atl.bellsouth.net>
Source record: 73781

M. Diepenhorst wrote:
>
> That kind of strange stuff. Also; ONLY use the H: device to COPY from to
> ATR images and WRITE to! Don't try to run files from it.

...actually, I've had no problem running files from the H: device under AtariDOS 2.5... haven't tried it with any other DOS (the docs say the H: device is designed specifically for AtariDOS 2.5)

3526. Re: Counterfeit Prototypes (Was Re: New? 8 Bit Carts)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5im5j5$6ap$1@news.atl.bellsouth.net>
Source record: 73782
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Uncle Fester wrote:
> I can get much better quality using ANTIC magazine's
> sampling processor that uses two pots, one transistor,
> one resistor and one capacitor.
>

...which issue of Antic was this? I'd LOVE to build this circuit...

> Did PET's have a speaker? If so, then I'm sure some
> savvy programmer made it talk long before any Atari
> ever managed to do so. VCS? No way.
>

The PET didn't come with a speaker, but there was such a thing as "CB2"
sound, which was a "hardware hack" published in many magazines back
then. And yes, I have a Compute! magazine, circa '81, that has a program
& schematic to build a sampling device & sample from the cassette
recorder (or I guess any audio input) on the PET...

...all this ancient history... I miss those days.

3527. Looking for: Transmutter!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: "[Escape]" <yeah@yeah.com>
Message-ID: <334EDF0F.5AA9@yeah.com>
Source record: 73783

Someone identified my "best shooter" game as
Transmutter.. I'm not sure about that one yet
but that name really reminds me of something :)

Does anyone have that game or something?
I think Yogi doesn't have that yet, it kicked!

thanks, and later!

3528. An Awesome Shooter (MAYBE?)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: "[Escape]" <yeah@yeah.com>
Message-ID: <334EE0BC.1675@yeah.com>
Source record: 73784

Looking for a game called "Transmutter".
I really really need it,, someone upload
it to Yogi's site! thanks :)

ftp://ftp.hackerz.com/hackerz/atari/jellystone/

3529. Re: Program Name: falling blocks

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <5im85g$pvp@crl9.crl.com>
Source record: 73785

Kirk Israel (kisrael@diamond.tufts.edu) wrote:
: Anyone remember an old demo, you'd use the joystick to move a cursor
: around, pressing the button would drop a box, and as it fell and bounced
: it would make noises. You could build a stack of boxes, and then (I
: think) delete the bottom box, and the rest would come bouncing down,
: making lots of interesting noises.

Dang, I have that on 8-bit disk (Atari not hooked up) but I can't
remember the name... maybe [kid's name]'s game?

John
jvogel@crl.com

3530. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: ivan@voicenet.com
Message-ID: <334eaf33.5570987@netnews.voicenet.com>
Source record: 73786
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer

mattack@area.com (Matt Ackeret) wrote:

>In article <Pine.PMDF.3.95.970406180053.654753954A-100000@cc.newcastle.edu.au>,
>Bruce R. McFarling <ecbm@cc.newcastle.edu.au> wrote:
>
>Actually, with the friendly but powerful text-mode programs like trn
>and mush and eep (a .newsrc editor, I only use it to mass-unsubscribe from
>tons of new groups that I have automatically added), I'm amazed nobody has made
>a curses-based ftp program.

NcFTP? ftp://ftp.probe.net/pub/ncftp/

Ivan Kohler
VoiceNet Staff
ivan@voicenet.com
"I may not have the world to give to you
but maybe I have a tune or two." -JG/RH

3531. Beco Tel HomePage is Updated take a look...

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: bernard@becotel.demon.nl
Message-ID: <1054.7040T1296T156@becotel.demon.nl>
Source record: 73787

Hello ALL Atari 8-bit surfers on the WEB,

What is NEW on "Beco Tel" HomePage ?

Date Desc.

7 April 1997 - Changed Main index page to a hopefull better looking layout.
- Add a ATARI / Hardware page with some great pictures like,
BlackBox, 130XE, 800XL, XF551 and 1050 drive.
- Links page is changed to a other layout and NEW links are
added.

So if you liek to take a look to my HomePage go to :

http://www.becotel.demon.nl/

And please sign my Guestbook......

Gtx. Bernard Kok (Sysop of BECO TEL bbs)

--

Bernard Kok BECO TEL (XL/XE support)
bernard@becotel.demon.nl Online : every day from 17-06 GMT
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

Last Updated : 7 April > Home Page : http://www.becotel.demon.nl/

... STAR TREK...it's not just entertainment, it's a culture

3532. Re: ANY ATARI PIRATE BOARDS LEFT???

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: "Anthony J. Bufort" <ajbufort@mail.sas.upenn.edu>
Message-ID: <334EC402.75D1@mail.sas.upenn.edu>
Source record: 73788

Well, they were the bad-old days for my phone bill, that much I'll admit. And there was nothing worse than downloading a big-ass file at 300 baud, only to find out that it was a piece of shit! Ah well... you win some, you lose some. :)

3533. coupons,contests,$ and more

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: adpark.com
Message-ID: <5ilr9i$bi2@taurus.adnc.com>
Source record: 73789

```
Coupons, contests, Free chance at $100,000.
Earn $$ passing out isp diskettes almost anywhere in the country.
All this and more see: http://www.adpark.com
```

3534. XL-it! and Command Line switches...

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: Will Fisher <_blackat@direct.ca_>
Message-ID: <01bc4624$1c779fe0$b0f7aecc@127.0.0.1>
Source record: 73848

To all, especially Markus:

Please reply with the definitive list of command line switches
for XL-it!... I can not seem to enable XL/XE emulation via the
commandline... one of them is activated as default but I have
no idea which one...

Please help as I need this info for the shell program I am
writing!!!

TIA,
Will Fisher

3535. Re: BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3353a8c5.99174668@news.inc.net>
Source record: 73849

On Thu, 10 Apr 1997 11:24:40 -0400, Lord Spatula
<Urchlay@bell***south.net> wrote:

>Kevin S. Moore wrote:
>>
>> Man, there is still afew BBS's running on old 8-bit machines. Call
>> Part-Time at 1-216-582-1196. I called it through my Internet Provider.
>> (No Long Distance Charge). Found alot of old Atari Games there.
>> Some crazy dudes still operating a User Group for 8-bits. Pure
>> 8-bit..not Yogi Like..;) Check it out. One caller says that have alot
>> of 8-bit junk and games..files tons of stuff..
>>
>> MoonRaker *.*
>
>...uhh, this may be a stuuupid question, but how would I go about
>calling a modem dial-up BBS through my Internet provider?

good question

3536. Re: gz files

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3354a9eb.99468755@news.inc.net>
Source record: 73850

On 10 Apr 1997 08:15:15 GMT, lenspencer@aol.com (Lenspencer) wrote:

>> How do i decode gz files and what is x-gzip encoding???
>
>Files with the extension .gz are GNU Zip archives, NOT to be confused with
>PKZip. GNU Zip is native to Unix/Linux, and files archived with .GZ are
>rarely of any use to Messy-DOS users, let alone Atari 8-bitters.
>
GNU just happens to be a piblic liscence software organizaton. Free
software. While it is true that GNU Zip is the archiver of choice on
UNIX systems (maybe cuz' they haven't got too many choices), GNU Zip
is avaialable for many platforms, including but not limited to Messy
DOS & MAC. Often times files that have G-zipping applied also have
been TARed too. For those of you that may use a crappy windows PC
besides an Atari, I suggest Winzip from Nikomak Computing. It can do
PK style Zips and GNU zips. Plus untaring etc.

Cheers,

Jon

3537. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: "M. Diepenhorst" <pokey@dds.nl>
Message-ID: <01bc4637$252d4280$47e79fc2@atari.demon.nl>
Source record: 73851

Hey folks...

You are all talking about error 136 with the H: device... I think that is VERY unusual and NOT the PROBLEM. If that's happening you have a larger problem (and not especially with XL-it!!!) Check out your PC harddisk.

NO I guess you a dealing with ERROR 146; that's another story. That IS actually a little communication failure between the ORIGINAL atari 8bit OS and the emulation of some hardware device of XL-it. I'm not sure it is possible to fix that easy (guess it IS possible; look at the APE-mirror function, it works great... but that is a very strange way of emulation.... the directories are not changed with the CD or CWD command.... but only to "load" a directory by typing its name and press return (and ofcourse with a dot at the end of the name...)

Error 146 : not existing function. The programm tries something like: WRITING to the KEYBOARD or READING from the PRINTER.

That kind of strange stuff. Also; ONLY use the H: device to COPY from to ATR images and WRITE to! Don't try to run files from it.
==========
==========

You must know it's very hard for the DOS (sparta/mydos etc) to handle the high capacity itself... it's programmed for those 16mb partitions (max) and you PC-users (1997) perhaps can't imagine, but running software from a H: device is in that CASE almost impossible. I think it might be interesting someone writes a special (NEW?!) atari DOS (perhaps in a XL-it .ROM file)... that IS able to run files from h:....

I'm almost sure it requiers a new dos for ATARI 8bit.

(BTW the FACT the name is H: is already VERY difficult for the OS...)

At last bot not least: I'm using the H: device with very much success:

I programm all my stuff in MAC65 by using XLIT (!!!). The compilation goes VERY VERY VERY fast. I compile to the H: device. Because of multitasking (ehh more taskswitching on Windows) I switch then to APE and that's configured with an MIRROR drive. I start on my REAL 8bit with sio2pc the file just compiled with XL-it. That is a great way of using the H: device with XLit, and I'm very happy with it.

Marius

3538. Re: best Atari keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: Eric Sokolowsky <esok@cs.byu.edu>
Message-ID: <334DEB8C.8C2@cs.byu.edu>
Source record: 73852

Jon D. Melbo wrote:
>
> Here is my opinion of best keyboards to worst, of all machines I've
> laid my hands on:
>
> 800 or 1200XL (tie? I tend to favor the 1200XL slightly)
> 800XL & 600XL (same keyboards really)
> 130XE
> 400

I would agree with this ranking, though I have never used a 1200XL.
I prefer the feel of the 800, but I have a 130XE on my desk for its
(much) smaller size and increased memory.

>
> Of course the best keybaord is a good quality IBM (other high end PC
> style) keyboard with real switches used with the Transkey.
>

This would be nice to have. Anybody know offhand how much these
go for? How are the special Atari keys produced with Transkey?

3539. Re: Weird Thrift Finds (light pen)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: Eric Sokolowsky <esok@cs.byu.edu>
Message-ID: <334DEA5C.76F9@cs.byu.edu>
Source record: 73853
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Nick S Bensema wrote:
>
> In article <5hbha0meg1@geraldo.cc.utexas.edu>,
> The Fierce Pancake <pancake@mail.utexas.edu> wrote:
> >In article <3338347c.10716986@news.cyberhighway.net>, doctor@cyberhighway.net
> >says...
> >> I beleive this was a pen created for the C-64. I seem to remember
> >>one out, but very little software was ever released for it.
> >>
> >
> >I have a light pen for a Commodore VIC-20 that fits that description. I
> >imagine it would be compatible with the C=64 as well. There definitely wasn't
> >much software for it, but perhaps you can play some of the light gun games on
> >an Atari 7800 with it.
>
> Software is easy to write. Both the Vic-20 and Commodore 64, and I also
> believe the Atari 8-bit (and even 5200 perhaps!) has built-in light pen
> handling in the video chip. It could conceivably be written in BASIC.
>
> I remember one light pen and light pen system I used that generated this
> tiny patch of static around the area where the light pen touched the
> screen when you moved it close enough. I seem to remember that it had no
> button, you had to press START or something to get it to click. Was that
> the function of a driver that sent a small player-missile deal after the
> light pen signal, some hardware oddity caused by the particular TV, the
> light pen's effect on the TV, or the video chip's reaction to the light
> pen? This was for the Atari 8-bit and came with a disk full of programs
> loaded by a menu, that seemed to be written mostly in BASIC.

All of my knowledge about light pens is second- or third-hand, but I
understand that the light pen works on the basis of precise timings
between the pen and the electron beam drawing on the screen.
Intelligent
programs allowed the user to calibrate the light gun to provide maximum
correlation, but dumb programs and games didn't. Atari's light gun
(it came with the XEGS) was really just a light pen. There are a couple
of memory locations from which you can read the light gun position
(horizontal and vertical), and the whole thing is automatic.

I also understand that a bright screen is more easily detected by the
light
pen, which makes sense if the pen merely senses the timing of the
passing of
the screen's electron beam at a particular point on the screen. Bug

hunt,
which used the light gun, made the screen flash whenever the trigger was
pressed
to increase accuracy. I guess it's up to the application to flash the
screen,
though. I don't think it happens automatically.

3540. Information for magazine article

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: Leo & Stacey Soderman <leos@snni.com>
Message-ID: <334DE5C6.19E9D0E5@snni.com>
Source record: 73854

I am writing an article for Electronic House Magazine regarding using older computers for home automation applications. The type of applications we are talking about include lighting control, HVAC control, security monitoring, even sprinkler monitoring.

If you have any information on using the Atari machines for these applications, or can point me in the right direction would be greatly appreciated. Or if you know of anyone using their machine for this purpose, I would be very grateful for that information as well.

Thank you for any help you can offer,

Leo Soderman
Technical Support Specialist
Home Automation Systems, Inc.
leos@exo.com

3541. Re: cable&modem problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: Eric Sokolowsky <esok@cs.byu.edu>
Message-ID: <334DE8C8.71C0@cs.byu.edu>
Source record: 73855

Thomas Havemeister wrote:
> [Stuff about dropping characters on modems and the at&k4
> modem command]

I looked in my modem manual, and the at&k4 command enables XON/XOFF flow control, which is a form of software flow control. As I understand it, when a XOFF is sent by the receiving end of a line, the sending end holds off sending for a little while to give the receiving end a chance to catch up. When the receiving end catches up, it can send a XON which tells the sending end to continue sending. Using this should reduce the liklihood of dropped characters. It's not as good as hardware (RTS/CTS -- check out the FC light on most high-speed external modems on fast transfers) flow control (enabled by default or the at&k3 command), but it's good enough for the Atari, which as I understand, doesn't normally allow hardware flow control, unless using such a device as the Black Box.

3542. Re: Game problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <334dcd4a.4000344@news.injersey.com>
Source record: 73856

On Thu, 10 Apr 1997 09:00:08 -0600, Anthony Smith
<Anthony.smith@worldnet.att.net> wrote:

-How can I run .pro Images without using ape. The only Karateka
version I
-can find has this extension on it.
-
-Also.. Bruce Lee... it works on Xformer but not Xlit why?

You cant. PRO is only for ape, and only for real ataris.
BUT Karateka is in the archive, cracked.
ftp://ftp.hackerz.com/hackerz/atari/web/index.html
Not sure if it runs on the emulators properly or not.

3543. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: Rieder Rudi <rieder_r@kufgem.co.at>
Message-ID: <01bc4668$248a0760$150101c8@Rieder>
Source record: 73857

Hi!
sounds a little bit like "transmutter" to me ?!
could it be ?
--
rudi
"rieder_r@kufgem.co.at"

[Escape] <yeah@yeah.com> schrieb im Beitrag <3348AC8A.2CAC@yeah.com>...
> OK, i had a side-scolling (left to right) atari 800xl
> shooting game couple of years ago. It had an awesome
> sound track, and about 10 different stages, and once
> you completed those you started over. Any idea what
> it was called? (can't find it on yogi's archive)!
>
> PLEASE HELP!
>

3544. Re: Information for magazine article

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5il7bb$lqn@sjx-ixn11.ix.netcom.com>
Source record: 73858

In article <334DE5C6.19E9D0E5@snni.com>,
Leo & Stacey Soderman <leos@snni.com> wrote:
>I am writing an article for Electronic House Magazine regarding using
>older computers for home automation applications. The type of
>applications we are talking about include lighting control,
>HVAC control, security monitoring, even sprinkler monitoring.
>
>If you have any information on using the Atari machines for these
>applications, or can point me in the right direction would be greatly
>appreciated. Or if you know of anyone using their machine for this
>purpose, I would be very grateful for that information as well.
>
>Thank you for any help you can offer,
>
>Leo Soderman
>Technical Support Specialist
>Home Automation Systems, Inc.
>leos@exo.com
>
Leo,
That's easy, There are a few items that show how to do this type of thing, not to mention the commercially available adaptors that Radio Shack sells. I forget the name, but BSR came out with them about 15 years ago and there was an interface for it for the Atari 8-bit. Anyway, there are two kits for education that include an interface, some experiment hardware/software and manual. One if for light and the other is for temperature/weather. There was a great little book with software (gees I wish I could think this morning...) that showed how to build many types of interfaces for analog and digital input, and analog or digital output via the joystick port. I think it was called "Your Atari Comes Alive". These last three items are very educational and easy for beginners to do, yet useful for advanced project builders. They are(were) available from B&C Computervisions.

Robert S Ely --- Communications Systems Technician
Click <A HREF"rsely@dhs.state.nj.us">Here </A> to e-mail me.
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3545. Re: Maybe a stupid question, maybe not...

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5il830$dbo@dfw-ixnews9.ix.netcom.com>
Source record: 73859

In article <19970410122800.IAA23559@ladder01.news.aol.com>,
mratari01@aol.com wrote:
>In article <ken.1316.000DF3EC@condor.circa.ufl.edu>, ken@condor.circa.ufl.edu (Ken
Sallot) writes:
>
>>Subject: Maybe a stupid question, maybe not...
>>From: ken@condor.circa.ufl.edu (Ken Sallot)
>>Date: Mon, 31 Mar 1997 13:57:04
>>
>>You'll have to pardon my ignorance, but I'd like a question answered for me
>>if
>>possible..
>>
>>At the time I sold my Atari 130xe (sniff) I believed it was impossible to
>>have
>>more then 128MB of hard disk space on it (with an MIO you could have 8 drive
>>partitions D1:-D8:, then ram disk D9:, with SpartaDOS you could have a
>>maximum
>>of 16MB per partition).
>>
>>Now I'm seeing people advertise 8-bit BBS'es with substantially more disk
>>space then what we believed (for the record I had 160MB on a BBS but could
>>only address 128MB of it at that time).
>>
>>What's the deal here? How are they doing that?
>>
>>Just curious.
>>
>>Thanks,
>>
>>Ken
>>
>>
>
>To get over 128 Megs of HD space, you swap out your partitions. In Carina BBS using an
MIO, you can have up to 128 megs per message/file base by using this method. If I can ever
get the
>nfo for
>how to do it onm a BB, I will write that into the software as well.
>

Ken,
If the BBS can run external DOS command files, this could be done with multiple MI/O saved
config files and MIOSAVE.COM and MIOREST.COM. An example would be A:>X MIOREST MIO-01.CFG,

which would load MIO-01.CGF configuration into the M/IO. (I think it was called MIOREST.COM, it might be MIOCGF.COM or MIOCONF.COM... I forget at the moment). I had a few different config files for different situations. This should work as long as you are not running an MI/O RAMdisk, as this would probably reset it and clear out everything in it. The nice thing is that this does work on the fly.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3546. Re: BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5il85r$7u5@sjx-ixn8.ix.netcom.com>
Source record: 73860

In article <5ij16fcn2@news.atl.bellsouth.net>,
Lord Spatula <Urchlay@bell***south.net> wrote:
>Kevin S. Moore wrote:
>>
>> Man, there is still afew BBS's running on old 8-bit machines. Call
>> Part-Time at 1-216-582-1196. I called it through my Internet Provider.
>> (No Long Distance Charge). Found alot of old Atari Games there.
>> Some crazy dudes still operating a User Group for 8-bits. Pure
>> 8-bit..not Yogi Like..;) Check it out. One caller says that have alot
>> of 8-bit junk and games..files tons of stuff..
>>
>> MoonRaker *.*
>
>....uhh, this may be a stuuupid question, but how would I go about
>calling a modem dial-up BBS through my Internet provider?
>

I suppose you'd have to have something like Internet Phone installed.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3547. Re: BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5il8d7$m8p@sjx-ixn11.ix.netcom.com>
Source record: 73861

In article <E8G3EG.6K4@iglou.com>,
rsg0910@iglou.com (Robert Goodwin) wrote:
>Kevin S. Moore (fu511@cleveland.Freenet.Edu) wrote:
>
>: Man, there is still afew BBS's running on old 8-bit machines. Call
>: Part-Time at 1-216-582-1196. I called it through my Internet Provider.
>: (No Long Distance Charge). Found alot of old Atari Games there.
>: Some crazy dudes still operating a User Group for 8-bits. Pure
>: 8-bit..not Yogi Like..;) Check it out. One caller says that have alot
>: of 8-bit junk and games..files tons of stuff..
>
>Last I knew, when I was last on them in '93 when I was out in Rochester,
>NY, for a reunion, there were around 2-3 boards that were still on the
>8bits. I can't even begin to remember the phone numbers, but I do know The
>Moose was one.
>
>--
>Homepage: http://members.iglou.com/rsg0910
>
>Sez who that a deaf person can't have fun on the net? No ears required!
>
>Junk emailers beware: $500 fee charged for each junk and spam ad.
> -Sending the junk email indicates acceptance of these terms.
>

Try JACS at 609-346-1224. It's not an 8-bit, but it is an Atari (ST) and does support Atari 8-bit! JACS is the Jersey Atari Computer Society. The board has been up since 1982! It's located in South New Jersey.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
==========Call JACS BBS @1-609-346-1224==========

3548. Re: cable&modem problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5il8s4$3mn@sjx-ixn7.ix.netcom.com>
Source record: 73862

In article <334DE8C8.71C0@cs.byu.edu>,
Eric Sokolowsky <esok@cs.byu.edu> wrote:
>Thomas Havemeister wrote:
>> [Stuff about dropping characters on modems and the at&k4
>> modem command]
>
>I looked in my modem manual, and the at&k4 command enables XON/XOFF
>flow control, which is a form of software flow control. As I understand
>it, when a XOFF is sent by the receiving end of a line, the sending
>end holds off sending for a little while to give the receiving end
>a chance to catch up. When the receiving end catches up, it can
>send a XON which tells the sending end to continue sending. Using this
>should reduce the liklihood of dropped characters. It's not as good as
>hardware (RTS/CTS -- check out the FC light on most high-speed external
>modems on fast transfers) flow control (enabled by default or the
>at&k3 command), but it's good enough for the Atari, which as I
>understand, doesn't normally allow hardware flow control, unless using
>such a device as the Black Box.
>

Just a quick addition. If you are using a modem at 9600bps or faster, don't use xon/xoff, use the RTS/CTS. Since you can do this with the MI/O and BlackBox, use it for all it's worth. If you are on an 850 or P:R:Connection, you won't be able to deal with it and probably won't be going at or above 9600bps anyway.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
==========Call JACS BBS @1-609-346-1224==========

3549. Where is XL-it 0.20 ???

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: Stefan Bauch <bauchs@hiserv.de>
Message-ID: <334EBE2A.3E3A@hiserv.de>
Source record: 73863

Hi XL'ers!

I tried to load XL-it 0.20 from the site Markus gave us
here, but I could not get a connection, not even the name
was resolved. Is there a german/european site which offers
it for download? I feel it is time to upgrade my 0.16 ... :-)

Any other well reachable mirror would be fine too...

Thanks, Stefan.

3550. Program Name: falling blocks

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: kisrael@diamond.tufts.edu
Message-ID: <5ilidd$rc5$1@d2.tufts.edu>
Source record: 73864

Anyone remember an old demo, you'd use the joystick to move a cursor around, pressing the button would drop a box, and as it fell and bounced it would make noises. You could build a stack of boxes, and then (I think) delete the bottom box, and the rest would come bouncing down, making lots of interesting noises.

I think I got at the same time as a "3D Pong Demo" a 3D view looking down a cube with a bouncing ball. Actually there may have been two versions of this demo, one interactive, one not.

And are either of these available and workin for any emulators?
-Kirk
--
Kirk Is | Jesus got up one day a little later than usual.
kisrael@ | He had been dreaming so deep there was nothing
alienbill.com | left in his head. What was it? A nightmare,
| dead bodies walking all around him, eyes rolled
| back, skin falling off. But he wasn't afraid
| of that. It was a beautiful day. How 'bout
| some coffee? Don't mind if I do. Take a little
| ride on my donkey. I love that donkey. Hell,
| I love everybody.
| --J. Tate, "Good Time Jesus"

3551. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: danlock@xmi$$ion.com
Message-ID: <334e5df1.2787092@news.xmission.com>
Source record: 73865

On Wed, 09 Apr 1997 23:55:52 -0600 in comp.sys.atari.8bit, "[Escape]"
<yeah@yeah.com> wrote:

>Wasn't panther either :(
>
>no landings, just shooting...
>and stage 3 or 4 was a tunnel navigation stage..
>just made up of 2 lines pretty much with strange sound..
>
>hmmm. :(

I don't think this is what you are talking about, but I loved Zybex.
It had awesome music and was, IMO, one of the best (or the best)
shooters...

Jesse

3552. Re: XL-it! and Command Line switches...

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: "*** Monkfish"@kwll.demon.co.uk
Message-ID: <860780670.21523.0@kwll.demon.co.uk>
Source record: 73866

In article <01bc4624$1c779fe0$b0f7aecc@127.0.0.1>, "Will Fisher" <_blackat@direct.ca_>
wrote:
> Please reply with the definitive list of command line switches
> for XL-it!... I can not seem to enable XL/XE emulation via the
> commandline... one of them is activated as default but I have
> no idea which one...
>
> Please help as I need this info for the shell program I am
> writing!!!

or just go to www.kwll.demon.co.uk and get xfSIO..... but if you need help
about command line stuff then mail me if you like.

3553. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: matt r <moses@cybercomm.net>
Message-ID: <334E6B40.6FDD@cybercomm.net>
Source record: 73867

Jesse Lambert wrote:
>
> On Wed, 09 Apr 1997 23:55:52 -0600 in comp.sys.atari.8bit, "[Escape]"
> <yeah@yeah.com> wrote:
>
> >Wasn't panther either :(
> >
> >no landings, just shooting...
> >and stage 3 or 4 was a tunnel navigation stage..
> >just made up of 2 lines pretty much with strange sound..
> >
> >hmmm. :(
>
> I don't think this is what you are talking about, but I loved Zybex.
> It had awesome music and was, IMO, one of the best (or the best)
> shooters...
>
> Jesse

I don't remember "Zybex" (is it at Yogi's?). Sea Dragon was my
favorite...

matt r

3554. FS: (UK) Atari 8-bit software (games)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: Tim Pattison <tim@ravenhouse.demon.co.uk>
Message-ID: <BJW8FAAuziTzEwsW@ravenhouse.demon.co.uk>
Source record: 73868
Cross-posted to: alt.atari,comp.sys.atari.8bit,misc.forsale.computers.other.software

```
Atari 8-bit games for sale on cassette (not floppy).

Suitable for Atari 400/600/800XL, 65XE, 130XE (unless otherwise stated)
All boxed with instructions (unless otherwise stated)
All include UK p&p

Gauntlet - UKP2 (not suitable for 400/600)
Speed Ace - UKP2
Boulderdash4 - UKP2 (with construction kit to create your own levels)
Panther - UKP2 (not suitable for 400/600)
Ninja - UKP1 (no instructions)

replies by email please.
--
Tim Pattison +email: tim@ravenhouse.demon.co.uk
UK +http://www.ravenhouse.demon.co.uk
```

3555. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <5ilrpc$smm@nut.ucsb.edu>
Source record: 73869

*** Monkfish@kwll.demon.co.uk *** (Lawrence Staveley) writes:

>Anyway, if your talking THE BEST ATARI SHOOTER: I submit DROPZONE, An Archer
>Classic!

You beat me to it.

Drop Zone is the ultimate.

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.TG-16.cycling.PWEI.Tit Wrench.Battle of the Planets.Star Wars.
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN.LEGO.
The Jitterbug.Bill Gibson.Robot Wars.Tim Burton.The Cult.fried cheese.

3556. Monday Morning Manager Baseball for the Xformer Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: malox@mn.uswest.net
Message-ID: <5ilsi0$a43$2@news1.uswest.net>
Source record: 73870

Quick question - Whats the trick to running MMM1.atr and MMM2.atr on
the freeware for Dos xformer emulator??
Thanks!

3557. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5im6gj$6i9$3@news.atl.bellsouth.net>
Source record: 73871

matt r wrote:
> >
> I don't remember "Zybex" (is it at Yogi's?). Sea Dragon was my
> favorite...
>

...zybex is at yogi's... megaimage # either 3 or 5, I forget which...

3558. Re: 6502 Flag behaviour

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-11 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5im70v$6i9$4@news.atl.bellsouth.net>
Source record: 73872

Sasha Cimermanis wrote:
>
> Hello,
>
> I am attempting to someone regarding a 6502 flag behaviour problem.
> Here it is.
>
> -------
> I have recently encountered a following piece of code:
>
> lda $FE
> ora #$08
> bne <somewhere I don't want it to bne>
>
> From all the sources on 6502 it appears that the Z flag will always be
> reset at the time of BNE, as we do ORA with a non-zero number. But then,
> this fragment of code loses any sense. Does anyone know how Z flag
> behaves
> in such situation?
>
> ----
>
> Hopefully someone knows the answer to this.
>
> Sasha

...you are correct.. the Z flag will be cleared.. the point to this is that BNE is a relative jump. The programmer could have used JMP, but in order to generate relocatable code, no absolute jumps were used. He could just as easily have written SEC, BCS <wherever>, but as long as he knew the Z flag would be cleared there, might as well save a byte.

...I think...

3559. Atari 130XE mods

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-12 00:00:00 UTC
From: webmaster@penny-empire.com
Message-ID: <334efbf8.11603362@news.whc.net>
Source record: 73790
Cross-posted to: rec.games.video.classic,alt.binaries.comp.atari8bit,comp.sys.atari.8bit,ctdl.sys.atari8

I'm compiling a list of modifications for the 130XE. Heres what I've
got:

```
Pokey Stereo Upgrade.....................C. Steinman.....12/16/89
The Ram-Disk LED Mod v1.0................Guy Ferrante....1994
Internal Speaker.........................???.............???
The Freezer--cold boot & protect ram-disk...Bob Woolley.....???
Dummy Cartridge..........................???.............???
Atari OS Switch..........................Dave Paterson...???
576K upgrade.............................Dave Paterson...???
1088K upgrade............................Dave Paterson...4/86
Newell 256k mod..........................???.............???
```

have I missed any? If anybody has any more or knows any URLs that have
some that I don't have, PLEASE let me know. Also, if I decide to try
to cram all of this into a 130XE, does anyone forsee any problems?

Thanks,
Chuck "$29.95" Sumner

3560. Re: ball blaster questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-12 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <5in0nm$l28@uni.library.ucla.edu>
Source record: 73791

In article <6UacFJdKzHB@peter.soemtron.sb.sub.de>, peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:
>In article <Re: ball blaster questions>, pnguyen@ucla.edu (Patrick P.H. Nguyen)
> wrote:
>
>Howdy Patrick,
>
>> ><Keatah@worldnet.att.net> wrote: But WHAT are the options and keys; for
>> >changing #of players and droids.. ??
>> >
>> In Ballblaster:
>
>was Ballblaster ever official released? Sounds for me very interesting!
>I'm a fan of the great lucasfilm ltd. games! Where can I get a copy?
>
>
No. Ballblaster was a pre-release beta version of Ballblazer. I don't think it was supposed to go out of the hands of the testers but virtually every Atarian in the world has it.. Anyways, Ballblazer is better. There is more variation in how good the computer is and there are some neat graphical effects that aren't in Ballblaster.

3561. Re: The Eidolon

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-12 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <5in0qp$l28@uni.library.ucla.edu>
Source record: 73792

In article <5imp94$ml6@camel4.mindspring.com>, jhardie@pipeline.com wrote:
>Does anyone have or know where I can get the docs for "The Eidolon"?
>
>I've kept coming back to this game for years but can never get past
>level 2. I must be missing something in the docs. Thanks.
>
>John
>www.mindspring.com/~keita/agh.html
>
>
Can anyone explain how to play this game? I've had it for years now and have
yet to understand how to do anything except find a dragon who kills me.

3562. Re: BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-12 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E8IBFI.2wI@iglou.com>
Source record: 73793

Robert Smith Ely (rely@ix.netcom.com) wrote:

: Try JACS at 609-346-1224. It's not an 8-bit, but it is an Atari
: (ST) and does support Atari 8-bit! JACS is the Jersey Atari Computer
: Society. The board has been up since 1982! It's located in South New
: Jersey.

I didn't mention what the area code was for the Rochester, NY, area...
It's 716. I thought I had the CSS BBS number, but I don't, only the voice
one. If you email Bob Puff, he'll help you out.

--
Homepage: http://members.iglou.com/rsg0910 (Now updated!)

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

3563. Re: Historical accuracy

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-12 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970412050500.BAA22806@ladder01.news.aol.com>
Source record: 73794

Micheal,

You info about the Candy/Colleen release is correct, at the 1978 CES the 400/800 were shown along with DOS 1.0 which is HORRIBLE (I'm fortunate enough to have a copy) OSS was signed on to do DOS 2.0

One interesting note: the life & death of the 850. Did you know the 850 was cancelled over a 1/2 dozen times and restarted again. Never at anytime was an XL shell ever designed for it and the original 850's were in black steel cases.

Just a note of interesting history.

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

3564. Re: Wanted: 800XL PBI Info!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-12 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970412051100.BAA23213@ladder01.news.aol.com>
Source record: 73795

Hi Richard,

If you'd lke, send me $5.00 to cover shipping and I'll send you about
300 pages of technical data on the PBI.

Curt Vendel
939-2 Goethals Rd. N.
Staten Island, NY 10303

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

3565. Re: An Awesome Shooter (MAYBE?)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-12 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <334f103e.2278763@news.injersey.com>
Source record: 73796

On Fri, 11 Apr 1997 19:09:16 -0600, "[Escape]" <yeah@yeah.com> wrote:

-Looking for a game called "Transmutter".
-I really really need it,, someone upload
-it to Yogi's site! thanks :)
-
-ftp://ftp.hackerz.com/hackerz/atari/jellystone/

Unfortunately, there is no incoming directory there.
So, someone has to get in touch with me to get it on the site.
So, does anyone have it? (I have not heard of it - it must have come
out after 1985)

3566. The Eidolon

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-12 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <5imp94$ml6@camel4.mindspring.com>
Source record: 73797

Does anyone have or know where I can get the docs for "The Eidolon"?

I've kept coming back to this game for years but can never get past
level 2. I must be missing something in the docs. Thanks.

John
www.mindspring.com/~keita/agh.html

3567. Re: Historical accuracy

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-12 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <E8Iz3w.3Gp@cix.compulink.co.uk>
Source record: 73798

> Just out of curiosity, were any CTIA Ataris ever shipped to Europe?
I believe not. I had one of the first 400's in the UK (c/o Ingersol who
did early distribution) and that had a GTIA.

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+--+

3568. Re: The Eidolon

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-12 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc4758$e0d23d20$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 73799

Patrick P.H. Nguyen <pnguyen@ucla.edu> wrote in article
<5in0qp$l28@uni.library.ucla.edu>...
> Can anyone explain how to play this game? I've had it for years now and
have
> yet to understand how to do anything except find a dragon who kills me.

Sadly, I forgot most of it. Killing the dragon involved using the correct colored crystal to shoot it. The last dragon in the game had one head of each color and took quite a long time to kill. Don't expect too much from the ending, though. :)

Killing the creatures must be done by using the right crystal, too, I think... I can't get Eidolon to work on XL-it. The archive I got from Yogi's just hangs in a loop at

```
1056: LDA $80
1058: CMP #$01
105a: BNE $1056
105c: RTS
```

This is with the Lucasfilm logo still on screen. Oh... I just put a zero in $80 and it worked. Hmmmm.

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

3569. Re: The Eidolon

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-12 00:00:00 UTC
From: Markus Gietzen <magi@stud.uni-sb.de>
Message-ID: <334FCA5C.7287@stud.uni-sb.de>
Source record: 73800

Thomas Meyer wrote:
> Killing the creatures must be done by using the right crystal, too, I
> think... I can't get Eidolon to work on XL-it. The archive I got from
> Yogi's just hangs in a loop at
The Eidolon works fine. Maybe you haven't waited long enough. It
takes a bit longer than usual (because of direct SIO-access) until
the game starts.
The loop that you qouted waits until an interupt-controlled loader
has finished it's work. Maybe you just put 0 there as it was
nearly finished.

Bye,
Markus

--
Markus Gietzen
E-Mail: iig05-1@htw.uni-sb.de
WWW : http://myst.slcc.edu/~markus

"What? Is man merely a mistake of God's? Or God merely a mistake of
man's?"
----------F. Nietzsche

3570. Re: An Awesome Shooter (MAYBE?)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-12 00:00:00 UTC
From: "[Escape]" <sermm0@hg.uleth.ca>
Message-ID: <334FD183.AD1@hg.uleth.ca>
Source record: 73801

It was really awesome..

I think it's German,, I'm trying to find it on german sites :)

3571. YOGI: I FOUND "TRANSMUTTER" !!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-12 00:00:00 UTC
From: "[Escape]" <sermm0@hg.uleth.ca>
Message-ID: <334FDFBA.62D@hg.uleth.ca>
Source record: 73802

I found it at a Polish FTP site, right there:
ftp://yoshi.meil.pw.edu.pl/atari8bit/Games-files/t/transmut.com

Only problem the site is REALLY slow, and I don't know how to
run those .COM images, it doesn't work the same way an .exe does..

What's the deal with that? :)

thanks!

3572. Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-12 00:00:00 UTC
From: "Matt K." <mkozak@clam.rutgers.edu>
Message-ID: <Pine.GSO.3.94.970412160246.11641A-100000@clam.rutgers.edu>
Source record: 73803

Greetings all,

Picked up an unfamiliar device. It's an Atari 850. It has a jack for a power supply (any idea what type?) and a red power light and then a power switch on the front, as well as two I/O ports. The right side has a parallel interface and the left side of the unit looks like it could have a port, but is solid plastic. The back has 4 serial interfaces labelled 1-4.

I am familiar with the 800XL and 1050 and its stuff, but this looks to be the color of the Atari 800 casing, and I've no idea what it does.
Can anyone help?

Thanks!

Matthew Kozak
Rutgers University-Camden
mkozak@camden.rutgers.edu

****
"They that can give up essential liberty to obtain a little temporary safety deserve neither liberty nor safety." -Ben Franklin
****

3573. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-12 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E8JJ7G.AML@iglou.com>
Source record: 73804

Lord Spatula (Urchlay@bell***south.net) wrote:

: ...my favorite Atari DOS was Sparta 3.2d (I never had an X-cart though,
: I would have liked that better..)

Same here. I loved that DOS, and still do. It was the first intro I had to the command line interface. I only wish that the ATR versions, not from FTE, would work fine, unless I've missed something.

: ...unless I was using Turbo BASIC, which didn't work with Sparta. Then I
: would use SmartDOS 8.5 (or was it 5.8?) or SuperDOS (the only one I ever
: found that would run in 1050 US Doubler high-speed mode besides Sparta)

AtariWriter XE was a word processor I used often, and transferred it to a Sparta-formatted disk. It's still working today. I never used T-BASIC, though I did use Basic-XE, and regular BASIC. When DOS 4.0 first came out, and made a copy of a friend's copy, and played with it. It was formatted an hour later, since it wasn't even compatible with the other DOSes, not even reading them.

--
Homepage: http://members.iglou.com/rsg0910 (Now updated!)

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

3574. Re: The Eidolon

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-12 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1204971338550001@nntp.netgate.net>
Source record: 73805

In article <5in0qp$l28@uni.library.ucla.edu>, pnguyen@ucla.edu (Patrick
P.H. Nguyen) wrote:

> Can anyone explain how to play this game? I've had it for years now and have
> yet to understand how to do anything except find a dragon who kills me.

I had the same problem once. I had this game for the Apple II in the
mid-80s (I had already sold my 1200XL and bought an Apple IIe--but when I
got nostalgic in later years, guess where I returned?) and I had the
same experiences.

I didn't even know there *was* an Atari version. I'd like to find it
again, assuming anyone could tell me what to do about that stoopid
dragon.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
==========
Softball '97: 1G / 0-1 / 1.000

3575. Re: The Eidolon

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-12 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <334ff8e9.7569037@news.abest.com>
Source record: 73806

On Sat, 12 Apr 97 03:55:24 GMT, pnguyen@ucla.edu (Patrick P.H. Nguyen) wrote:

>Can anyone explain how to play this game? I've had it for years now and have
>yet to understand how to do anything except find a dragon who kills me.

I thought i had the instructison manual lying around, but I couldn't find it so here's what I can remember and just from playing aroudn with the game now.

The goal of the game is to explore the caverns and collect three diamonds (the ones you have already will be displayed in the lower left corner of your dashboard), once you have those three diamonds you go to the end of the maze and you have to kill the dragon, when you kill the dragon you go to the next level. (Acutally, you don't HAVE to have all three crystals to get to the dragon, just now I managed to get to him with only the red and green ones. But I remember there was somethng in the manual about the reasons for having all of the crystals....) If you don't have the right crystal, when you get close to the dragon, a force field blocks you.

The cavern is a big maze with little creatures, crystals, and fireballs floating around (more on the fireballs later).

The dashboard. In the centre of your instrument panel is a clock looking thing which serves as a compass (teh arrows for N,S,E,W just outside the outer diametre, the corresponding one blinks depending on which direction you're facing), but you'll notice that it counts down.......it's a time limit, but I think that if the time runs out before you can fiinsih the level, you don't die, you just don't get bonus points at the end. I think. You can see four round circles filled with red, yellow, green, and blue around the timer. One of them will be blinking. The blinking one is the colour and type of fireball that you will shoot when you press the fire button on the joystick. By pressing the number keys 1, 2, 3, or 4 on the keyboard, you select the type of fireball you want to shoot. The fireballs have different properties when you collect them (they can be found floating around in the caverns) and different effects when they hit the differenet creatures you meet.

Pressing 1 selects the red fireball
2 selects the gold (yellow) fireball
3 selects the green fireball
4 selects the blue fireball

Any fireball cuases damage when it hits you (it can hit you if you fire and it misses your target and it bounces off the cavern walls, or if it's already flying and bouncing around), but if it's just floating there and you move your vehicle into it, you go right under it and don't take damage. I think you take the most damage from the blue fireball, then the green, then the yellow, then the red.

The red fireball causes damage to your enemy when you hit him with it, and gives you energy (I think) when you collect it.
Not sure what the yellow one does right now, I think it also just cuases damage to your enemy, but gives you energy when you collect it......
The green fireball, when it hits your enemy, transforms it into a different enemy (which could be good or bad). Not sure what it does when you collect it.
The blue fireball, when you hit your enemy with it, causes him to freeze temporarily (which is good in a fight cos you can use other fireballs on him when he's frozen, but firing a blue fireball uses up a lot of energy). When you collect a blue fireball, it freezes the countdown of the timer temprorarily.

Each fireball you shoot takes away a bit of your energy, the blue and green ones more than the yellow and gold ones, that's why if your energy (gauge on the upper right hand corner of dashboard) is low, some of the fireball indicator lights are blacked out, which means you don't have enough energy to generate those fireballs.

Keep in mind that these different effects don't work on the big dragon (in other words, if you shoot a green fireball, it doesn't turn the big dragon into a little bug), with the big dragon, you have to find the right combination of coloured fireballs to defeat him, and the big dragon on each level is different. I say 'big dragon' cos there's also a little dragon who is a regular enemy (like the troll or dragonfly) that you come across exploring the caverns.

One thing that's sort of confusing with the fireballs is that you _don't_ need to pick up a fireball of a certain colour before shooting it. Your vehicle can genreate any coloured fireball, as long as you have enough energy (generating a blue fireball takes up about 40-50% of your total energy, I guess because it's has a pretty pwoerful effect on the enemies). Collecting the fireballs just restores some energy and has some other effects on you. You can collect a fireball that is moving and bouncing off the walls, but it's tricky cos you have to manoeuvre your vehicle so that the big diamond outline appears (explained below).

When you come across an enemy, it is usually like asleep or something (grey colour), but when you move closer to it, it wakes up and starts attacking you. Except with hte big dragon, you need the right crystal to get through the force field to wake him up, that's why you can't just start off the level and go immediately to where the big dragon is and finish the level just like that.

Like I said, the lower left of the control panel shows you which of the three crystals you have. Rigth above that is like a temp gauge from C to H, this tells you how close you are to the dragon (and the end of that level). H stands for hot (you're close), and C stands for cold (you're far away). On the upper right hand corner of the instrument panel there's another meter that goes from - to +, that is how much energy (and thus life) you have.....when it goes down to -, you die if you take further damage (from an enemuy.....you can't shoot with no energy, it just makes a clicking sound) and you start the level over.

There are also two numbers on the lower right hand corner, I don't know what the left one is, but the right one is the level you're on.

When you approach a fireball or crystal (fireballs tend to be floating high up in the air, whereas crystals tend to be sitting there on the ground) and it's centred on your viewport, you see this big diamond outline surrounding the fireball/crystal, that means that if you press the space bar, it collects that item. As i mentioned bbefore, you can do this with moving fireballs (apparently not the red ones, however), but it's very tricky.

Pressing P pauses the game.

Sorry this was so hard to read, i was just typing what I could remember and from playihng around with the Eidolon on my 8-bit as I was typing. If I find the instruction manual, I'll type it up and post it.

3576. Atari books for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-12 00:00:00 UTC
From: "David A. Soumis" <soumis@ix.netcom.com>
Message-ID: <01bc4786$ca615f20$8af31fcc@default>
Source record: 73807

```
Here are some books I have for sale:
email response: soumis@ix.netcom.com

1. SECOND BOOK OF MACHINE LANGUAGE--COMPUTE
2. FIRST BOOK OF ATARI GRAPHICS--COMPUTE
3. SECOND BOOK OF ATARI GRAPHICS
4. PROGRAMMERS REFERENCE GUIDE FOR ATARI 400/800---SAMS
4. MAPPING THE ATARI--COMPUTE
5. THE ATARI BASIC SOURCE BOOK---COMPUTE
6. COMPUTES THIRD BOOK OF ATARI
7. COMPUTES SECOND BOOK OF ATARI
8. COMPUTES FIRST BOOK OF ATARI
9. THE ATARI ASSEMBER BY DON/KURT INMAN
10. MACHINE LANGUAGE FOR BEGINNERS--COMPUTE
11. ATARI SOUND AND GRAPHICS a self teaching guide
12. ATARI BASIC a self teaching guide
13. YOUR ATARI COMPUTER
14. COMPUTER ART AND ANIMATION, ATARI LOGO
15. ATARI 400/800 HARDWARE MANUAL by Atari
16. 400/800 OPERATING SYSTEM SOURCE LISTING by Atari
17. 400/800 OPERATING SYSTEM USER'S MANUAL by Atari
18. DE RE ATARI by by Atari Software Developement Support
Group...Chris Crawford and others
```

3577. Re: Atari 130XE mods

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-12 00:00:00 UTC
From: davepat@total.net
Message-ID: <334fa504.0@news.total.net>
Source record: 73808
Cross-posted to: rec.games.video.classic,alt.binaries.comp.atari8bit,comp.sys.atari.8bit,ctdl.sys.atari8

In an article dated Sat, 12 Apr 1997 03:24:52 GMT, someone named
webmaster@penny-empire.com says...
>
>I'm compiling a list of modifications for the 130XE. Heres what I've
>got:
>
>Pokey Stereo Upgrade.....C. Steinman.....12/16/89
>The Ram-Disk LED Mod v1.0.....Guy Ferrante....1994
>Internal Speaker.....???.....???
>The Freezer--cold boot & protect ram-disk...Bob Woolley.....???
>Dummy Cartridge.....???.....???
>Atari OS Switch.....Dave Paterson...???
>576K upgrade.....Dave Paterson...???
>1088K upgrade.....Dave Paterson...4/86
>Newell 256k mod.....???.....???
>
>have I missed any? If anybody has any more or knows any URLs that have
>some that I don't have, PLEASE let me know. Also, if I decide to try
>to cram all of this into a 130XE, does anyone forsee any problems?
>
>
>Thanks,
> Chuck "$29.95" Sumner

Thanks for the compliment, but I never did the RAM upgrades; I beleive
those were Scott Peterson. And I ripped off the OS Switch from an old
Antic. Check out the URL below for the hardware add-on and modification
FAQ; there's lots of wild, Woolley and wonderful stuff out there.

You left out Super Video (Atari Classics 2/5). As well, you may have to
look at a new power supply.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
It is dangerous to be right in matters on which the established
authorities are wrong. - Voltaire

3578. Re: Historical accuracy

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-12 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <5in1kh$28n@james.freenet.hamilton.on.ca>
Source record: 73809

In <mcurrent-0904971046060001@mcmdc.library.carleton.edu>, "Michael Current"
<mcurrent@carleton.edu> wrote:
: I'm looking for some clarification on some points presently mentioned in the
: FAQ.
<snip>

: When did machines first start shipping with GTIA installed? I now believe the
: 400/800 began shipping with the GTIA toward the second half of 1982, about the
: same time the 1200XL appeared (also with GTIA). Is this right? Does anyone
: know otherwise? Which came first, 400/800's with GTIA or the 1200XL?

I got my Atari 400 in September 1982 and it did indeed have the GTIA chip
in it. The Atari 1200XL showed up shortly after (a few months).....so,
according to my memory, the 400/800 with GTIA's came before the 1200XL.

Willy

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

3579. Don't Fear's 2nd Auction (Update 19) Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-12 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5ip1m5$26ho@newssvr02-int.news.prodigy.com>
Source record: 73810

Don't Fear's Huge Second Auction (Update 19)

Part 1: 2600/5200/7800

Notice there are some new items!

Alright kids here we go!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

Atari 2600

Atari

Combat (C) - boxed $0.50 isaac
Space War (U) $1.00 joe
Outlaw (U) $0.50 albert
Slot Racers (U) $2.50 albert
Canyon Bomber (U) - boxed $2.00 joe
Super Breakout (U) $2.00 kevin
Defender (C) - boxed $1.50 joe
Warlords (U) - boxed $7.00 pat man
Indy 500 (U) $1.00 pat man

Adventure (C) $2.50 matt2
Demons To Diamonds (U) - shrinkrapped $2.50 joe
Championship Soccer (C) - boxed $1.50 joe
3-D Tic-Tac-Toe (U) - boxed $2.50 joe
Breakout (C) - boxed $3.00 mophead
Football (C) $1.00 joe
Bowling (C) $1.00 matt2
Circus Atari (C) $0.50 bored
Superman (C) $1.00 bluebat
Space Invaders (C) - red lbl/shrinkwrapped $2.50 mophead
Night Driver (C) - boxed $1.50 jeffgamer
Golf (C) - w/inst $1.00 doyle
Maze Craze (U) $1.00 mrupp
Missle Command (C) $0.50 bored
Othello (R) - boxed $2.50 joe
Surround (C) $1.00 joe
Code Breaker (U) - w/inst $1.50 collector
Flag Capture (U) - w/inst $2.00 doyle
Pac-Man (C) - boxed $1.00 philly
Video Pinball (U) - boxed $1.50 joe
Asteroids (C) - w/inst $1.00 mophead
Berzerk (C) - shrinkwrapped $2.00 collector
Casino (U) $1.00 doyle
Haunted House (C) $1.00 matt2
Swordquest Earthworld (C) - w/inst $1.50 kevin
Swordquest Fireworld (C) - w/inst $1.50 kevin
Radiers Of The Lost Ark (C) - boxed $7.00 garry
Star Raiders (U) - w/touch pad $6.00 bluebat
Hangman (U) $1.00 alex
RealSports Volleyball (U) $1.00 joe
RealSports Soccer (U) $1.50 albert
RealSports Football (C) $1.00 joe
Swordquest: Waterworld (UR) $95.00 nicky
Phoenix (C) - shrinkwrapped $2.00 joe
E.T. (C) - boxed $1.50 joe
Ms. Pac-Man (U) - w/inst $1.50 bored
Centipede (C) $1.50 joe
Galaxian (U) $1.50 matt2
Gravitar (U) $1.50 mrupp
Kangaroo (U) - w/inst $2.00 tick
Pengo (ER) - boxed $75.00 boar
Moon Patrol (U) $1.00 kevin
Pole Position (C) - w/inst $1.50 joe
Rubik's Cube (ER) $75.00 nicky
Taz (R) $3.00 tick
Oscar's Trash Race (R) - lbl plaque $6.00 boar
Big Bird's Egg Catch (R) - lbl plaque $3.00 bensonj
Sorcerer's Apperntice (R) - w/inst $4.50 joe
Crystal Castles (U) - boxed $2.50 joe
Pigs In Space (ER) $22.00 boar

Millipede (R) - w/inst $2.00 bensonj
Stargate (U) - w/writing on back $2.50 mrupp
Midnight Magic (R) $2.00 bensonj
Solaris (U) $2.00 greg
Donkey Kong (U) $2.00 joe
Donkey Kong Jr. (R) $1.50 joe
Venture (R) $1.50 joe
Q*Bert (R) $2.00 mrski
Sprint Master (R) $3.50 mrupp

Sears

Outer Space (U) - pic lbl $1.00 doyle
Speedway II (U) $0.50 albert
Space Combat (U) $1.00 kevin
Breakaway IV (C) $1.00 kevin
Brain Games (R) $2.00 bensonj
Baseball (C) $1.00 bensonj
Race (C) $0.50 albert
Gunslinger (U) $1.00 bensonj
Maze (C) - pic lbl $1.00 doyle
Arcade Golf (U) $2.50 awwatkin
Dare Diver (ER) $10.00 boar
Night Driver (U) $1.00 isaac
3-D Tic-Tac-Toe (ER) $4.50 bored
Steeplechase (R) $4.00 tick
Math Grand Prix (R) - pic lbl $3.00 doyle
Adventure (U) $1.00 kevin
Dodger Cars (ER) $7.00 awwatkin
Arcade Pinball (R) - pic lbl $3.00 bensonj
Asteroids (U) $0.50 albert
Missle Command (R) $1.00 philly
Bezerk (R) $2.00 greg
Pac-Man (C) $0.50 albert
Defender (C) $0.50 albert

Absolute

Title Match Pro Wrestling (R) - w/inst $6.00 bensonj
Tomcat F-14 (ER) $12.00 boar

Activision

Dragster (C) $0.50 macra
Boxing (ER) - blue lbl $4.50 bored
Checkers (ER) - w/inst $6.00 tick
Fishing Derby (U) $1.00 bored
Skiing (U) $0.50 macra
Bridge (U) $0.50 macra
Tennis (C) $0.50 barry

Laser Blast (C) - boxed $1.00 philly
Freeway (U) - boxed $1.00 philly
Kaboom! (ER) - blue lbl $3.00 bored
Stampede (U) $1.00 matt2
Ice Hockey (U) $0.50 macra
Barnstorming (U) $1.00 isaac
Grand Prix (U) $0.50 macra
Chopper Command (U) - boxed $1.00 philly
Starmaster (U) $1.00 greg
Megamania (U) $1.00 greg
Pitfall! (C) $1.50 kevin
Sky Jinks (R) $1.00 bored
River Raid (U) $1.50 matt2
Spider Fighter (U) $1.00 shalon
Seaquest (R) - boxed $1.50 acroyear
Oink! (R) - w/inst $2.00 matt2
Dolphin (R) $2.00 rex
Keystone Kapers (ER) - blue lbl $4.00 bored
Enduro (U) $0.50 ryan
Plaque Attack (R) $2.50 mrupp
Robot Tank (R) $1.00 eyabs
Crackpots (R) $1.50 doyle
Decathalon (R) $1.00 eyabs
Frostbite (R) $2.50 tick
Pressure Cooker (R) $2.50 mrupp
Space Shuttle (ER) - blue lbl $5.00 mervis
Pitfall II (R) $4.00 mervis
H.E.R.O. (R) - lbl wear $7.00 tick
Beamrider (R) - screws showing $10.00 tick
Kung Fu Master (R) - w/inst $2.00 mrupp
Commando (R) $2.00 matt2
Ghostbusters (ER) - blue lbl $7.00 nicky

Apollo

Space Cavern (U) - blue lbl $1.50 acroyear
Space Cavern (U) - red lbl $1.50 acroyear
Racquetball (U) - orange lbl $0.50 isaac
Lost Luggage (U) - green lbl $5.00 boar
Shark Atack (U) - boxed $3.00 doyle
Infiltrate (U) - w/inst $2.00 philly
Final Approach (R) $17.00 boar

Avalon Hill

Death Trap (UR) - w/inst $47.00 boar
Shuttle Orbiter (UR) - w/inst $100.00 boar

CBS

Wizzard Of Wor (R) $2.00 kevin
Gorf (U) $1.50 mrski
Blueprint (U) - writing on lbl $2.00 bworkman
Solar Fox (U) - lbl damage $1.00 slyfox
Omega Race (U) - w/inst and broken Booster Grip $3.50 bworkman
------
Coleco

Zaxxon (U) $3.00 tick
Venture (C) $1.00 philly
Mouse Trap (U) $1.00 slyfox
Smurfs R.I.G.C. (U) $4.50 aaa
Carnival (U) $1.00 mrupp
Donkey Kong Jr. (R) $1.50 philly
Mr. Do! (R) $9.00 boar
Roc 'N Rope (R) $9.00 boar

Data Age

Encounter at L-5 (U) - end lbl damage $1.00 doyle
Airlock (C) $1.00 doyle
Journey Escape (C) - boxed no inst $2.00 mrupp
Bermuda Triangle (R) $4.00 boar
Frankenstein's Monster (R) - screws showing w/inst $7.50 mervis
----
Epyx

Summer Games (R) $2.00 bensonj
Winter Games (R) $2.00 philly

First Star

Boing! (ER) $75.00 boar

Froggo

Sea Hawk (R) $5.00 boar

Imagic

Trick Shot (R) $2.00 bensonj
Demon Attack (ER) - blue lbl $8.50 bored
Star Voyager (C) $1.00 eyabs
Atlantis (U) $1.00 eyabs
Cosmic Ark (U) $1.00 mrski
No Escape! (R) - w/inst $2.00 doyle
Fire Fighter (R) $1.00 tick
Shootin' Gallery (ER) $13.50 boar
Riddle Of The Sphinx (U) $1.00 macra
Dragonfire (C) $1.00 eyabs

Fathom (R) $15.00 boar
Solar Storm (R) - w/inst $7.00 boar
Quick Step (R) - w/inst $10.00 boar

M Network

Adventure of Tron (U) $1.50 mrupp
Masters of the Universe (R) $7.00 ron moore
Burgertime (R) - writing on back $2.50 mrupp
Kool-Aid Man (U) $5.00 mervis
Space Attack (C) - boxed $1.00 doyle
Tron Deadly Discs (U) $1.00 macra
Lock 'N Chase (C) - shrinkwapped $1.00 acroyear
Frogs And Flies (U) - w/inst $1.50 bored
Astroblast (U) - boxed $1.00 acroyear
Dark Cavern (U) $1.00 doyle
Intl. Soccer (U) w/inst $1.00 tick
Air Raiders (R) $1.00 tick
Bump 'n' Jump (R) - w/inst $4.00 ron moore

Mythicon

Sorcerer (U) $1.50 doyle
Fire Fly (U) $1.50 doyle
Star Fox (U) $3.00 eric

Panda

Stunt Man (R) buyout pending

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions $3.00 mervis
Amidar (U) $1.00 macra
Super Cobra (U) $1.00 doyle
Reactor (U) $0.50 albert
Sky Skipper (R) - w/box top, inst, no lbl $4.00 tick
Q*Bert (C) $2.00 kevin
Strawberry Shortcake (U) $1.50 isaac

Sega

Tac-Scan (U) - lbl damage $0.50 macra
Thunderground (R) $4.00 dogberry
Star Trek S.O.S. (R) $4.00 mrupp
Buck Rogers: Planet Zoom (U) $4.00 boar
Congo Bongo (R) - lbl plaque $2.00 aaa
Tapper (ER) - slight lbl wear $23.00 boar
Spy Hunter (ER) $25.00 boar

Telesys

Coco Nuts (R) $3.00 boar

Tigervision

Miner 2049er (ER) $8.00 hoss

20th Century Fox

Worm War I (U) $1.00 macra
Mega Force (R) $1.00 mrupp
Alien (R) $1.50 beaumontj
Turmoil (U)- boxed $1.00 clint
Crypts Of Chaos (R) end lbl damage w/inst $5.50 awwatkin
M*A*S*H (U) $1.00 macra
Flash Gordon (R) $4.00 boar

U.S. Games

Space Jockey (C) $0.50 macra
Sneak 'N Peek (R) - w/inst $1.00 tick
Word Zapper (U) $1.00 philly
Commando Raid (R) - w/inst $1.00 kevin
Name This Game (R) - fancy cart $1.00 ryan
Squeeze Box (ER) $3.50 bored
Eggomania (R) - w/inst $5.00 ron moore
Piece O' Cake (ER) - w/inst $7.00 ron moore
Entombed (ER) $4.50 mrupp

Xonox

Ghost Manor/Spike's Peak (U) - w/inst $3.00 philly
Chuck Norris Superkicks (ER) $29.00 nicky

Systems

Atari 2600: four switch, black front panel in original box w/two
working joysticks, set of paddles, power supply, R/F modulator, and
the following loose games: Combat, Defender, Space Invaders, Missle
Command, Pac-Man, Asteroids, Bezerk, Swordquest Fireworld, Raiders of
the Lost Ark, RealSports Football, E.T., Pole Position, Target Fun,
Pitfall!, Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx,
Astroblast, and Frogger.
$29.00 james

Sears Video Arcade II (2800) - untested w/two controllers, and a R/F
modulator
$9.00 zack

Arcadia Supercharger with the following cassettes: Phaser Patrol,
Communist Mutants From Space, and Suicide Mission (no case)
new! - $5.00 min

"Franklinstein" A handcrafted American orignal device that allows
the user to interchange chips to play diffrent games. Comes with
eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!,
Amidar, Demon Attack, and Pitfall!. The device itself is homemade,
not the games. Also comes with case. If there are any questions
don't hesitate to ask. This thing is trully one of a kind.
$11.00 jones

Atari 5200

Congo Bongo (R) $3.00 jml
5200 Trac Ball $5.00 stork
2600 adapter - untested $3.50 jones
5200 controller - untested $4.00 jml
5200 controller - untested $4.00 jml

Atari 7800

Asteroids (R) - damaged box $2.00 greg
Food Fight (R) - damaged box $3.00 tick
Pole Position II (C) $1.00 eyabs
Xevious (U) - damaged box $2.00 eyabs
Donkey Kong Jr. (R) $3.00 tick

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3580. Don't Fear's 2nd Auction (Update 19) Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-12 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5ip1pp$2q6c@newssvr02-int.news.prodigy.com>
Source record: 73811

Don't Fear's Huge Second Auction (Update 19)

Part 2: Everything Else

Notice there are a few new items!

Alright kids here we go!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

ColecoVision

Decathlon (U) $3.00 hoss
Donkey Kong (C) $0.50 richard
Donkey Kong Jr. (C) $1.50 richard
The Heist (U) $3.00 hoss
Illusions (R) $1.00 tick
Keystone Kapers (R) $2.00 hoss
Popeye (C) $1.00 richard
River Raid (U) $2.00 hoss
Slurpy (ER) - lbl wear $17.00 csb
Smurfs R.I.G.C. (C) - boxed $1.50 richard
Super Action Baseball (C) $0.50 richard

Super Action Football (C) $0.50 richard
War Games (C) $1.00 richard
Wing War (U) buyout

ColecoVision Expansion Module #1 (2600 adapter) $7.00 hoss

System

ColecoVision w/two working controlers, power supply, T.V. cable, R/F
modulator, 2600 Expansion Module, and the folowing loose games:
ColecoVision Donkey Kong and Zaxxon, 2600 Combat, Pac-Man, Asteroids,
Space Invaders, Bezerk, and Pitfall!
$30.00 korin

Handhelds

Coleco Table Tops

Donkey Kong (C) $21.00 anthony
Donkey Kong Jr. (ER++) $20.00 harry
Frogger (R) $41.00 anthony
Zaxxon (IR++) $60.00 harry

Intellevision

Matell

Auto Racing (U) - complete $1.50 macra
ABPA Backgammon (R) - w/two overlays $1.50 bensonj
Armor Battle (C) - complete $1.50 trevor
The Electric Company Word Fun (R) new item!
NASL Soccer (U) - complete $2.50 gunoz
U.S. Ski Team Skiing (C) - complete $1.00 eyabs
Sea Battle (C) - complete $1.00 shark
NFL Football (C) - complete $1.00 shark
L.V. Poker/Blackjack (C) - complete $1.00 eyabs
Space Battle (U) - complete $1.00 shark
Major Leage Baseball (C) - complete $1.00 trevor
NBA Basketball (U) - w/2 overlays $1.00 sodapop
Advanced D&D (U) - complete $1.50 macra
USCF Chess (R) $1.50 bensonj
Space Spartans (U) - complete $1.00 trevor
Astrosmash (U) - shrinkwrapped $2.00 trevor
Snafu (C) - complete $1.00 trevor
Space Armada (C) - complete $1.00 trevor
Triple Action (C) - complete buyout
Bomb Squad (U) - complete $1.50 macra
B-17 Bomber (U) - complete $1.50 macra
Mission X (U) - w/2 overlays new item!
Loco-Motion (U) $1.50 shark
Thunder Castle (ER) new item!

Burgertime (U) - w/2 overlays $1.00 shark
Kool-Aid Man (R) $5.00 shark
Bump 'n' Jump (U) $1.50 shark
Power Of He-Man (U) $1.50 shark
Space Hawk (U) - complete $1.00 shark
Utopia (U) - white lbl w/xerox inst $1.00 shark
Star Strike (C) - complete $0.50 macra
AD&D: Treasure Of Tarmin (U) - white lbl w/2 overlays $4.00 alex
Frog Bog (U) - w/2 overlays $0.50 macra
Night Stalker (C) - shrinkwrapped $1.50 macra
TRON Deadly Discs (C) - complete $1.00 eyabs
TRON Maze-A-Tron (R) - complete buyout
Lock 'n' Chase (C) - shrinkwrapped $1.50 macra

INTV

Chip Shot Super Pro Golf (ER) $6.00 bored
Commando (ER) $3.50 macra

Activision

Pitfall! (U) - complete $3.00 mophead
Happy Trails (R) - 2 overlays $2.50 gunoz
The Dreadnaught Factor (R) buyout

Atarisoft

Centipede (R) $3.00 bworkman
Defender (R) $2.00 eyabs

Coleco

Donkey Kong (C) - shrinkwrapped $2.50 brian
Mouse Trap (NA) - w/2 overlays $1.00 mrhodges
Donkey Kong Jr. (R) $6.00 bworkman

Imagic

Atlantis (U) - shrinkwrapped $2.00 trevor
Beauty & The Beast (U) $0.50 bored
Swords & Serpents (ER) new item!
Ice Trek (R) $2.00 gunoz
Microsurgeon (U) - complete $2.50 trevor
Dracula (ER) - complete $11.50 gunoz
Nova Blast (U) $3.50 shark
White Water! (ER) - Complete $11.50 gunoz

Parker Bros

Frogger (C) - w/box $0.50 shark

Q*Bert (C) buyout
Popeye (ER) new item!

Sears

Armor Battle (R) - complete $1.00 trevor
Astrosmash (R) - complete $1.00 trevor
Boxing (R) - complete $3.50 trevor
Football (U) $0.50 bensonj
Golf (U) - white lbl w/2 overlays $1.00 shark
Horse Racing (R) - complete $1.50 trevor
Space Hawk (R) - complete $1.00 trevor

Overlays

Package #1: Sea Battle (2), Space Armada (2), Baseball (2), Snafu (2),
Auto Racing (2), Night Stalker (2), Microsurgeon (2),
Atlantis (2), Tron Deadly Discs (2), Pitfall! (2), Space Spartans (2),
Dragonfire
$3.00 shark

Package #2: Lock 'n' Chase (2), Poker/Blackjack (2), Star Strike (2),
Demon Attack (2), Space Battle (2), Pinball
(2), Skiing (2), Astrosmash (2), Triple Action (2), Space Hawk (3), Sub
Hunt, AD&D Treasure
Of Tarmin, Pitfall!, Space Spartans
$3.00 shark

Systems

Intellivision w/two working controllers, power supply, R/F modulator,
and the following games: complete Astrosmash and Night Stalker,
loose Atlantis, Space Battle, Triple Action, Star Strike, Major
League Baseball, Beauty & The Beast, and Donkey Kong
buyout

Intellivision II - untested w/two controllers and loose Astrosmash

$12.00 bored

Intellivoice Voice Synthesis Module in box w/complete B-17 Bomber,
and Space Spartans
$11.50 ryan

Odyssey 2

Speedway!/Spin-Out!/Crypto-Logic! (C) - complete $1.00 beaumontj
Football! (U) - w/box $2.00 tick
Sub Chase!/Armor Encounter! (C) - complete $1.00 tick
Bowling!/Basketball! (U) - complete $5.50 matt2
Baseball! (C) - complete $0.50 bensonj
Thunderball! (R) - complete $1.50 chris

Showdown In 2100 AD (C) $1.00 tick
Alpine Skiing! (U) - complete $2.50 tick
The Quest For The Rings! (U) - complete $15.00 tick
K.C. Munchkin! (C) - complete $2.00 tick
Pick Axe Pete! (U) $1.50 bensonj

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!, Dynasty!/Directional Dynasty!, and K.C. Munchkin!
$12.00 jones

Atari 400/800

Atari

Archon (C) $6.00 bworkman
Assembler Editor (U) $2.50 greg
BASIC (C) w/reference guide $0.50 kurt
Centipede (C) $2.00 eyabs
Donkey Kong (C) $1.00 wwsmith
Flight Simulator II (C) $4.00 greg
Hardball (U) $7.00 jklein
Missle Command (C) $1.00 mrski
Ms. Pac-Man (C) $6.00 jklein
One on One Bball (U) $2.00 chief
Pac-Man (C) $3.50 jml
Super Breakout (C) $4.00 wwsmith
Star Raiders (C) $3.00 chief
Pilot (U) $3.00 jklein
Galaxian (C) $2.00 lyle
Defender (C) $3.50 jml
Atari LOGO (U) - w/manual $7.50 james s
Robotron 2084 (C) $3.50 jml
Atariwriter (C) $1.50 james s
Joust (C) $4.00 lyle
Moon Patrol (C) $6.00 jhah
Ballblazer (C) $5.50 jml
Blue Max (U) $4.50 jml
Bug Hunt (U) $4.50 jml
Necromancer (U) $12.00 bworkman

Activision

Kaboom! (U) $5.50 jml
Megamania (U) - lbl tear $5.00 bworkman
Pitfall! (U) $10.00 krieg

Big Five Software

```
-----------------
Miner 2049er (C) $6.00 chief
---------
Epyx
--------
Gateway To Apshai (U) - w/inst $8.00 bworkman
----
IDSI
----
Speedway Blast (R) $7.00 alias
-------
Oss
-------
Mac/65 (U) buyout hoodster
Basic XE (U) buyout hoodster
------------
Parker Bros.
------------
Q*Bert (C) $2.00 briang
----------
Roklan
----------
Deluxe Invaders (C) - w/inst $7.00 bworkman
Wizards Of Wor (C) - lbl severely faded $12.00 jklein
----
Sega
----
Star Trek: S.O.S. (U) $7.00 alias
--------------
Spinnaker
---------------
Alphabet Zoo (U) - boxed $2.00 james s
Delta Drawing: Learning Program (U) - w/inst $2.50 alias
Kids On Keys (U) $0.50 james s
Kindercomp (U) $0.50 james s
Story Machine (U) $0.50 james s

Systems & computer related items
------------------------------------------------
130 XE - tested w/ power supply, set of paddles (untested), video
touch pad w/Star Raiders overlay, two 2600 joysticks (untested),
owners manual, T.V. cord, and the following loose cartridges:
Defender, and Atariwriter
$85.00 hoodster

800 XL - tested w/power supply, T.V. cord, and a 2600 joystick
(untested)
$20.00 hoodster

600 XL - tested w/power supply, owners manual, and a 2600
joystick(untested)
```

$15.00 hoodster

Atari 1010 Program recorder - untested w/power supply, owners manual, connecting cord, and the following loose cassettes Player Missle Graphics and Basics of Animations
$10.00 hoodster

Atari Touch Tablet - tested w/Atariartist cart and owners manual
$17.50 hoodster

Atari Light Pen - tested w/Atarigraphics cart
$15.00 hoodster

Suncom Animation Station - untested w/owners manual
$5.00 roagie

Atari 1020 Printer - untested w/power supply and roll of paper
$9.50 hoodster

Voice Box Speech Synthesizer by The Alien Group - untested
$9.00 hoodster

Inside Atari Basic: a fast, fun, and friendly approach. By Bill Carris
$0.50 randy

Atari DOS 2.5: XF551 Disk Drive owners manual
$1.50 wwsmith

Boulderdash Construction Kit: instruction manual
$0.10 alias

Ghost and Ghouls: instructions
$0.50 randy

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL, 65 XE, and 130 XE. Comes with owners manual. Untested
$4.50 kurt

Software: SubLogic Japan scenery disk (5.25) for use w/Flight Sim. II. Comes with owners manual, and approach charts. Untested
$2.00 alias

Software: Adventure Maker/Tax Template (5.25 disk). Untested
$0.50 randy

Software: Spinnaker's In Search Of The Most Amazing Thing (5.25) Untested
$0.50 randy

Six 5.25 disks: Could contain Government cover-ups. Untested
$1.00 jml

Vic-20

Atarisoft

Pac-Man (C) - w/box $1.00 markd

Commodore

16K Memory Expander $1.00 rob
Vic Avenger (C) - complete $1.00 markd
Super Alien (C) - complete $1.00 markd
Radar Rat Race (C) - complete $1.00 markd
Raid On Fort Knox (C) - complete $1.00 markd
Adventure Land Adventure (C) - complete $1.00 markd
Pirate's Cove Adventure (C) - complete $0.50 biglous
Sargon II Chess (C) - complete $1.00 markd
Cosmic Cruncher (C) - complete $1.00 markd
Gorf (C) - complete $1.50 markd
Omega Race (C) - complete $1.00 markd
Star Post (U) - complete $2.00 markd

Imagic

Demon Attack (C) - complete $3.00 bworkman
Atlantis (C) - complete $3.50 rob
Dragonfire (C) - complete $3.00 bworkman

Sega

Star Trek [S.O.S.] (C) - complete $3.00 rob

Vic-20 Cassettes

Academy Software

Typing Tutor/Word Invaders - complete

Commodore

An Introduction To Basic: Part 1 - complete $1.00 jones
An Introduction To Basic: Part 2 - complete $1.00 jones

System

Vic-20 - untested in orignal box w/power supply, R/F modulator, and T.V.
Cord
$6.00 jones

VicModem in orignal box $1.00 jones

C-64

Gateway To Apshai $3.00 jones

Decathalon $5.00 mrupp

TI99-4A

Burgertime (R) - w/inst $3.00 rob
Aligator Mix (R) $2.00 rob
Early Reading (R) $1.00 jones
Donkey Kong (VR) $2.00 eyabs

System

TI99-4A - untested in orignal box w/power supply, R/F modulator, and
owners
manual
$6.00 beaumontj

Misc Stuff

Donkey Kong Trading cards - 3 unopened packs $15.00 shrink
Atari 2600 Power Supply - in orig box $3.50 chris
Atari Ultra Pong Doubles - in orig box buyout
Atari Video Pinball/Breakout System $7.00 jones
Sears Telegames Pinball/Breakay System - in orig box w/inst & R/F
modulator
$9.00 smedley
Atari Game Center (plastic case to hold games and system) $3.00 james
Telegames Center (plastic case to hold games and system) removed
2600 Joystick $3.00 pat man
2600 Joystick $3.00 wwsmith
2600 Joystick $3.00 wwsmith
2600 Joystick $3.50 wwsmith
2600 Paddles - untested $4.50 wwsmith
2600 Paddles - untested $3.00 wwsmith
2600 Driving Controllers (2) - untested $3.00 pat man
2600 Keybord Controllers (2) - untested $10.00 tick
2600 Track Ball $15.00 Robert
Atari Video Touch Pad $1.00 philly
7800 Joystick $2.50 chris
7800 Joystick $2.50 chris
Champ Joystick (retractable cord) $1.50 doyle
Suncom Star Fighter Joystick $1.50 philly
Spctravision Joystick $1.50 philly
Coleco Super Action Controller (doesn't work)
Coleco Super Action Controller (doesn't work)
Coleco Super Action Controller (doesn't work)
Coleco Adam Controller (doesn't work)
Atari Computer Power Supply - untested/very heavy/"the log"
Atari Computer Power Supply - untested/shady
Tyco Electric Racing Power Pack - untested $0.10 alias
Chaos Strike Back: software manual $0.10 min
Box of 10 Xerox 5.25 floppy disks $1.00 jml

This auction is dedicated to Bill Musselman and University of Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3581. Re: The Best Atari Shooter Game (2) !!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-12 00:00:00 UTC
From: Kevin <kevin@dcs.exeter.ac.uk>
Message-ID: <33500761.41C6@dcs.exeter.ac.uk>
Source record: 73812

[Escape] wrote:
>
> Thanks for the info.. Although I can't remember having any
> of those titles. Hmmmm.. Well I had that game when I was in
> Europe (1986 i guess) and it was in english so it should be
> available here as well.. The thing I can remeber about it is
> that there were 2 stages out of those (possibly 10) that were
> very simple. You had to navigate your ship thru a tunnel made
> of plain lines (and that stage had this strange sound)..
> So that stage had no shooting, nothing at all.. just 2 lines
> on upper and lower side making up a tunnel.. Anything coming
> to mind now? :)
>
> Waiting for any comments, thanks to everyone!!!!!

That `s Transmutter by the sound of it, great game really addictive
weapon power-ups etc. but the cavern bits were bloody hard.

aleph
` '

--
-------------=====================================----------------
"Designed for a world of cold chrome, | kevin@dcs.exeter.ac.uk
where all is hell, and nowhere home." | \
aleph NULL | /__/_|_|_|___
` ' | / __|__|_|_
http://www.dcs.ex.ac.uk/~kevin/ | |
-------------=====================================----------------
GothCode 2.0: GoCS+ TTg(AdCy) B8/20Bk^1 cBK(DBR)s+3 PE(NiSaSh) V+3s
M+4 ZGo(NrInIpCl!!--) C+4p9u A24-)25(n-4MV b:- H177 g+3! w+3T r--A
mEa2--#)Ni1Li1(D+3~ h++PNi(ER) s8 k+4BdSMDsFNW Rz SsWw N0893pcw
LukEN+++ lflL
-------------=====================================----------------

3582. Re: YOGI: I FOUND "TRANSMUTTER" !!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33506f1f.3303072@news.injersey.com>
Source record: 73723

On Sat, 12 Apr 1997 13:17:14 -0600, "[Escape]" <sermm0@hg.uleth.ca>
wrote:

-I found it at a Polish FTP site, right there:
-ftp://yoshi.meil.pw.edu.pl/atari8bit/Games-files/t/transmut.com
-
-Only problem the site is REALLY slow, and I don't know how to
-run those .COM images, it doesn't work the same way an .exe does..
-

Uhh.... they should work the same.....
Look at the first 2 bytes of the file, are they FF FF?
If so, just binary load it. If its a newer game, you might have to use
XE emulation on xlit.

3583. ATTN: 8bit manuals requested

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: Will Fisher <_blackat@direct.ca_>
Message-ID: <01bc47df$48bdab00$13f7aecc@127.0.0.1>
Source record: 73724

Hello all,

A long while back I made up an 8bit page and requested
manuals and easter eggs, etc... i got less than an enthusastic
response...

Since I am almost done with college for this semester I
thought I would try again... I want to set up my 8bit page(s)
again and offer a database of program reviews, manuals, cheats,
easter eggs, and FTP links to/for 8bit software.

If you are interested e-mail me at blackat@direct.ca or
simply post messages here as I am always here or in c.e.m

-Will

3584. Re: Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: trek@ihgp24.ih.lucent.com
Message-ID: <5iq3ho$e1p@ssbunews.ih.lucent.com>
Source record: 73725

In article <Pine.GSO.3.94.970412160246.11641A-100000@clam.rutgers.edu>,
Matt K. <mkozak@clam.rutgers.edu> wrote:
>Greetings all,
>
>Picked up an unfamiliar device. It's an Atari 850. It has a jack for a
>power supply (any idea what type?) and a red power light and then a power

standard 800 power supply.

>switch on the front, as well as two I/O ports. The right side has a
>parallel interface and the left side of the unit looks like it could have
>a port, but is solid plastic. The back has 4 serial interfaces labelled
>1-4.
>
>I am familiar with the 800XL and 1050 and its stuff, but this looks to be
>the color of the Atari 800 casing, and I've no idea what it does.
>Can anyone help?

It lets you connect up to 4 serial devices and one parallel device through
the "disk" port connector on the Atari 800 series. Wayne

>
>Thanks!
>
>
>Matthew Kozak
>Rutgers University-Camden
>mkozak@camden.rutgers.edu
>
>***
> "They that can give up essential liberty to obtain a little temporary
> safety deserve neither liberty nor safety." -Ben Franklin
>***
>

3585. Re: Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: bmarcum@NOSPAM.iglou.com
Message-ID: <BMARCUM.97Apr13070300@iglou1.shellaccess.com>
Source record: 73726

In article <Pine.GSO.3.94.970412160246.11641A-100000@clam.rutgers.edu> "Matt K." <mkozak@clam.rutgers.edu> writes:

> I am familiar with the 800XL and 1050 and its stuff, but this looks to be
> the color of the Atari 800 casing, and I've no idea what it does.
> Can anyone help?
>
It gives you four serial ports and a parallel port, although ports 3 and 4 are very seldom used, and the pinouts are not "standard" (there was no standard for 9-pin serial ports when the 850 was introduced, before the IBM AT computer). You can get serial and parallel cables from B&C or other vendors, or one of the FAQs or web pages should have information to make your own cables. The power supply is the same 9 volts AC used by the 400, 800, 810, 1050, etc.

--
Bill Marcum bmarcum at iglou dot com
If gnus are outlawed, only outlaws will have gnus.

3586. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_860929459@rtfm.mit.edu>
Source record: 73727
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 24, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 800XE, 65XE, 130XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

3587. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: read@my.sig
Message-ID: <3350dbc9.1992129@news.networx.net.au>
Source record: 73728

Lord Spatula <Urchlay@bell***south.net> wrote:

->Robert Goodwin wrote:
->>
->> Lord Spatula (Urchlay@bell***south.net) wrote:
->>
->> : hmmm... well in the XL-It docs, Markus says the H: device is
designed
->> : for Atari DOS 2.5, and will not work properly in MyDOS (as of
ver. 0.19
->> : XL-It, haven't got the new one yet)
->>
->> Hmm... I missed that. MyDOS was and still is my favorite AtariDOS,
though
->> I switched around with Sparta and 2.5, and a few others.
->>
->
->...my favorite Atari DOS was Sparta 3.2d (I never had an X-cart
though,
->I would have liked that better..)
->
->...unless I was using Turbo BASIC, which didn't work with Sparta.
Then I
->would use SmartDOS 8.5 (or was it 5.8?) or SuperDOS (the only one I
ever
->found that would run in 1050 US Doubler high-speed mode besides
Sparta)
->
->...and for games, Fenders 3-sector loader...

I have a small patch, which when placed as an AUTORUN.SYS file on any DOS disk, enables the US Doubled High Speed. It is actually a boot disk that I converted into a DOS file that I got with my Duplicator Clone 1050 drive software. Of course I havent actually tested it with EVERY DOS, but I would assume that any standard Atari DOS (2.0, 2.5 etc) would run just fine. The only DOS I'm sure it won't run with is SpartaDOS, but that already has High Speed IO anyway...
Not much help for XLit tho, I know... but for REAL Atarian's- MyDOS never worked so fast even on 16mb Double Density images! It also works great with SIO2PC, and APE loves it too..... I hope to have it soon on my home page, but if anyone wants I can email it to you....

Stevo

```
-------------------------------------------------------------
/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /
-------------------------------------------------------------
ATARI Lives!! From one Decade to another- GO ATARI 8!!!
-------------------------------------------------------------
```

3588. Re: An Awesome Shooter (MAYBE?)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: read@my.sig
Message-ID: <3351e9d5.5587959@news.networx.net.au>
Source record: 73729

*** Monkfish@kwll.demon.co.uk *** (Lawrence Staveley) wrote:

->In article <334f103e.2278763@news.injersey.com>, noone@nowhere.com
wrote:
->>-Looking for a game called "Transmutter".
->>-I really really need it,, someone upload
->>-it to Yogi's site! thanks :)
->>-
->>-ftp://ftp.hackerz.com/hackerz/atari/jellystone/
->>
->>Unfortunately, there is no incoming directory there.
->>So, someone has to get in touch with me to get it on the site.
->>So, does anyone have it? (I have not heard of it - it must have
come
->>out after 1985)
->
->I've got it here, but it's in a TRANSDISK .atr image. Any use? Also,
I wanna
->upload Ballblazer (full intro) bu can't.....

Transdisk!! If you want to email it to me, I should be able to convert it to a DOS Binary file. Some time ago I wrote a program specifically to convert TRANSDISK format to DOS format. BUT, because any games that are in TRANSDISK format usually have multiple parts, I would have to manually go through each part and adjust it accordingly. Anyway, it should boot using the TRANSDISK Menu loader (have you tried it yet?), but if it won't boot then it HAS to be converted to DOS format run. BTW, for anyone who hasn't heard of it, TRANSDISK is for running BOOT TAPES from a DISK DRIVE. It copies all the parts it finds of a specific tape game to a DOS file, but like TURBO BASIC COMPILED programs, it requires a "Loader Menu". To load these "tape files" the loader sets up the operating system to read a DOS file as a CASSETTE LOAD. Of course this requires modifying the OS, so it won't run on 400/800 computers. If anyone has the actual software to make TRANSDISK files, please let me know..... I have been after this for quite some time.

Stevo

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

3589. Re: Historical accuracy

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <3350e8a0.759914@news>
Source record: 73730

On 12 Apr 1997 05:07:12 GMT, cvendel@aol.com (Cvendel) wrote:

>Micheal,
>
> You info about the Candy/Colleen release is correct, at the 1978 CES the
>400/800 were shown along with DOS 1.0 which is HORRIBLE (I'm fortunate
>enough to have a copy) OSS was signed on to do DOS 2.0

I think this may be inaccurate (no big deal) but I don't believe a
working 810 existed at the first showing. I believe it was only shown
as a shell, all software was on cartridge.

Since I was not involved in any shows at the time I can't say for
certain. But if memory serves me correct a working disk drive was not
availible until spring of 79.

As always..... my 2 cents

jj

>
> One interesting note: the life & death of the 850. Did you know the
>850 was cancelled over a 1/2 dozen times and restarted again. Never at
>anytime was an XL shell ever designed for it and the original 850's were
>in black steel cases.
>
>Just a note of interesting history.
>
>Curt
>
>Curt Vendel
>Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
>Email: cvendel@aol.com
>Web Site: http://members.aol.com/cvendel/vaporware.html
>

3590. How to use *.ATR files?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <5ir4iq$d8i@uni.library.ucla.edu>
Source record: 73731

Hi, I'm using XLIT020 and I'm trying to use these ATR files I downloaded off of Yogi's site but none of them work. You set up the ATR file in D1 and leave the other slots blank, right?

I want Hardball on my PC! Karateka! etc.

Otherwise, I need to find a monitor cable for my 1200XL. The output through the switchbox is horrible. Some combination of colors or higher resolutions cause the screen to bend and stretch at certain areas. The interference is noticeable.

3591. megaimage help

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: m duell <eh@mduell.source.co.uk>
Message-ID: <01bc4842$1635d780$65025cc3@mduell.source.co.uk>
Source record: 73732

is there any other sites that have megaimages.atr apart from jellystone, as
I find that one incredibly slow..

yours
margaret
p.s. I have rescue on fracs working but the keys dont seam to work i.e...
power on/off etc..
any help on that toooo...

3592. Kai's Rude Quantites Closet Clearance, New upd.

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: kickass@users.jaxnet.com
Message-ID: <5irdq3$jo@news.southeast.net>
Source record: 73733

I've been collecting massive quantities of carts for quite a while now, and my women will no longer allow me to fill the closets to bursting, so I have to clear out all my extras or clear out myself!

I don't want to get rid of my collection like this, but it seems as though I have no choice. I hope these go somewhere where they can be enjoyed. Long live the classics.

I would like to do this as one BIG auction of the whole lot...

These are all loose carts. They were all tested when I first aquired them, but have not been tested since. This is all as is. I have many references of people who I have dealt with if you have any questions (jerry g, dan mowczan, many others, the guy who puts a fat squirrel on all of his stationary (grin) etc.)

The winner has the option of donating his Pac Man carts to rufbo (I think that's his handle (or ruffin) the guy trying to get to 2000 pac man carts.) The winner pays shipping, of course.

Auction rules:
Everything is up to me.

This is for 2600 & Colecovision carts.

Coleco:
Colecovision.

Game Rated Manufacturer # Box Docs? Comment Part
1 Centipede - Atari D0 N N 70004
1 Cosmic Avenger - Coleco 1 2434
5 Donkey Kong 2 Coleco 2 2411
3 LadyBug 3 Coleco 1 2433
1 Mr. Do! 5 Coleco 1 2622
1 Omega Race 1 Coleco 1 2448
1 Smurf: Rescue in Gargamels Castle 4 Coleco 1 2443
1 Turbo 1 Coleco 1 S Wheel & pedal 2413
1 Venture 5 Coleco 0 2417
1 Victory - Coleco D0 Y Y Roller controller! 2446
1 Zaxxon

2600 carts:

Loose 2600 carts.

atari 2600

Game Rated Manufacturer # Box Docs? Comment Part
4 Barnstorming U Activision D3 Y Y AX-013
5 Boxing R Activision D4 Y 2 AG-002
11 Chopper Command 1 Activision D9 Y Y AX-015
1 Dolphin 5 Activision D2 N 2 AX-024
1 Double Dragon
4 Enduro 3 Activision D3 N Y AX-026
2 Fishing Derby X Activision D3 N N AG-004
3 Freeway 3 Activision D0 N Y AG-009
1 GhostBusters 3 Activision D0 Y Y AZ-108-04
2 Grand Prix Y Activision D0 N Y AX-014
11 Ice Hockey Q Activision D7 N Y AX-012
10 Kaboom! 0 Activision D6 N Y AG-010
4 Keystone Kapers 6 Activision D4 Y Y AX-025
1 KungFu Master 1 Activision D0 N Y AG-039-04
9 Laser Blast 0 Activision D13 N 2 AG-008
4 Mega Mania 8 Activision D4 N N AX-017
10 Pitfall: Harry's Jungle Adventure 0 Activision D3 N 3 AX-018
5 River Raid 6 Activision D3 N N AX-020
7 Skiing Q Activision D5 N N AG-005
3 Sky Jinks 1 Activision D1 Y 2 AG-019
1 Spider Fighter 2 Activision D1 Y 3 AX-021
7 Stampede W Activision D8 Y Y AG-0011
10 Star Master 3 Activision D7 Y Y Strategy guide AX-016
3 Tennis U Activision D1 N Y AG-007
1 The Activision Decathalon 3 Activision D0 Y Y AZ-030
1 Infiltrate L Apollo D2 Y Y AP-2006
1 Racquetball A Apollo(GamesBy) D1 N N AP-2003
1 Space Cavern J Apollo(GamesBy) D0 N Y AP-2002
7 Adventure 2 Atari D6 Y 3 CX26-13
20 Air Sea Battle H Atari D19 Y Y CX26-02
50 Asteroids Z Atari D55 Y 2 CX26-49
7 Basketball D Atari D5 N N CX26-24
5 Battle Zone L Atari D5 Y Y CX26-81
21 Berzerk Z Atari D19 Y 2 CX26-50
1 BigBird's Egg Catch - Atari/CTW D0 N N Kids Controller CX26-104
10 Bowling E Atari D2 Y Y CX26-28
1 Brain Games D Atari D0 Y Y Paddle CX26-64
1 Canyon Bomber G Atari D0 Y Y Paddle CX26-07
6 Casino B Atari D2 N Y Paddle CX26-52
5 Centipede W Atari D1 N Y CX26-76
1 Championship Soccer - Atari D0 N Y CX26-16
7 Circus Atari 1 Atari D7 N 2 Paddle CX26-30
2 Code Breaker - Atari D2 N 2 Keypad CX26-43
41 Combat 1 Atari D37 Y 6 CX26-01
2 Crystal Castles 2 Atari D4 Y 2 CX26-110
36 Defender J Atari D32 Y 2 Atari Force #1 CX26-09
7 Demons to Diamonds C Atari D4 N Y CX26-15
4 Dig Dug P Atari D0 Y Y CX26-77
4 Dodge 'Em 1 Atari D3 Y Y CX26-37
42 E.T. the Extra Terrestial 1 Atari D36 Y 3 ET Tip Sheet CX26-74

13 Football B Atari D11 N 3 CX26-25
4 Galaxian O Atari D2 Y 2 Atari Force #5 CX26-84
7 Golf B Atari D5 N N CX26-34
5 Haunted House - Atari D1 N Y CX26-54
11 Homerun D Atari D9 N 3 CX26-23
3 Human Cannonball - Atari D2 N N CX26-27
1 Indy 500 1 Atari D0 N Y Steering Controllers CX26-11
4 Jungle Hunt Q Atari D4 Y 2 CX26-88
1 Junior Pac-Man 4 Atari D0 Y Y CX26-123
6 Kangaroo P Atari D4 Y 2 CX26-89
1 Mario Brothers T Atari D0 Y Y CX26-97
1 Maze Craze (16 Video Game Options) P Atari D2 Y 4 CX26-35
47 Missile Command 1 Atari D42 Y 4 CX26-38
6 Moon Patrol 2 Atari D3 Y Y CX26-92
4 Ms. Pac-Man 2 Atari D2 Y Y CX26-75
1 Night Driver W Atari D0 N N Paddle CX26-33
2 Outlaw F Atari D2 N N CX26-05
54 Pac-Man O Atari D49 N 4 Motion Sticker CX26-46
7 Pheonix 3 Atari D0 N N CX25-73
5 Pole Position N Atari D2 Y 2 CX26-94
12 Raiders of the Lost Ark 5 Atari D11 Y Y CX26-59
8 RealSports Baseball W Atari D8 N N CX26-50
6 RealSports Football W Atari D4 Y 2 CX26-68
2 RealSports Tennis 1 Atari D2 Y 2 CX26-80
3 RealSports Volleyball W Atari D2 Y 2 CX26-26
3 Sky Diver P Atari D2 N N CX26-29
1 Slot Racers - Atari D1 N N CX26-06
1 Solaris 0 Atari D1 Y Y CX26-120
50 Space Invaders 1 Atari D52 Y 4 CX26-32
7 Space War 1 Atari D3 Y Y CX26-04
1 Sprint Master Y Atari D1 Y Y CX26-155
43 Star Raiders I Atari D35 Y Y Keypad, Atari Force #3 CX26-60
5 Street Racer Y Atari D5 N 2 Paddle CX26-12
1 Superman: Special Edition 1 Atari D0 Y 3 CX26-31
17 Super Breakout 3 Atari D10 N N CX26-08
1 Super Football 1 Atari D0 Y Y CX26-154
8 Surround X Atari D9 Y 2 CX26-41
7 Swordquest: EarthWorld Z Atari D6 Y 2 Comic & Poster CX26-56
8 Swordquest: FireWorld Z Atari D5 Y Y Comic & Poster CX26-57
8 Vanguard W Atari D4 Y Y CX26-69
5 Video Olympics 1 Atari D7 N N Paddle CX26-21
3 Video Pinball 1 Atari D2 Y Y CX26-48
14 Warlords 4 Atari D22 Y 2 CX26-10
18 Yar's Revenge 3 Atari D16 Y 3 Comic CX26-55
2 Solar Fox 7 CBS Electronics D1 Y Y 4L-2487-5000
1 Wizard of Wor 3 CBS Electronics D1 Y Y M8774
2 Carnival G Coleco D1 Y Y 2468
11 Donkey Kong A Coleco D7 N N 2451
1 Donkey Kong Junior C Coleco D0 Y Y 2653
3 Mousetrap - Coleco D2 N N 2459

1 Venture X Coleco D1 Y Y 2457
1 Zaxxon H Coleco D1 N Y 2454
1 Airlock L DataAge D1 Y Y DA-1004
8 Journey: Escape 9 DataAge D2 Y 2 112-006
1 Warplock Y DataAge D0 N N DA-1002
2 Winter Games W Epyx D0 Y Y 8056100251
15 Atlantis 1 Imagic D10 N N IA-3203
15 Cosmic Arc 9 Imagic D10 Y Y IA-3204
14 Demon Attack 8 Imagic D14 Y Y IA-3200
1 Fire Fighter 1 Imagic D0 N N IA-3400
1 No Escape 1 Imagic D0 Y Y IA-3312
3 Riddle of the Sphinx 2 Imagic D3 Y Y IA-3600
6 Star Voyager Z Imagic D12 N Y IA-3201
2 Trick Shot 1 Imagic D0 N N IA-3000
4 Air Raiders W M-Network/Mattel D2 Y 3 MT5861
3 Armour Ambush W M-Network/Mattel D0 Y Y MT5661
14 Astro Blast V M-Network/Mattel D14 Y Y MT5666
3 Burger Time G M-Network/Mattel D1 Y Y MT4518
2 Dark Cavern 3 M-Network/Mattel D1 Y 2 MT5667
13 Frogs -N- Flies U M-Network/Mattel D8 Y Y MT5664
2 International Soccer - M-Network/Mattel D2 N N MT5687
6 Lock -N- Chase T M-Network/Mattel D4 Y Y MT5663
10 Space Attack J M-Network/Mattel D9 Y Y MT5659
6 Super Challenge Baseball W M-Network/Mattel D7 Y 2 MT5665
2 Super Challenge Football W M-Network/Mattel D3 Y Y MT5658
2 Tron: Adventures of Y M-Network/Mattel D0 Y Y Tron Joystick MT4317
1 Amidar F Parker Brothers D0 Y Y PB-5301
15 Frogger 1 Parker Brothers D10 N Y PB-5300
1 Popeye 1 Parker Brothers D0 N Y PB-5370
2 Q-Bert 1 Parker Brothers D1 N Y PB-5360
1 Spider Man 1 Parker Brothers D0 Y 2 PB-5900
1 StarWars: Jedi Arena 2 Parker Brothers D1 N N PB-5000
1 StarWars: The Empire StrikesBack 3 Parker Brothers D6 N Y PB-5050
1 StarWars: Return of the Jedi:DSB 4 Parker Brothers D2 Y Y PB-5060
1 Strawberry Shortcake: Musical Match I Parker Brothers D0 N Y PB-5910
1 Tac Scan Official Arcade Version 4 Sega D1 N N 001-01
1 Gangster Alley E Spectravision D1 N N SA-201
1 Planet Patrol 2 Spectra Video D0 Y Y SA-202
1 Adventure 2 Telegames D0 N N 75154
3 Asteroids
3 Baseball D Telegames D2 N N 8 6-99819
2 Basketball D Telegames D1 N N 75113 99826
4 Breakaway IV 1 Telegames D2 N N 12 49-75107
4 Defender J Telegames D4 N N 49-75186
5 Football B Telegames D4 N N 75514 99827
2 Golf B Telegames 0 N N 49-75121
6 Pac-Man O Telegames D6 N N 49-75185
2 Pong Sports 1 Telegames D2 N N 75104 99806
3 Space Invaders 1 Telegames D3 N N 75153
2 Speedway II - Telegames D0 N N 27 49-75103

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3 Star Raiders I Telegames D2 N N 49-75187
1 Tank Plus
15 Target Fun C Telegames D11 N N 27 99802
4 Warlords Telegames
1 Commando Raid M U.S.Games D0 N N VC 1004
2 Name This Game W U.S.Games D1 N N Promotional Cart VC 1007
2 Sneak 'N Peek - U.S.Games D0 N N VC 1002
4 Space Jockey Z USG Vid-Tech D3 N N VC 1001
1 Word Zapper I USG Vid-Tech D1 N N VC 1003
2 M.A.S.H. 2 20th Century Fox D1 Y Y T-Shirt 11011
-----
436 Carts total.
```

Additions:

coleco super action baseball
space fury

2600 backgammon
dragonfire
Reactor
Star Master

vic 20 avenger
super expander w/ 3k ram cartridge
pirates cove
omega race

C= 64 Pac Man
Centipede
Alpha Build
Jumpman Jr.
Gyruss

5200 Pac Man 19
Defender 4
Centipede 4
Super Breakout 9
Football 2
Qix 2
Pengo
Star Raiders 4
Jungle Hunt 3
Missile Command 2
Kangaroo
Galaxian 2
Moon Patrol
Pole Position
Vanguard
Pitfall II

7800 Asteroids
Ballblazer
Food Fight 3
Dig Dug 2
Mario Bros.
Karateka 5
Pole Position II 3
Choplifter
Centipede 3
Winter Games
Xevious
Ms. Pac Man
Galaga

odysy2 Alien Invaders Plus 2
Baseball
UFO
Speedway Spinout Cryptologic 3
Type & Tell
Sub Chase Armored Encounter
KC Munchkin
Pick Axe Pete!
Computer Golf
Cosmic Conflict

CoCo TRS-80 Color Logo
Mega Bug
Diagnostics
Audio Spectrum Analyzer

At 800 Basic 2
Pac Man 2
Donkey Kong
Missile Command
Qix
Pitfall
Alphabet Zoo

Ti 994a TI Invaders 8
The Attack 2
Munch Man 4
Personal Record Keeping 2
TI Extended Basic
Adventure
Amazeing
Blasto
Car Wars
Computer Math Games II
Early Reading
Equations
Hunt the Wumpus
Minus Mission

Multiplication 1
Numeration 1
Parsec
Personal Record Generator
Tombstone City 4
Pac Man 2
Early Learning Fun
Touch Typing Tutor

Intellivision
Motocross
Demon Attack
Space Battle 3
Skiing 4
Star Wars: Empire Strikes Back
AD&D Vol. 1 6
AD&D Vol. 2
Burger Time 4
Utopia 2
Dragon Fire
Tron Deadly Discs
Frogger 4
Donkey Kong 5
NFL Football 2
Las Vegas Poker & Black Jack 4
Tron Maze-a-tron
Astrosmash 4
Space Spartans (voice) 3
Lock-n-Chase 3
Electric Co. Math Fun
Tennis 3
Night Stalker 3
Boxing 7
NBA Basketball 4
Las Vegas Roulette
Snafu 2
Auto Racing 3
Space Hawk
Baseball
Checkers 2
Space Armada
Star Strike 4
B-17 Bomber (voice) 2
Triple Action 2
Major League Baseball
Frog Bog 2
Soccer
Carnival
Buzz Bomber
Safecracker

---
687 total carts!!!!!

(as mentioned previously, these are loose carts, any controllers/
comics / etc, mentioned are not part of this auction.*)

(cart quantites have a +/- 1 human error factor possibility (I may
have miss counted.) If it says there is just one, though, that is
completely accurate.)

8th. update

bid is currently at $250

send all bids to: kickass@jaxnet.com

Thank you for your kind consideration, and thanks for taking the
time to look!

*The winner gets some extra special stuff at my discretion.

Zilla
KDK

3593. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970413014719737 44@rainbow01.descon.com>
Source record: 73734

Markus Gietzen <iig05-1@htw.uni-sb.de> wrote:

> XL-it! 0.19 runs it. I think Rainbow does it, as well.

You mean someone actually managed to crack that game? That had to be the hardest game to copy I ever had, as it required a happy drive and modifications to the RPM to get it... however, my copy died from bit rot, and i'd love to get a copy of it, especially if its unprotected! Is it available at yogi's site? I haven't visisted that site for months.

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

3594. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5irmse$60t$1@news.atl.bellsouth.net>
Source record: 73735

Robert Goodwin wrote:

>
> AtariWriter XE was a word processor I used often, and transferred it to
> a Sparta-formatted disk. It's still working today. I never used T-BASIC,
> though I did use Basic-XE, and regular BASIC. When DOS 4.0 first came out,
> and made a copy of a friend's copy, and played with it. It was formatted
> an hour later, since it wasn't even compatible with the other DOSes, not
> even reading them.

...yeah, I had atariDOS 4.0, kept it as a curiosity... Also had DOS 3.0
(the one that shipped with the first 1050's), but upgraded to 2.5 as
soon as it came out...

Never did get to play with Basic XL/XE much... but Turbo was great..
found it on the Web in ATR format and it works fine with XL-It...

3595. Re: The Best Atari Shooter Game (2) !!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: "[Escape]" <sermm0@hg.uleth.ca>
Message-ID: <3351384D.25E0@hg.uleth.ca>
Source record: 73736

Yep it is Transmutter, THANKS for the info, now I remember :)

I spend like hours a day playing that one, and finished it.
Well not really finished but went around the levels and
started back at the first one, heheh.. Really cool game..

You wouldn't have an ATR image or EXE of the game, would you?

thanks..
bye!

3596. Re: YOGI: I FOUND "TRANSMUTTER" !!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: "[Escape]" <sermm0@hg.uleth.ca>
Message-ID: <33513784.16F8@hg.uleth.ca>
Source record: 73737

OK thanks,, yeah I got it to work...
I had problems because I was using Lynx to d/l the file
and it was corrupting it, FTP binary works all the time :)

But anyways,, is there a difference between a .com and .exe
(just like in ms-dos) or are they the same thing pretty much?

thanks.
later

3597. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970413143656.15262A-100000@fissure.scar>
Source record: 73738

```
>
> >In article <5iivvf$st6$3@news.atl.bellsouth.net>, Urchlay@bell***south.net wrote:
> >>> Anyway, if your talking THE BEST ATARI SHOOTER: I submit DROPZONE, An Archer
> >>> Classic!
> >>
> >>....I agree... Also Blue Max (the first one, not Blue Max 2000), and
> >>Vanguard...
> > >
> > >I played Blue Max for hours on end. Great game. 2000 was terrible, tho'
> >
> My votes go for Bandits & Threshold...

I throw in a vote for Drop Zone...

Alan
U of T, Comp Sci
```

3598. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: "garv.&arms." <omcgames@io.com>
Message-ID: <33519867.5D1F@io.com>
Source record: 73739
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

Uh. I thougth the Atari 8bit version of Ballblazer, Koronis Rift, Rescue on Fractalus were the best versions out there. The 7800 Ballblazer was just as good as the 8-bit version also. I think that the C64 versions were a joke, tho.

James Garvin

3599. Re: FS: Commdore 64C & 1571

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <p5ObdkB.tandrews16@delphi.com>
Source record: 73740

On April 9, Janice in NYC wondered if anyone had noticed that the control detents on a C= 1702 monitor seem to be WAY off. Well, I have a 1701 on my 130XE and the answer is yes...and no. It seems to depend on the particular software I'm running. With a colorful display, yes. - but with a text application like Bobterm, no - at least with the background/text color combination I use.

I use mostly split video, but have found one condition where it's actually better to use composite. When a program uses artifacting to acheive color (Hi-res games, mostly), the colors are much more vivid with composite. Also, the split video artifacts seem to be 1/2 color clock or so from that of composite, so the colors are wrong, to boot.

TJ (Tom Andrews)

3600. Re: Capture the Flag & Way-out (was: atari reborn....possibly the phoenix?)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1304972248370001@port137.bitstream.net>
Source record: 73741

In article <5ijkpl$4a8@screw.ucsb.edu>, jasonbar@screw.ucsb.edu (Jason D. Bardis) wrote:

> Keatah <Keatah@worldnet.att.net> writes:
>
> >Several of the newer pc games require realtime 3d rendering; p-pro/200
> >justified.on another note, anyone remember way-out from sirius software?
> >I'd say it was one of the first doom-style games in 8-bit. except you had
> >no guns. But the premise was there, get the hell outa the maze.
>
>
> Not sure if I remember Way Out, but Capture the Flag (by whom, I don't
> recall) was like that too. A plain old DOOM-esque maze w/ you and
> your partner chasing each other (well, one chased the other and the
> chasee tried to escape the maze before getting caught) but it ran
> fast and looked nice and I got a real kick out of it.

Wayout and Capture the Flag were both done by the same people. I remember hearing or reading about Capture the Flag, but never played until recently. I was really hooked on Wayout for a short time way back. It had 26 mazes of increasing difficulty which you had to find your "way out" of (get it?). An annoying character called a Kleptangle would periodically steal your map or compass. You would either try to retreive them by cornering the Kleptangle or try to do without, neither of which was easy. After a while I was able to find my way around fairly well using only the visual cues provided in the 3d view. There was also "wind" blowing in from the exit sometimes which made it hard to get out even when you did find the exit. I think both games were also done for the Apple II, possibly earlier, and (I think) used wireframe graphics and 3d glasses.

Mark

3601. Re: Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: "Kenneth Wm. Rempfer" <kennyr@pacbell.net>
Message-ID: <3351C3CB.4DFC@pacbell.net>
Source record: 73742

Matt K. wrote:
>
> Greetings all,
>
> Picked up an unfamiliar device. It's an Atari 850. It has a jack for a
> power supply (any idea what type?) and a red power light and then a power
> switch on the front, as well as two I/O ports. The right side has a
> parallel interface and the left side of the unit looks like it could have
> a port, but is solid plastic. The back has 4 serial interfaces labelled
> 1-4.
>
> I am familiar with the 800XL and 1050 and its stuff, but this looks to be
> the color of the Atari 800 casing, and I've no idea what it does.
> Can anyone help?
>
> Thanks!
>
> Matthew Kozak
> Rutgers University-Camden
> mkozak@camden.rutgers.edu
>
> **
> "They that can give up essential liberty to obtain a little temporary
> safety deserve neither liberty nor safety." -Ben Franklin
> **
The 850 is the original port device for at 8bt computers. It has 1
parallel port and 4 serial ports of varying degrees of functionality.
only the first port is standard rs232, the others are missing various
outputs.

3602. Re: REQ: Atascii (aka "Break Messages") Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: Mike Hopkins <mhop@snip.net>
Message-ID: <01bc4833$6ae8b9a0$LocalHost@computer-name>
Source record: 73743

> I checked last night, but the files are NOT on the BBS, however the SysOp
does have a collection on floppy. Mike, if you're listening, see what you
could do about posting them to Bill Kendrick to be placed at the Unich
Archive. Bill is at kendrick@zippy.sonoma.edu.
>

I'm listening, or lurking.. Made some progress.. I found the 5" disk they
were on. Now to connect the modem to the 8 bit again.

One problem with viewing the files themselves occured to me. Back In The
Day, 2400 baud was max You could see the atascii animation at a smooth
pace. Reading it with a high speed modem, or straight from disk, it would
be too fast. It would appear like a blur. The only way of viewing them
would be to log on a bbs at a certain speed (like 2400) and read the files
directly, or through some kind of program that reads them from disk at a
certain speed. (slow).

What was the name of the word processor that I used to make these atascii
movies? It looked an acted like a text editor, but it would record all of
the backspaces, arrow keys, control keys, etc. When you really wanted to
backspace, like if you entered something by mistake, it would redraw the
entire document and eliminate that last character.

--
Mike Hopkins
mhop@snip.net

3603. Re: An Awesome Shooter (MAYBE?)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: "*** Monkfish"@kwll.demon.co.uk
Message-ID: <860892974.11883.2@kwll.demon.co.uk>
Source record: 73813

In article <334f103e.2278763@news.injersey.com>, noone@nowhere.com wrote:
>-Looking for a game called "Transmutter".
>-I really really need it,, someone upload
>-it to Yogi's site! thanks :)
>-
>-ftp://ftp.hackerz.com/hackerz/atari/jellystone/
>
>Unfortunately, there is no incoming directory there.
>So, someone has to get in touch with me to get it on the site.
>So, does anyone have it? (I have not heard of it - it must have come
>out after 1985)

I've got it here, but it's in a TRANSDISK .atr image. Any use? Also, I wanna
upload Ballblazer (full intro) bu can't.....

3604. Re: The Eidolon

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: "*** Monkfish"@kwll.demon.co.uk
Message-ID: <860892886.11883.1@kwll.demon.co.uk>
Source record: 73814

In article <5in0qp$l28@uni.library.ucla.edu>, pnguyen@ucla.edu (Patrick P.H. Nguyen) wrote:
>
>In article <5imp94$ml6@camel4.mindspring.com>, jhardie@pipeline.com wrote:
>>Does anyone have or know where I can get the docs for "The Eidolon"?
>>
>>I've kept coming back to this game for years but can never get past
>>level 2. I must be missing something in the docs. Thanks.
>>
>>John
>>www.mindspring.com/~keita/agh.html
>>
>>
>Can anyone explain how to play this game? I've had it for years now and have
>yet to understand how to do anything except find a dragon who kills me.

Yes. You need different coloured crystals to kill each dragon. I think it's Blue for the first some and then red for the second, but I'm not sure. I know the one on leven 8 (?) needed all fout colours, then you faught the space dragon.

3605. Disk based software for sale/

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: "David A. Soumis" <soumis@ix.netcom.com>
Message-ID: <01bc47ad$c3449fa0$86f31fcc@default>
Source record: 73815

I have the following Electronic Arts software for sale

Racing Destruction Set
D-Bug
Pinball Construction Set--Bill Budge
Word Flyer
Realm of Impossibilty
Super Boulderdash
The Seven Cities of Gold----one of my all time favorites
Archon
Mule

$100 takes them all
soumis@ix.netcom.com

3606. Tons of Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: "David A. Soumis" <soumis@ix.netcom.com>
Message-ID: <01bc47ae$1b19f9a0$86f31fcc@default>
Source record: 73816

I obviously decided to sell everything separately because of the hundreds
of requests for different items. I will continue to add lists as I compile
them.
Please forgive me if I miss your email as there are too many to answer
right away.

3607. For Sale: tapes

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: "David A. Soumis" <soumis@ix.netcom.com>
Message-ID: <01bc47b0$775979a0$86f31fcc@default>
Source record: 73817

I have the following tapes for sale:

Target Practice ----Gentry
Moon Shuttle-------Datasoft
Blue Max------------Synapse
Zaxxon---------------Datasoft....this is a great one. I wish someone would
port it to the pc
Into to Graphics-----Atari
Writing Programs One--Atari
Writing Programs Two-Atari

Darts-----------Thorn EMI
Cribbage and Dominoes--Thorn EMI
pool--------------------------Thorn EMI

Atari Speed Reading--5 cassettes

Stratos---Adventure International--includes Rear Guard

Because these are tapes and I haven't used the cassette "drive" in quite a
while, I have no idea if they work...they all did the last time I used
them. As a Collector item in a display..they're great.

I will sell all these for-------$30.00

soumis@ix.netcom.com

3608. For Sale...Disk software

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: "David A. Soumis" <soumis@ix.netcom.com>
Message-ID: <01bc47b4$7db79580$86f31fcc@default>
Source record: 73818

I have the following Atari disk software for sale:

Summer Games------------EPYX
Maniac Miner---------------Gentry
Zeppelin----------------------Synapse
Dimension X----------------Synapse
Shadow World-------------Synapse
Genesis-----------------------Datasoft
Caverns of Mars-----------Atari
O'Riley's Mine--------------Datasoft
The Cranston Manor Adventure---Artworx
Spider-Man------------Green Valley Publishing
The Sands of Egypt-----Datasoft
Survivor-------------------Synapse
Fantastic Four------------Green Valley Publishing
Bruce Lee-----------------Datasoft
Rescue on Fractalus-------Lucafilms....they were great even back then
Koronis Rift---------------Lucasfilm
Mickey in the Great Outdoors(Mickey goes Hiking)--Disney

Temple of Apshai----------EPYX
Curse of Ra----------------EPYX
Sargon III-------------------Hayden Software

ZORK I------Infocom----highest bidder gets this one!!!!!
Deadline------Infocom

Again, I can't vouch if these work or not. They all worked the last time
they were used. They've been away from magnetic fields. The best bet would
be to offer on the whole bunch.

I have some other stuff as well that I will throw in, and I also have some
other disk based games somewhere...now where did I put that box???

soumis@ix.netcom.com

3609. For Sale...Carts

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: "David A. Soumis" <soumis@ix.netcom.com>
Message-ID: <01bc47ba$74f2f560$98f31fcc@default>
Source record: 73819

I have the following carts remaining:

Music Composer
Basketball
Qix
Computer chess
Star Raiders
Centipede
Missile Command
Joust
Donkey Kong
Pac Man
Basic Computing (2)

soumis@ix.netcom.com

3610. Re: ABBUC JHV 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: Joe Kennedy <jsk@intac.com>
Message-ID: <01bc47ba$8b349720$8d7306c6@joe-kennedy>
Source record: 73820

Bill,

You're in luck! The JHV is on October 18, 1997.

Hope you enjoy it. Last year's was a lot of fun!

Joe Kennedy

William Moeller <af332@freenet.hamilton.on.ca> wrote in article
<5i7eug$rrr@main.freenet.hamilton.on.ca>...
> I was hoping to go to Europe this Fall.......however, to get a cheap Air
> Fare (charter), I must fly back on or before October 26th. My question
is,
> when is the ABBUC JHV? I was hoping to go. It would be a shame if I had
to
> miss it because I would be in the area at the end of October.
>
> Willy
>
>
> --
> William M. Moeller
> af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca
>
>

3611. 800 system and stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: "David A. Soumis" <soumis@ix.netcom.com>
Message-ID: <01bc47c1$90046a80$98f31fcc@default>
Source record: 73821

Ok..this is what I have the high offer is $150. I originally tried to sell
all my stuff as a big bundle, but there were too many offers for individual
things that I had to split it up.
ALL THE BELOW WILL BE SOLD AS A UNIT(the fine print)>>unless someone makes
an offer that can't be refused on a specific item :) HOWEVER, I don't want
to break up what is necessary to keep this a complete useable system.

I will also throw in whatever software I have left when the system sells.

Amdek Color Monitor+
810 disk drive (2)
410 tape drive (2)
1030 modem
800 computer..working and 1 for parts
operating system rom cart (2)..1 seems a little flaky
16k Ram module (5)..1 in machine
10k Ram module
32k Ramcram by Axlon in machine
numeric keypad
paddle set
numerous joysticks..atari, kraft, and a couple others.bunches of sticks
that need repair

there's also a Star/Gemini dot matrix printer and printer interface.

The necessary operating manuals for the stuff800/810/410/1030 user
guides/Basic cartridge&manual..cabling, etc.

I also posted some other stuff for sale..check it out.

If you're still interested, I would like to be paid by money order, COD via
UPS..so send your shipping address and whatever other info is pertinent.

Thanks
Dave.

Ps the system was working great when I used it last..about 8 months ago. I
think one of the tape drives is malfunctioning, may need head cleaning I
havent used them for a long time disks work much better.

3612. Re: An Awesome Shooter (MAYBE?)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-13 00:00:00 UTC
From: "[Escape]" <sermm0@hg.uleth.ca>
Message-ID: <33507855.267A@hg.uleth.ca>
Source record: 73822

Yeah .ATR is fine,, upload it, and ZIP it and email
me the copy please: sermm0@hg.uleth.ca THANKS! :)

bye.

3613. Don't Fear's 2nd Auction (Update 20) Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-14 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5is5iv$p18@newssvr01-int.news.prodigy.com>
Source record: 73744

Don't Fear's Huge Second Auction (Update 20)

Part 1: 2600/5200/7800

Notice there are some new items!

Alright kids here we go!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

Atari 2600

Atari

Combat (C) - boxed $0.50 isaac
Space War (U) $1.00 joe
Outlaw (U) $0.50 albert
Slot Racers (U) $2.50 albert
Canyon Bomber (U) - boxed $2.00 joe
Super Breakout (U) $2.00 kevin
Defender (C) - boxed $1.50 joe
Warlords (U) - boxed $7.00 pat man
Indy 500 (U) $1.00 pat man

Adventure (C) $2.50 matt2
Demons To Diamonds (U) - shrinkrapped $2.50 joe
Championship Soccer (C) - boxed $1.50 joe
3-D Tic-Tac-Toe (U) - boxed $2.50 joe
Breakout (C) - boxed $3.00 mophead
Football (C) $1.00 joe
Bowling (C) $1.00 matt2
Circus Atari (C) $0.50 bored
Superman (C) $1.00 bluebat
Space Invaders (C) - red lbl/shrinkwrapped $2.50 mophead
Night Driver (C) - boxed $1.50 jeffgamer
Golf (C) - w/inst $1.00 doyle
Maze Craze (U) $1.00 mrupp
Missle Command (C) $0.50 bored
Othello (R) - boxed $2.50 joe
Surround (C) $1.00 joe
Code Breaker (U) - w/inst $1.50 collector
Flag Capture (U) - w/inst $2.00 doyle
Pac-Man (C) - boxed $1.00 philly
Video Pinball (U) - boxed $1.50 joe
Asteroids (C) - w/inst $1.00 mophead
Berzerk (C) - shrinkwrapped $2.00 collector
Casino (U) $1.00 doyle
Haunted House (C) $1.00 matt2
Swordquest Earthworld (C) - w/inst $1.50 kevin
Swordquest Fireworld (C) - w/inst $1.50 kevin
Radiers Of The Lost Ark (C) - boxed $7.00 garry
Star Raiders (U) - w/touch pad $6.00 bluebat
Hangman (U) $1.00 alex
RealSports Volleyball (U) $1.00 joe
RealSports Soccer (U) $1.50 albert
RealSports Football (C) $1.00 joe
Swordquest: Waterworld (UR) $95.00 nicky
Phoenix (C) - shrinkwrapped $2.00 joe
E.T. (C) - boxed $1.50 joe
Ms. Pac-Man (U) - w/inst $1.50 bored
Centipede (C) $1.50 joe
Galaxian (U) $1.50 matt2
Gravitar (U) $1.50 mrupp
Kangaroo (U) - w/inst $2.00 tick
Pengo (ER) - boxed $75.00 boar
Moon Patrol (U) $1.00 kevin
Pole Position (C) - w/inst $1.50 joe
Rubik's Cube (ER) $75.00 nicky
Taz (R) $3.00 tick
Oscar's Trash Race (R) - lbl plaque $6.00 boar
Big Bird's Egg Catch (R) - lbl plaque $3.00 bensonj
Sorcerer's Apperntice (R) - w/inst $4.50 joe
Crystal Castles (U) - boxed $2.50 joe
Pigs In Space (ER) $22.00 boar

Millipede (R) - w/inst $2.50 a54br9
Stargate (U) - w/writing on back $2.50 mrupp
Midnight Magic (R) $2.00 bensonj
Solaris (U) $2.00 greg
Donkey Kong (U) $2.00 joe
Donkey Kong Jr. (R) $1.50 joe
Venture (R) $1.50 joe
Q*Bert (R) $2.00 mrski
Sprint Master (R) $4.00 shalon

Sears

Outer Space (U) - pic lbl $1.00 doyle
Speedway II (U) $0.50 albert
Space Combat (U) $1.00 kevin
Breakaway IV (C) $1.00 kevin
Brain Games (R) $2.00 bensonj
Baseball (C) $1.00 bensonj
Race (C) $0.50 albert
Gunslinger (U) $1.00 bensonj
Maze (C) - pic lbl $1.00 doyle
Arcade Golf (U) $2.50 awwatkin
Dare Diver (ER) $10.00 boar
Night Driver (U) $1.00 isaac
3-D Tic-Tac-Toe (ER) $5.00 shalon
Steeplechase (R) $4.00 tick
Math Grand Prix (R) - pic lbl $3.00 doyle
Adventure (U) $1.00 kevin
Dodger Cars (ER) $7.50 shalon
Arcade Pinball (R) - pic lbl $3.00 bensonj
Asteroids (U) $0.50 albert
Missle Command (R) $1.00 philly
Bezerk (R) $2.00 greg
Pac-Man (C) $1.00 a54br9
Defender (C) $0.50 albert

Absolute

Title Match Pro Wrestling (R) - w/inst $6.00 bensonj
Tomcat F-14 (ER) $12.00 boar

Activision

Dragster (C) $0.50 macra
Boxing (ER) - blue lbl $4.50 bored
Checkers (ER) - w/inst $6.50 shalon
Fishing Derby (U) $1.00 bored
Skiing (U) $0.50 macra
Bridge (U) $1.50 a54br9
Tennis (C) $0.50 barry

Laser Blast (C) - boxed $1.00 philly
Freeway (U) - boxed $1.00 philly
Kaboom! (ER) - blue lbl $3.00 bored
Stampede (U) $1.00 matt2
Ice Hockey (U) $0.50 macra
Barnstorming (U) $1.00 isaac
Grand Prix (U) $0.50 macra
Chopper Command (U) - boxed $1.00 philly
Starmaster (U) $1.00 greg
Megamania (U) $1.00 greg
Pitfall! (C) $1.50 kevin
Sky Jinks (R) $1.00 bored
River Raid (U) $1.50 matt2
Spider Fighter (U) $1.00 shalon
Seaquest (R) - boxed $1.50 acroyear
Oink! (R) - w/inst $2.00 matt2
Dolphin (R) $2.00 rex
Keystone Kapers (ER) - blue lbl $4.00 bored
Enduro (U) $0.50 ryan
Plaque Attack (R) $2.50 mrupp
Robot Tank (R) $1.00 eyabs
Crackpots (R) $2.00 a54br9
Decathalon (R) $1.50 jeffd
Frostbite (R) $2.50 tick
Pressure Cooker (R) $3.00 ron moore
Space Shuttle (ER) - blue lbl $5.00 mervis
Pitfall II (R) $4.00 mervis
H.E.R.O. (R) - lbl wear $7.00 tick
Beamrider (R) - screws showing $10.50 shalon
Kung Fu Master (R) - w/inst $2.50 a54br9
Commando (R) $2.50 a54br9
Ghostbusters (ER) - blue lbl $7.00 nicky

Apollo

Space Cavern (U) - blue lbl $1.50 acroyear
Space Cavern (U) - red lbl $1.50 acroyear
Racquetball (U) - orange lbl $1.50 a54br9
Lost Luggage (U) - green lbl $5.00 boar
Shark Atack (U) - boxed $3.00 doyle
Infiltrate (U) - w/inst $2.00 philly
Final Approach (R) $17.00 boar

Avalon Hill

Death Trap (UR) - w/inst $47.00 boar
Shuttle Orbiter (UR) - w/inst $100.00 boar

CBS

Wizzard Of Wor (R) $2.00 kevin
Gorf (U) $1.50 mrski
Blueprint (U) - writing on lbl $2.00 bworkman
Solar Fox (U) - lbl damage $1.00 slyfox
Omega Race (U) - w/inst and broken Booster Grip $3.50 bworkman
------
Coleco

Zaxxon (U) $3.00 tick
Venture (C) $1.00 philly
Mouse Trap (U) $1.00 slyfox
Smurfs R.I.G.C. (U) $4.50 aaa
Carnival (U) $1.00 mrupp
Donkey Kong Jr. (R) $1.50 philly
Mr. Do! (R) $9.00 boar
Roc 'N Rope (R) $9.00 boar

Data Age

Encounter at L-5 (U) - end lbl damage $1.00 doyle
Airlock (C) $1.50 a54br9
Journey Escape (C) - boxed no inst $2.00 mrupp
Bermuda Triangle (R) $4.00 boar
Frankenstein's Monster (R) - screws showing w/inst $8.00 shalon
----
Epyx

Summer Games (R) $2.00 bensonj
Winter Games (R) $2.00 philly

First Star

Boing! (ER) $75.00 boar

Froggo

Sea Hawk (R) $5.00 boar

Imagic

Trick Shot (R) $2.00 bensonj
Demon Attack (ER) - blue lbl $8.50 bored
Star Voyager (C) $1.00 eyabs
Atlantis (U) $1.00 eyabs
Cosmic Ark (U) $1.00 mrski
No Escape! (R) - w/inst $2.50 a54br9
Fire Fighter (R) $1.00 tick
Shootin' Gallery (ER) $13.50 boar
Riddle Of The Sphinx (U) $1.00 macra
Dragonfire (C) $1.00 eyabs

Fathom (R) $15.00 boar
Solar Storm (R) - w/inst $7.50 shalon
Quick Step (R) - w/inst $10.00 boar

M Network

Adventure of Tron (U) $1.50 mrupp
Masters of the Universe (R) $7.00 ron moore
Burgertime (R) - writing on back $2.50 mrupp
Kool-Aid Man (U) $5.00 mervis
Space Attack (C) - boxed $1.00 doyle
Tron Deadly Discs (U) $1.00 macra
Lock 'N Chase (C) - shrinkwapped $1.00 acroyear
Frogs And Flies (U) - w/inst $1.50 bored
Astroblast (U) - boxed $1.00 acroyear
Dark Cavern (U) $1.00 doyle
Intl. Soccer (U) w/inst $1.00 tick
Air Raiders (R) $1.00 tick
Bump 'n' Jump (R) - w/inst $4.00 ron moore

Mythicon

Sorcerer (U) $2.00 a54br9
Fire Fly (U) $2.00 a54br9
Star Fox (U) $3.50 shalon

Panda

Stunt Man (R) buyout pending

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions $3.00 mervis
Amidar (U) $1.00 macra
Super Cobra (U) $1.00 doyle
Reactor (U) $0.50 albert
Sky Skipper (R) - w/box top, inst, no lbl $4.00 tick
Q*Bert (C) $2.00 kevin
Strawberry Shortcake (U) $1.50 isaac

Sega

Tac-Scan (U) - lbl damage $0.50 macra
Thunderground (R) $5.00 ron moore
Star Trek S.O.S. (R) $4.00 mrupp
Buck Rogers: Planet Zoom (U) $4.00 boar
Congo Bongo (R) - lbl plaque $2.00 aaa
Tapper (ER) - slight lbl wear $23.00 boar
Spy Hunter (ER) $25.00 boar

Telesys

Coco Nuts (R) $3.00 boar

Tigervision

Miner 2049er (ER) $8.50 jeffd

20th Century Fox

Worm War I (U) $1.50 a54br9
Mega Force (R) $1.50 a54br9
Alien (R) $2.00 a54br9
Turmoil (U)- boxed $1.00 clint
Crypts Of Chaos (R) end lbl damage w/inst $6.00 shalon
M*A*S*H (U) $1.00 macra
Flash Gordon (R) $4.00 boar

U.S. Games

Space Jockey (C) $0.50 macra
Sneak 'N Peek (R) - w/inst $1.00 tick
Word Zapper (U) $1.00 philly
Commando Raid (R) - w/inst $1.00 kevin
Name This Game (R) - fancy cart $1.00 ryan
Squeeze Box (ER) $3.50 bored
Eggomania (R) - w/inst $5.00 ron moore
Piece O' Cake (ER) - w/inst $7.00 ron moore
Entombed (ER) $4.50 mrupp

Xonox

Ghost Manor/Spike's Peak (U) - w/inst $3.50 a54br9
Chuck Norris Superkicks (ER) $29.00 nicky

Systems

Atari 2600: four switch, black front panel in original box w/two
working joysticks, set of paddles, power supply, R/F modulator, and
the following loose games: Combat, Defender, Space Invaders, Missle
Command, Pac-Man, Asteroids, Bezerk, Swordquest Fireworld, Raiders of
the Lost Ark, RealSports Football, E.T., Pole Position, Target Fun,
Pitfall!, Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx,
Astroblast, and Frogger.
$29.00 james

Sears Video Arcade II (2800) - untested w/two controllers, and a R/F
modulator
$9.00 zack

Arcadia Supercharger with the following cassettes: Phaser Patrol,
Communist Mutants From Space, and Suicide Mission (no case)
new! - $5.00 min

"Franklinstein" A handcrafted American orignal device that allows
the user to interchange chips to play diffrent games. Comes with
eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!,
Amidar, Demon Attack, and Pitfall!. The device itself is homemade,
not the games. Also comes with case. If there are any questions
don't hesitate to ask. This thing is trully one of a kind.
$11.00 jones

Atari 5200

Congo Bongo (R) $3.50 jeffd
5200 Trac Ball $5.50 foo
2600 adapter - untested $4.00 jeffd
5200 controller - untested $4.00 jml
5200 controller - untested $4.00 jml

Atari 7800

Asteroids (R) - damaged box $2.50 foo
Food Fight (R) - damaged box $3.50 foo
Pole Position II (C) $1.00 eyabs
Xevious (U) - damaged box $2.00 eyabs
Donkey Kong Jr. (R) $3.50 foo

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3614. Don't Fear's 2nd Auction (Update 20) Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-14 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5is5mt$2bro@newssvr01-int.news.prodigy.com>
Source record: 73745

Don't Fear's Huge Second Auction (Update 20)

Part 2: Everything Else

Alright kids here we go!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

ColecoVision

Decathlon (U) $3.50 jeffd
Donkey Kong (C) $0.50 richard
Donkey Kong Jr. (C) $1.50 richard
The Heist (U) $4.00 ron moore
Illusions (R) $2.00 ron moore
Keystone Kapers (R) $2.50 a54br9
Popeye (C) $1.00 richard
River Raid (U) $2.50 a54br9
Slurpy (ER) - lbl wear $17.00 csb
Smurfs R.I.G.C. (C) - boxed $1.50 richard
Super Action Baseball (C) $0.50 richard
Super Action Football (C) $0.50 richard
War Games (C) $1.00 richard

Wing War (U) buyout

ColecoVision Expansion Module #1 (2600 adapter) $7.00 hoss

System

ColecoVision w/two working controlers, power supply, T.V. cable, R/F
modulator, 2600 Expansion Module, and the folowing loose games:
ColecoVision Donkey Kong and Zaxxon, 2600 Combat, Pac-Man, Asteroids,
Space Invaders, Bezerk, and Pitfall!
$30.00 korin

Handhelds

Coleco Table Tops

Donkey Kong (C) $21.00 anthony
Donkey Kong Jr. (ER++) $35.00 john
Frogger (R) $41.00 anthony
Zaxxon (IR++) $60.00 harry

Intellevision

Matell

Auto Racing (U) - complete $1.50 macra
ABPA Backgammon (R) - w/two overlays $1.50 bensonj
Armor Battle (C) - complete $1.50 trevor
The Electric Company Word Fun (R) $1.50 tick
NASL Soccer (U) - complete $2.50 gunoz
U.S. Ski Team Skiing (C) - complete $1.00 eyabs
Sea Battle (C) - complete $1.00 shark
NFL Football (C) - complete $1.00 shark
L.V. Poker/Blackjack (C) - complete $1.00 eyabs
Space Battle (U) - complete $1.00 shark
Major Leage Baseball (C) - complete $1.00 trevor
NBA Basketball (U) - w/2 overlays $1.00 sodapop
Advanced D&D (U) - complete $1.50 macra
USCF Chess (R) $1.50 bensonj
Space Spartans (U) - complete $1.50 a54br9
Astrosmash (U) - shrinkwrapped $2.00 trevor
Snafu (C) - complete $1.00 trevor
Space Armada (C) - complete $1.00 trevor
Triple Action (C) - complete buyout
Bomb Squad (U) - complete $2.00 a54br9
B-17 Bomber (U) - complete $2.00 a54br9
Mission X (U) - w/2 overlays $1.50 tick
Loco-Motion (U) $1.50 shark
Thunder Castle (ER) $2.50 tick
Burgertime (U) - w/2 overlays $1.00 shark
Kool-Aid Man (R) $5.00 shark

Bump 'n' Jump (U) $1.50 shark
Power Of He-Man (U) $1.50 shark
Space Hawk (U) - complete $1.00 shark
Utopia (U) - white lbl w/xerox inst $1.00 shark
Star Strike (C) - complete $0.50 macra
AD&D: Treasure Of Tarmin (U) - white lbl w/2 overlays $4.00 alex
Frog Bog (U) - w/2 overlays $0.50 macra
Night Stalker (C) - shrinkwrapped $1.50 macra
TRON Deadly Discs (C) - complete $1.00 eyabs
TRON Maze-A-Tron (R) - complete buyout
Lock 'n' Chase (C) - shrinkwrapped $1.50 macra

INTV

Chip Shot Super Pro Golf (ER) $6.00 bored
Commando (ER) $3.50 macra

Activision

Pitfall! (U) - complete $3.00 mophead
Happy Trails (R) - 2 overlays $2.50 gunoz
The Dreadnaught Factor (R) buyout

Atarisoft

Centipede (R) $3.00 bworkman
Defender (R) $2.00 eyabs

Coleco

Donkey Kong (C) - shrinkwrapped $2.50 brian
Mouse Trap (NA) - w/2 overlays $1.00 mrhodges
Donkey Kong Jr. (R) $6.00 bworkman

Imagic

Atlantis (U) - shrinkwrapped $2.00 trevor
Beauty & The Beast (U) $0.50 bored
Swords & Serpents (ER) $2.50 tick
Ice Trek (R) $2.00 gunoz
Microsurgeon (U) - complete $2.50 trevor
Dracula (ER) - complete $11.50 gunoz
Nova Blast (U) $3.50 shark
White Water! (ER) - Complete $11.50 gunoz

Parker Bros

Frogger (C) - w/box $0.50 shark
Q*Bert (C) buyout
Popeye (ER) $2.50 tick

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-----
Sears
-----
Armor Battle (R) - complete $1.00 trevor
Astrosmash (R) - complete $1.00 trevor
Boxing (R) - complete $3.50 trevor
Football (U) $0.50 bensonj
Golf (U) - white lbl w/2 overlays $1.00 shark
Horse Racing (R) - complete $1.50 trevor
Space Hawk (R) - complete $1.00 trevor

Overlays
--------
Package #1: Sea Battle (2), Space Armada (2), Baseball (2), Snafu (2),
Auto Racing (2), Night Stalker (2), Microsurgeon (2),
Atlantis (2), Tron Deadly Discs (2), Pitfall! (2), Space Spartans (2),
Dragonfire
$3.00 shark

Package #2: Lock 'n' Chase (2), Poker/Blackjack (2), Star Strike (2),
Demon Attack (2), Space Battle (2), Pinball
(2), Skiing (2), Astrosmash (2), Triple Action (2), Space Hawk (3), Sub
Hunt, AD&D Treasure
Of Tarmin, Pitfall!, Space Spartans
$3.00 shark

Systems
------------
Intellivision w/two working controllers, power supply, R/F modulator,
and the following games: complete Astrosmash and Night Stalker,
loose Atlantis, Space Battle, Triple Action, Star Strike, Major
League Baseball, Beauty & The Beast, and Donkey Kong
buyout

Intellivision II - untested w/two controllers and loose Astrosmash

$12.00 bored

Intellivoice Voice Synthesis Module in box w/complete B-17 Bomber,
and Space Spartans
$11.50 ryan

Odyssey 2
---------------
Speedway!/Spin-Out!/Crypto-Logic! (C) - complete $1.00 beaumontj
Football! (U) - w/box $2.00 tick
Sub Chase!/Armor Encounter! (C) - complete $1.00 tick
Bowling!/Basketball! (U) - complete $5.50 matt2
Baseball! (C) - complete $0.50 bensonj
Thunderball! (R) - complete $2.00 a54br9
Showdown In 2100 AD (C) $1.00 tick
Alpine Skiing! (U) - complete $2.50 tick
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The Quest For The Rings! (U) - complete $15.00 tick
K.C. Munchkin! (C) - complete $2.00 tick
Pick Axe Pete! (U) $1.50 bensonj

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!, Dynasty!/Directional Dynasty!, and K.C. Munchkin!
$12.00 jones

Atari 400/800

Atari

Archon (C) $6.00 bworkman
Assembler Editor (U) $2.50 greg
BASIC (C) w/reference guide $0.50 kurt
Centipede (C) $2.00 eyabs
Donkey Kong (C) $1.00 wwsmith
Flight Simulator II (C) $4.00 greg
Hardball (U) $7.00 jklein
Missle Command (C) $1.00 mrski
Ms. Pac-Man (C) $6.50 wwsmith
One on One Bball (U) $2.00 chief
Pac-Man (C) $3.50 jml
Super Breakout (C) $4.00 wwsmith
Star Raiders (C) $3.00 chief
Pilot (U) $3.00 jklein
Galaxian (C) $2.00 lyle
Defender (C) $3.50 jml
Atari LOGO (U) - w/manual $7.50 james s
Robotron 2084 (C) $3.50 jml
Atariwriter (C) $1.50 james s
Joust (C) $4.00 lyle
Moon Patrol (C) $6.50 wwsmith
Ballblazer (C) $5.50 jml
Blue Max (U) $5.00 wwsmith
Bug Hunt (U) $4.50 jml
Necromancer (U) $12.00 bworkman

Activision

Kaboom! (U) $5.50 jml
Megamania (U) - lbl tear $5.00 bworkman
Pitfall! (U) $10.00 krieg

Big Five Software

Miner 2049er (C) $6.00 chief

Epyx

Gateway To Apshai (U) - w/inst $8.00 bworkman

IDSI

Speedway Blast (R) $7.00 alias

Oss

Mac/65 (U) buyout hoodster
Basic XE (U) buyout hoodster

Parker Bros.

Q*Bert (C) $2.00 briang

Roklan

Deluxe Invaders (C) - w/inst $7.00 bworkman
Wizards Of Wor (C) - lbl severely faded $12.00 jklein

Sega

Star Trek: S.O.S. (U) $7.00 alias

Spinnaker

Alphabet Zoo (U) - boxed $2.00 james s
Delta Drawing: Learning Program (U) - w/inst $2.50 alias
Kids On Keys (U) $0.50 james s
Kindercomp (U) $0.50 james s
Story Machine (U) $0.50 james s

Systems & computer related items
---
130 XE - tested w/ power supply, set of paddles (untested), video
touch pad w/Star Raiders overlay, two 2600 joysticks (untested),
owners manual, T.V. cord, and the following loose cartridges:
Defender, and Atariwriter
$85.00 hoodster

800 XL - tested w/power supply, T.V. cord, and a 2600 joystick
(untested)
$20.00 hoodster

600 XL - tested w/power supply, owners manual, and a 2600
joystick(untested)
$15.00 hoodster

Atari 1010 Program recorder - untested w/power supply, owners manual, connecting cord, and the following loose cassettes Player Missle Graphics and Basics of Animations
$10.00 hoodster

Atari Touch Tablet - tested w/Atariartist cart and owners manual
$17.50 hoodster

Atari Light Pen - tested w/Atarigraphics cart
$15.00 hoodster

Suncom Animation Station - untested w/owners manual
$5.00 roagie

Atari 1020 Printer - untested w/power supply and roll of paper
$9.50 hoodster

Voice Box Speech Synthesizer by The Alien Group - untested
$9.00 hoodster

Inside Atari Basic: a fast, fun, and friendly approach. By Bill Carris
$0.50 randy

Atari DOS 2.5: XF551 Disk Drive owners manual
$1.50 wwsmith

Boulderdash Construction Kit: instruction manual
$0.10 alias

Ghost and Ghouls: instructions
$0.50 randy

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL, 65 XE, and 130 XE. Comes with owners manual. Untested
$4.50 kurt

Software: SubLogic Japan scenery disk (5.25) for use w/Flight Sim. II. Comes with owners manual, and approach charts. Untested
$2.00 alias

Software: Adventure Maker/Tax Template (5.25 disk). Untested
$0.50 randy

Software: Spinnaker's In Search Of The Most Amazing Thing (5.25) Untested
$0.50 randy

Six 5.25 disks: Could contain Government cover-ups. Untested
$1.00 jml

Vic-20

Atarisoft

Pac-Man (C) - w/box $1.00 markd

Commodore

16K Memory Expander $2.00 biglous
Vic Avenger (C) - complete $2.00 biglous
Super Alien (C) - complete $1.00 markd
Radar Rat Race (C) - complete $1.00 markd
Raid On Fort Knox (C) - complete $1.50 bored
Adventure Land Adventure (C) - complete $1.00 markd
Pirate's Cove Adventure (C) - complete $1.00 bored
Sargon II Chess (C) - complete $1.00 markd
Cosmic Cruncher (C) - complete $1.00 markd
Gorf (C) - complete $1.50 markd
Omega Race (C) - complete $1.00 markd
Star Post (U) - complete $2.00 markd

Imagic

Demon Attack (C) - complete $3.00 bworkman
Atlantis (C) - complete $3.50 rob
Dragonfire (C) - complete $3.00 bworkman

Sega

Star Trek [S.O.S.] (C) - complete $3.00 rob

Vic-20 Cassettes

Academy Software

Typing Tutor/Word Invaders - complete

Commodore

An Introduction To Basic: Part 1 - complete $1.50 bored
An Introduction To Basic: Part 2 - complete $1.50 bored

System

Vic-20 - untested in orignal box w/power supply, R/F modulator, and T.V.
Cord
$8.00 biglous

VicModem in orignal box $1.00 jones

C-64

Gateway To Apshai $3.00 jones
Decathalon $5.00 mrupp

TI99-4A

Burgertime (R) - w/inst $3.00 rob
Aligator Mix (R) $2.00 rob
Early Reading (R) $1.00 jones
Donkey Kong (VR) $2.00 eyabs

System

TI99-4A - untested in orignal box w/power supply, R/F modulator, and
owners
manual
$6.00 beaumontj

Misc Stuff

Donkey Kong Trading cards - 3 unopened packs $15.00 shrink
Atari 2600 Power Supply - in orig box $3.50 chris
Atari Ultra Pong Doubles - in orig box buyout
Atari Video Pinball/Breakout System $7.00 jones
Sears Telegames Pinball/Breakay System - in orig box w/inst & R/F
modulator
$9.00 smedley
Atari Game Center (plastic case to hold games and system) $3.00 james
Telegames Center (plastic case to hold games and system) removed
2600 Joystick $3.00 pat man
2600 Joystick $3.00 wwsmith
2600 Joystick $3.00 wwsmith
2600 Joystick $3.50 wwsmith
2600 Paddles - untested $4.50 wwsmith
2600 Paddles - untested $3.00 wwsmith
2600 Driving Controllers (2) - untested $3.00 pat man
2600 Keybord Controllers (2) - untested $10.00 tick
2600 Track Ball $15.00 Robert
Atari Video Touch Pad $1.00 philly
7800 Joystick $2.50 chris
7800 Joystick $2.50 chris
Champ Joystick (retractable cord) $1.50 doyle
Suncom Star Fighter Joystick $1.50 philly
Spctravision Joystick $1.50 philly
Coleco Super Action Controller (doesn't work)
Coleco Super Action Controller (doesn't work)
Coleco Super Action Controller (doesn't work)
Coleco Adam Controller (doesn't work)
Atari Computer Power Supply - untested/very heavy/"the log"
Atari Computer Power Supply - untested/shady
Tyco Electric Racing Power Pack - untested $0.10 alias
Chaos Strike Back: software manual $0.10 min
Box of 10 Xerox 5.25 floppy disks $1.00 jml

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3615. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-14 00:00:00 UTC
From: matthewp@netcom.com
Message-ID: <matthewpE8Lz2F.9nG@netcom.com>
Source record: 73746

Janice in NYC (Sapphire@moc.cynonni) wrote:
: Whatever made Atari put graphics capabilities surpassing the 8-bit
: computers' (the 7800 graphics are better, aren't they?) into the 7800
: but strap it down with 2600 sound? I don't think even a POKEY would
: add too much to the retail price of the unit......

Atari did not design the Maria chip, which is the main graphics chip in
the 7800. They bought it from a 3rd party who engineered it to have a
2600 compatible mode.

--
-Matt P

Matt Pritchard | Antique Computer & Game System Collector
matthewp@netcom.com | Assembly Language Programming Guru
via Dallas, Tx dialup | Article Writer/Game Programmer/Developer

3616. Re: Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-14 00:00:00 UTC
From: Jeffrey Klug <skyklug@inav.net>
Message-ID: <01bc485a$e58e5c60$bd6b78c7@skyklug.inav.net>
Source record: 73747

If my memory serves me right, the Atari 850 was a RS232 serial emulator (or something like that). You connect it through the 4th joy-stick port in the front of your 8 bit Atari computer. You can connect up to 4 serial devices. I'm not too sure about the parallel interface.

Jeff Klug
skyklug@inav.net

Matt K. <mkozak@clam.rutgers.edu> wrote in article
<Pine.GSO.3.94.970412160246.11641A-100000@clam.rutgers.edu>...
> Greetings all,
>
> Picked up an unfamiliar device. It's an Atari 850. It has a jack for a
> power supply (any idea what type?) and a red power light and then a power
> switch on the front, as well as two I/O ports. The right side has a
> parallel interface and the left side of the unit looks like it could have
> a port, but is solid plastic. The back has 4 serial interfaces labelled
> 1-4.
>
> I am familiar with the 800XL and 1050 and its stuff, but this looks to be
> the color of the Atari 800 casing, and I've no idea what it does.
> Can anyone help?
>
> Thanks!
>
>
> Matthew Kozak
> Rutgers University-Camden
> mkozak@camden.rutgers.edu
>
>
****
> "They that can give up essential liberty to obtain a little temporary
> safety deserve neither liberty nor safety." -Ben Franklin
>
****
>
>

3617. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-14 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E8Lyt5.M7A@iglou.com>
Source record: 73748

Lord Spatula (Urchlay@bell***south.net) wrote:

: ...yeah, I had atariDOS 4.0, kept it as a curiosity... Also had DOS 3.0
: (the one that shipped with the first 1050's), but upgraded to 2.5 as
: soon as it came out...

I remember 3.0, though never used it much. There were a few other variations of 2.0 and 2.5. How about SmartDOS? I used that quite a bit so I could format in double density, as well as MyDOS. There were more than one versions of MyDOS that I have, and still do have.

: Never did get to play with Basic XL/XE much... but Turbo was great..
: found it on the Web in ATR format and it works fine with XL-It...

Something to play with, this Turbo Basic. I located also a copy of the Atari version of Microsoft Basic, which was a slight variant of TRS-80 Basic, which I first programmed in. It had that weird defdbl and other kind of commands, that I only saw in the TRS-80 computers and a few other older 8bit systems.

I was talking earlier with someone about the TRS-80s, and an *OLD* game that was one of my favorites, called Empire. I located it through a link in Node 99, and located the file. I got everything else, so all I gotta do is install and play it again. Jeez... Last time I played it was *WAY* back in 1984. Brings back a junkload of memories of these classics. But of course, I have a place for the 8bits as well.

--
Homepage: http://members.iglou.com/rsg0910 (Now updated!)

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

3618. Re: BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-14 00:00:00 UTC
From: Asterisk <ampage@geocities.com>
Message-ID: <3351B2F3.EFE0C9F9@geocities.com>
Source record: 73749

> >....uhh, this may be a stuuupid question, but how would I go about
> >calling a modem dial-up BBS through my Internet provider?

Well, you'd have to find an outdial. Remember PC-Pursuit? Well outdials work similarly to that. You telnet onto the outdial's server and it allows you to make local outgoing calls in that area code... There aren't too many, but if you can find some good ones, you can connect to virtually any bbs in the country.

I think there's a FAQ that has a list of some outdials somewhere...

3619. Re: Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-14 00:00:00 UTC
From: chasm1@village.ios.com
Message-ID: <3351d010.4729830@news.idt.net>
Source record: 73750

On 14 Apr 1997 03:34:30 GMT, "Jeffrey Klug" <skyklug@inav.net> wrote:
>If my memory serves me right, the Atari 850 was a RS232 serial emulator (or
>something like that). You connect it through the 4th joy-stick port in the
>front of your 8 bit Atari computer. You can connect up to 4 serial
>devices. I'm not too sure about the parallel interface.
>
>Jeff Klug
>skyklug@inav.net

Well, actually, the 850 hooks on the standard serial bus just like
disk drives and the 4xx cassette drives. It has (or mine has) 4
serial ports and a parallel port. The serial ports are each different
(different numbers of control lines, etc.) so port 1 is useful, 2 less
so, etc. As someone mentioned, the pinout is not the standard
PC 9-pin pinout, but I have a manual, so if you need it, I can dig
up the details.

--Charles

3620. Re: 6502 Flag behaviour

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-14 00:00:00 UTC
From: chasm1@village.ios.com
Message-ID: <3352d2a4.5389745@news.idt.net>
Source record: 73751

On Fri, 11 Apr 1997 16:22:33 -0400, Lord Spatula
<Urchlay@bell***south.net> wrote:
>Sasha Cimermanis wrote:
...
>> I have recently encountered a following piece of code:
>>
>> lda $FE
>> ora #$08
>> bne <somewhere I don't want it to bne>
>>
>> From all the sources on 6502 it appears that the Z flag will always be
>> reset at the time of BNE, as we do ORA with a non-zero number. But then,
>> this fragment of code loses any sense. Does anyone know how Z flag
>> behaves
>> in such situation?
...
>...you are correct.. the Z flag will be cleared.. the point to this is
>that BNE is a relative jump. The programmer could have used JMP, but in
>order to generate relocatable code, no absolute jumps were used. He
>could just as easily have written SEC, BCS <wherever>, but as long as he
>knew the Z flag would be cleared there, might as well save a byte.
>
>...I think...

You hit it on the nose -- I did this a lot in MYDOS and in the
Fastchip code. The missing unconditional relative branch made
a lot of code less clear.

--Charles

3621. Re: Atari 800 & ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-14 00:00:00 UTC
From: chasm1@village.ios.com
Message-ID: <3353dea1.8459789@news.idt.net>
Source record: 73752

On Sat, 1 Feb 1997 21:54:07 GMT, ag608@freenet.toronto.on.ca (James Alexander) wrote:

>
>Greetings
>
>I picked up an atari 800 recently with a monitor but no drives. Since I
>had an ATR-8000 sitting around and I wasn't using it I decided to use it
>to interface 2 drives to the 800.
>
>Problem is when I use the two tandon ss/dd drives with the ATR as drives
>1&2 the computer won't boot from drive 1 but instead resets to the memo
>pad. When I substitute a Tandon ds/dd set for drive 1 I get a boot error.
>I've configured the drives and the ATR correctly. I have also
>established that the 800 boots from my atari drives (both an 810 and
>doubled 1050) and the ATR works fine on my 130XE. Nor are my dos disks
>defective (2.0, 2.5, mydos, & machdos) as I've used them to boot up with.
>
>Anyone who's owned an ATR8000 and had a similar problem remember how to
>beat this problem?
>
>--
Track doubling problem, perhaps? Some disks that read fine on a 40 track drive would not be readable on an 80 track drive.

Another issue is the double sided one. When I wrote the Atari disk emulation code for the ATR8000, there were no (easily available) double sided drives for the Atari 8-bitters, so I make the drive work as compatibly as possible with single sided drives. Data was written on side 0 from track 0 to 39 and then back from track 39 to 0 on side 1.

But I botched it -- so the early systems only used 79 tracks, from 38 to 0 on the back side. So there may be an issue there if the disk is really using both sides.

And of course the newer double sided drives used the faster technique of writing to both sides before stepping to the next track, so such disks are completely alien to the ATR8000.

--Charles

3622. new www-page about games at jellystone atari archive

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-14 00:00:00 UTC
From: Sven Gleich <sgl@hrz.tu-chemnitz.de>
Message-ID: <335221AD.167E@hrz.tu-chemnitz.de>
Source record: 73753

Hi !

New Atari 8-bit site:

http://www.tu-chemnitz.de/~sgl/atari/

It covers information about the games found
at Jellystone and the demos released on
8-bit ataris.

Hope you like it.

Bye, Sven.

3623. Commodore Stuff F/S

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-14 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <861022641.21043@dejanews.com>
Source record: 73754
Cross-posted to: comp.sys.cbm,dc.forsale,misc.forsale.computers.other.systems,comp.sys.atari.8bit

```
Mint Condition Hardware:
Commodore 64
1541 Floppy Drive with serial cable and power supply
1526 Printer with power supply
1530 Cassette Tape Drive
Fortronics Cassette Tape Drive
Magnavox RGB Monitor 80 with cables to connect to Commodore 64

Software:
Monster Trivia tape, Text Pro tape, Slinky tape
Skill Builders disk, Writer File Pak disk

Best Offer + Shipping and Handling for all or part

E-mail: ronwizbot@juno.com if interested.

-------------------==== Posted via Deja News ====-----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet
```

3624. Tower Toppler and Split Video (Was Re: FS: Commdore 64C & 1571)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-14 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <5itev9$7g8$1@earth.execpc.com>
Source record: 73755

In article <p5ObdkB.tandrews16@delphi.com>,
Thomas J. Andrews <tandrews16@delphi.com> wrote:

>I use mostly split video, but have found one condition where it's actually
>better to use composite. When a program uses artifacting to acheive color
>(Hi-res games, mostly), the colors are much more vivid with composite.
>Also, the split video artifacts seem to be 1/2 color clock or so from that
>of composite, so the colors are wrong, to boot.

I use split video on my 1702 as well. I recently picked up the Tower Toppler cart and it plays in black and white on my system. I sent it back and had them replace it, but they said it played fine on their system. So they sent me another and it also plays in black and white.

The cable I use for split video has 4 RCA jacks coming off of it. Is the 4th jack composite video? I've never tried hooking it up to the composite jacks in front (but will tonight!).
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

3625. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-14 00:00:00 UTC
From: Detlef Johannsen <in6x027@public.uni-hamburg.de>
Message-ID: <3352A191.B9B3CFD@public.uni-hamburg.de>
Source record: 73756

[Escape] wrote:
>
> OK, i had a side-scolling (left to right) atari 800xl
> shooting game couple of years ago. It had an awesome
> sound track, and about 10 different stages, and once
> you completed those you started over. Any idea what
> it was called? (can't find it on yogi's archive)!
>
> PLEASE HELP!

I think you mean "The Tail of Beta Lyrae".
A Scramble ripoff with really nice music,
made by philip price (creator of "Alternate Reality").
It was one of my favorite games...

-Detlef

3626. Used computers, parts, software page (All types but PC/Mac)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-14 00:00:00 UTC
From: Sean Noble <seaner@exo.com>
Message-ID: <01bc4920$55f39860$1fae71a5@pacificone_pdc>
Source record: 73757
Cross-posted to: comp.sys.amiga,comp.sys.amiga.advocacy,comp.sys.amiga.hardware,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.apple2.usergroups,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.cbm,comp.sys.commodore64,comp.s

The last time I posted, I got a very favourable response, and there are now a healthy selection of computers and components on my web page, that people are looking to sell. If you are looking for an Apple 8 bit, Atari 8 or 16 bit, Commodore, or Amiga computer, then I suggest you check out the following URL:

http://www.pacificone.com/trader

And of course if you are looking to sell any of those types of computers, stop on by and fill out the form, it will be appended to the page within the next day or two.

Sean Noble

3627. Ballblazer & Ballblaster

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-14 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <3352CE25.5DCE@worldnet.att.net>
Source record: 73758

I found (and verified) both my copies.. BallBlaster and BallBlazer. The title screen text / graphic is different for each version.

I can run both on xl-it 0.20 with no problems and no funny shit. I just use the options like this: Atari -oldmode -nobasic -file gamedisk.atr. So if you're having any problems, you probably have a corrupt image or something else screwed.

And 2 player mode works perfectly. I use a joystick for one player, and the keyboard for the other player. You have to use the F6 key to swap joyports, sort of. Use the number keys to change options and such. I guess "0" means 2 players. and either 5 or 6 makes the system play against itself. Well play with those number keys across the top of your keyboard and see what you come up with.

Keith

BTW: This is definitely ona' the better classic games, don't you think? And thanks to Julian for the bit of history, that was a choice posting!

3628. Ballblazer keys

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-14 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <33531092.3279@worldnet.att.net>
Source record: 73759

I found that the following keys do something in ballblazer..

1-4 difficulty for rotofoil computer opponent 1
5-8 difficulty for rotofoil computer opponent 2
9 and/or 0 , computer does not play.
f5 or f6 swap joysticks/keypad so 2 people can play on xl-it.

BTW, are there any 'official' docs for this game ??

Keith

3629. Re: BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-14 00:00:00 UTC
From: bernard@becotel.demon.nl
Message-ID: <1228.7043T695T2545@becotel.demon.nl>
Source record: 73760

Hello Asterisk,

On 14-Apr-97 05:30:43, Asterisk <ampage@geocities.com> wrote:

>> >....uhh, this may be a stuuupid question, but how would I go about
>> >calling a modem dial-up BBS through my Internet provider?

>Well, you'd have to find an outdial. Remember PC-Pursuit? Well outdials
>work similarly to that. You telnet onto the outdial's server and it
>allows you to make local outgoing calls in that area code... There
>aren't too many, but if you can find some good ones, you can connect to
>virtually any bbs in the country.

>I think there's a FAQ that has a list of some outdials somewhere...

Please us where to find that FAQ and maybe you can give us some outdiales so
we can try to call those dialin BBSses.... ;-)

Gtx. Bernard Kok (Sysop of BECO TEL bbs)

--

Bernard Kok BECO TEL (XL/XE support)
bernard@becotel.demon.nl Online : every day from 17-06 GMT
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

Last Updated : 7 April > Home Page : http://www.becotel.demon.nl/

... Drop your carrier ... we have you surrounded!

3630. Re: Professional and Affordable Web Design and Hosting

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: darkknight@netvista.net
Message-ID: <5j09s3ocm1@Picasso.netvista.net>
Source record: 73673

Kris Thompson <thomp132@expressionsmedia.com> wrote:

>Welcome to Expressions Multimedia...

> We would like to extend an invitation to visit us at http://www.expressionsmedia.com.

> We specialize in providing professional yet inexpensive web page designs and web site hosting.

> Please be forwarned, many of our sites include ActiveX and Java and are optimized for Internet
>Explorer 3.0, so they many not look right in some browsers.

> Also, check out our newest site for the Blue Cardinal Motorsport racing team, they can be found
>at http://www.expressionsmedia.com/bluecard.

> I would like to thank you for your time,

> Kris Thompson
> thomp132@expressionsmedia.com

Please explain what this might have to do with the Atari
Computer.....

3631. Re: 2600 Ballblazer exists!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: "Ronald A. Laski, Jr." <rlaski@midwest.net>
Message-ID: <3353940E.26A@midwest.net>
Source record: 73674
Cross-posted to: rec.games.video.classic,rec.games.video.atari,alt.atari.2600,comp.sys.atari.8bit

garv.&arms. wrote:
>
> Uh. I thougth the Atari 8bit version of Ballblazer, Koronis Rift,
> Rescue on Fractalus were the best versions out there. The 7800
> Ballblazer was just as good as the 8-bit version also. I think that the
> C64 versions were a joke, tho.
>
> James Garvin

You should see the Apple 8 bit versions! :)
Ron

3632. Re: YOGI: I FOUND "TRANSMUTTER" !!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: "Ronald A. Laski, Jr." <rlaski@midwest.net>
Message-ID: <3353977E.BA1@midwest.net>
Source record: 73675

[Escape] wrote:
>
> OK thanks,, yeah I got it to work...
> I had problems because I was using Lynx to d/l the file
> and it was corrupting it, FTP binary works all the time :)
>
> But anyways,, is there a difference between a .com and .exe
> (just like in ms-dos) or are they the same thing pretty much?
>
> thanks.
> later

I believe that on an Atari, they are identical in format as that is
a format that DOS expects. On ms-dos, they are different, but I think
the main difference is that a .com file can't be larger than 64k.
(either the small or medium memory model, i think)
Ron

3633. Re: YOGI: I FOUND "TRANSMUTTER" !!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33530301.2396293@news.injersey.com>
Source record: 73676

On Sun, 13 Apr 1997 13:44:04 -0600, "[Escape]" <sermm0@hg.uleth.ca>
wrote:

-OK thanks,, yeah I got it to work...
-I had problems because I was using Lynx to d/l the file
-and it was corrupting it, FTP binary works all the time :)
-
-But anyways,, is there a difference between a .com and .exe
-(just like in ms-dos) or are they the same thing pretty much?
-
-thanks.
-later

They are the same thing. On the 8 bit you can name the files whatever
you like, all the matters is that its in the right format. It will try
to binary load text files..... if you tell it to. (Of course, they
wont do jack)

3634. Atari Classics Vol. 5 No. 2 Fall 1996

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-1504971126430001@mcmdc.library.carleton.edu>
Source record: 73677

Just arrived in the mail last night!

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Volume 5, Number 2
Fall 1996

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Bob Woolley

SmartIDE
Bob Woolley

The IDEal Hard Drive
Bob Woolley

IDE Driver Software
Bob Woolley

User Group Listing
N.W.P.A.C., A.A.C.C. & SLCC

Also, printed advertisements from:
Dean Garraghty
Evangelo's Software
Bolt's Electronic Repair Service
Video 61
More Than Games

Atari Classics (Bob Woolley, Editorial Director)
1161 Bay St
Alameda CA 94501-3911
USA
mailto:rwoolley@ix.netcom.com
mailto:75126.3446@compuserve.com
Publisher: Atari Classics (print magazine)
Published no more than six times a year
Software disks will be distributed every second issue
6 Issues 12 Issues 18 Issues
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.landfield.com/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3635. Searching for Saigon: The Final Days

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: allnet <allnet@Prodigy.Net>
Message-ID: <335348CC.645F@Prodigy.Net>
Source record: 73678

HELP!

I'm searching for an old (1983-4)text adventure game called Saigon: The Final Days. I never figured the damn thing out, and I haven't forgotten it. If anyone knows where I can find it,(and what I need to do to play it on a new system), please let me know. Or, if you solved the game, and got up the damn pipe on the side of the building, let me know. Thank you
Sean Tierney
allnet@Prodigy.Net

3636. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: Jason Whorton <chesster@pcl.net>
Message-ID: <01bc49d9$e70c38c0$2f880fcf@chesster.pcl.net>
Source record: 73679
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer

Hey! Sounds cool. :)

3637. Re:Try It You'll Like It

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: ahma0011@tc.umn.edu
Message-ID: <5j0mc6$lqb@epx.cis.umn.edu>
Source record: 73680
Cross-posted to: comp.sys.atari.8bit,comp.lsi,comp.lang.lisp,comp.lang.c,comp.lang.c++

A little while back, I was browsing these newsgroups, just like you are now, and came across an article similar to this that said youu could make thousands of dollars within weekswith only an initial investment of $5.00! So I thought ,"Yeah, right, this must be a scam", like most of us, but I was curious, like most of us, so I kept reading. Anyway, it said that you send $1.00 to each of the 5 names and address staetd in the article. You then place your own name and adderss in the bottom of the list at #5, and post the article in at least 200 mewsgroups.(There are thousands) No catch, that was it.

So after thinking it over, and talking to a few people first, I thought about trying it. I figured what have I got to lose except 5 stamps and $5.00, right?

Like most of us I was a little skeptical and a little worried about the legal aspects of it all. So I checked it out with the U.S. Post Office (1-800-725-2161)and they confirmed that it is indeed legal!

Than I invested the measly $5.00.....

Well GUESS WHAT!!... with in 7 days, I started getting money in the mail! I was shocked! I still figured it end soon, and didn't give it another thought. But the money just coming in. In my first week, I made about $20.00 to $30.00 dollars. By the end of the second week I had a mad total of over $1,000.00!!!!!! In the third week I had over $10,000.00 and it's still growing. This is now my fourth week and I have made a total of just over $42,000.00 and it's still comming in .....

It's certainly worth $5.00, and 5 stamps, I spent more than that on the lottery!!

Let me tell you how this works and most importantly, Why it works....

also, make sure you print a cpoy of this article NOW, so you can get the information off of it as you need it. The process is very simple and consists of 3 easy steps:

STEP 1: Get 5 separate pices of paper and write the following on each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST." now get 5 $1.00 bills and place ONE inside EACH of the 5 pieces of paper so the bill will not be seen through the envelope to prevent thievery. Next, place one paper in each of the 5 envelopes andd seal them. You should now have 5 sealed envelopes, each with a piece of paper stating the above phrase and a $1.00 bill. What you are doing is creating a service by this. THIS IS PREFECTLY LEGAL!

Mail the 5 envelpoes to the following addresses:

#1 Steven Roper

86 Finch Roper

Ball Ground, GA 30107

#2 Michael Henry

518 West College Ave.

Salisbury, MD 21801

#3 Kent

27 Vicar Road

Anfield

Liverpool

L6 0BW

England

U.K.

#4 David West

6020 Danube Way

Orlando, FL 32807

#5 Karine Ng F
P.O.Box 14066
Minneapolis
MN 55414

USA

STEP 2: Now take the #1 name off the list that you see above, move the other names up (5 becomes 4, 4 becomes 3, etc...) and add YOUR Name as number 5 on the list.

STEP 3: Change anything you need to, but try to keep this article as close to original as possible. Now, post your amended article to at least 200 newsgroups. (I think there is close to 18,000 groups) All you need is 200, but remember, the more you post, the more money you make!

Don't know HOW to post in the newsgroups? Well do exactly the following:

FOR NETSCAPE USERS,

1) Click on any newsgroup, like normal. Then click on "To News', which is in the top left corner of the newsgroup page. This will bring up a message box.

2) Fill in the SUBJECT with a flashy title, like the one I used, somethig to catch the eye!!!

3) Now go to the message part of the box and retype this letter exactly as it is here, with exception of your few changes. (remember to add your name to number 5 and move the rest up)

4) When your done typing in the WHOLE letter, click on 'FILE' above the send button. Then, 'SAVE AS..' DO NOT SEND YOUR ARTICLE UNTILL YOU SAVE IT. (so you don't have to type this 200 times :-)

5) Now that youu have saved the letter, go ahead and send your first cpoy! (click the 'SEND' button in the top left corner)

6) This is where you post all 200! OK, go to ANY newsgroup article and click the 'TO NEWS'button again. Type in your flashy subject in the 'SUBJECT BOX', then go to the message and place your cursor here. Now click on 'ATTACHMENT" which is right below the 'SUBJECT BOX'. Click on attach file then find your letter wherever you saved it. Click once on your file then click 'OPEN' then click 'OK'. If you did this right , you should see your filename in the 'ATTACHMENT BOX' and it will be shaded.

NOW POST AWAY!!

IF YOU'RE USING INTERNET EXPLORER:

It's just as easy, holding down the left mouse button, highlight this entire article, then press the 'CTRL' key and 'C' key at the same time to cpoy this article. Then print the article for your records to have the names of those you will be sending $1.00 to.

NEXT

Go to the newsgroups and press 'POST AN ARTICLE' type in your flashy subject and click the large window below. Press 'CTRL' and 'V' and the article will appear in the message window. **BE SURE TO MAKE YOUUR ADDRESS CHANGES TO THE 5 NAMES.** Now re-highlight the article and re-cpoy it so you have rhe changes.... then all you have to do for each newsgroup is 'CTRL' and 'V' and press 'POST' . It's that easy!!

THAT'S IT! All you have to do is jump to differnt newsgroupes and post away, after you get the hang of it , it will take about 30 seconds for each newsgroup! **REMEMBER, THE MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU WILL MAKE!! BUT YOU HAVE TO POST A MINIMUM OF 200**

That's it! You will begin reciving money from around the world within day's! You may eventually wany to rent a P.O.Box due to the large amount of mail you receive. If you wish to stay anonymous, you con invent a name to use, as long as the postman will deliver it. **JUST MAKE SURE ALL THE ADDRESSES ARE CORRECT.**

Now the WHY part:

Out of 200 postings, say I receive only 5 replies (a very low example). So then I made $5.00 with my name at #5 on the letter. Now, each of the 5 persons who just sent me $1.00 make the MINIMUM 200 postings, each with my name at #4 and only 5 persons respond to eachh of the original 5, that is another $25.00 for me, now those 25 each make 200 MINIMUM postswith my name at #3 and only 5 replies each, I will bring in an additional $125.00! Now, those 125 persons turn around and post the MINIMUM 200with my name at #2 and only receive 5 replies each,

I will make an additional $626.00! OK, now here is the fun part, each of those 625 persons post a MINIMUM 200 letters with my name at #1 and they each only receive 5 replies, that just made me $3,125.00!!! With a original investment of only $5.00! AMAZING! And as I said 5 responses is actually VERY LOW! Average is probable 20 to 30! So lets put those figures at just 15 responses per person. Here is what you will make:

at #5 $15.00

at #4 $225.00

at #3 $3,375.00

at #2 $50,625.00

at #1 $759,375.00

When your name is no longer on the list, you just take the latest posting in the newsgroups, and send out another $5.00 to names on the list, putting your name at number 5 again. And start posting again. The thing to remember is, do you realize that thousands of people all over the world are joining the internet and reading these articles everyday, JUST LIKE YOU are now!! So can you afford $5.00 and see if it really works?? I think so... People have said, "what if the plan is played out and no one sends you the money? So what! What are the chances of that happening when there are tons of new honest users and new honest people whoare joining the internet and newsgroups everday and are willing to give it a try? Estimates are at 20,000 to 50,000 new users, every day, with thousands of those joining the actual internet. Remember, play FAIRLY and HONESTLY and this will work. You just have to be honest. Make sure youu print this article out RIGHT NOW, also. Try to keep a list of everyone that sends you money and always keep an eye on the newsgroups to make sure everyone is playing fairly. Remenber, HONESTY IS THE BEST POLICY. Youu don't need to cheat the basic idea to make the money!! GOOD LUCK to all and please play fairly and reap the huge rewards from this, whick is tons of extea CASH. **By the way, if you try to deceive people by posting the messages with youe name in the list and not

sending the money to the rest of the people already on the list, you will NOT get as much. Someone Ii talked toknew someone who did that and he only made about $150.00, and that's after seven or eight weeks! Then he sent the 5 $1.00 bills, people added him to their lists, and in 4-5 weeks he had over $10k. This is the fairest and most honest way I have ever seen to share the wealth of the world with costing anything but our time!!! YOu also may want to buy mailing and e-mail lists for future dollars.

Please remember to declare your extra income. Thanks once again...

3638. Re: Ballblazer keys

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <33541C60.1433@worldnet.att.net>
Source record: 73681

Thomas Meyer wrote:
>
> Keatah <Keatah@worldnet.att.net> wrote in article
> <33531092.3279@worldnet.att.net>...
> > I found that the following keys do something in ballblazer..
>
> > 1-4 difficulty for rotofoil computer opponent 1
> > 5-8 difficulty for rotofoil computer opponent 2
> > 9 and/or 0 , computer does not play.
>
> Why not use the Option and Select buttons to select that via the menu?
>
> Bye,
> Thomas
> --
> Thomas Meyer Student of Computer Science
> Bremen E-Mail: i03a@zfn.uni-bremen.de
> Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

Why not?? ?? I don't think my copies HAVE a menu to use. I've never seen a menu on any 8-bit versions. Damn, now I need to look around for another copy :-)

Keith

3639. Re: Atari Classics Vol. 5 No. 2 Fall 1996

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1504971725490001@nntp.netgate.net>
Source record: 73682

In article <mcurrent-1504971126430001@mcmdc.library.carleton.edu>, "Michael Current" <mcurrent@carleton.edu> wrote:

> Just arrived in the mail last night!
^^^^^^^^^^^
> ATARI CLASSICS
> Volume 5, Number 2
> Fall 1996
^^^^^^^^^

Hmm. It's April 15, 1997. Wow.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
=================== Softball '97: 2G / 1-1 / .400
Out of the condo, into a house! Escrow close: 21 days. Move: 25 days.

3640. Re: BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5j1giusaf1@nnrp01.primenet.com>
Source record: 73683

In article <1228.7043T695T2545@becotel.demon.nl>,
Bernard Kok <bernard@becotel.demon.nl> wrote:
>
>Hello Asterisk,
>
>On 14-Apr-97 05:30:43, Asterisk <ampage@geocities.com> wrote:
>
>>> >....uhh, this may be a stuuupid question, but how would I go about
>>> >calling a modem dial-up BBS through my Internet provider?
>
>>Well, you'd have to find an outdial. Remember PC-Pursuit? Well outdials
>>work similarly to that. You telnet onto the outdial's server and it
>>allows you to make local outgoing calls in that area code... There
>>aren't too many, but if you can find some good ones, you can connect to
>>virtually any bbs in the country.
>
>>I think there's a FAQ that has a list of some outdials somewhere...
>
>Please us where to find that FAQ and maybe you can give us some outdiales so
>we can try to call those dialin BBSses.... ;-)

Not bloody likely. Every time I find an outdial FAQ, it's the same one I
saw in 1994, and even then none of them worked. I bet NONE of them work
now.

I did find one that worked and I did call a BBS with it, but I couldn't
get through since then.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

3641. Re: Ballblazer keys

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc49e9$e9750820$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 73684

Keatah <Keatah@worldnet.att.net> wrote in article
<33531092.3279@worldnet.att.net>...
> I found that the following keys do something in ballblazer..

> 1-4 difficulty for rotofoil computer opponent 1
> 5-8 difficulty for rotofoil computer opponent 2
> 9 and/or 0 , computer does not play.

Why not use the Option and Select buttons to select that via the menu?

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

3642. Printer for 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: Robert Fadrowski <robert88@earthlink.net>
Message-ID: <3354170F.3D54@earthlink.net>
Source record: 73685

I have a Xetec printer interface connection from my 800xl to my
daisy-wheel printer. I want to replace my old daisy wheel printer.
Will the Xetec printer interface work with an
Ink-jet printer from Hewlett Packard or Epsom?
Or would I have to get another printer interface to make the
connection to an ink-jet printer?
thanks
bob

3643. Re: ABBUC JHV 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <5j0qtf$hgu@james.freenet.hamilton.on.ca>
Source record: 73686

In <01bc47ba$8b349720$8d7306c6@joe-kennedy>, "Joe Kennedy" <jsk@intac.com>
wrote:
: Bill,

: You're in luck! The JHV is on October 18, 1997.

: Hope you enjoy it. Last year's was a lot of fun!

: Joe Kennedy

Were you not the person who Wolfgang was visiting last March in New Jersey?

I was supposed to come over with Mike Hohman, but like so many other
promises, he failed to show up. It DID have something to do with a job however,
so I don't blame him. However, I never heard from him again.

Do you speak German? Are you going again? If so, I will see ya there!

Who else here is going?

Willy

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

3644. Re: ABBUC JHV 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <5j0re6$jb8@james.freenet.hamilton.on.ca>
Source record: 73687

In <01bc47ba$8b349720$8d7306c6@joe-kennedy>, "Joe Kennedy" <jsk@intac.com>
wrote:
: Bill,

: You're in luck! The JHV is on October 18, 1997.

: Hope you enjoy it. Last year's was a lot of fun!

: Joe Kennedy

Were you not the person who Wolfgang was visiting last March in New Jersey?

I was supposed to come over with Mike Hohman, but like so many other
promises, he failed to show up. It DID have something to do with a job however,
so I don't blame him. However, I never heard from him again.

Do you speak German? Are you going again? If so, I will see ya there!

Who else here is going?

Willy

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

3645. NAS 97!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_52efec04_Bertil.Jagard@straight.ct.se>
Source record: 73688

```
The Swedish Atari Club (SAK) 970104
and NoCrew proudly present...

-------------------------------------------
T H E N O R D I C A T A R I S H O W '97
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Dear Atari friends,

It's once again time for the Nordic Atari Show, the annual get together which has rapidly become a fixture for all Atari users.

Third time lucky, so they say, and as we are arrange the show for the third straight year we hope to fulfill everyone's expectations and that this will result in the best possible atmosphere. We've gotten a certain amount of criticism, both positive and negative, from those who have attended the shows in '95 and '96. We've taken heed of the suggestions made and we're once again off and running!

- WHEN AND WHERE?

This year the show will begin on Friday, June 13 and end on Sunday, June 15. This is the weekend following the beginning of the summer school holidays as well as the weekend prior to the Swedish Midsummer celebrations. We'll open at 1 p.m. on the Friday and close at 6 p.m. on the Sunday.

The show will take place in Gothenburg, just has it has in previous years. The exact venue has not yet been established. We're still looking for the cheapest location. The likeliest possibility is Kortedala gymnasium, where it was held last year or some other venue, nearby.

- WHAT ACTIVITIES WILL BE HELD?

* There will be an Exhibition Hall will dealers, distributors, ShareWare programmers and a host of other interesting personalities. The usual meeting place for all those not wanting to "hack". This is also where the Swedish Atari Club will be found supplying information, sale of PD-disks, the club magazine's TT, the BBS, etc. We'll also have an area reserved for a swap meet where you can buy, swap or sell single copies of Atari related material and a "soldering corner" for those of you wishing simple repairs done.

* A "Hacker Hall" where demo and other programmers can gather for competitions and swap demos and all kinds of code. NoCrew is the Swedish demo group who will see to it that everybody takes part and enjoys themselves. Those of you hungry after rewards in the form of

prizes will be well taken care of. Exactly WHAT prizes these will be hasn't been established, as yet.

* Seminars with a number of well-informed lecturers. Last years seminars were very much appreciated, something of which we naturally have taken notice. The seminars will cover a variety of subjects (i.e. MIDI ercording/editing, DTP, hardware, programming) where the above mentioned "well-informed lecturers" will demonstrate his subject directly on a computer in order to provide the audience with practical examples. We'll also hold the seminars on different days and at varying times so that you won't have to miss the chance if you don't attend on a particular day.

* Minor competitions such as "A-Z on the Keyboard" (a much appreciated contest last year), hard disk throwing (this year we WILL succeed!), network games, juggling, etc. Everything depends on our finding volunteers to act as game leaders and judges. There will be prizes for the winners.

* A refreshment stand will sell non-alcoholic drinks, sweets, chips, etc. We may be able to arrange quantity discounts at the local pizzeria as well as other bonuses.

- WHAT WILL IT COST?

If you intend to attend all three days, you cheapest solution is the Three Day Pass otherwise a Single Entry ticket will do:

* Three Day Pass ... SEK 100:- (about UKP 8.50)
* Single Entry ..... SEK 50:-

These prices include full access to all the activities being held during NAS97.

- WHY SHOULD I ATTEND NAS?

The answer is simple: because you care about the TOS platform. We Atari owners are becoming fewer and fewer and a get-together like NAS is a simple way of seeing what's happening in the Atari world (no, it's not dead!) and meeting like-minded Atarians and hearing what kind of tips, ideas and visions they have.

- HOW CAN I FIND OUT MORE?

Information will be distributed regularly in the same way as this text file. In addition, we have a number of other sources of information where you can find out more about the show depending on your own resources.

* Our mailing list (E-mail). This will provide the very latest information to those on the list. To have yourself put on the list you MUST have an E-mail address. Send us a message on "nas-users-request@tripnet.se" with "subscribe nas-users" in the body of the text. Don't forget to include your E-mail address.

* Our home page on the World Wide Web. This has been in existence since last year and we'll try to update it as often as the information for the mailing list. The home page will contain more detailed information concerning times, schedule of events, directions on how to get there, competitions and housing.

The address is "www.tripnet..se/sak/nas".

* STraight BBS. This is the Swedish Atari Club's home BBS. Information concerning NAS will be included in the SAK menu. You can also use this BBS to ask any questions you may have. The telephone number is: +46 31-336 39 73.

* Our club magazine, "AtariMagasinet", will contain adverts with more detailed information concerning NAS97 in issues 1/97 and 2/97. This is the largest mailshot we will send to our (SAK's) members.

* Our show co-ordinator is Rolf Johansson. He's supposed to know everyting there is to know about NAS97. If you have questions to which you've been unable to get answers anywhere else you can send him a message at "rojo@tripnet.se" and you'll get your answers. If you wish to get into direct contact with him, he can be reached on his mobile 'phone on +46 70-669 52 35.

WE'RE LOOKING FORWARD TO SEEING YOU AT THE NORDIC ATARI SHOW 1997!

==
= E-Mail: bertil.jagard@straight.ct.se STraight BBS, Sweden =
= Phone: +46-(0)31-3363973. FidoNet 2:203/221, NeST 90:1101/104 =
==

3646. [POLL] Best Mastertronic game

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: Richy Boy <rgd93@ecs.soton.ac.uk>
Message-ID: <Pine.LNX.3.91.970415000624.526B-100000@muck>
Source record: 73761

I don't know if you guys in America had mastertronic over there..

But in England they distributed cheap games.

Just a poll really, curious to see what people thought there best game was..

I have two, from the MAD label, Spellbound and the Last V8

Later

Richy Boy

```
**********************************
* The plebeians don't understand *
* If you know what i mean ;) *
**********************************
```

3647. Don't Fear's 2nd Auction (Update 21) Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5iuk3n$n5k@newssvr01-int.news.prodigy.com>
Source record: 73762

```
Don't Fear's Huge Second Auction (Update 21)

Part 1: 2600/5200/7800

Notice there are some new items!

Alright kids here we go!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

Atari 2600
----------
Atari
-----
Combat (C) - boxed G1 $0.50 isaac
Space War (U) G1 $1.00 joe
Outlaw (U) G1 $0.50 albert
Slot Racers (U) G1 $2.50 albert
Canyon Bomber (U) - boxed G1 $2.50 albert
Super Breakout (U) G1 $2.00 kevin
Defender (C) - boxed G1 $2.00 albert
Warlords (U) - boxed G1 $7.00 pat man
Indy 500 (U) G1 $1.00 pat man
```

Adventure (C) G1 $2.50 matt2
Demons To Diamonds (U) - shrinkrapped G1 $2.50 joe
Championship Soccer (C) - boxed G1 $1.50 joe
3-D Tic-Tac-Toe (U) - boxed G1 $3.00 bensonj
Breakout (C) - boxed G1 $3.50 albert
Football (C) G1 $1.00 joe
Bowling (C) G1 $1.00 matt2
Circus Atari (C) G1 $0.50 bored
Superman (C) G1 $1.00 bluebat
Space Invaders (C) - red lbl/shrinkwrapped G1 $2.50 mophead
Night Driver (C) - boxed G1 $2.00 albert
Golf (C) - w/inst G1 $1.00 doyle
Maze Craze (U) G1 $1.00 mrupp
Missle Command (C) G1 $0.50 bored
Othello (R) - boxed G1 $2.50 joe
Surround (C) G1 $1.00 joe
Code Breaker (U) - w/inst G1 $2.00 albert
Flag Capture (U) - w/inst G1 $2.50 bensonj
Pac-Man (C) - boxed G1 $2.00 albert
Video Pinball (U) - boxed G1 $1.50 joe
Asteroids (C) - w/inst G1 $1.00 mophead
Berzerk (C) - sealed G1 $2.50 albert
Casino (U) G1 $1.00 doyle
Haunted House (C) G1 $1.00 matt2
Swordquest Earthworld (C) - w/inst G1 $1.50 kevin
Swordquest Fireworld (C) - w/inst G1 $1.50 kevin
Radiers Of The Lost Ark (C) - boxed G1 $7.00 garry
Star Raiders (U) - w/touch pad G1 $6.50 joe
Hangman (U) G1 $1.00 alex
RealSports Volleyball (U) G1 $1.00 joe
RealSports Soccer (U) G1 $2.00 bones
RealSports Football (C) G1 $1.00 joe
Swordquest: Waterworld (UR) G1 $95.00 nicky
Phoenix (C) - shrinkwrapped G1 $2.00 joe
E.T. (C) - boxed G1 $2.00 albert
Ms. Pac-Man (U) - w/inst G1 $1.50 bored
Centipede (C) G1 $1.50 joe
Galaxian (U) G1 $2.00 bones
Gravitar (U) G1 $2.00 bones
Kangaroo (U) - w/inst G1 $2.00 tick
Pengo (ER) - boxed G1 $80.00 ungabunga
Moon Patrol (U) G1 $1.00 kevin
Pole Position (C) - w/inst G1 $1.50 joe
Rubik's Cube (ER) G1 $78.00 bensonj
Taz (R) G1 $3.50 albert
Oscar's Trash Race (R) - lbl plaque G1 $7.00 bensonj
Big Bird's Egg Catch (R) - lbl plaque G1 $3.00 bensonj
Sorcerer's Apperntice (R) - w/inst G1 $6.00 bensonj
Crystal Castles (U) - boxed G1 $2.50 joe
Pigs In Space (ER) G1 $24.00 bensonj

Millipede (R) - w/inst G1 $3.50 bensonj
Stargate (U) - w/writing on back G1 $3.50 bensonj
Midnight Magic (R) G1 $3.00 bensonj
Solaris (U) G1 $3.00 bensonj
Donkey Kong (U) G1 $3.00 bensonj
Donkey Kong Jr. (R) G1 $2.50 bensonj
Venture (R) G1 $2.50 bensonj
Q*Bert (R) G1 $3.00 bensonj
Sprint Master (R) G1 $4.00 shalon

Sears

Outer Space (U) - pic lbl G1 $2.00 bensonj
Speedway II (U) G1 $0.50 albert
Space Combat (U) G1 $2.00 bensonj
Breakaway IV (C) G1 $2.00 bensonj
Brain Games (R) G1 $2.50 albert
Baseball (C) G1 $1.00 bensonj
Race (C) G1 $0.50 albert
Gunslinger (U) G1 $1.50 albert
Maze (C) - pic lbl G1 $2.00 bensonj
Arcade Golf (U) G1 $3.00 bensonj
Dare Diver (ER) G1 $12.00 ungabunga
Night Driver (U) G1 $1.50 bensonj
3-D Tic-Tac-Toe (ER) G1 $6.00 bensonj
Steeplechase (R) G1 $5.00 bensonj
Math Grand Prix (R) - pic lbl G1 $3.50 bensonj
Adventure (U) G1 $1.50 albert
Dodger Cars (ER) G1 $9.00 bensonj
Arcade Pinball (R) - pic lbl G1 $3.50 albert
Asteroids (U) G1 $1.00 bensonj
Missle Command (R) G1 $1.50 albert
Bezerk (R) G1 $2.50 bensonj
Pac-Man (C) G1 $1.50 bensonj
Defender (C) G1 $1.00 bensonj

Absolute

Title Match Pro Wrestling (R) - w/inst G1 $6.50 albert
Tomcat F-14 (ER) GI $14.00 ungabunga

Activision

Dragster (C) G1 $1.00 albert
Boxing (ER) - blue lbl G1 $5.00 albert
Checkers (ER) - w/inst G1 $10.00 bensonj
Fishing Derby (U) G1 $1.50 rich
Skiing (U) G1 $0.50 macra
Bridge (U) G1 $1.50 a54br9
Tennis (C) G1 $0.50 barry

Laser Blast (C) - boxed G1 $1.50 albert
Freeway (U) - boxed G1 $1.50 albert
Kaboom! (ER) - blue lbl G1 $3.50 albert
Stampede (U) G1 $1.00 matt2
Ice Hockey (U) G1 $0.50 macra
Barnstorming (U) G1 $1.00 isaac
Grand Prix (U) G1 $0.50 macra
Chopper Command (U) - boxed G1 $1.00 philly
Starmaster (U) G1 $1.00 greg
Megamania (U) G1 $1.50 bones
Pitfall! (C) G1 $1.50 kevin
Sky Jinks (R) G1 $1.00 bored
River Raid (U) G1 $2.00 albert
Spider Fighter (U) G1 $1.50 rich
Seaquest (R) - boxed G1 $2.00 albert
Oink! (R) - w/inst G1 $2.50 rich
Dolphin (R) G1 $2.50 rich
Keystone Kapers (ER) - blue lbl G1 $4.50 albert
Enduro (U) G1 $1.00 rich
Plaque Attack (R) G1 $2.50 mrupp
Robot Tank (R) G1 $1.00 eyabs
Crackpots (R) G1 $2.00 a54br9
Decathalon (R) G1 $1.50 jeffd
Frostbite (R) G1 $3.00 rich
Pressure Cooker (R) G1 $3.50 bones
Space Shuttle (ER) - blue lbl G1 $5.50 bones
Pitfall II (R) G1 $4.00 mervis
H.E.R.O. (R) - lbl wear G1 $7.00 tick
Beamrider (R) - screws showing G1 $12.00 tick
Kung Fu Master (R) - w/inst G1 $3.00 mrupp
Commando (R) G1 $2.50 a54br9
Ghostbusters (ER) - blue lbl G1 $7.50 albert

Apollo

Space Cavern (U) - blue lbl G1 $1.50 acroyear
Space Cavern (U) - red lbl G1 $1.50 acroyear
Racquetball (U) - orange lbl G1 $1.50 a54br9
Lost Luggage (U) - green lbl G1 $5.50 albert
Shark Atack (U) - boxed G1 $4.00 bensonj
Infiltrate (U) - w/inst G1 $2.00 philly
Final Approach (R) G1 $18.00 bensonj

Avalon Hill

Death Trap (UR) - w/inst G1 $47.00 boar
Shuttle Orbiter (UR) - w/inst G1 $110.00 ungabunga

CBS

Wizzard Of Wor (R) G1 $2.50 jeffd
Gorf (U) G1 $1.50 mrski
Blueprint (U) - writing on lbl G1 $2.00 bworkman
Solar Fox (U) - lbl damage G1 $1.00 slyfox
Omega Race (U) - w/inst and broken Booster Grip G1 $3.50 bworkman
------
Coleco

Zaxxon (U) G1 $3.50 albert
Venture (C) G1 $1.00 philly
Mouse Trap (U) G1 $1.00 slyfox
Smurfs R.I.G.C. (U) G1 $5.00 rich
Carnival (U) G1 $1.00 mrupp
Donkey Kong Jr. (R) G1 $1.50 philly
Mr. Do! (R) G1 $10.00 bensonj
Roc 'N Rope (R) G1 $10.00 bensonj

Data Age

Encounter at L-5 (U) - end lbl damage G1 $1.00 doyle
Airlock (C) G1 $1.50 a54br9
Journey Escape (C) - boxed no inst G1 $2.00 mrupp
Bermuda Triangle (R) G1 $5.00 bensonj
Frankenstein's Monster (R) - screws showing w/inst G1 $9.00 bensonj
----
Epyx

Summer Games (R) G1 $2.00 bensonj
Winter Games (R) G1 $2.00 philly

First Star

Boing! (ER) G1 $85.00 ungabunga

Froggo

Sea Hawk (R) G1 $6.00 bensonj

Imagic

Trick Shot (R) G1 $2.00 bensonj
Demon Attack (ER) - blue lbl G1 $9.00 albert
Star Voyager (C) G1 $1.00 eyabs
Atlantis (U) G1 $1.00 eyabs
Cosmic Ark (U) G1 $1.00 mrski
No Escape! (R) - w/inst G1 $2.50 a54br9
Fire Fighter (R) G1 $1.00 tick
Shootin' Gallery (ER) G1 $17.00 ungabunga
Riddle Of The Sphinx (U) G1 $1.00 macra
Dragonfire (C) G1 $1.00 eyabs

Fathom (R) G1 $16.00 bensonj
Solar Storm (R) - w/inst G1 $9.00 bensonj
Quick Step (R) - w/inst G1 $11.00 bensonj

M Network

Adventure of Tron (U) G1 $2.00 albert
Masters of the Universe (R) G1 $8.00 bensonj
Burgertime (R) - writing on back G1 $2.50 mrupp
Kool-Aid Man (U) G1 $6.00 bensonj
Space Attack (C) - boxed G1 $1.00 doyle
Tron Deadly Discs (U) G1 $1.00 macra
Lock 'N Chase (C) - shrinkwapped G1 $1.50 bones
Frogs And Flies (U) - w/inst G1 $1.50 bored
Astroblast (U) - boxed G1 $1.00 acroyear
Dark Cavern (U) G1 $1.00 doyle
Intl. Soccer (U) w/inst G1 $1.00 tick
Air Raiders (R) G1 $1.50 bensonj
Bump 'n' Jump (R) - w/inst G1 $4.50 bensonj

Mythicon

Sorcerer (U) G1 $2.50 bones
Fire Fly (U) G1 $2.00 a54br9
Star Fox (U) G1 $4.00 bones

Panda

Stunt Man (R) buyout pending

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions G1 $3.50 albert
Amidar (U) G1 $1.00 macra
Super Cobra (U) G1 $1.00 doyle
Reactor (U) G1 $0.50 albert
Sky Skipper (R) - w/box top, inst, no lbl G1 $4.50 bones
Q*Bert (C) G1 $2.00 kevin
Strawberry Shortcake (U) G1 $1.50 isaac

Sega

Tac-Scan (U) - lbl damage G1 $0.50 macra
Thunderground (R) G1 $5.50 bensonj
Star Trek S.O.S. (R) G1 $4.50 bensonj
Buck Rogers: Planet Zoom (U) G1 $4.50 bensonj
Congo Bongo (R) - lbl plaque G1 $2.50 bensonj
Tapper (ER) - slight lbl wear G1 $25.00 bensonj
Spy Hunter (ER) G1 $30.00 ungabunga

Telesys

Coco Nuts (R) G1 $3.00 boar

Tigervision

Miner 2049er (ER) G1 $10.00 bensonj

20th Century Fox

Worm War I (U) G1 $1.50 a54br9
Mega Force (R) G1 $2.00 mrupp
Alien (R) G1 $2.00 a54br9
Turmoil (U)- boxed G1 $1.50 albert
Crypts Of Chaos (R) end lbl damage w/inst G1 $6.00 shalon
M*A*S*H (U) G1 $1.00 macra
Flash Gordon (R) G1 $5.00 bensonj

U.S. Games

Space Jockey (C) G1 $0.50 macra
Sneak 'N Peek (R) - w/inst G1 $1.00 tick
Word Zapper (U) G1 $1.00 philly
Commando Raid (R) - w/inst G1 $1.00 kevin
Name This Game (R) - fancy cart G1 $1.50 bensonj
Squeeze Box (ER) G1 $4.50 bensonj
Eggomania (R) - w/inst G1 $6.00 bensonj
Piece O' Cake (ER) - w/inst G1 $8.00 bensonj
Entombed (ER) G1 $5.50 bensonj

Xonox

Ghost Manor/Spike's Peak (U) - w/inst G1 $4.50 bensonj
Chuck Norris Superkicks (ER) G1 $31.00 bensonj

Systems

Atari 2600: four switch, black front panel in original box w/two
working joysticks, set of paddles, power supply, R/F modulator, and
the following loose games: Combat, Defender, Space Invaders, Missle
Command, Pac-Man, Asteroids, Bezerk, Swordquest Fireworld, Raiders of
the Lost Ark, RealSports Football, E.T., Pole Position, Target Fun,
Pitfall!, Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx,
Astroblast, and Frogger.
G1 $29.00 james

Sears Video Arcade II (2800) - untested w/two controllers, and a R/F
modulator
G1 $9.00 zack

Arcadia Supercharger with the following cassettes: Phaser Patrol,
Communist Mutants From Space, and Suicide Mission (no case)
G1 $10.00

"Franklinstein" A handcrafted American orignal device that allows
the user to interchange chips to play diffrent games. Comes with
eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!,
Amidar, Demon Attack, and Pitfall!. The device itself is homemade,
not the games. Also comes with case. If there are any questions
don't hesitate to ask. This thing is trully one of a kind.
G1 $12.00 jeffgamer

Atari 5200

Congo Bongo (R) G1 $3.50 jeffd
5200 Trac Ball G1 $5.50 foo
2600 adapter - untested G1 $4.00 jeffd
5200 controller - untested G1 $4.00 jml
5200 controller - untested G1 $4.00 jml

Atari 7800

Asteroids (R) - damaged box G1 $2.50 foo
Food Fight (R) - damaged box G1 $4.00 bones
Pole Position II (C) G1 $1.00 eyabs
Xevious (U) - damaged box G1 $2.00 eyabs
Donkey Kong Jr. (R) G1 $4.00 tick

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3648. Don't Fear's 2nd Auction (Update 21) Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5iuk7r$ppm@newssvr01-int.news.prodigy.com>
Source record: 73763

```
Don't Fear's Huge Second Auction (Update 21)

Part 2: Everything Else

Alright kids here we go!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

ColecoVision
------------
Decathlon (U) G1 $3.50 jeffd
Donkey Kong (C) G1 $0.50 richard
Donkey Kong Jr. (C) G1 $1.50 richard
The Heist (U) G1 $4.00 ron moore
Illusions (R) G1 $2.50 jeffgamer
Keystone Kapers (R) G1 $2.50 a54br9
Popeye (C) G1 $1.00 richard
River Raid (U) G1 $2.50 a54br9
Slurpy (ER) - lbl wear G1 $17.00 csb
Smurfs R.I.G.C. (C) - boxed G1 $1.50 richard
Super Action Baseball (C) G1 $0.50 richard
Super Action Football (C) G1 $0.50 richard
War Games (C) G1 $1.00 richard
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Wing War (U) buyout

ColecoVision Expansion Module #1 (2600 adapter) G1 $7.00 hoss

System

ColecoVision w/two working controlers, power supply, T.V. cable, R/F
modulator, 2600 Expansion Module, and the folowing loose games:
ColecoVision Donkey Kong and Zaxxon, 2600 Combat, Pac-Man, Asteroids,
Space Invaders, Bezerk, and Pitfall!
G1 $32.00 bored

Handhelds

Coleco Table Tops

Donkey Kong (C) G1 $21.00 anthony
Donkey Kong Jr. (ER++) G1 $35.00 john
Frogger (R) G1 $41.00 anthony
Zaxxon (IR++) G1 $60.00 harry

Intellevision

Matell

Auto Racing (U) - complete G1 $1.50 macra
ABPA Backgammon (R) - w/two overlays G1 $2.00 bao
Armor Battle (C) - complete G1 $1.50 trevor
The Electric Company Word Fun (R) G1 $1.50 tick
NASL Soccer (U) - complete G1 $2.50 gunoz
U.S. Ski Team Skiing (C) - complete G1 $1.00 eyabs
Sea Battle (C) - complete G1 $1.00 shark
NFL Football (C) - complete G1 $1.00 shark
L.V. Poker/Blackjack (C) - complete G1 $1.00 eyabs
Space Battle (U) - complete G1 $1.00 shark
Major Leage Baseball (C) - complete G1 $1.00 trevor
NBA Basketball (U) - w/2 overlays G1 $1.00 sodapop
Advanced D&D (U) - complete G1 $1.50 macra
USCF Chess (R) G1 $2.00 bao
Space Spartans (U) - complete G1 $1.50 a54br9
Astrosmash (U) - shrinkwrapped G1 $2.00 trevor
Snafu (C) - complete G1 $1.00 trevor
Space Armada (C) - complete G1 $1.00 trevor
Triple Action (C) - complete buyout
Bomb Squad (U) - complete G1 $2.00 a54br9
B-17 Bomber (U) - complete G1 $2.00 a54br9
Mission X (U) - w/2 overlays G1 $1.50 tick
Loco-Motion (U) G1 $1.50 shark
Thunder Castle (ER) G1 $2.50 tick
Burgertime (U) - w/2 overlays G1 $1.00 shark
Kool-Aid Man (R) G1 $5.00 shark

Bump 'n' Jump (U) G1 $1.50 shark
Power Of He-Man (U) G1 $1.50 shark
Space Hawk (U) - complete G1 $1.00 shark
Utopia (U) - white lbl w/xerox inst G1 $1.00 shark
Star Strike (C) - complete G1 $0.50 macra
AD&D: Treasure Of Tarmin (U) - white lbl w/2 overlays G1 $4.00 alex
Frog Bog (U) - w/2 overlays G1 $1.00 bao
Night Stalker (C) - shrinkwrapped G1 $1.50 macra
TRON Deadly Discs (C) - complete G1 $1.00 eyabs
TRON Maze-A-Tron (R) - complete buyout
Lock 'n' Chase (C) - shrinkwrapped G1 $2.00 bao

INTV

Chip Shot Super Pro Golf (ER) G1 $6.00 bored
Commando (ER) G1 $5.00 adam

Activision

Pitfall! (U) - complete G1 $3.00 mophead
Happy Trails (R) - 2 overlays G1 $2.50 gunoz
The Dreadnaught Factor (R) buyout

Atarisoft

Centipede (R) G1 $3.00 bworkman
Defender (R) G1 $2.00 eyabs

Coleco

Donkey Kong (C) - shrinkwrapped G1 $2.50 brian
Mouse Trap (NA) - w/2 overlays G1 $1.50 bao
Donkey Kong Jr. (R) G1 $6.00 bworkman

Imagic

Atlantis (U) - shrinkwrapped G1 $2.00 trevor
Beauty & The Beast (U) G1 $0.50 bored
Swords & Serpents (ER) G1 $2.50 tick
Ice Trek (R) G1 $2.50 bao
Microsurgeon (U) - complete G1 $2.50 trevor
Dracula (ER) - complete G1 $11.50 gunoz
Nova Blast (U) G1 $3.50 shark
White Water! (ER) - Complete G1 $11.50 gunoz

Parker Bros

Frogger (C) - w/box G1 $1.00 bao
Q*Bert (C) buyout
Popeye (ER) G1 $2.50 tick

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Sears
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Armor Battle (R) - complete G1 $1.00 trevor
Astrosmash (R) - complete G1 $1.00 trevor
Boxing (R) - complete G1 $3.50 trevor
Football (U) G1 $0.50 bensonj
Golf (U) - white lbl w/2 overlays G1 $1.00 shark
Horse Racing (R) - complete G1 $2.00 jeffgamer
Space Hawk (R) - complete G1 $1.00 trevor

Overlays
--------
Package #1: Sea Battle (2), Space Armada (2), Baseball (2), Snafu (2),
Auto Racing (2), Night Stalker (2), Microsurgeon (2),
Atlantis (2), Tron Deadly Discs (2), Pitfall! (2), Space Spartans (2),
Dragonfire
G1 $3.00 shark

Package #2: Lock 'n' Chase (2), Poker/Blackjack (2), Star Strike (2),
Demon Attack (2), Space Battle (2), Pinball
(2), Skiing (2), Astrosmash (2), Triple Action (2), Space Hawk (3), Sub
Hunt, AD&D Treasure
Of Tarmin, Pitfall!, Space Spartans
G1 $3.00 shark

Systems
------------
Intellivision w/two working controllers, power supply, R/F modulator,
and the following games: complete Astrosmash and Night Stalker,
loose Atlantis, Space Battle, Triple Action, Star Strike, Major
League Baseball, Beauty & The Beast, and Donkey Kong
buyout

Intellivision II - untested w/two controllers and loose Astrosmash

G1 $13.00 bao

Intellivoice Voice Synthesis Module in box w/complete B-17 Bomber,
and Space Spartans
G1 $11.50 ryan

Odyssey 2
---------------
Speedway!/Spin-Out!/Crypto-Logic! (C) - complete G1 $1.00 beaumontj
Football! (U) - w/box G1 $2.00 tick
Sub Chase!/Armor Encounter! (C) - complete G1 $1.00 tick
Bowling!/Basketball! (U) - complete G1 $5.50 matt2
Baseball! (C) - complete G1 $0.50 bensonj
Thunderball! (R) - complete G1 $2.00 a54br9
Showdown In 2100 AD (C) G1 $1.00 tick
Alpine Skiing! (U) - complete G1 $2.50 tick
```

The Quest For The Rings! (U) - complete G1 $15.00 tick
K.C. Munchkin! (C) - complete G1 $2.00 tick
Pick Axe Pete! (U) G1 $2.00 jeffd

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!, Dynasty!/Directional Dynasty!, and K.C. Munchkin!
G1 $12.50 jeffd

Atari 400/800

Atari

Archon (C) G1 $6.00 bworkman
Assembler Editor (U) G1 $2.50 greg
BASIC (C) w/reference guide G1 $0.50 kurt
Centipede (C) G1 $2.00 eyabs
Donkey Kong (C) G1 $1.50 jml
Flight Simulator II (C) G1 $4.00 greg
Hardball (U) G1 $7.00 jklein
Missle Command (C) G1 $1.50 jml
Ms. Pac-Man (C) G1 $6.50 wwsmith
One on One Bball (U) G1 $2.50 jml
Pac-Man (C) G1 $3.50 jml
Super Breakout (C) G1 $4.50 steve
Star Raiders (C) G1 $3.00 chief
Pilot (U) G1 $3.00 jklein
Galaxian (C) G1 $2.50 steve
Defender (C) G1 $4.00 steve
Atari LOGO (U) - w/manual G1 $7.50 james s
Robotron 2084 (C) G1 $4.00 steve
Atariwriter (C) G1 $1.50 james s
Joust (C) G1 $4.50 steve
Moon Patrol (C) G1 $6.50 wwsmith
Ballblazer (C) G1 $5.50 jml
Blue Max (U) G1 $5.50 jml
Bug Hunt (U) G1 $5.00 steve
Necromancer (U) G1 $12.00 bworkman

Activision

Kaboom! (U) G1 $5.50 jml
Megamania (U) - lbl tear G1 $5.00 bworkman
Pitfall! (U) G1 $10.00 krieg

Big Five Software

Miner 2049er (C) G1 $6.00 chief

Epyx

Gateway To Apshai (U) - w/inst G1 $8.00 bworkman

IDSI

Speedway Blast (R) G1 $7.00 alias

Oss

Mac/65 (U) buyout hoodster
Basic XE (U) buyout hoodster

Parker Bros.

Q*Bert (C) G1 $2.00 briang

Roklan

Deluxe Invaders (C) - w/inst G1 $7.00 bworkman
Wizards Of Wor (C) - lbl severely faded G1 $12.00 jklein

Sega

Star Trek: S.O.S. (U) G1 $7.00 alias

Spinnaker

Alphabet Zoo (U) - boxed G1 $3.00 david
Delta Drawing: Learning Program (U) - w/inst G1 $3.00 david
Kids On Keys (U) G1 $0.50 james s
Kindercomp (U) G1 $0.50 james s
Story Machine (U) G1 $0.50 james s

Systems & computer related items
---
130 XE - tested w/ power supply, set of paddles (untested), video
touch pad w/Star Raiders overlay, two 2600 joysticks (untested),
owners manual, T.V. cord, and the following loose cartridges:
Defender, and Atariwriter
G1 $90.00 david

800 XL - tested w/power supply, T.V. cord, and a 2600 joystick
(untested)
G1 $20.00 hoodster

600 XL - tested w/power supply, owners manual, and a 2600
joystick(untested)
G1 $15.00 hoodster

Atari 1010 Program recorder - untested w/power supply, owners manual, connecting cord, and the following loose cassettes Player Missle Graphics and Basics of Animations
G1 $10.00 hoodster

Atari Touch Tablet - tested w/Atariartist cart and owners manual
G1 $18.50 david

Atari Light Pen - tested w/Atarigraphics cart
G1 $16.00 david

Suncom Animation Station - untested w/owners manual
G1 $6.00 david

Atari 1020 Printer - untested w/power supply and roll of paper
G1 $9.50 hoodster

Voice Box Speech Synthesizer by The Alien Group - untested
G1 $9.00 hoodster

Inside Atari Basic: a fast, fun, and friendly approach. By Bill Carris
G1 $0.50 randy

Atari DOS 2.5: XF551 Disk Drive owners manual
G1 $1.50 wwsmith

Boulderdash Construction Kit: instruction manual
G1 $0.10 alias

Ghost and Ghouls: instructions
G1 $0.50 randy

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL, 65 XE, and 130 XE. Comes with owners manual. Untested
G1 $4.50 kurt

Software: SubLogic Japan scenery disk (5.25) for use w/Flight Sim. II. Comes with owners manual, and approach charts. Untested
G1 $2.00 alias

Software: Adventure Maker/Tax Template (5.25 disk). Untested
G1 $0.50 randy

Software: Spinnaker's In Search Of The Most Amazing Thing (5.25) Untested
G1 $0.50 randy

Six 5.25 disks: Could contain Government cover-ups. Untested
G1 $1.00 jml

Vic-20

Atarisoft

Pac-Man (C) - w/box G1 $1.00 markd

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Commodore
---------
16K Memory Expander G1 $2.00 biglous
Vic Avenger (C) - complete G1 $2.00 biglous
Super Alien (C) - complete G1 $1.00 markd
Radar Rat Race (C) - complete G1 $1.00 markd
Raid On Fort Knox (C) - complete G1 $1.50 bored
Adventure Land Adventure (C) - complete G1 $1.00 markd
Pirate's Cove Adventure (C) - complete G1 $1.00 bored
Sargon II Chess (C) - complete G1 $1.00 markd
Cosmic Cruncher (C) - complete G1 $1.00 markd
Gorf (C) - complete G1 $1.50 markd
Omega Race (C) - complete G1 $1.00 markd
Star Post (U) - complete G1 $2.00 markd
------
Imagic
------
Demon Attack (C) - complete G1 $3.00 bworkman
Atlantis (C) - complete G1 $3.50 rob
Dragonfire (C) - complete G1 $3.00 bworkman
----
Sega
----
Star Trek [S.O.S.] (C) - complete G1 $3.00 rob
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Vic-20 Cassettes
----------------
Academy Software
----------------
Typing Tutor/Word Invaders - complete
---------
Commodore
---------
An Introduction To Basic: Part 1 - complete G1 $1.50 bored
An Introduction To Basic: Part 2 - complete G1 $1.50 bored
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System
------
Vic-20 - untested in orignal box w/power supply, R/F modulator, and T.V.
Cord
G1 $8.00 biglous

VicModem in orignal box G1 $1.00 jones

C-64
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Gateway To Apshai G1 $3.00 jones
Decathalon G1 $5.00 mrupp
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TI99-4A

Burgertime (R) - w/inst G1 $3.00 rob
Aligator Mix (R) G1 $2.00 rob
Early Reading (R) G1 $1.00 jones
Donkey Kong (VR) G1 $2.00 eyabs

System

TI99-4A - untested in orignal box w/power supply, R/F modulator, and
owners
manual
G1 $6.00 beaumontj

Misc Stuff

Donkey Kong Trading cards - 3 unopened packs G1 $15.00 shrink
Atari 2600 Power Supply - in orig box G1 $3.50 chris
Atari Ultra Pong Doubles - in orig box buyout
Atari Video Pinball/Breakout System G1 $7.00 jones
Sears Telegames Pinball/Breakay System - in orig box w/inst & R/F
modulator
G1 $9.00 smedley
Atari Game Center (plastic case to hold games and system) G1 $3.00
james
Telegames Center (plastic case to hold games and system) removed
2600 Joystick G1 $3.50 jeffd
2600 Joystick G1 $3.50 jeffd
2600 Joystick G1 $3.00 wwsmith
2600 Joystick G1 $3.50 wwsmith
2600 Paddles - untested G1 $4.50 wwsmith
2600 Paddles - untested G1 $3.00 wwsmith
2600 Driving Controllers (2) - untested G1 $3.00 pat man
2600 Keybord Controllers (2) - untested G1 $10.00 tick
2600 Track Ball G1 $15.00 Robert
Atari Video Touch Pad G1 $1.00 philly
7800 Joystick G1 $3.00 bones
7800 Joystick G1 $3.00 bones
Champ Joystick (retractable cord) G1 $1.50 doyle
Suncom Star Fighter Joystick G1 $1.50 philly
Spctravision Joystick G1 $2.00 bones
Coleco Super Action Controller (doesn't work)
Coleco Super Action Controller (doesn't work)
Coleco Super Action Controller (doesn't work)
Coleco Adam Controller (doesn't work)
Atari Computer Power Supply - untested/very heavy/"the log"
Atari Computer Power Supply - untested/shady
Tyco Electric Racing Power Pack - untested G1 $0.10 alias
Chaos Strike Back: software manual $0.10 min
Box of 10 Xerox 5.25 floppy disks G1 $1.00 jml

This auction is dedicated to Bill Musselman and University of Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3649. Save money!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: S.P., Woodring <datamax@j51.com>
Message-ID: <5iukk8okg6891@news.j51.com>
Source record: 73764

Do you have a car?

Do you like music on the go?

Have you given any thought about upgrading the car stereo system?

If you have answered yes to any of these questions,

Go to http://www.j51.com/datamax/prod01.htm

Guaranteed, I can save you a great deal of money.

Sincerely,

SP, Woodring

I know everyone is looking for a way to save money.
Should this not be of interest to you, Please forward it to
a friend who needs it.

This is a promotion for "What you should know before you
install your car stereo system" A booklet written by SP, Woodring.

This message is being brought to you by Dynamic Mail - the easier and faster
way to explode your business on the internet. For more information please
visit our web site at : http://members.tripod.com/~apexpi/

3650. Atari h/w s/w books

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5ivkvfblm1@news3.voicenet.com>
Source record: 73765
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers

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Atari Items for Sale plus shipping

Atari 850 Interface no power supply..................... $39
Atari XMM801 printer.................................... $24
Atari 1020 Printer...................................... $15
Atari XM301 Modem....................................... $15
Atari 410 Program Recorder (tape deck) (2).............. $14
Atari 400 Program Recorder (tape deck).................. $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ................... $ 8 each
Paddles (2 sets)........................................ $12 each
DVE Printer Power Supply Model DV-2412A................. $10
50 5-1/4 diskettes ..................................... $10
50 3-1/2 diskettes...................................... $12.50
.....................................................................
Wishbringer from Infocom on Disktte w/box & docs.... $18
.....................................................................

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
```

Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions

PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor Donkey Kong
Missile Command Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs

.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

3651. Re: REQ: Atascii (aka "Break Messages") Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5ivpnv$9sk@sjx-ixn8.ix.netcom.com>
Source record: 73766

In article <01bc4833$6ae8b9a0$LocalHost@computer-name>,
"Mike Hopkins" <mhop@snip.net> wrote:
>> I checked last night, but the files are NOT on the BBS, however the SysOp
>does have a collection on floppy. Mike, if you're listening, see what you
>could do about posting them to Bill Kendrick to be placed at the Unich
>Archive. Bill is at kendrick@zippy.sonoma.edu.
>>
>
>I'm listening, or lurking.. Made some progress.. I found the 5" disk they
>were on. Now to connect the modem to the 8 bit again.
>
>One problem with viewing the files themselves occured to me. Back In The
>Day, 2400 baud was max You could see the atascii animation at a smooth
>pace. Reading it with a high speed modem, or straight from disk, it would
>be too fast. It would appear like a blur. The only way of viewing them
>would be to log on a bbs at a certain speed (like 2400) and read the files
>directly, or through some kind of program that reads them from disk at a
>certain speed. (slow).
>
>What was the name of the word processor that I used to make these atascii
>movies? It looked an acted like a text editor, but it would record all of
>the backspaces, arrow keys, control keys, etc. When you really wanted to
>backspace, like if you entered something by mistake, it would redraw the
>entire document and eliminate that last character.
>
>
>--
>Mike Hopkins
>mhop@snip.net
>

Mike,
Good to see you here! I got the XF551 working last night. I now have a chance to go through my 8-bit files (Thursday->Saturday). The program was from Antic Magazine (or was it Analog (one of them, anyway)). If I come across it, I'll call you.
Could you post the files to JACS? I'll grab them then make an ARC file with them AND the program and post it to Umich (via Bill Kendrick).
I'll be copying as much of my 8-bit files to my ZIP drive during that time. Should be good!

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3652. Professional and Affordable Web Design and Hosting

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: Kris Thompson <thomp132@expressionsmedia.com>
Message-ID: <5ivovs$9h8$4830@msunews.cl.msu.edu>
Source record: 73767

Welcome to Expressions Multimedia...

We would like to extend an invitation to visit us at http://www.expressionsmedia.com.

We specialize in providing professional yet inexpensive web page designs and web site hosting.

Please be forwarned, many of our sites include ActiveX and Java and are optimized for Internet
Explorer 3.0, so they many not look right in some browsers.

Also, check out our newest site for the Blue Cardinal Motorsport racing team, they can be found
at http://www.expressionsmedia.com/bluecard.

I would like to thank you for your time,

Kris Thompson
thomp132@expressionsmedia.com

3653. Re: YOGI: I FOUND "TRANSMUTTER" !!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5ivr2v$nhv@sjx-ixn5.ix.netcom.com>
Source record: 73768

In article <33513784.16F8@hg.uleth.ca>,
"[Escape]" <sermm0@hg.uleth.ca> wrote:
>OK thanks,, yeah I got it to work...
>I had problems because I was using Lynx to d/l the file
>and it was corrupting it, FTP binary works all the time :)
>
>But anyways,, is there a difference between a .com and .exe
>(just like in ms-dos) or are they the same thing pretty much?
>
>thanks.
>later
>
On the Atari 8-bit, .OBJ, .COM and .EXE filrs are the same. MS-DOS makes a differentiation between .COM and .EXE. .COM files are commands like CD. These are also only up to 64KB. EXE files are regular programs that generally have screens, like menus, or other applinacion stuff. These files can be any size.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3654. Re: An Awesome Shooter (MAYBE?)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: lvt-cfc@cyber2.servtech.com
Message-ID: <5ivtik$rqv@cyber2.servtech.com>
Source record: 73769

>BTW, for anyone who hasn't heard of it, TRANSDISK is for running BOOT
>TAPES from a DISK DRIVE. It copies all the parts it finds of a
>specific tape game to a DOS file, but like TURBO BASIC COMPILED
>programs, it requires a "Loader Menu". To load these "tape files" the
>loader sets up the operating system to read a DOS file as a CASSETTE
>LOAD. Of course this requires modifying the OS, so it won't run on
>400/800 computers. If anyone has the actual software to make TRANSDISK
>files, please let me know..... I have been after this for quite some
>time.

Given a decent look at a "TRANSDISK file," it probably wouldn't be TOO
hard to reverse-engineer the format and come up with something to write
it... DEFINITELY with a decent look at a file AND THE LOADER...

The simplest hypothetical format for a "TRANSDISK file" would be a simple
"image" of the original tape, as the tape format itself contains all
information necessary for booting the tape...

3655. Re: 6502 Flag behaviour

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: lvt-cfc@cyber2.servtech.com
Message-ID: <5ivt5h$rio@cyber2.servtech.com>
Source record: 73770

In article <334D7E96.5F9C@erols.com>, Sasha Cimermanis <scim@erols.com> wrote:
>
>Hello,
>
>I am attempting to someone regarding a 6502 flag behaviour problem.
>lda $FE
>ora #$08
>bne <somewhere I don't want it to bne>
>
>From all the sources on 6502 it appears that the Z flag will always be
>reset at the time of BNE, as we do ORA with a non-zero number. But then,
>this fragment of code loses any sense. Does anyone know how Z flag
>behaves in such situation?

Zaks' PROGRAMMING THE 6502 indicates that the N and Z flags will be
"changed" (i.e. "affected") by the ORA instruction. Presumably you knew
this and are saying to yourself, "$FE or'd with $08 is always non-zero, so
it's pointless to TEST for zero!"

However, there are always possibilities...

First, if you've correctly transcribed the code above, note that you're
not OR'ing a VALUE of $FE with a VALUE of $08 -- you're OR'ing the
contents of _address_ $FE with a VALUE of $08. So, the state of the Z
(and N) flag(s) will differ depending on the contents of address $FE.

Second, if you've mistranscribed the code, and the original code really
does OR a VALUE of $FE with a VALUE of $08, well, it's always possible
that some OTHER piece of code might branch to the ORA instruction,
performing the OR operation with accumulator-contents OTHER than $FE...

3656. Re: The Eidolon

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: lvt-cfc@cyber2.servtech.com
Message-ID: <5j0147$107@cyber2.servtech.com>
Source record: 73771

In article <334ff8e9.7569037@news.abest.com>,
Janice in NYC <Sapphire@moc.cynonni> wrote:
>On Sat, 12 Apr 97 03:55:24 GMT, pnguyen@ucla.edu (Patrick P.H. Nguyen)
>wrote:
>
>>Can anyone explain how to play this game? I've had it for years now and have
>>yet to understand how to do anything except find a dragon who kills me.
>
>I thought i had the instructison manual lying around, but I couldn't
>find it so here's what I can remember and just from playing aroudn
>with the game now.

I've got it sitting here, and I love to type... so clip and save, Eidolon
lovers!

First, from the back-of-the-box:

LUCASFILM GAMES
The Eidolon

Scientific Curiosity or Passport to a Magical Dimension?

Discover the secrets of _The Eidolon_, a mysterious 19th century
machine powered by the forces of magic. If you can control the powerful
energies of this ancient apparatus, an unseen world is yours to explore.
The Eidolon lets you teleport and transform enchanted creatures --
Greps (TM), _Biter Birds_ (TM), and _Bottlenecks_ (TM). ANd challenge
the "intelligent" _Guardian Dragons_. You can create and capture magic
fireballs... perhaps even alter the flow of time itself!
And whatever happened to the machine's mysterious inventor? Only the
adventurous of spirit will know his fate. _The Eidolon_ -- scientific
curiosity, or passport to a magical dimension?

And now the manual...

[illustration - looking up at dark figure silhouetted in doorway at top of
stairs; dusty, cobwebby desk and stuff in bottom foreground...
caption - "Alone at the bottom of a narrow stairway, in a deserted mansion
at the edge of town, you come upon an ancient mystery - and the beginning
of a strange new adventure...]

The Agon Mansion

More than a hundred years ago, the eccentric scientist and inventor Dr. Josef Vincent Agon lived here -- a recluse who shut himself up behind the locked iron gates and the tall shuttered windows of the great Victorian mansion. In his studies of the powers of the human mind, Agon distinguished himself as one of the world's greatest scientists. But the nature of the experiments conducted in this mansion remains a mysterious secret. Was he exploring the powers of the mind... or the powerful and dangerous forces of the occult? Was he a genius... or a madman?

No one ever knew. Agon disappeared without a trace. His relatives closed the mansion, and it has remained locked and deserted.

Until now.

For tonight, walking nearby, you discover to your surprise that the iron gate stands ajar. Curious, you push the gate open and cross the front path. As you touch the brass knob, the door yawns open with the groan of rusty hinges.

At the end of the front hallway you discover a secret passageway. A mysterious glow emanates from below -- a pale, haunting light that draws you, almost against your will. Step by step you descend the long, narrow stairs, where no one has ventured in over a hundred years...

Dr. Agon's laboratory!

Among the dusty equipment stands a mirror, aglow with pale light. A fantastic machine faces the mirror, a device that looks as if it may have been designed for travel -- but what kind of travel? THe ornate timepiece in the center of its control panel is frozen in time, both hands at twelve o'clock.

On a small writing desk nearby, you discover an old leatherbound diary. Perhaps this will explain the mysterious device. Breathless with curiosity, you begin to read the yellowed pages....

April 21, 1850

My hands still tremble with excitement as I write these words. For today I have tested "The Eidolon" -- the device that represents the sum of a lifetime's research into the mystical powers of mind. Whether I have failed or triumphed I cannot say. I can only describe the strange mysteries I have seen.

Seated in the Eidolon, with the power reserve at its peak, I pressed the trigger at the side of the main operating lever. Across the room I had set up a mirror to view whatever changes might occur during the experiment. To my surprise, the mirror itself began to glow. The light grew brighter and more inviting until it seemed to envelop the room. I found myself within the light, transported by it, until suddenly I seemed to enter a mysterious landscape -- a series of cavens that opened in many directions.

Strange glowing spheres of energy -- some red, some blue, some green or gold -- rushed past. I hardly knew whether to dodge or chase them! Then

the strangest vision occurred: a statue of a troll-like creature appeared, then came to life and began to walk towards me. No sooner had this curious apparition appeared than I found myself back in the laboratory, the power reserve of the Eidolon abruptly depleted.

Have I discovered some alternate mystical world that coexists with our own? Or have I inadvertently _created_ some new and frightening world by unleashing the powers of nightmare and fantasy?

Tonight I am exhausted. But tomorrow, with the Eidolon's power reserves replenished, I shall attempt to find out.

April 22, 1850

I have no explanations for the mysteries I have encountered. The Eidolon was designed to tap the limitless energies of the mind. Instead, I find myself transported into a world of vast strangeness inhabited by creatures of the most extraordinary kind. Are they simply the shadows of the mind made substantial? Or are they denizens of a world as real as our own, but made up of energies and forces of a very different nature?

For now, I can only describe these strange inhabitants. I have attempted a few rough sketches of those I have encountered.
[illustration: short, squatty humanoid troll/devil w/horns on head, pot belly, three fingers/toes on each limb, and a general look of power and mischief]

Most frequently I have seen these troll-like inhabitants, who seem quite content to let me pass. But I must be careful not to touch them, lest they drain the Eidolon's power reserve.

[illustration: short, squatty "baby dragon"-looking critter]

The Biter Bird is quite different. These creatures attack without provocation -- although once or twice I have managed to scare them away.

[illustration: top, front, and side "technical drawings" of The Eidolon (NO callouts of components etc. -- just pretty pictures]

[illustration: six-legged, four-body-segmented insectoid with helicopter blades (!)]

This creature, the Rotofly, is less dangerous than annoying. I have found that they scare easily -- all I have to do is approach one and it gets out of the way. But no sooner do I turn around than I find it behind me, still whirring and hovering.

These various inhabitants appear to be attracted to the power of the Eidolon. Indeed, they seem almost to feed off the Eidolon's energy. Thus, if one touches the device, the power is depleted and I am transported back to my laboratory.

May 1, 1850

I have begun to investigate the strange physical nature of the spheres of energy. Their colors appear to indicate something of the type andlevel of their energy:

RED: The red fireballs are the most destructive. When a red fireball strikes the Eidolon, its destructive energy drains the device's power qreserves. When I launch a red fireball at one of the underground inhabitants, the creature is thrown backwards by the impact, its powers weakened. The effect is only temporary, however, for the creature soon recovers and attacks with renewed vigor.

GOLD: Gold fireballs, rather than endangering the Eidolon, actually recharge its power reserve. I have encountered them at irregular intervals throughout the caves - fireballs the same color as the Eidolon, suspended in the air. To tap their energy, I must simply approach and collect them.

BLUE: These fireballs have the astounding power to alter the flow of time. When I have managed to catch one, the Eidolon's clock suddenly lights up with blue energy, and I gain time to explore the caves. The Eidolon itself can also generate blue fireballs, which have an even more amazing effect. Creatures struck by a blue fireball immediately freeze in their tracks. The effect lasts only a short time -- although long enough, perhaps, to deal with troublesome creatures.

GREEN: Green fireballs have the most extraordinary power to transform one creature into another. When an inhabitant of the caverns is struck by a green fireball, it instantly changes into a creature of a different shape! There is no way to know whether the new creature will be more or less dangerous than the one before.

Although the Eidolon is capable of generating fireballs exactly like those that course through the caverns, the process quickly drains the device's power reserves. But I have learned that I can target and capture the energy of the fireballs -- with the exception of the destructive red fireballs, to be sure -- and thereby recahrge the Eidolon's power reserve.

[illustration: screen-shot from the game; Eidolon control-panel, with callouts:
A: (upper-left "C...H" meter) : Proximity Meter -- Shows how close you are to the dragon.
B: (upper-right "-...+" meter) : Energy Meter -- Shows your energy reserve.
C: (central clock : Time Clock -- Shows remaining time in fractions of a minute.
D: (leftmost of two lower-right cirles-with-numbers-in-them) : Time Counter -- Shows whole minutes left.
E: (rightmost of two lower-right circles-with-numbers-in-them) : Level Counter -- Shows which level you are on.
F: (small circles to upper AND lower, left AND right, of central clock) : Fireball Indicators -- Shows which colors are available; flashing indicator shows which color is selected.
G: (lower-left bank of three diamond shapes) : PowerJewels --

Indicators glow when jewels have been collected.
H: (outer rim (?) of central clock) : Direction Indicator -- Shows which direction you are facing.
]

May 14, 1850

Today, I encountered a creature I have never seen before. When I directed a red fireball at this guardian of the caverns, the creature disappeared -- and in its place, a mysterious glowing jewel of energy appeared. I collected the jewel and stored it in the Eidolon. Exactly what it is or how it functions I don't yet know.

[illustration: The Dragon ... well, it's a dragon...!]

May 21, 1850

There are mysteries within mysteries in the world I have discovered. Having reached the end of the cavern, I came upon a stone statue of a dragon. The statue was protected by a mystical barrier of energy, shimmering red. All my attempts to breach the barrier so far have failed...

May 25, 1850

I have discovered a way to capture red fireballs! Launching a red fireball at another causes their energies to combine to form a gold fireball which is then safe to capture. In general, fireballs of equal energy will combine, but higher energies always absorb lower energies.

One by one I have gathered up the mysterious glowing jewels of energy, until I now possess three of them -- red, green, and blue. Today, as I approached the statue of the dragon at the end of the cavern, I tried ramming the barrier. Suddenly it glowed red, my red jewel vanished, and the barrier of mystical energy dissolved! The dragon was awakened. In a moment its furious attack depleted the reserves of the Eidolon, and I found myself back in the laboratory.

Tomorrow I shall confront the dragon again...

May 27, 1850

Again I faced the dragon. With all the energy I had left, I attempted to subdue the writhing creature with fireballs. I tried every combination of red, green, blue, and gold. Suddenly the energy from one of the spheres I fired overwhelmed the creature.

In that instant I experienced a great surge of energy, not unlike the flash of light that occurs each time I enter the mystical realm, and I was transported into another level. Before me stretched caverns even more twisted and maze-like than before, with fireballs even more numerous than before, and strange new creatures. I shall attempt to describe them.

[illustration: globular creature with suction-cup/hose-like snout, and side and tail fins/wings] These odd inhabitants, which I call Puffer Birds, have the ability to catch the glowing spheres of energy and blow them back.

[illustration: two-toed/fingered humanoid insectoid] This is a Grep. The Grep is extraordinarily curioius and alert. It is best to remain perfectly still when one approaches, for they frighten quite easily, and they can be very unpredictable.

[illustration: one-eyed, four-fingered, no-toed, pot-bellied humanoid (head is the single eye, on a long neck)] This odd apparition, which I call the Bottleneck, is one of the more dangerous guardians of the underground caverns. There are ways to maneuver the Eidolon around a Bottleneck, but it isn't always easy.

June 2, 1850

It has been more than five weeks since I first tested the Eidolon.

The mystical world is composed of many levels, each a maze of caverns. The caverns become more twisted and complicated the deeper I go. The entrance to each level is defended by a fierce dragon. No two dragons are alike. Each has its own vulnerabilities, which I must discover in order to pass.

Each level has its own guardians as well, strange creatures that hoard the glowing jewels of energy. Only with the power of these brilliant jewels have I been able to breach the mystical barriers that protect the dragons.

So far I have counted five levels. If my suspicions are correct, there will be seven levels -- seven the mystical number. Past the seventh level, who knows what awaits!

June 13, 1850

Last night, I had a strange vision -- half dream, half fantasy. I imagined I had made it through the seventh level, past the final guardians. Suddenly, against an immense and limitless sky, I beheld a many-headed dragon more fearful than anything I have encountered.

With the light of morning, the vision lingers, too vivid and haunting ot be dismissed.

As I face the unkonwn at each level, I find myself less afraid. It is as if, in confronting these fierce guardians, I am confronting my own fears. Today I intend to set out to discover once and for all the great secret so fiercely guarded by the dragons. My excitement combines with a strange sense of dread, for each time I venture into the mystical realm, I find it harder to return to the real world. Something irresistable and compelling awaits me. I have no choice but to follow, wherever it may lead....

QUICK START

Loading Instructions

Set up your computer as shown in owner's manual. Turn on drive and TV. Plug joystick into first port. (Commodore 128: set system to Commodore 64 Mode.) Insert game diskette with the label for your computer facing up and turn on your computer. Atari: the program will autoload. Commodore 64/128: type LOAD "*",8,1 and press RETURN.

Commodore 64/128 with Epyx Fast Load (TM) Cartridge. Turn computer off. Insert Fast Load Cartridge into the cartridge slot and turn computer on. Hold down Commodore (C=) key and press RUN/STOP key to load game.

1. Begin Game. Press the red button on the joystick or Atari: press START. Commodore 64/128: press FL.

2. Move Through The Caverns. Push joystick in desired direction: forward, backward, left or right.

3. Shoot Fireballs. First choose the color of fireball b pressing 1 Red, 2 Gold, 3 Green, or 4 Blue. To fire, press the red button on the joystick.

4. Capture Fireballs. Approach fireballs, centering them in the diamond-shaped cursor, and press the SPACE BAR.

5. Collect Jewels. Approach jewels, centering them in the diamond-shaped cursor, and press the SPACE BAR.

6. Release Jewels. Approach the dragon barrier. If you have the correct jewel, the barrier will dissolve; if not, the barrier will glow the color of the jewel you need.

7. Pause and Restart Game. Pause - Press P. Restart - Atari: While paused, press RETURN. Commodore 64/128: Press RESTORE.

8. Reboot Game. Atari: Press SYSTEM RESET.

Hints

Red fireballs are deadly! To avoid them, try to move out of their way or shoot a fireball at them to discharge their energy.

When you have defeated the guardians and collected as many of the jewels as you can before your time runs out, approach the energy barrier in front of the dragon. When you have defeated the dragon, the gate behind him will open and you may proceed to the next level.

To replenish the Eidolon's energy reserves, capture as many gold fireballs as you can.

Enjoy!

Chris Chiesa
lvt-cfc@servtech.com

3657. auctions and this newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-15 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <33539878.58C9@kawo2.rwth-aachen.de>
Source record: 73772

Hallo !

I&#65533;m a little bit worried about these endless auctions in this group.

F.e. don&#65533;t fears auctions takes app. 35 kB every day , and I couldn&#65533;t
imagine that most of the people are very interested in.

Could this only be sent to people who are interested in by mail ?

I think, it&#65533;s o.k. to make an announce, that an auction is started, but
leave the rest ...

How is your opinion ?

Matt

3658. Re: auctions and this newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5j1cfu$j74@madeline.INS.CWRU.Edu>
Source record: 73689

Here's what I think about multiple, frequent postings of stuff
for sale on the usenet.
(Following is the 'Advertising on Usenet: How to do it, how not to
do it'. It is an official Usenet document. It is useful for new
people especially, that may not understand some of the underlying
principles of the usenet. Many may ignore it, and we'll continue
to see rude multiple postings of stuff for sale. For rudeness,
we all get trash e-mail. 'Auctions' fall under the same category
of trash rude excessive 'bandwidth' that ruins the usenet and
internet for responsible, considerate usenet/internet users.
The best response is not to purchase or participate in 'Auctions'.
And to e-mail the posters of multiple for-sales with your displeasure.
Russ Gilbert)

Date: Wed, 12 Jun 1996 08:00:13 GMT
Supersedes: <Ds3vK5.7oB@deshaw.com>
Expires: Fri, 12 Jul 1996 08:00:12 GMT
Message-ID: <DsvnKC.58s@deshaw.com>
From: jfurr@acpub.duke.edu (Joel K. Furr)
Subject: Advertising on Usenet: How To Do It, How Not To Do It
>Newsgroups: news.announce.newusers,news.admin.misc,misc.entrepreneurs,news.admin.
net-abuse.misc,news.misc,misc.answers,news.answers
Reply-To: jfurr@acpub.duke.edu
Followup-To: news.admin.misc
Approved: netannounce@deshaw.com (Mark Moraes)
Lines: 460
Xref: madeline.INS.CWRU.Edu news.announce.newusers:2135 news.admin.misc:55209 mis
c.entrepreneurs:157985 news.admin.net-abuse.misc:71700 news.misc:18931 misc.answe
rs:4071 news.answers:74237

Original-author: jfurr@acpub.duke.edu (Joel K. Furr)
Archive-name: usenet/advertising/how-to/part1
Last-change: 13 Nov 1995 by jfurr@acpub.duke.edu (Joel Furr)
Changes-posted-to: news.misc

Introduction

Advertising on Usenet is a frequently misunderstood subject. The purpose
of this message is to explain some Usenet conventions regarding
advertising to new users and, hopefully, spare everyone involved a lot of
needless worry.

To start with, let's define the term. "Usenet" is *not* synonymous with
"Internet." Usenet is the system of online discussion groups, called
"newsgroups," e.g. rec.humor, comp.misc, news.announce.newusers,

talk.origins, misc.rural, alt.sex, and so forth.

This FAQ does not attempt to describe in detail all the various ways in which one can conduct commercial activity over the Internet and attempts simply to explain the issues involved in advertising in Usenet newsgroups.

The philosophy of Usenet

Usenet started out in 1980 as a UNIX network linking sites which needed to talk about and receive prompt updates on UNIX system configuration and other UNIX questions. Message traffic started out at a few messages per week, but the system was so useful that traffic quickly boomed and Usenet almost immediately expanded to include forums on science fiction, humans and computers, and other subjects.

In the beginning, Usenet was largely confined to educational institutions such as universities and colleges, and to research companies and other commercial enterprises with UNIX machines on-site. It has now grown to include millions of users at commercial sites such as America Online and at companies around the world involved in every sort of business imaginable. Nevertheless, many of the customs found on Usenet today have their origins in the days when Usenet was very small and most Usenet sites were universities.

That these customs and traditions began when Usenet was much smaller and quite different in nature in no way lessens the anger many users feel when these customs and traditions are violated.

One such custom is the tradition and belief that it is rude to advertise for profit in Usenet newsgroups.

Advertising is widely seen as an 'off-topic' intrusion into the discussions of any particular newsgroup (newsgroup is the Usenet word for discussion group or bulletin board). Each newsgroup has a specific set of subjects it is intended to cover, and in order for newsgroups to function as effective discussion forums, it is important that people stay 'on-topic'. If everyone disregarded the particular topics each newsgroup is intended to cover and simply posted whatever they wanted wherever they want, the entire system would break down.

Due to the decentralized nature of Usenet, there is no one person or body which can "enforce" the custom of staying on-topic. It falls on each user to help preserve the culture of open discussion and free speech that Usenet has come to embody by not posting off-topic material.

This, of course, includes advertising. Advertising is by far the most pervasive form of off-topic posting, and therefore, gets most of the heat.

An analogy

If an analogy will help you to visualize the situation, imagine a meeting at your workplace or school.

At this meeting, people are discussing a certain issue -- for example, getting new sidewalks installed downtown or getting new schoolbooks for the elementary school, or what to do about the new product your company is planning on introducing.

In the midst of the discussions on the new sidewalks or textbooks or product, someone walks into the room, interrupts everyone, then reads an advertisement for a local restaurant. He or she then leaves without waiting for comment.

Now imagine if this happened over and over again each time your group tried to hold a meeting. Every time someone tried to make a point, in walks some other stranger who reads an ad for some business that has nothing to do with the subject of the meeting.

It would soon become rather difficult to hold effective meetings, wouldn't it?

Similarly, it's very difficult to keep Usenet newsgroups interesting and useful when people deluge newsgroups with advertisements.

The hidden cost

One of the things that attracts some people to the idea of advertising via Usenet is that it costs so little to do it. You pay $20 or $30 per month for an Internet account, and you can post literally *millions* of advertisements at no additional cost.

But there *is* a cost. Each message you post takes up disk space on each site around the world where it lands. People don't much mind paying for disk space to hold Usenet discussions since they know that people like taking part in those discussions and since they know that it's sort of like mutual backscratching: "I let your messages reside on my site for free, and you let the messages I post reside on your site for free." Everyone benefits from interesting, informative, or amusing discussions, so no one really minds paying for the space.

But there's only one person who benefits from advertising: the advertiser. Sure, you can say that the people who see the ad benefit from the product or service advertised, but when you balance that against what they lose when their favorite discussion group is taken over by non-stop advertising, it's a poor trade.

No one wants to give their disk space for free to someone who selfishly posts a copy of an advertisement to every newsgroup on Usenet.

How to advertise on Usenet

There *are* acceptable ways to advertise in Usenet newsgroups.

1. The on-topic notice

If you have a product or a message that is specifically related to a particular Usenet newsgroup, and you want to let people know about it, it's *usually* all right to post *one* notice about it.

Note the word "notice." A notice is a brief mention of the product with information about how interested persons can find out more. It's not a sales pitch. It's not an advertisement. It's not a "BUY BUY BUY" sort of message. It's a notice.

You are encouraged to make such postings one-time-only. When your polite informational notice starts getting posted every week, people are going to start getting irked at you.

You are also *strongly* encouraged to keep such postings hype-free. What often works very well is to post information about your services or product and include a contact address, World Wide Web site, or phone number for people to use to get more information.

For example, if you want to post a notice about your immigration law services, you could post a message to alt.visa.us or the various misc.immigration.* newsgroups, where you'd find a large population of people interested in that or related subjects. Posting the same ad to rec.sport.football.college would *not* be appropriate because rec.sport.football.college has nothing to do with immigration law, visas, or becoming a citizen of another country.

One way to tell if a post is appropriate is to look at a newsgroup's charter. The charter is the formal declaration of what is on topic and what is not, and was generated at the time the group was created if the group was created in the so-called Big 7 hierarchies of comp.*, soc.*, rec.*, talk.*, misc.*, news.*, sci.*, and humanities.*. Some other groups have charters as well, but not all -- and if they do, they're often one or two lines in length. Where can you find a charter? Well, in some cases the charter is regularly posted to the newsgroup or is contained in the newsgroup's Frequently Asked Questions files. In other cases, the charter has been all but forgotten. Charters can occasionally be difficult to locate, so you may have to use your best judgment and/or ask someone who's been reading the group for a while if a particular message would be appropriate.

This is not to say that on-topic notices will always be welcome; the proliferation of inappropriate advertisements (ads posted in the wrong way to the wrong place) has resulted in *all* ads, even informational notices posted to appropriate newsgroups, tending to get a cold shoulder. You can help by limiting your ads to *informational* postings posted *only* *where* *appropriate*, and abiding by any local restrictions a given newsgroup's readers have placed on advertising.

2. *.forsale and *.marketplace newsgroups

There are many newsgroups directly involved in selling. You can generally spot them by the word "forsale" or "marketplace" in their names.

For example, rec.games.board.marketplace is a newsgroup where people post for-sale and want-to-buy notices about board games they want to buy or sell.

Similarly, the misc.forsale.* hierarchy is full of newsgroups for buying and selling various computers, monitors, printers, devices, and so forth, as well as misc.forsale.non-computer.*, for selling stuff that's not computer-related. However, the misc.forsale.* policy is rather resistant to *commercial* ads -- the hierarchy is intended as a place to post classified-style ads.

Many parts of the Net have local hierarchies as well where you can post for-sale and want-to-buy ads.

For example, in central North Carolina, the triangle.* hierarchy has triangle.forsale and triangle.wanted, where classified-style advertisements are the rule of the day.

It's generally considered rude, though, to crosspost a notice about your product to every forsale newsgroup, even ones on the opposite side of the country or world. Post your notice only to your *local* forsale newsgroup, if one exists.

3. comp.newprod

If and only if you are with a computer company which is releasing a new product and you want to make word of this new product known to the computing community, you can post a notice to the moderated newsgroup comp.newprod. The moderator of comp.newprod requires submissions to be informative and hype-free so people will use comp.newprod as a reliable way of gaining information.

4. biz.*

There is a hierarchy of newsgroups called "biz.*" which exists mainly for announcement from companies of new products, fixes and enhancements, postings of demo software, and so forth. If your site carries biz.*, and you feel that a biz.* hierarchy group would suit your purposes, go to biz.config and ask for it.

Be warned, though, that if your goal is to create a biz.* newsgroup for posting hype-filled advertisements, no one would read such a newsgroup. People only want to read newsgroups that are of benefit to them; they're not about to subscribe to a newsgroup that's nothing but ads for Bob's Bait and Tackle.

There are a few dozen biz.* newsgroups, some of which get used regularly and some of which are essentially defunct. If your site carries biz.*, you can find out more about the hierarchy by asking in biz.config, biz.general, and biz.misc.

How *not* to advertise on Usenet

Unfortunately, there are just about as many *inappropriate* ways to advertise on Usenet as there are appropriate ways.

1. Posting off-topic messages in unrelated newsgroups

Each message you post to Usenet, regardless of its content, should only be posted to related newsgroups.

For example, you run a rug company. You want to sell lots of rugs. So, you post an advertisement about your rugs in sci.physics. Not surprisingly, a lot of people send you email telling you what a jerk you are.

Why'd they do this, you ask? It's simple: sci.physics has nothing to do with selling rugs. Your ad was as off-topic as if someone had tried to get a discussion going there about the upcoming football season or started posting a lot of messages about their recent vacation.

Suppose you own that rug company, and you regularly read rec.crafts.textiles.weaving. Would you like it if someone started coming in and posting a lot of ads to the newsgroup about ginseng tablets, and then someone else came in and started trying to sell magazine subscriptions, and before you knew it, it became hard to find any actual discussion of weaving going on?

Try to look at it from the other person's point of view. If you'd resent someone posting an ad for *their* product to *your* favorite newsgroup, why would you post an ad for *your* product to thousands of other people's favorite newsgroups?

Remember the Golden Rule: "Do unto others as you would have them do unto you."

2. Spamming

Spamming is defined as posting identical or nearly-identical messages (not just ads, although ads are usually what spammers post) to a lot of newsgroups, one right after the other. Since it's really not that difficult to write a program that will post the same advertisement to dozens, if not hundreds or thousands of newsgroups, a lot of people have taken to doing this.

What's happened to people who've spammed?

They've lost their accounts, been mail-bombed (had thousands of pieces of junk email sent to them), had people call up and yell at them in the middle of the night, had people forward their mail (by this I mean paper mail, not email) to someplace strange, had people sign them up for thousands of unwanted magazine subscriptions, had people send them thousands of pages of condemnatory faxes, and so forth.

Nothing is as hated on Usenet as spamming. It's extremely, unbelievably rude and if you do it, you *will* come to regret it.

This is not a threat -- it's an observation. Any benefits spamming might have brought you will be more than counteracted by the intense public outcry against you in every newsgroup you posted your ad to.

Some members of the media have gotten the mistaken impression that spamming is hated because it's *advertising*. While it's true that Usenet users don't have much fondness for advertising, the real reason spamming is hated so much is because it's unbelievably *rude*.

If you don't regularly read a newsgroup, why would you post an ad to it? In so doing, you're basically saying that you don't care what the people in that newsgroup think or whether your ad might inconvenience them; you're out to benefit yourself. When you spam by posting the same advertisement to hundreds or thousands of newsgroups, you're saying that your personal profit is more important than the discussions of millions of people.

Would *you* like it if someone came by your house day after day and shoveled several thousand copies of an advertising circular through your windows?

Each copy of the ad takes up disk space on thousands of machines around the world -- and if you post the ad 1,000 times, that's millions of copies of your message that *you* are making other people pay to store copies of. When you spam, you're hogging hundreds of thousands of dollars worth of other people's storage space.

So please, don't do it. I've already explained that *one* copy of an off-topic ad is rude because it has nothing to do with the group it was posted to. Multiply that by a thousand times to get an idea of how rude it is to spam.

A quick note about what happens to spam:

Another consideration against spamming is that Usenet readers developed defenses against it, so it's not very effective. There are quite a few spam detectors running on Usenet, and if one of them detects that the same message has been posted repeatedly to multiple newsgroups, the humans who run those spam detectors will step in and actually *erase* the spamming messages with 'cancel' messages which are honored at most sites around the world.

A common misconception shared by many members of the media is that spam is bad because it's *advertising* and that people who cancel spam are doing so to get rid of *advertising*. In actual point of fact, most Usenet users consider cancellation to be extremely bad manners and something to be done only as a last resort. When spam-cancellers cancel spam, it's done because of the *volume* (posting hundreds of times), not because of the content.

The analogy that's often used is that yes, you have the right to walk down the street and say whatever you like -- but you do NOT have the right to stick your head in someone's house at 3 am and shout through a bullhorn.

So if you *do* spam, you're likely to lose your account, have your personal life made a living hell, possibly get sued by people whose storage space you're taking up, and in the end, not very many people are even going to see your advertisement. It's just not worth the grief you'll get.

Sorry to be unpleasant about it, but spam's a really bad idea.

Finally, if you're wondering where the term "spamming" came from, it came from a Monty Python sketch in which the characters were in a restaurant which mainly sold Spam. Items on the menu included things like "Spam, Spam, Spam, eggs, ham, and Spam." Whenever the waitress recited the menu, a group of Vikings in the corner would chime in with her, chanting the word "Spam" over and over, drowning out everything else.

Some members of the media have spread the explanation that the word "spamming" derives from throwing chunks of Spam into a fan. This is not where the term comes from.

3. Unsolicited junk email

Another often-practiced and often-punished scheme is to send email to thousands of strangers whose addresses you found in various Usenet newsgroups. In the last year, dozens of people have lost their Internet access after sending thousands of strangers ads for timeshare condos in Cancun or dubious credit schemes, and yet, the junk email continues to flood in.

Suffice it to say that junk email, using Usenet posters' addresses, is a really bad idea. Most sites will yank your account if you do that kind of thing.

4) 'Mail-Merged' ads

Some advertisers noticed that it was only *identical* postings that were getting cancelled by the spam cancellers, and cleverly came up with a way to post their ad to dozens of newsgroups while varying a line or two to make it look sufficiently different to avoid being cancelled.

For example, one book editor posted ads to dozens of newsgroups about his book, essentially giving a sales pitch for said book, while adding a paragraph to each article that purported to contain the text that had been printed about each newsgroup in said book.

It was rather obvious that the editor wasn't interested in getting feedback on the text since the book had already been published; eventually an employee at the company admitted that the technique had been used to try to avoid triggering the spam cancellers -- and that the point had indeed been to broadcast the ad widely without getting cancelled.

Don't do postings that say things like "Congratulations, REC.FOOD.DRINK.BEER reader, you are among the lucky few to be included in this amazing offer." Spam that makes a token effort to relate to each newsgroup it's posted to is still spam, and will still be erased on sight.

Conclusion

To make a long story short, off-topic advertising and advertising that equates to a bullhorn stuck into someone's window in the middle of the night are bad ideas.

Please exercise restraint and don't make the mistake many have of thinking that just because there's no central authority that can punish you for spamming newsgroups, that there will be no consequences if you do.

There will be consequences if you spam -- and you might be surprised by the lengths that vengeful Usenet users can go to when someone spams their favorite group with yet another off-topic advertisement.

If you want to advertise on Usenet, you can, but please follow the tips contained in this document's "How to" section and don't make the mistakes listed in "How not to do it."

Stay on topic; keep your notices hype-free; only post your notices to newsgroups where they are appropriate.

Do unto others as you would have them do unto you.

Afterword: Advertising on the Internet

It should be noted that there are many ways to advertise on the Internet that don't involve Usenet at all.

Usenet, you see, is NOT the same thing as the Internet. Usenet is transmitted via the Internet, but is also transmitted via other means (see "What is Usenet" in news.announce.newusers for more information). The Internet also includes services like ftp, telnet, gopher, and the World Wide Web.

A World Wide Web page allows you to put up graphics, text, and sound in an interactive hypertext format that's remarkably easy to set up and use. Many thousands of companies and individuals and organizations have put up World Wide Web pages that can be viewed by anyone around the world with a Web browser such as Mosaic or Netscape.

Since the only people who see a Web page are people who *choose* to see it, and since the person who pays for the storage space necessary to hold the Web page is the person or business or organization who put it up and designed it, a Web page is a *much* better way than advertising on Usenet to put your company's information up on the Internet.

If you need help getting going, ask the people who run your site for help on getting started; usually, all you really need to do is go buy a book on basic HTML (Hyper-Text Markup Language) design and/or scout out the newsgroup comp.infosystems.www.authoring.html. It's really not that hard to set up a Web page, and it's much, much, much more neighborly to put your advertising message on a Web page than to barrage the readers of Usenet.

IF YOU HAVE FURTHER QUESTIONS:

A board of experienced Usenet users stands ready to help suggest
non-destructive ways to use Usenet for your commercial purposes. Send
mail to commerce@acpub.duke.edu if you have questions or would like help.

****
The above posted by:
Russ Gilbert
cb541@cleveland.freenet.edu

3659. Re: REQ: Atascii (aka "Break Messages") Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E8plv5.BKz@iglou.com>
Source record: 73690

Mike Hopkins (mhop@snip.net) wrote:

: One problem with viewing the files themselves occured to me. Back In The
: Day, 2400 baud was max You could see the atascii animation at a smooth
: pace. Reading it with a high speed modem, or straight from disk, it would
: be too fast. It would appear like a blur. The only way of viewing them
: would be to log on a bbs at a certain speed (like 2400) and read the files
: directly, or through some kind of program that reads them from disk at a
: certain speed. (slow).

They were most viewable at 300, though a little fast at 1200. I remember
well, since my first modem was that MPP1000C modem. Weird sucker.

: What was the name of the word processor that I used to make these atascii
: movies? It looked an acted like a text editor, but it would record all of
: the backspaces, arrow keys, control keys, etc. When you really wanted to
: backspace, like if you entered something by mistake, it would redraw the
: entire document and eliminate that last character.

I believe it was called Atascii Viewer, or something similar. I had a 5.25
disk *LOADED* with them files. Some were so creative, that I kept them.
Others got me rolling on the floor. Now if I can find it again...

Wait... [madly searching, flinging dustbunnies all over]

Found it! Tried reading it with SR and UTIL. No go. Might be that it could
be the victim of bitrot. [sigh] I gotta hook up my XE and see what I get.
Even then, all my 8bit stuff is all over.

Also, there's mention that Node 99 is down. It could be that swhalen is
doing some work on the page or something. His account is still active,
though, which is good. Does anyone know more on this?

--
Homepage: http://members.iglou.com/rsg0910 (Now updated!)

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

3660. Don't Fear's 2nd Auction (Update 22) Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5j1kh1$4v3e@newssvr02-int.news.prodigy.com>
Source record: 73691

Don't Fear's Huge Second Auction (Update 22)

Part 2: Everything Else

Alright kids here we go!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

ColecoVision

Decathlon (U) G2 $3.50 jeffd
Donkey Kong (C) G2 $0.50 richard
Donkey Kong Jr. (C) G2 $1.50 richard
The Heist (U) G2 $4.00 ron moore
Illusions (R) G1 $3.50 r findell
Keystone Kapers (R) G1 $3.00 r findell
Popeye (C) G1 $3.00 korin
River Raid (U) G2 $2.50 a54br9
Slurpy (ER) - lbl wear G2 $17.00 csb
Smurfs R.I.G.C. (C) - boxed G2 $1.50 richard
Super Action Baseball (C) G2 $0.50 richard
Super Action Football (C) G2 $0.50 richard
War Games (C) G2 $1.00 richard

Wing War (U) buyout

ColecoVision Expansion Module #1 (2600 adapter) G1 $8.00 wipeout

System

ColecoVision w/two working controlers, power supply, T.V. cable, R/F
modulator, 2600 Expansion Module, and the folowing loose games:
ColecoVision Donkey Kong and Zaxxon, 2600 Combat, Pac-Man, Asteroids,
Space Invaders, Bezerk, and Pitfall!
G1 $35.00 korin

Handhelds

Coleco Table Tops

Donkey Kong (C) G2 $21.00 anthony
Donkey Kong Jr. (ER++) G2 $35.00 john
Frogger (R) G2 $41.00 anthony
Zaxxon (IR++) G2 $60.00 harry

Intellevision

Matell

Auto Racing (U) - complete G1 $2.00 eyabs
ABPA Backgammon (R) - w/two overlays G2 $2.00 bao
Armor Battle (C) - complete G1 $2.00 eyabs
The Electric Company Word Fun (R) G2 $1.50 tick
NASL Soccer (U) - complete G2 $2.50 gunoz
U.S. Ski Team Skiing (C) - complete G2 $1.00 eyabs
Sea Battle (C) - complete G2 $1.00 shark
NFL Football (C) - complete G2 $1.00 shark
L.V. Poker/Blackjack (C) - complete G2 $1.00 eyabs
Space Battle (U) - complete G2 $1.00 shark
Major Leage Baseball (C) - complete G2 $1.00 trevor
NBA Basketball (U) - w/2 overlays G2 $1.00 sodapop
Advanced D&D (U) - complete G1 $2.00 eyabs
USCF Chess (R) G2 $2.00 bao
Space Spartans (U) - complete G1 $2.50 bao
Astrosmash (U) - shrinkwrapped G2 $2.00 trevor
Snafu (C) - complete G1 $1.50 eyabs
Space Armada (C) - complete G2 $1.00 trevor
Triple Action (C) - complete buyout
Bomb Squad (U) - complete G2 $2.00 a54br9
B-17 Bomber (U) - complete G2 $2.00 a54br9
Mission X (U) - w/2 overlays G2 $1.50 tick
Loco-Motion (U) G2 $1.50 shark
Thunder Castle (ER) G1 $3.50 r findell
Burgertime (U) - w/2 overlays G1 $1.50 eyabs
Kool-Aid Man (R) G2 $5.00 shark

Bump 'n' Jump (U) G2 $1.50 shark
Power Of He-Man (U) G1 $2.50 bao
Space Hawk (U) - complete G2 $1.00 shark
Utopia (U) - white lbl w/xerox inst G2 $1.00 shark
Star Strike (C) - complete G2 $0.50 macra
AD&D: Treasure Of Tarmin (U) - white lbl w/2 overlay G2 $4.00 alex
Frog Bog (U) - w/2 overlays G2 $1.00 bao
Night Stalker (C) - shrinkwrapped G2 $1.50 macra
TRON Deadly Discs (C) - complete G2 $1.00 eyabs
TRON Maze-A-Tron (R) - complete buyout
Lock 'n' Chase (C) - shrinkwrapped G2 $2.00 bao

INTV

Chip Shot Super Pro Golf (ER) G2 $6.00 bored
Commando (ER) G2 $5.00 adam

Activision

Pitfall! (U) - complete G2 $3.00 mophead
Happy Trails (R) - 2 overlays G2 $2.50 gunoz
The Dreadnaught Factor (R) buyout

Atarisoft

Centipede (R) G2 $3.00 bworkman
Defender (R) G2 $2.00 eyabs

Coleco

Donkey Kong (C) - shrinkwrapped G2 $2.50 brian
Mouse Trap (NA) - w/2 overlays G2 $1.50 bao
Donkey Kong Jr. (R) G1 $7.00 r findell

Imagic

Atlantis (U) - shrinkwrapped G2 $2.00 trevor
Beauty & The Beast (U) G2 $0.50 bored
Swords & Serpents (ER) G2 $2.50 tick
Ice Trek (R) G1 $3.00 r findell
Microsurgeon (U) - complete G2 $2.50 trevor
Dracula (ER) - complete G1 $13.00 trevor
Nova Blast (U) G2 $3.50 shark
White Water! (ER) - Complete G1 $13.00 trevor

Parker Bros

Frogger (C) - w/box G2 $1.00 bao
Q*Bert (C) buyout
Popeye (ER) G1 $3.50 bao

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Sears
-----
Armor Battle (R) - complete G2 $1.00 trevor
Astrosmash (R) - complete G2 $1.00 trevor
Boxing (R) - complete G2 $3.50 trevor
Football (U) G2 $0.50 bensonj
Golf (U) - white lbl w/2 overlays G2 $1.00 shark
Horse Racing (R) - complete G1 $3.00 trevor
Space Hawk (R) - complete G2 $1.00 trevor

Overlays
--------
Package #1: Sea Battle (2), Space Armada (2), Baseball (2), Snafu (2),
Auto Racing (2), Night Stalker (2), Microsurgeon (2),
Atlantis (2), Tron Deadly Discs (2), Pitfall! (2), Space Spartans (2),
Dragonfire
G2 $3.00 shark

Package #2: Lock 'n' Chase (2), Poker/Blackjack (2), Star Strike (2),
Demon Attack (2), Space Battle (2), Pinball
(2), Skiing (2), Astrosmash (2), Triple Action (2), Space Hawk (3), Sub
Hunt, AD&D Treasure
Of Tarmin, Pitfall!, Space Spartans
G2 $3.00 shark

Systems
------------
Intellivision w/two working controllers, power supply, R/F modulator,
and the following games: complete Astrosmash and Night Stalker,
loose Atlantis, Space Battle, Triple Action, Star Strike, Major
League Baseball, Beauty & The Beast, and Donkey Kong
buyout

Intellivision II - untested w/two controllers and loose Astrosmash

G2 $13.00 bao

Intellivoice Voice Synthesis Module in box w/complete B-17 Bomber,
and Space Spartans
G2 $11.50 ryan

Odyssey 2
---------------
Speedway!/Spin-Out!/Crypto-Logic! (C) - complete G2 $1.00 beaumontj
Football! (U) - w/box G2 $2.00 tick
Sub Chase!/Armor Encounter! (C) - complete G2 $1.00 tick
Bowling!/Basketball! (U) - complete G2 $5.50 matt2
Baseball! (C) - complete G2 $0.50 bensonj
Thunderball! (R) - complete G2 $2.00 a54br9
Showdown In 2100 AD (C) G2 $1.00 tick
Alpine Skiing! (U) - complete G2 $2.50 tick
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The Quest For The Rings! (U) - complete G1 $16.00 trevor
K.C. Munchkin! (C) - complete G2 $2.00 tick
Pick Axe Pete! (U) G2 $2.00 jeffd

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!, Dynasty!/Directional Dynasty!, and K.C. Munchkin!
G1 $14.00 larry

Atari 400/800

Atari

Archon (C) G2 $6.00 bworkman
Assembler Editor (U) G2 $2.50 greg
BASIC (C) w/reference guide G2 $0.50 kurt
Centipede (C) G2 $2.00 eyabs
Donkey Kong (C) G1 $2.00 wwsmith
Flight Simulator II (C) G2 $4.00 greg
Hardball (U) G2 $7.00 jklein
Missle Command (C) G1 $2.00 steve
Ms. Pac-Man (C) G2 $6.50 wwsmith
One on One Bball (U) G2 $2.50 jml
Pac-Man (C) G2 $3.50 jml
Super Breakout (C) G1 $5.00 wwsmith
Star Raiders (C) G2 $3.00 chief
Pilot (U) G2 $3.00 jklein
Galaxian (C) G1 $3.00 mrski
Defender (C) G1 $4.50 jml
Atari LOGO (U) - w/manual G2 $7.50 james s
Robotron 2084 (C) G1 $4.50 jml
Atariwriter (C) G2 $1.50 james s
Joust (C) G2 $4.50 steve
Moon Patrol (C) G1 $7.00 john
Ballblazer (C) G2 $5.50 jml
Blue Max (U) G1 $6.00 wwsmith
Bug Hunt (U) G2 $5.00 steve
Necromancer (U) G2 $12.00 bworkman

Activision

Kaboom! (U) G2 $5.50 jml
Megamania (U) - lbl tear G2 $5.00 bworkman
Pitfall! (U) G2 $10.00 krieg

Big Five Software

Miner 2049er (C) G2 $6.00 chief

Epyx

Gateway To Apshai (U) - w/inst G2 $8.00 bworkman

IDSI

Speedway Blast (R) G2 $7.00 alias

Oss

Mac/65 (U) buyout hoodster
Basic XE (U) buyout hoodster

Parker Bros.

Q*Bert (C) G2 $2.00 briang

Roklan

Deluxe Invaders (C) - w/inst G2 $7.00 bworkman
Wizards Of Wor (C) - lbl severely faded G2 $12.00 jklein

Sega

Star Trek: S.O.S. (U) G2 $7.00 alias

Spinnaker

Alphabet Zoo (U) - boxed G2 $3.00 david
Delta Drawing: Learning Program (U) - w/inst G2 $3.00 david
Kids On Keys (U) G2 $0.50 james s
Kindercomp (U) G2 $0.50 james s
Story Machine (U) G2 $0.50 james s

Systems & computer related items
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130 XE - tested w/ power supply, set of paddles (untested), video
touch pad w/Star Raiders overlay, two 2600 joysticks (untested),
owners manual, T.V. cord, and the following loose cartridges:
Defender, and Atariwriter
G1 $100.00 hoodster

800 XL - tested w/power supply, T.V. cord, and a 2600 joystick
(untested)
G2 $20.00 hoodster

600 XL - tested w/power supply, owners manual, and a 2600
joystick(untested)
G2 $15.00 hoodster

Atari 1010 Program recorder - untested w/power supply, owners manual, connecting cord, and the following loose cassettes Player Missle Graphics and Basics of Animations
G2 $10.00 hoodster

Atari Touch Tablet - tested w/Atariartist cart and owners manual
G1 $20.00 hoodster

Atari Light Pen - tested w/Atarigraphics cart
G1 $18.00 joe

Suncom Animation Station - untested w/owners manual
G2 $6.00 david

Atari 1020 Printer - untested w/power supply and roll of paper
G1 $11.00 luis

Voice Box Speech Synthesizer by The Alien Group - untested
G2 $9.00 hoodster

Inside Atari Basic: a fast, fun, and friendly approach. By Bill Carris
G2 $0.50 randy

Atari DOS 2.5: XF551 Disk Drive owners manual
G2 $1.50 wwsmith

Boulderdash Construction Kit: instruction manual
G2 $0.10 alias

Ghost and Ghouls: instructions
G2 $0.50 randy

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL, 65 XE, and 130 XE. Comes with owners manual. Untested
G1 $5.00 hoodster

Software: SubLogic Japan scenery disk (5.25) for use w/Flight Sim. II. Comes with owners manual, and approach charts. Untested
G2 $2.00 alias

Software: Adventure Maker/Tax Template (5.25 disk). Untested
G2 $0.50 randy

Software: Spinnaker's In Search Of The Most Amazing Thing (5.25) Untested
G2 $0.50 randy

Six 5.25 disks: Could contain Government cover-ups. Untested
G2 $1.00 jml

Vic-20

Atarisoft

Pac-Man (C) - w/box G2 $1.00 markd

Commodore

16K Memory Expander G2 $2.00 biglous
Vic Avenger (C) - complete G1 $2.50 mard
Super Alien (C) - complete G2 $1.00 markd
Radar Rat Race (C) - complete G2 $1.00 markd
Raid On Fort Knox (C) - complete G1 $2.00 markd
Adventure Land Adventure (C) - complete G2 $1.00 markd
Pirate's Cove Adventure (C) - complete G2 $1.00 bored
Sargon II Chess (C) - complete G2 $1.00 markd
Cosmic Cruncher (C) - complete G2 $1.00 markd
Gorf (C) - complete G2 $1.50 markd
Omega Race (C) - complete G2 $1.00 markd
Star Post (U) - complete G2 $2.00 markd

Imagic

Demon Attack (C) - complete G2 $3.00 bworkman
Atlantis (C) - complete G2 $3.50 rob
Dragonfire (C) - complete G2 $3.00 bworkman

Sega

Star Trek [S.O.S.] (C) - complete G2 $3.00 rob

Vic-20 Cassettes

Academy Software

Typing Tutor/Word Invaders - complete

Commodore

An Introduction To Basic: Part 1 - complete G2 $1.50 bored
An Introduction To Basic: Part 2 - complete G2 $1.50 bored

System

Vic-20 - untested in orignal box w/power supply, R/F modulator, and T.V.
Cord
G2 $8.00 biglous

VicModem in orignal box G2 $1.00 jones

C-64

Gateway To Apshai G2 $3.00 jones
Decathalon G2 $5.00 mrupp

TI99-4A

Burgertime (R) - w/inst G2 $3.00 rob
Aligator Mix (R) G2 $2.00 rob
Early Reading (R) G2 $1.00 jones
Donkey Kong (VR) G1 $3.00 larry

System

TI99-4A - untested in orignal box w/power supply, R/F modulator, and
owners
manual
G1 $8.00 larry

Misc Stuff

Donkey Kong Trading cards - 3 unopened packs G2 $15.00 shrink
Atari 2600 Power Supply - in orig box G1 $4.00 eyabs
Atari Ultra Pong Doubles - in orig box buyout
Atari Video Pinball/Breakout System G2 $7.00 jones
Sears Telegames Pinball/Breakay System - in orig box w/inst & R/F
modulator
G2 $9.00 smedley
Atari Game Center (plastic case to hold games and system) G1 $3.50
randy
Telegames Center (plastic case to hold games and system) removed
2600 Joystick G2 $3.50 jeffd
2600 Joystick G2 $3.50 jeffd
2600 Joystick G1 $3.50 pat man
2600 Joystick G2 $3.50 wwsmith
2600 Paddles - untested G2 $4.50 wwsmith
2600 Paddles - untested G1 $3.50 pat man
2600 Driving Controllers (2) - untested G2 $3.00 pat man
2600 Keybord Controllers (2) - untested G1 $11.00 pat man
2600 Track Ball G2 $15.00 Robert
Atari Video Touch Pad G1 $1.50 eyabs
7800 Joystick G1 $4.00 jeffd
7800 Joystick G2 $3.00 bones
Champ Joystick (retractable cord) G2 $1.50 doyle
Suncom Star Fighter Joystick G2 $1.50 philly
Spctravision Joystick G2 $2.00 bones
Coleco Super Action Controller (doesn't work)
Coleco Super Action Controller (doesn't work)
Coleco Super Action Controller (doesn't work)
Coleco Adam Controller (doesn't work)
Atari Computer Power Supply - untested/very heavy/"the log"
Atari Computer Power Supply - untested/shady
Tyco Electric Racing Power Pack - untested G2 $0.10 alias
Chaos Strike Back: software manual $0.10 min
Box of 10 Xerox 5.25 floppy disks G2 $1.00 jml

This auction is dedicated to Bill Musselman and University of Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3661. Don't Fear's 2nd Auction (Update 22) Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5j1kkm$49t2@newssvr02-int.news.prodigy.com>
Source record: 73692

Don't Fear's Huge Second Auction (Update 22)

Part 1: 2600/5200/7800

Alright kids here we go!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

Atari 2600

Atari

Combat (C) - boxed G2 $0.50 isaac
Space War (U) G2 $1.00 joe
Outlaw (U) G2 $0.50 albert
Slot Racers (U) G2 $2.50 albert
Canyon Bomber (U) - boxed G1 $3.00 joe
Super Breakout (U) G2 $2.00 kevin
Defender (C) - boxed G1 $2.50 joe
Warlords (U) - boxed G2 $7.00 pat man
Indy 500 (U) G2 $1.00 pat man
Adventure (C) G2 $2.50 matt2
Demons To Diamonds (U) - shrinkrapped G2 $2.50 joe

Championship Soccer (C) - boxed G2 $1.50 joe
3-D Tic-Tac-Toe (U) - boxed G1 $3.50 albert
Breakout (C) - boxed G2 $3.50 albert
Football (C) G1 $1.50 jeffd
Bowling (C) G2 $1.00 matt2
Circus Atari (C) G2 $0.50 bored
Superman (C) G2 $1.00 bluebat
Space Invaders (C) - red lbl/shrinkwrapped G2 $2.50 mophead
Night Driver (C) - boxed G2 $2.00 albert
Golf (C) - w/inst G2 $1.00 doyle
Maze Craze (U) G2 $1.00 mrupp
Missle Command (C) G2 $0.50 bored
Othello (R) - boxed G2 $2.50 joe
Surround (C) G2 $1.00 joe
Code Breaker (U) - w/inst G2 $2.00 albert
Flag Capture (U) - w/inst G1 $3.00 albert
Pac-Man (C) - boxed G2 $2.00 albert
Video Pinball (U) - boxed G1 $2.00 albert
Asteroids (C) - w/inst G2 $1.00 mophead
Berzerk (C) - sealed G2 $2.50 albert
Casino (U) G2 $1.00 doyle
Haunted House (C) G2 $1.00 matt2
Swordquest Earthworld (C) - w/inst G2 $1.50 kevin
Swordquest Fireworld (C) - w/inst G2 $1.50 kevin
Radiers Of The Lost Ark (C) - boxed G1 $7.50 joe
Star Raiders (U) - w/touch pad G2 $6.50 joe
Hangman (U) G2 $1.00 alex
RealSports Volleyball (U) G2 $1.00 joe
RealSports Soccer (U) G2 $2.00 bones
RealSports Football (C) G2 $1.00 joe
Swordquest: Waterworld (UR) G2 $95.00 nicky
Phoenix (C) - shrinkwrapped G2 $2.00 joe
E.T. (C) - boxed G1 $2.50 joe
Ms. Pac-Man (U) - w/inst G2 $1.50 bored
Centipede (C) G2 $1.50 joe
Galaxian (U) G1 $2.50 matt2
Gravitar (U) G1 $2.50 eyabs
Kangaroo (U) - w/inst G1 $2.50 eyabs
Pengo (ER) - boxed G2 $80.00 ungabunga
Moon Patrol (U) G2 $1.00 kevin
Pole Position (C) - w/inst G2 $1.50 joe
Rubik's Cube (ER) G1 $85.00 boar
Taz (R) G1 $4.50 tick
Oscar's Trash Race (R) - lbl plaque G1 $10.00 boar
Big Bird's Egg Catch (R) - lbl plaque G2 $3.00 bensonj
Sorcerer's Apperntice (R) - w/inst G1 $6.50 albert
Crystal Castles (U) - boxed G2 $2.50 joe
Pigs In Space (ER) G1 $30.00 boar
Millipede (R) - w/inst G1 $4.00 albert
Stargate (U) - w/writing on back G2 $3.50 bensonj

Midnight Magic (R) G1 $3.50 albert
Solaris (U) G1 $3.50 eyabs
Donkey Kong (U) G1 $3.50 joe
Donkey Kong Jr. (R) G1 $3.00 joe
Venture (R) G1 $3.00 joe
Q*Bert (R) G2 $3.00 bensonj
Sprint Master (R) G1 $4.50 albert

Sears

Outer Space (U) - pic lbl G2 $2.00 bensonj
Speedway II (U) G2 $0.50 albert
Space Combat (U) G1 $2.50 albert
Breakaway IV (C) G2 $2.00 bensonj
Brain Games (R) G2 $2.50 albert
Baseball (C) G2 $1.00 bensonj
Race (C) G2 $0.50 albert
Gunslinger (U) G2 $1.50 albert
Maze (C) - pic lbl G1 $2.50 albert
Arcade Golf (U) G1 $3.50 albert
Dare Diver (ER) G2 $12.00 ungabunga
Night Driver (U) G1 $2.00 albert
3-D Tic-Tac-Toe (ER) G1 $6.50 albert
Steeplechase (R) G1 $6.00 tick
Math Grand Prix (R) - pic lbl G1 $5.50 roagie
Adventure (U) G2 $1.50 albert
Dodger Cars (ER) G2 $9.00 bensonj
Arcade Pinball (R) - pic lbl G1 $5.50 roagie
Asteroids (U) G2 $1.00 bensonj
Missle Command (R) G2 $1.50 albert
Bezerk (R) G2 $2.50 bensonj
Pac-Man (C) G2 $1.50 bensonj
Defender (C) G2 $1.00 bensonj

Absolute

Title Match Pro Wrestling (R) - w/inst G2 $6.50 albert
Tomcat F-14 (ER) G2 $14.00 ungabunga

Activision

Dragster (C) G2 $1.00 albert
Boxing (ER) - blue lbl G2 $5.00 albert
Checkers (ER) - w/inst G1 $11.00 tick
Fishing Derby (U) G1 $2.00 eyabs
Skiing (U) G1 $1.00 eyabs
Bridge (U) G2 $1.50 a54br9
Tennis (C) G1 $1.00 eyabs
Laser Blast (C) - boxed G2 $1.50 albert
Freeway (U) - boxed G2 $1.50 albert

Kaboom! (ER) - blue lbl G1 $4.00 bored
Stampede (U) G2 $1.00 matt2
Ice Hockey (U) G1 $1.00 eyabs
Barnstorming (U) G1 $1.50 eyabs
Grand Prix (U) G1 $1.00 eyabs
Chopper Command (U) - boxed G2 $1.00 philly
Starmaster (U) G1 $1.50 eyabs
Megamania (U) G1 $2.00 eyabs
Pitfall! (C) G2 $1.50 kevin
Sky Jinks (R) G2 $1.00 bored
River Raid (U) G1 $2.50 matt2
Spider Fighter (U) G1 $2.00 eyabs
Seaquest (R) - boxed G1 $2.50 eyabs
Oink! (R) - w/inst G1 $3.00 matt2
Dolphin (R) G1 $3.00 albert
Keystone Kapers (ER) - blue lbl G1 $5.00 bored
Enduro (U) G2 $1.00 rich
Plaque Attack (R) G2 $2.50 mrupp
Robot Tank (R) G2 $1.00 eyabs
Crackpots (R) G2 $2.00 a54br9
Decathalon (R) G1 $2.00 albert
Frostbite (R) G1 $4.00 tick
Pressure Cooker (R) G1 $4.00 albert
Space Shuttle (ER) - blue lbl G1 $7.00 roagie
Pitfall II (R) G2 $4.00 mervis
H.E.R.O. (R) - lbl wear G2 $7.00 tick
Beamrider (R) - screws showing G2 $12.00 tick
Kung Fu Master (R) - w/inst G1 $3.50 albert
Commando (R) G1 $3.00 matt2
Ghostbusters (ER) - blue lbl G1 $10.00 roagie

Apollo

Space Cavern (U) - blue lbl G2 $1.50 acroyear
Space Cavern (U) - red lbl G2 $1.50 acroyear
Racquetball (U) - orange lbl G1 $2.00 albert
Lost Luggage (U) - green lbl G2 $5.50 albert
Shark Atack (U) - boxed G1 $4.50 albert
Infiltrate (U) - w/inst G2 $2.00 philly
Final Approach (R) G1 $25.00 boar

Avalon Hill

Death Trap (UR) - w/inst G1 $50.00 hoss
Shuttle Orbiter (UR) - w/inst G1 $120.00 boar

CBS

Wizzard Of Wor (R) G2 $2.50 jeffd
Gorf (U) G2 $1.50 mrski

Blueprint (U) - writing on lbl G2 $2.00 bworkman
Solar Fox (U) - lbl damage G2 $1.00 slyfox
Omega Race (U) - w/inst and broken Booster Grip G2 $3.50 bworkman
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Coleco

Zaxxon (U) G2 $3.50 albert
Venture (C) G2 $1.00 philly
Mouse Trap (U) G2 $1.00 slyfox
Smurfs R.I.G.C. (U) G2 $5.00 rich
Carnival (U) G2 $1.00 mrupp
Donkey Kong Jr. (R) G2 $1.50 philly
Mr. Do! (R) G1 $20.00 boar
Roc 'N Rope (R) G1 $20.00 boar

Data Age

Encounter at L-5 (U) - end lbl damage G2 $1.00 doyle
Airlock (C) G2 $1.50 a54br9
Journey Escape (C) - boxed no inst G2 $2.00 mrupp
Bermuda Triangle (R) G1 $12.00 boar
Frankenstein's Monster (R) - screws showing w/inst G2 $9.00 bensonj
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Epyx

Summer Games (R) G2 $2.00 bensonj
Winter Games (R) G2 $2.00 philly

First Star

Boing! (ER) G2 $85.00 ungabunga

Froggo

Sea Hawk (R) G1 $15.00 boar

Imagic

Trick Shot (R) G2 $2.00 bensonj
Demon Attack (ER) - blue lbl G2 $9.00 albert
Star Voyager (C) G2 $1.00 eyabs
Atlantis (U) G2 $1.00 eyabs
Cosmic Ark (U) G2 $1.00 mrski
No Escape! (R) - w/inst G1 $3.00 albert
Fire Fighter (R) G2 $1.00 tick
Shootin' Gallery (ER) G1 $25.00 boar
Riddle Of The Sphinx (U) G2 $1.00 macra
Dragonfire (C) G2 $1.00 eyabs
Fathom (R) G1 $20.00 boar
Solar Storm (R) - w/inst G1 $15.00 boar

Quick Step (R) - w/inst G1 $20.00 boar

M Network

Adventure of Tron (U) G2 $2.00 albert
Masters of the Universe (R) G2 $8.00 bensonj
Burgertime (R) - writing on back G1 $3.00 tick
Kool-Aid Man (U) G1 $6.50 albert
Space Attack (C) - boxed G2 $1.00 doyle
Tron Deadly Discs (U) G2 $1.00 macra
Lock 'N Chase (C) - shrinkwapped G2 $1.50 bones
Frogs And Flies (U) - w/inst G2 $1.50 bored
Astroblast (U) - boxed G2 $1.00 acroyear
Dark Cavern (U) G2 $1.00 doyle
Intl. Soccer (U) w/inst G2 $1.00 tick
Air Raiders (R) G1 $2.00 albert
Bump 'n' Jump (R) - w/inst G1 $5.00 albert

Mythicon

Sorcerer (U) G1 $3.00 albert
Fire Fly (U) G1 $2.50 albert
Star Fox (U) G1 $4.50 albert

Panda

Stunt Man (R) buyout jaguar

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions G2 $3.50 albert
Amidar (U) G2 $1.00 macra
Super Cobra (U) G2 $1.00 doyle
Reactor (U) G2 $0.50 albert
Sky Skipper (R) - w/box top, inst, no lbl G1 $5.00 tick
Q*Bert (C) G2 $2.00 kevin
Strawberry Shortcake (U) G2 $1.50 isaac

Sega

Tac-Scan (U) - lbl damage G2 $0.50 macra
Thunderground (R) G1 $6.00 albert
Star Trek S.O.S. (R) G1 $5.00 albert
Buck Rogers: Planet Zoom (U) G1 $10.00 boar
Congo Bongo (R) - lbl plaque G2 $2.50 bensonj
Tapper (ER) - slight lbl wear G1 $45.00 boar
Spy Hunter (ER) G1 $50.00 boar

Telesys

Coco Nuts (R) G2 $3.00 boar

Tigervision

Miner 2049er (ER) G1 $11.00 albert

20th Century Fox

Worm War I (U) G1 $2.00 albert
Mega Force (R) G2 $2.00 mrupp
Alien (R) G1 $2.50 eyabs
Turmoil (U)- boxed G2 $1.50 albert
Crypts Of Chaos (R) end lbl damage w/inst G2 $6.00 shalon
M*A*S*H (U) G2 $1.00 macra
Flash Gordon (R) G1 $5.50 albert

U.S. Games

Space Jockey (C) G2 $0.50 macra
Sneak 'N Peek (R) - w/inst G2 $1.00 tick
Word Zapper (U) G2 $1.00 philly
Commando Raid (R) - w/inst G2 $1.00 kevin
Name This Game (R) - fancy cart G1 $2.00 albert
Squeeze Box (ER) G1 $5.00 albert
Eggomania (R) - w/inst G1 $6.50 albert
Piece O' Cake (ER) - w/inst G1 $8.50 albert
Entombed (ER) G1 $6.00 albert

Xonox

Ghost Manor/Spike's Peak (U) - w/inst G1 $5.00 albert
Chuck Norris Superkicks (ER) G2 $31.00 bensonj

Systems

Atari 2600: four switch, black front panel in original box w/two
working joysticks, set of paddles, power supply, R/F modulator, and
the following loose games: Combat, Defender, Space Invaders, Missle
Command, Pac-Man, Asteroids, Bezerk, Swordquest Fireworld, Raiders of
the Lost Ark, RealSports Football, E.T., Pole Position, Target Fun,
Pitfall!, Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx,
Astroblast, and Frogger.
G2 $29.00 james

Sears Video Arcade II (2800) - untested w/two controllers, and a R/F
modulator
G1 $9.50 florian

Arcadia Supercharger with the following cassettes: Phaser Patrol,
Communist Mutants From Space, and Suicide Mission (no case)
G1 $12.00 zack

"Franklinstein" A handcrafted American orignal device that allows
the user to interchange chips to play diffrent games. Comes with
eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!,
Amidar, Demon Attack, and Pitfall!. The device itself is homemade,
not the games. Also comes with case. If there are any questions
don't hesitate to ask. This thing is trully one of a kind.
G1 $14.00 dave

Atari 5200

Congo Bongo (R) G2 $3.50 jeffd
5200 Trac Ball G1 $7.00 stork
2600 adapter - untested G1 $5.00 smedley
5200 controller - untested G2 $4.00 jml
5200 controller - untested G2 $4.00 jml

Atari 7800

Asteroids (R) - damaged box G2 $2.50 foo
Food Fight (R) - damaged box G1 $5.00 tick
Pole Position II (C) G2 $1.00 eyabs
Xevious (U) - damaged box G2 $2.00 eyabs
Donkey Kong Jr. (R) G2 $4.00 tick

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3662. Re: The Eidolon

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <5j1s46$ma0@uni.library.ucla.edu>
Source record: 73693

In article <5j0147$107@cyber2.servtech.com>, lvt-cfc@cyber2.servtech.com (christopher f. chiesa) wrote:

Thanks so much everyone! Now maybe this game will be fun!

Patrick

3663. Re: [POLL] Best Mastertronic game

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <5j1std$is1$1@news.wco.com>
Source record: 73694

In article <Pine.LNX.3.91.970415000624.526B-100000@muck>, Richy Boy
<rgd93@ecs.soton.ac.uk> wrote:
>I don't know if you guys in America had mastertronic over there..
>
>But in England they distributed cheap games.
>
>Just a poll really, curious to see what people thought there best game was..

Ninja

>I have two, from the MAD label, Spellbound and the Last V8

Other titles were:
Action Biker
Check Mate
Colony
Crystal Raider
Dispatch Rider
Electraglide
Henry's House
Kikstart Off Road Simulator
LA SWAT
Master Chess
Molecule Man
One Man And His Droid
Panther
Speed King
Vegas Poker and Jackpot

3664. Re: auctions and this newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: bernard@becotel.demon.nl
Message-ID: <1405.7045T118T1527@becotel.demon.nl>
Source record: 73695

Hello Matthias Belitz,

On 15-Apr-97 16:02:16, Matthias Belitz <matz@kawo2.rwth-aachen.de> wrote:

>Hallo !

>I m a little bit worried about these endless auctions in this group.

>F.e. don t fears auctions takes app. 35 kB every day , and I couldn t
>imagine that most of the people are very interested in.

>Could this only be sent to people who are interested in by mail ?

>I think, it s o.k. to make an announce, that an auction is started, but
>leave the rest ...

>How is your opinion ?

Yep, and also there are aictions that have other computers and software of so,
and they put it in een atari group...

And they do not reply with any comment, I already have write some message
about this to those people..... No answer or any comment....

There are also people that have to pay for every 1kb or so they download from
the net.... Well hope someone knows how to get right of them.....

Gtx. Bernard Kok (Sysop of BECO TEL bbs)

--

Bernard Kok BECO TEL (XL/XE support)
bernard@becotel.demon.nl Online : every day from 17-06 GMT
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

Last Updated : 7 April > Home Page : http://www.becotel.demon.nl/

... Change is inevitable... Except from a vending machine!!

3665. Re: Printer for 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: John McGowan <jmcgowan@shell.inch.com>
Message-ID: <5j1dot$40$1@sleepy.inch.com>
Source record: 73696

In comp.sys.atari.8bit Robert Fadrowski <robert88@earthlink.net> wrote:
> I have a Xetec printer interface connection from my 800xl to my
> daisy-wheel printer. I want to replace my old daisy wheel printer.
> Will the Xetec printer interface work with an
> Ink-jet printer from Hewlett Packard or Epsom?
> Or would I have to get another printer interface to make the
> connection to an ink-jet printer?

T'will work, in text mode. Careful about line feeds. Most printers have the option in hardware (dip switch) or software (send a certain code... be sure to send it!) to add linefeeds to carriage returns automatically (default is not to, since IBMs send both). Some interfaces add the LF to the CR automatically (that is, convert an Atari EOL (end of line) to a CR+LF) some only convert the Atari EOL to CR. (check... does your interface add them? can the printer be configured to add them? Can your software be configured to add them -- I believe TextPro has a command to enable it to add the LineFeeds). Careful about graphics programmes. Many only have Epson dot matrix graphics. Even if they support the graphics mode of the printer, it would be best to have the PRINTER add the LF (with a DIP switch setting) rather than the interface (for some graphics programmes, like PrintPower, can send a 155 as a bit pattern... converting that to CR+LF can change the number of bytes received, so that the number of bytes is different from the expected of graphics bytes and can lead to difficulties). Other programmes (like DaisyDotIII, and, I believe, PrintShop) do not send 155s (best) (but I doubt they will have a graphics driver for the new printer... but maybe it has an Epson dot matrix/9 pin emulation mode... most no longer have that). Also be careful if you use software to configure the printer, since some programmes may send a printer reset code (changing your setting) (you may have to check the manual on sending the codes to change the printers defaults if it does not have a hardware switch).

You can use the text modes, though... however, you may have to write your own printer drivers (I had written a complicated one to use my old StarNX10, for example, in TextPro... a long set of defined codes and macros to load RAM fonts, change to italic, bold, large size, math characters, mail merge, etc.) and modern printers come with little (if any) documentation (got a HP 600... the "manual" is basically a disk with a Windows print driver and a booklet on how to install the driver... that's it! -- however, I did get the codes to use the printer from the HP web site... however, I am using an IBM now, my sister having the Atari 800XL -Rambo upgrade- and NOT using it <damn>)

The HP box says it requires 3 Meg (even on an old 286 computer). Bull.

It has a plain text mode (with printer commands for vertical print, envelopes, bold, italics, different fonts, etc.) and one can use it without using their memory hog of a driver. As long as printers handle ascii, you can use them (if they have a standar parallel port) (I am waiting for someone to come out with a graphics only printer, demanding the Windows printer driver and forbidding the COPY of a text file to the printer and where pages HAVE TO BE drawn using the Windows driver... all printers, so far, except for special ones, like PostScript, STILL support ASCII and still have enhancements to their ascii mode -- like italics, several fonts, etc.)

So... you can pretty much forget what it says on the display or the box (this printer requires Windows 3.x and three megs of memory) for plain text (even with enhancements). You may not have a graphics driver for it, though (and the dox I found on the HP site did not describe the graphics dump format or the RAM font format) but you may be able to write one.

So... plain text... fine. Enhanced text? Find the dox for the printer's text enhancements and you may have to write a set of macros/printer codes for, say, TextPro (my favourite Atari word processor... but I had that jumping through hoops... too bad I don't have the computer here now <damn>).

In short... go for it.

Regards from:

John McGowan | jmcgowan@inch.com [Internet Channel]
| jmcgowan@mail.coin.missouri.edu [COIN]

3666. Re: Searching for Saigon: The Final Days

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: Sven Gleich <sgl@hrz.tu-chemnitz.de>
Message-ID: <3354BC6C.78AE@hrz.tu-chemnitz.de>
Source record: 73697

looking for Saigon: The Final Days ?
you will find it at "Jellystone", megadisk no.4

ftp://ftp.hackerz.com/hackerz/atari/web/index.html

go to "Atari Archive" and choose "megaimages".
the file "games004.zip" is the right one ...

bye, sven.

3667. Page 6 (New Atari User)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: cm6bcsan@bs47c.staffs.ac.uk
Message-ID: <5j295ncaq1@bs33n.staffs.ac.uk>
Source record: 73698

Could somebody kindly tell me the telephone number of Page 6 please?
Thanks....

Steve!

"If you cant fix it, dont break it"

3668. Re: Page 6 (New Atari User)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-1604970905070001@mcmdc.library.carleton.edu>
Source record: 73699

In article <5j295ncaq1@bs33n.staffs.ac.uk>, cm6bcsan@bs47c.staffs.ac.uk
(unknown) wrote:

>From: cm6bcsan@bs47c.staffs.ac.uk (unknown)
>Newsgroups: comp.sys.atari.8bit
>Subject: Page 6 (New Atari User)
>Date: 16 Apr 1997 10:20:39 GMT
>Organization: Staffordshire University
>Lines: 7
>Message-ID: <5j295ncaq1@bs33n.staffs.ac.uk>
>NNTP-Posting-Host: bs47c.staffs.ac.uk
>X-Newsreader: TIN [version 1.2 PL2]
>Path:
news.carleton.edu!news.mr.net!news1.mr.net!mr.net!newsfeed.direct.ca!su-news-hu
b1.bbnplanet.com!cam-news-hub1.bbnplanet.com!news.bbnplanet.com!news.maxwell.sy
r.edu!uknet!usenet1.news.uk.psi.net!uknet!uknet!strath-cs!news.staffs.ac.uk!bs4
7c!cm6bcsan
>
>Could somebody kindly tell me the telephone number of Page 6 please?

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54
Stafford
ST16 1DR
England
tel: 01785 241153
Vendor: commercial/PD/freeware/shareware
Developer: 800XL Field Service Manual, 130XE Field Service Manual, 10 Print,
Enigmatix!, 10th Anniversary Demo, Mini Office II, Transdisk IV, The Big Demo
Publisher: New Atari User (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.landfield.com/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3669. ANTIC Mode 3

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-1604970911200001@mcmdc.library.carleton.edu>
Source record: 73700

I was building a chart showing ALL the various ANTIC graphics modes, based on several sources. I discovered that even within De Re Atari I have conflicting information about ANTIC Mode 3, the only one not directly accessible from BASIC via the GRAPHICS command.

Here's my chart. Is Mode 3 40x19 or 40x20? How many colors are there?

Is there an easy way to demonstrate this mode from BASIC? (Then I could confirm these things myself!)

Thanks!

```
ANTIC OS Display Resolution Number of
Mode # Graphics # Type (full screen) Colors
-----------------------------------------------------------------
2 0 Char 40 x 24 1 *
3 - Char 40 x 20 ??? ???
4 12 ++ Char 40 x 24 5
5 13 ++ Char 40 x 12 5
6 1 Char 20 x 24 5
7 2 Char 20 x 12 5
8 3 Map 40 x 24 4
9 4 Map 80 x 48 2
A 5 Map 80 x 48 4
B 6 Map 160 x 96 2
C 14 ++ Map 160 x 192 2
D 7 Map 160 x 96 4
E 15 ++ Map 160 x 192 4
F 8 Map 320 x 192 1 *
F 9 + Map 80 x 192 1 **
F 10 + Map 80 x 192 9
F 11 + Map 80 x 192 16 ***

* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip, not present in earlier 400/800's.
++ Not available via the BASIC GRAPHICS command in 400/800's.
```

3670. Re: An Awesome Shooter (MAYBE?)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: Mark Elliott <Mark@cortexuk.demon.co.uk>
Message-ID: <861204295.14237.0@cortexuk.demon.co.uk>
Source record: 73701

I have Transdisk 4.? around somewhere, anyone who wants a copy let me know
and I will e-mail it.

Cheers,

Mark
O|
/-_/ _ O
I # \|-__
I The NBA: |
I I love /\
I this \ \
I game :-) / /
I
III__Mark@cortexuk.demon.co.uk__|

3671. Re: Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970416145901.KAA05510@ladder01.news.aol.com>
Source record: 73702

In article <01bc485a$e58e5c60$bd6b78c7@skyklug.inav.net>, "Jeffrey Klug"
<skyklug@inav.net> writes:

>If my memory serves me right, the Atari 850 was a RS232 serial emulator (or
>something like that). You connect it through the 4th joy-stick port in the
>front of your 8 bit Atari computer. You can connect up to 4 serial
>devices. I'm not too sure about the parallel interface.
>
>

Nope, the 850 goes into the SIO. It emulates one full (or nearly full) RS-232 port, two less complete ones, and one for current-loop devices. None follow the IBM "standard" for pin assignments,
even though the connectors are DB-9's. There is also a parallel port, which has the VERY strange configuration of coming out as a DB-15!

The 850 served me very well for many years before I got my P: R:. The P: R: burnt out its parallel connection one day, and was replaced with another. That one never was used as a parallel
connection, however, because I was able to get a Grafix AT. The Grafix AT made it possible to print out ATASCII graphics at the flip of a DIP. It also took some load of the P: R:, which had R2:
going to a null-modem cable to my clone. When I added an early SIO2PC later, I found that while it was working the P: R: wasn't getting enough power to run, even though it was first in the daisy
chain. The solution at the time was to buy a Switched Quintopus and put the P: R: and the SIO2PC into the switched ports. If one was on, the other was off. Later SIO2PC's came with diodes to
eliminate that problem.

But I recently dug out my 850 again, when a friend asked me to configure a modem for him. It was a 14.4Kb external, and it wouldn't go beyond 4800 baud through the P: R:. The 850 showed that it
could work at 9600, and my friend was advised to use his 850 as an interface. To my knowledge, however, he never tried out the modem.

Hang on to your 850's, especially if you don't run a Black Box or MIO. They and the homebrew R-Vertors are the only interfaces I know of that reliably go to 9600 (the Black Boxes and MIOs go to
19.2.)

3672. Re: Ballblazer keys

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc4a7b$1c6141e0$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 73703

Keatah <Keatah@worldnet.att.net> wrote in article
<33541C60.1433@worldnet.att.net>...
> > Why not use the Option and Select buttons to select that via the menu?

> Why not?? ?? I don't think my copies HAVE a menu to use. I've never seen
> a menu on any 8-bit versions. Damn, now I need to look around for another

> copy :-)

Only BallBlaster uses the numerical keys. BallBlazer should react to
pressing Option and Select (and Start).

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

3673. Re: auctions and this newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: idavis@comland.com
Message-ID: <861211265.25863@dejanews.com>
Source record: 73704

> On 15-Apr-97 16:02:16, Matthias Belitz <matz@kawo2.rwth-aachen.de> wrote:
>
> >Hallo !
>
> >I'm a little bit worried about these endless auctions in this group.
>
> >F.e. don't fears auctions takes app. 35 kB every day , and I couldn't
> >imagine that most of the people are very interested in.
>
> >Could this only be sent to people who are interested in by mail ?
>
> >I think, it's o.k. to make an announce, that an auction is started, but
> >leave the rest ...
>
> >How is your opinion ?
>

I was wondering how to start a new set of newsgroups. They need ones with auc.* They could post here that they are starting an auction, and put the actual content in auc.video.games.classic or auc.sys.atari.8bit or auc.whatever. Trying to find posts with actual content is a real pain. I was looking in rec.games.video.classic, and those auctions are coming at you like bullets, and they are hard to dodge. Some of them have 4 or more segments. I don't pay by the K, but I would be really pissed if I did. As it is, they are just annoying. If anyone knows how to start new newsgroups, get after it, or let me know and I will do what I can. Lets give these auctions some place to go.

Anybody with me???

Isaac Davis
idavis@comland.com
indavis@juno.com

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

3674. Retriving old Atari Writer files to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: SpencerH@cc.usu.edu
Message-ID: <861216647.30380@dejanews.com>
Source record: 73705

I have a quick question. Back in the old days we had a Atari 800xl and a program called atariwriter. My mom gave the old computer away, but we still have the discs that we saved everything on. She wote her Journal on these disks and I was wondering if there is any way to retrive that data from the old atari disks and change the atari format into a fomat that I can save and use on a PC like a text file or something. Any Help would be greatly apreciated.
Thanks
Blake Hale
(SpencerH@cc.usu.edu)

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

3675. FS: R & ER games for 8-bit Aquarius, Atari 800/XE & ST, C64, Vic, Apple, TRS80, C16, Plus/4, TI99, Adam, IBM, Spectravision, Amiga, Sperling, more!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: Jeff Rothkopf <JeffGamer@ipof.fla.net>
Message-ID: <5j2t3n$t54@ipof1.fla.net>
Source record: 73706
Cross-posted to: rec.games.video.classic,comp.sys.misc,rec.games.video.marketplace,comp.sys.atari.8bit,misc.forsale.computers.other.systems,comp.sys.cbm,comp.sys.ti,rec.collecting

Hi! I'm currently mid-way through an auction that has a LOT of cartridges, disks, and hardware, many very rare, for all the classic computer systems, such as

Atari 400/800
Atari XE
Atari ST
Commodore 16
Commodore 64
Commodore Plus/4
Commodore Vic-20
IBM
Apple 2
Amiga
TRS-80/Radio Shack Coco
Texas Instruments TI99
Adam/Colecovision computer
Spectravision
Sperling

And more...!

If you're interested in checking out the list of games, please send me a message at JeffGamer@ipof.fla.net. The auction goes into once-twice-sold on Sunday, April 20th, and a couple of items have buyout offers on them too, which I'm considering, so please let me know ASAP if you're interested...!

Thanks a lot, and happy hunting! :-)

3676. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5j34g4$h9f$1@news.atl.bellsouth.net>
Source record: 73707

Robert Goodwin wrote:
>

> I remember 3.0, though never used it much. There were a few other
> variations of 2.0 and 2.5. How about SmartDOS? I used that quite a bit so
> I could format in double density, as well as MyDOS. There were more than
> one versions of MyDOS that I have, and still do have.
>
..there were a couple of weird things... "black screen" Atari DOS 2.6f
(I was told the f stood for fast, but on my 1050 the speed was the same
as 2.5), and another similar atari DOS.. Smart DOS was great cause it
could test drive RPM & a couple other things.. I think it could
dynamically reallocate disk buffers (great for saving RAM), and it gave
me the most free RAM under Turbo BASIC of all the double density
DOS'es.. any old SmartDOS users out there? I never could figure out how
to use wildcards in a directory listing (like DIR *.COM)

> Something to play with, this Turbo Basic. I located also a copy of the
> Atari version of Microsoft Basic, which was a slight variant of TRS-80
> Basic, which I first programmed in. It had that weird defdbl and other
> kind of commands, that I only saw in the TRS-80 computers and a few other
> older 8bit systems.
>
I have that one on a 1050 disk, and it still worked about a year ago..
but it gave you 8K less free memory than Atari or Turbo BASIC did.
Haven't played around with it very much... I know that it doesn't allow
abbreviations for commands (POS. for POSITION, O. for OPEN, etc) which
to me outweighs any advantages there may be to using it.

3677. Re: 6502 Flag behaviour

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5j34se$hk7$1@news.atl.bellsouth.net>
Source record: 73708

Charles Marslett wrote:

> You hit it on the nose -- I did this a lot in MYDOS and in the
> Fastchip code. The missing unconditional relative branch made
> a lot of code less clear.
>
> --Charles

...It's been a while since I wrote much 6502 code... you're the MyDOS guy? Someone was looking for your source code (Yogi was, and somebody else too I think)... Is it available to the general public?

3678. Re: Professional and Affordable Web Design and Hosting

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5j361v$i94$1@news.atl.bellsouth.net>
Source record: 73709

darkknight@netvista.net wrote:
>
> Kris Thompson <thomp132@expressionsmedia.com> wrote:
>
> >Welcome to Expressions Multimedia...
<<snip>>
>
> > Kris Thompson
> > thomp132@expressionsmedia.com
>
> Please explain what this might have to do with the Atari
> Computer.........

...when you reply to crap like this, don't quote it (or delete it if your Usenet client software auto-quotes it, like Netscape does).. otherwise you are giving the spammer that much more free advertising (by reposting his message for him)... of course, leaving the e-mail address in is OK, in case anybody wants to send him several thousand copies of their response to his advertising...

3679. Re: ANTIC Mode 3

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5j36q1$i94$2@news.atl.bellsouth.net>
Source record: 73710

Michael Current wrote:
>
> I was building a chart showing ALL the various ANTIC graphics modes, based on
> several sources. I discovered that even within De Re Atari I have conflicting
> information about ANTIC Mode 3, the only one not directly accessible from BASIC
> via the GRAPHICS command.
>

Mode 3 is weeeeird! It's an 8x10 character cell (like GRAPHICS 0, but 2
pixels taller) which is defined by an 8x8 character (like GRAPHICS 0)..
the extra lines are used for true descenders on lowercase characters.
The ANTIC chip automatically draws descenders for characters in a
certain range (CHR$(96 to 127, probably))... I forget all the details,
but I do remember you have to define your own character set for this
mode, and that usually only 18 or 19 mode 3 lines will fit on the
screen. BUT, the OS doesn't support this mode, so you will have to take
a Gr.0 standard display list, change all the MODE 2 instructions to MODE
3, and then blank out (set to 0) the first 5 or 6 lines of mode 3... or
the last 5 or 6... otherwise you will get screen garbage, as the ANTIC
will tell the GTIA to display a screen that is taller than the available
number of scan lines (on my monitor the screen "flipped" like it needed
V-hold adjustment, but could not be fixed with that knob)...

When I dig out the Atari again (which better be soon, as often as I keep
starting sentences with "When I dig out the Atari again...") I'll write
you a short demo of this graphics mode & post it (the BASIC listing)
here (I'll keep it short enough to type in, since I still have no way to
read Atari disks on my PC)

hope this is of some help to you...

3680. Who can fix my 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: tagreen@aacvtc.com
Message-ID: <5j3eg7$qb3@chile.earthlink.net>
Source record: 73711

I need some one to fix my 800XL or trade in for a working unit (prefered). My 800XL power light comes on but nothing happens after that. This unit has not worked for 12 years and hase been stored in a box in my closet for this time. I have some great games I would like to play again. Please help me!

Email to tgreen@earthlink.net or call 713-863-0280

3681. Re: auctions and this newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: luecknik@world-net.net
Message-ID: <3354b3ee.1151274@news.world-net.net>
Source record: 73712

Well, Matt, as long as it pertains to 8-bit Ataris, I think it belongs here. Anything is better than only having one or two items listed in a group you're interested in. Don't Fear's auction does attract some folks . I admit to bias, since I have bid on a few items. But e-mail is used anyway, I get updates every day, so you have a point. James.
On Tue, 15 Apr 1997 17:02:16 +0200, Matthias Belitz <matz@kawo2.rwth-aachen.de> wrote:

>Hallo !
>
>I m a little bit worried about these endless auctions in this group.
>
>F.e. don t fears auctions takes app. 35 kB every day , and I couldn t
>imagine that most of the people are very interested in.
>
>Could this only be sent to people who are interested in by mail ?
>
>I think, it s o.k. to make an announce, that an auction is started, but
>leave the rest ...
>
>How is your opinion ?
>
>Matt

3682. Swordquest : Waterworld

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970416143753.27880A-100000@fissure.scar>
Source record: 73713

Does anybody know this game Swordquest : WAterworld? The reason I ask is
I see people bidding $95 for this game when the rest of the bids for Atari
games are like 2 or 3 dollars. What's the big deal with this game??

Alan
U of T, Comp Sci

3683. Re: Searching for Saigon: The Final Days

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970416144059.27880B-100000@fissure.scar>
Source record: 73714

On Tue, 15 Apr 1997, allnet wrote:

> HELP!
>
> I'm searching for an old (1983-4)text adventure game called Saigon: The
> Final Days. I never figured the damn thing out, and I haven't forgotten
> it. If anyone knows where I can find it,(and what I need to do to play
> it on a new system), please let me know. Or, if you solved the game, and
> got up the damn pipe on the side of the building, let me know. Thank you

I remember the game, might have it somewhere., I think it is on Yogi's
jellystone site if you want to run it with an emulator. I never got very
far in it so you are on your own.

Good luck

3684. Re: Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: Curt Vendel <cvendel@fir.fbc.com>
Message-ID: <3355338B.24C4@fir.fbc.com>
Source record: 73715

Matt K. wrote:
> Greetings all,
>
> Picked up an unfamiliar device. It's an Atari 850. It has a jack for a
> power supply (any idea what type?) and a red power light and then a power
> switch on the front, as well as two I/O ports. The right side has a
> parallel interface and the left side of the unit looks like it could have
> a port, but is solid plastic. The back has 4 serial interfaces labelled
> 1-4.
>
> I am familiar with the 800XL and 1050 and its stuff, but this looks to be
> the color of the Atari 800 casing, and I've no idea what it does.
> Can anyone help?
>
> Thanks!
>
> Matthew Kozak
> Rutgers University-Camden
> mkozak@camden.rutgers.edu
>
> **
> "They that can give up essential liberty to obtain a little temporary
> safety deserve neither liberty nor safety." -Ben Franklin
> **
Matthew, the Atari 850 is a 4 port serial, 1 port centronics parallel
interface, it will work on any Atari 400/800, XL/XE system. All you
need is an Atari 9v power supply, an SIO cable. The cables on the
other hand you may want to order from an Atari retailer, then you can
make up more if you need to. Call B&C Atari Sales & Service, they
stock both the 9 to 25 serial and 15 to cetnronic printer cables for the
850 (if your luck, maybe they have ORIGINAL Atari cables still in the
original packaging, now that would make for a nice addition to your
collection.

Curt

3685. 8-bit forever

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: Garry <gtphoto@borg.com>
Message-ID: <3355BB63.5490@borg.com>
Source record: 73716

Hello. Just found your group!

A lot of people just don't get it... why have an interest in such old and less powerful computers? I get alot of grief from my co-workers about my C-64, C-128d, and Atari 5200. What they don't understand is that this is just another hobby or special interest.

For the first time in... about 9 years or so... I got my 5200 working and played some games. I built a simple, but sinister-looking converter which allows the use of an IBM joystick with the 5200. (Big step for a non-hardware guy). A keypad built into the converter box makes it look like a bomb. Anyways, the games brought back memories. And they were even fun. They don't take 32 MB of RAM to run, operation is fast, and I've never seen a game "hang" on the 5200. The Atari also costs about $2,000 less than your average new IBM clone, too.

What about doing work? Ok, I use a Pentium at home. How about at work? SGIs, SUNs, and a Paragon. Sure they are great, but with complexity comes problems: compatability, high costs, and BUGs. Try playing a game on a Pentium and feel good about the fact that you've dropped $2,000+ on a gaming system, with games costing $100 and up.

I think the old 8-bit machines are still a lot of fun. And they'll be around for a long time.

There. Just wanted to get that out.
Thanks

Garry

3686. Re:Try It You'll Like It

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970416145327.27880D-100000@fissure.scar>
Source record: 73717
Cross-posted to: comp.sys.atari.8bit,comp.lsi,comp.lang.lisp,comp.lang.c,comp.lang.c++

Can someone please delete this guys "Get Rich Quick Scheme!"!!??!? I get this same message EVERY week and I think it's ridiculous.

3687. Re: The Best Atari 800 Shooter Game ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-16 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6UylqPe$zHB@peter.soemtron.sb.sub.de>
Source record: 73718

In article <Re: The Best Atari 800 Shooter Game ????>, ilaskey@cix.compulink.co.uk (Iain Laskey) wrote:

Howdy Iain,

> > PLEASE HELP!
> There was a UK game (or two) that were sideays shooters from about 85/86.
> Was it the one with reddish brown GR.9 type graphics? I can't remember the
> name but that was a UK game and good fun if a little hard.

wasn't Zeppilin Games from UK? They made some Gr.9 type graphic Shooter.
It was Zybex afaik...but it was several years later developed.

btw, "Zeppilin Games" - games were just as good as some really cool Lucas games. (think of Draconus & Blinky Scarry School ... in Gr.9)

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

3688. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-17 00:00:00 UTC
From: aph@cygnus.co.uk
Message-ID: <5j561fahr1@korai.cygnus.co.uk>
Source record: 73623
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

Dale P. Smith (dpsm@en.com) wrote:
: Lord Spatula <Urchlay@bell***south.net> wrote:

: >now some of the CBM PET computers could be fried with a POKE command to one of the
: >hardware registers... seems that it would cause the video chip to try to run much faster
: >than it could handle... or something like that... anybody remember details on this?

: If I can remember... it changed one of the sweep frequencies that
: caused a transformer in the monitor to fry.

No. There was a VIA input bit which was read to determine whether the video was in flyback or not: the ROM code which wrote to the screen buffer waited for flyback. By reprogramming the input bit as an output bit, the ROM could be fooled into thinking that the video was always in flyback, so screen output was much faster. However, you then had two outputs connected together...

Andrew.

3689. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-17 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_861268189@rtfm.mit.edu>
Source record: 73624
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: April 15, 1997

Welcome to the comp.sys.atari.8bit / INFO-ATARI8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete
subscription or ordering information should be given, including prices.
```

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection.

Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*. If there is no copyright notice, software must be considered Freeware rather than in the Public Domain.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of my more prominent sources:
- Atari Classics, published by Bob Woolley
- New Atari User, published by Page 6 Publishing (Les and Sandy Ellingham)
- Classic Computing, published by the Historical Computer Society

"Hi!" to Marek Tomczyk, who has supplied SO much information from Germany.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

AMC-Verlag (Armin Sturmer)
Bluecherstr. 17
W-65195 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronics hardware: Uni Pad, Power Pad, Stereo Blaster/Phaser,
Herbert; AMC software

American Techna-Vision (Ralph Maddox)
15338 Inverness St.
San Leandro CA 94579
USA
tel: (510) 352-3787
mailto:rmax99@ix.netcom.com
Vendor: new hardware (parts)

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Artacyis Software (James Catalano)
639 W Grace St Apt 336
Chicago IL 60613-4005
USA
tel: (312) 248-6065
Developer: over 60 original game titles

AS
See: Mirage

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
Mailbox: +49 5439 3265 Online: Mon.-Fri.: 19.00h - 06.45h (MEZ)
Sat.+Sun.: 15.00h - 06:45h (MEZ)
mailto:wburger@cww.de
http://home.t-online.de/home/WBurger/
Developer: various hardware and software
Publisher: ABBUC Magazin (disk magazine)
Repair Shop.

Atari Classics (Bob Woolley, Editorial Director)
1161 Bay St
Alameda CA 94501-3911
USA
mailto:rwoolley@ix.netcom.com
mailto:75126.3446@compuserve.com
mailto:rwoolley@pacbell.net
Publisher: Atari Classics (print magazine)
Published no more than six times a year
Software disks will be distributed every second issue
6 Issues 12 Issues 18 Issues

USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

Avalon
See: L.K. Avalon

Subject: B

B&C ComputerVisions
1725 De La Cruz Blvd Ste 7
Santa Clara CA 95050-3011
USA
tel: (408) 986-9960 Phone Orders: Tue - Fri 10am-6pm
FAX: (408) 986-9968 Store Hours: Thur & Fri 10am-6pm / Saturday 10am-5pm
Vendor: new/used hardware, commercial/PD/freeware/shareware.

MAJOR ATARI PARTS SOURCE

Marlin Bates, IV (Fuji-dom)
mailto:mbates@s3.sonnet.com
http://www.stocko.com:80/Fujidom/
Vendor: used hardware, used software

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

Steve Birmanns and Matthias Belitz
Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
Developers: MSC IDE-Harddisk-Controller

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954

Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
mailto:bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,
Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card,
ISA<->Atari interface card, Connector for above

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mailto:itayc@hotmail.com
Developer: Ice-T XE v. 2.72, Ice-T 1.1 (48K)

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Pl N
Minneapolis MN 55427-2259
USA
Developer: various software

Classic Atari OnLine (online magazine)
See: David Schmudde

Classic Computing (print magazine)
See: Historical Computer Society

Closer To Home Enterprises (Tom Hunt)
BBS: (419) 368-4413, 3-14.4, USR
mailto:tomhunt@bright.net
http://www.bright.net/~tomhunt/
Developer: Sound Utility, Term80 Version 1.6, Hyper-Desktop (Under
Construction), Long-Integer Library, Armorizer, Shell For Sparta 3.2d, Shell
For Sparta 3.2g/gx, SelF eXtraction Utility, Read It, Snapshot 3.3m, Disk
Fragmentation Displayer, Filenote Utility, HELP Maker (MAC/65),
Zip-Compatable CRC32 File Checker.
Sponser of the QWKNET known as the Independent Atari 8bit Network (IA8N)

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair shop.

Computer Dungeon
tel: (708) 547-7085
Vendor: used hardware

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services (CSS)
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyber Networking (Nelson Nieves)
1621 Green St Unit 2B

Philadelphia PA 19130-3909
USA
mailto:nelson@cybernetworking.com
Developer: Atari 8-bit--SpartaDOS Project
Project Disk 1: Cls, ChkDisk, Code, Cold, Compare, DelTree, EOLCmp, ExPrint,
FAtr, FTD, Reset, Tree, TSplit, UnDel, WipeDisk, WipeFile, xErase, xPeek,
xPoke, xType;
NN Tools

Subject: D

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

D'Antiques (Dan Dotson)
mailto:dand1@azstarnet.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Nir Dary
19185 Castlebay Ln
Northridge CA 91326-1046
USA
tel: (818) 831-2353 evenings only
mailto:nirdary@pacificnet.net
http://www.pacificnet.net/~nirdary/palntsc/palntsc.htm
Developer: PAL/NTSC Upgrade

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DATABYTE Hard- & Software
Firma Matthias Faust
Fanny-Lewald-Ring 102
D-21035 Hamburg
Germany
Tel: +49-(0)40-735 21 84
Fax: +49-(0)40-735 57 80
BBS: +49-(0)40-735 57 80 (a lot of XL/XE-Software for download)
mailto:databyte@computer4u.com
mailto:databyte@databyte.hh.eunet.de
http://ourworld.compuserve.com/homepages/matzi
Vendor: hardware and software

Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DataQue
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
mailto:dataque.1@genie.com
mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM, Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit, Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

David M. Deaven
mailto:deaven@ishmael.ameslab.gov
http://www.public.iastate.edu/~deaven/Software/top.html
Developer: Atari IRG (InfraRed Gateway) 0.1 (hardware/software project)

Digi-Key
701 Brooks Ave S
Thief River Falls MN 56701-2723
USA
tel: 1-800-344-4539 Orders
tel: (218) 681-6674
FAX: (218) 681-3380 Orders
FAX: (218) 681-3380
http://www.digikey.com/
Vendor: general electronic parts

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Electronics and Computers Surplus City (ECSC)
1490 W Artesia Blvd
Gardena CA 90248-3215
USA
tel: 1-800-543-0540
tel: (310) 217-8021
FAX: (310) 217-0950
BBS: (310) 217-1922
mailto:ecsc@caprica.com
http://www.eio.com/
Vendor: general electronic parts

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302

Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:emulators@msn.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer 3.6, Xformer 96, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Evangelo's Softwares (Angelo Vahatouras)
27 Stiles St
Elizabeth NJ 07208-1902
USA
tel: (908) 558-9518
mailto:evangelos@prodigy.net
mailto:stls88a@prodigy.com
Vendor: commercial software

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (907) 456-3700
Vendor: hardware, software

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

Fine Tooned Engineering (FTe) (Mike Hohman)
PO Box 31270
Mesa AZ 85275-1270
USA
mailto:ftooned@crl.com
Developer: Action! Language Cart, Action! Runtime Libraries Disk, Action! Language Toolkit Disk, BASIC XE Language Cart, BASIC XL Language Cart, BASIC XL Runtime Libraries Dsk, BASIC XL Language Toolkit Disk, Express! Terminal Super/Cart, Flashback! HD Backup Software, MAC/65 Language Cart, MAC/65

Language Toolkit Disk, MIO 130XE Extender Card, Atari 850 Style Modem Cable, The
MARS 8 Enhancement Board, Newell 256KXLE Memory Board, Newell 65XE 1MB Memory Board, Newell 130XE Memory Board, Newell 800/1200 XL Memory Brd, Omnimon! OS Upgrade for 800, Omnimon! OS Upgrade for XL/XE, Omniview 256K OS Upgrade, Omniview XL/XE OS Upgrade, P:R: Connection, Atari 850 Style Printer Cable, RamRod OS RAM/ROM Card for 800, Ramrod Triple OS for XL/XE's, R-Time 8 Clock Cart, Sweet 16 Upgrade Board ('816), SpartaDOS 3.2, SpartaDOS X Super-Cart, SDX Upgrade ROM, US Doubler

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/david/
Developer: Alien Encounter, Superman, Test Computer Language, UltraSpeed Copier 2.3, 1050 Menu - MultiBoot Variety, Atari800 Emulator 0.7.0

John Foskett
26 Auckland Rd.
Kingston-Upon-Thames
Surrey
England KT1 3BG
United Kingdom
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures), Jurrasic

Friedland Computer Systems, Inc. (Nolan Friedland)
tel: (612) 689-0880
mailto:quinn@sliders.com
Vendor: hardware and software

Ron Fries
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Games+
610 North Alma School Rd.
Chandler, AZ 85224

United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

Dean Garraghty (DGS)
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel/FAX: +44-1302-855-026 (9AM to 6PM BST/GMT only please!!)
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast
Publisher: News-Paper (print magazine)
UK: #6.00 / 4 issues
Europe: #8.00 / 4 issues
USA: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
mailto:iig05-1@htw.uni-sb.de
http://myst.slcc.edu/~markus/
Developer: XL-it! 0.20

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies,
Guntris, Tag!

Subject: H

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany

Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
mailto:jharris@cybergate.com
Developer: MAE assembler 1.0

Highlander Soft (Raimund Altmayer)
See Also: Micro Computer Service
Konz, Germany
Developer: Turbo-BASIC-XL, IDE hard disk interface

Mike Hill
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

Historical Computer Society (HCS) (David A. Greelish)
3649 Herschel St
Jacksonville FL 32205-9060
USA
mailto:historical@aol.com
http://www.cyberstreet.com/hcs/hcs.htm
Publisher: Classic Computing (quarterly print magazine, ISSN:1074-2557)
US$14/year or $3 for a sample issue, USA
US$16/year Canada
US$20/year International
US$3 sample issue

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair shop.

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31

D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: J

Jameco Electronics
1355 Shoreway Rd
Belmont CA 94002-4100
USA
tel: 1-800-831-4242
tel: (415) 592-8097
FAX: 1-800-237-6948
FAX: (415) 592-2503
BBS: (415) 637-9025
mailto:info@jameco.com
http://www.jameco.com/
Vendor: general electronic components, computer products
Developer: Atari 400/800/800XL/130XE power supplies

JDR Microdevices
1850 S 10th St
San Jose CA 95112-4108
USA
tel: 1-800-538-5000 24 Hour Toll Free Ordering
FAX: 1-800-538-5005 Fax Orders
tel: 1-800-538-5002 Technical Support
tel: (408) 494-1400 local phone number
USA
http://www.jdr.com/
Vendor: general electronic parts

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401

United States
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kaisersoft (Markus Romer)
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software (Polensoft games)
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
FAX: -659-34-14
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas)
4267 Midway Dr
Salt Lake City UT 84120-6035
USA
tel/FAX: (801) 967-7400
BBS: (801) 967-8738 The Repair Shop BBS up 24hr 3-19.2 "Hayes Ultra"
mailto:bobkla19@mail.tcd.net
Vendor: used hardware and software
Developer: BBS Express! Professional v5.0b, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks,
KPI Hard Disk Drive Interface
Repair Shop.

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
Developer: SIO2PC 4.13

KE-Soft (Kemal Ezcan)
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Zador, Drag, Sogon, Zebu-Land, Dredis, Techno Ninja, Cultivation, Chromatics, Oblitroid, Tobot, Bros, Donald, Saper, Tactic, Zador II, Atomit II, Tecno Ninja, Fisher-Technik interface, The Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Konrad M. Kokoszkiewicz (Draco) and Jacek Zuk
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
mailto:conradus@plearn.edu.pl
http://www.orient.uw.edu.pl/~conradus/atari.html
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol description, A proposed standard for Atari executable relocatable file, DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s, CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE, XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Chris Lam
mailto:chris@shenleyfields.demon.co.uk
http://www.shenleyfields.demon.co.uk/

Developer: Rainbow 1.3a (for MacOS), Rainbow 95 1.36 (for Windows 95/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando, Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge with 64KB or 128KB RAM with battery), Centronics interface: Microprint, all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044, Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa, Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus, Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change, Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb, Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums), Chaos Music Composer, Geometria (education), Kurs Fizyki (education), Panther (text editor), Quick Assembler (with some other tools), Szperacz Dyskowy (disk monitor)

London Atari Computer Enthusiasts (LACE)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
mailto:halliwee@ts436.dyess.af.mil

mailto:e.halliwell@genie.com
Developer: FlickerTerm 80, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

Ivan Mackintosh
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Freddy Offenga, a.k.a. Frankenstein)
P.O. Box 164
8800 AD Franeker
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:offen300@hio.tem.nhl.nl
Publisher: Mega Magazine (disk magazine) -- freeware

Micro Computer Service
See Also: Highlander Soft
Mainz, Germany
Developer: Turbo-BASIC-XL

Micro Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 4pm-8pm Mon-Fri
FAX: 0121-352-1669
mailto:101755.2443@compuserve.com
http://ourworld.compuserve.com/homepages/derekfern/
Vendor: new/used hardware, commercial software
Developer: Arcade Fruit Machine, Blinky's Scary School,
Jockey Wilson's Darts, Mirax Force, Ninja Comando, Sidewinder, Cavernia,
Las Vegas Casino, Mission Shark, Stack up, Speed Ace, Last Guardian, Tagalon,
Print Lab, Print Works (1029 text processor), Victorgraph (1020 printer utility
pack), Superscript (word processor), Atari Disk Drive Interface (for 3.5 drive

units), Atari 1050 Write Protect Switch System, tape Turbo Tharger, Rambit High Speed Tapes.
MAJOR ATARI PARTS SOURCE

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank, Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor, Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809, Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja, Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong, Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow, Tagalon, Caveman, Around the Planet, Rockman, Starball, Crypts of Egypt
-edu: Ortografia, Geografia Polski, Historia Polski, New Words, Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player), Audio Master (sample editor), Kleks+Trzmiel (graph), SN-360 Utility (disk tools), SN-360 Disk Drive (double side), Sampler (with some software), Video interface (digitizer+genlock)

Moonsoft
See: Black Moon Systems

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)

Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software
c/o Bill Kendrick
1530 Armstrong Ave #47
Novato CA 94945-2513
USA
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/nbs/
Developer: demos: Bob Test, Color Bars, Cells, DAN15, DAN9A, Didi 7, DollMan, Fire, Happy Mondays, James Brown, Knives and Forks, Stars, Stimpy, T-1000. games: Bombi, Balloonier, Boom!, Chicken, Cooltris, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: File Selector 0.4, MuxChat, Colorizer 1.1, DigiPlay Menu, Equation

News-Paper (print magazine)
See: DGS

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
c/o S.J. Murray
P.O. Box 11903
Westhill
AB32 6GE
Scotland
Publisher: Futura (quarterly newsletter on disk)
4-issue/6-disk subscription: #10

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Nybbles & Bytes
See: Phoenix Atari Connection (PAC)

Subject: P

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54
Stafford
ST16 1DR
England
tel: 01785 241153
Vendor: commercial/PD/freeware/shareware
Developer: 800XL Field Service Manual, 130XE Field Service Manual, 10 Print, Enigmatix!, 10th Anniversary Demo, Mini Office II, Transdisk IV, The Big Demo
Publisher: New Atari User (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

David A Paterson
4900 Doherty Ave
Montreal QC H4V 2B2
Canada
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/
Developer: CardStax
Publisher: Atari 8-Bit Omnibus

US$5 for 1994 edition

PD-Magazin
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB)
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Phoenix Atari Connection (PAC)
PO Box 67511
Phoenix AZ 85082-7511
USA
http://www.inficad.com/~bosco/
mailto:irata@aztec.asu.edu (John Collins)
Vendor: PD/freeware/shareware (formerly NWPAC's Disk Library)
Publisher: Nybbles & Bytes (6 issues per year)
USA residents - $12.00 per year
Canada & Mexico - $15.00 per year
Overseas - $22.00 per year (standard)
Overseas - $28.00 per year (Air Mail)
Sample Issue - $2.00

Pokey Magazine (print magazine)
See: Stichting Pokey

Portronics
See: AMC

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St
Winter Springs FL 32708-4341
USA
mailto:74030.2020@compuserve.com
mailto:potterj@real3d.com
mailto:jdpotter@att.worldnet.net
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support
Disk 2, S.A.M. (Screen Aided Management) 80 column Desktop System, S.A.M.
Budget (spreadsheet), S.A.M. Utilities 1, S.A.M. Designer (DTP), Quick Ed (chr
set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Bob Puff
See also: Computer Software Services
See also: Wordmark Systems
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
mailto:76702.1076@compuserve.com
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

R.A.M.
c/o Andreas Magenheimer
Diehlgartenstr. 12
D-67591 Wachenheim/Zellertal
Germany
Vendor: PD/freeware/shareware

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software
systems design, developement, and coding; Media conversion from magnetic to
optical and imaging; Consulting on system purchases and requirements; Film
production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Larry Richardson
6043 Dairy Rd
Baker FL 32531-8729

USA
mailto:richard5@eglin.af.mil
Developer: VTEX

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

Torsten Schallt (King Kong)
Developer: hardware for your XL and your 1050

David Schmudde
mailto:dschmud@heartland.bradley.edu
http://ourworld.compuserve.com/homepages/dschmud/dsatari.htm
Publisher: Classic Atari OnLine (online magazine)

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@pi.net
Vendor: the POOLDISK PD/freeware/shareware CD-ROM (1.0)

Shadow Software (Dave Hunt, The Shadow)
16016 SE Division St Box 19
Portland OR 97236-1999
USA
mailto:mratari01@aol.com (The Shadow)
mailto:bensmith@teleport.com (Bravo Sierra Computers)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
BBS: (503) 761-9074 (ACE of America)
Developer: Carina BBS

Sikorsoft
Developer: Cyborg, Fire Stone

Richard Smith
P.O.Box 71017
16655 Yonge Street
Newmarket
Ontario
Canada L3X 1Y8
mailto:richs@interlog.com
http://www.interlog.com/~richs/atari.html
Vendor: commercial software (plus a bit of new hardware)

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Lenard Spencer
2513 Healy Dr
Orlando FL 32818-3109
mailto:xeboard@aol.com
mailto:lenspencer@aol.com
http://members.aol.com/xeboard/
Developer: HyperSpeed (high-speed R: handler for Multi-IO and Black Box
interfaces), XE-Board (BBS program), Forem-XE Pro (BBS program)

STAK Atari (print magazine)
See: Revista STAK Atari

SteveR's Classic Cartridges (Steve Reed)
mailto:Stever@on-ramp.ior.com
http://prowlers.net/stever (Updated Videogame page)
http://www.ior.com/~stever (Classic Cart Web Page)
BBS: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://woodland.net/wdm/STeves/
Vendor: new/used hardware, new/used commercial software

Stichting Pokey = Pokey Foundation (Fred Meijer)
Postbus 798
NL-3100 AT Schiedam
The Netherlands

Vendor: new hardware, commercial software, books
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip),
t-shirts with Atari 8-bit game motives on them
Publisher: Pokey Magazine (print magazine)
50 guilders / year (6 issues, bimonthly)

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@closer.brisnet.org.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Vendor/Developer: education related

Toad Computers
570 Ritchie Hwy
Severna Park MD 21146-2925
USA
9:00AM - 7:00PM Monday-Friday; 10:30AM - 6:00PM Saturday; Closed Sunday
tel: (410) 544-6943 Voice
FAX: (410) 544-1329 FAX
tel: (410) 544-5354 Tech Support
mailto:info@toad.net mailto:orders@toad.net mailto:service@toad.net
http://www.toad.net/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
See: Kaisersoft

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Tronic-Verlag
Bremerstr. 10a
D-37269 Eschwege
Germany
tel.: +49 (0) 5651 97960
Publisher: Back-isues of: COMPUTRONIC, ASM, HOMECOMPUTER
Also: copies of older type-in listings

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@nacs.net
http://www.nacs.net/~classics/
Developer: Atari Peripheral Emulator (APE) 1.10, APE ProSystem 1.50,
Imagic 1.04, APE Warp+ OS

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
NE28 6DQ
United Kingdom
tel: (0191)-2710086
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079

Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (612) 462-2500 24 Hours
FAX: (612) 449-0488
Vendor: new/used hardware, new/used software

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (216) 843-8815 24hrs
mailto:vga2000@ix.netcom.com (preferred)
mailto:vga2000@io.com
mailto:dw901@cleveland.freenet.edu
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vogtlander (Helmut Weidner)
Vendor: hardware and software

Subject: W

Wacko Software
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA

tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, Bobterm 1.2 and several others

Wordmark Systems (Charles Marslett and Bob Puff)
See also: Bob Puff
mailto:chasm@bix.com (Charles Marslett)
mailto:76702.1076@compuserve.com (Bob Puff)
Developer: MYDOS 4.53

Subject: Z

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

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End of atari-8-bit/vendev
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3690. Don't Fear's 2nd Auction (Update 23) Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-17 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5j5nqr$1njc@newssvr01-int.news.prodigy.com>
Source record: 73625

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Don't Fear's Huge Second Auction (Update 23)

Part 1: 2600/5200/7800

Alright kids here we go!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

Atari 2600
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Atari
-----
Combat (C) - boxed SOLD $0.50 isaac
Space War (U) SOLD $1.00 joe
Outlaw (U) SOLD $0.50 albert
Slot Racers (U) SOLD $2.50 albert
Canyon Bomber (U) - boxed G1 $3.50 albert
Super Breakout (U) SOLD $2.00 kevin
Defender (C) - boxed G1 $3.00 albert
Warlords (U) - boxed SOLD $7.00 pat man
Indy 500 (U) SOLD $1.00 pat man
Adventure (C) SOLD $2.50 matt2
Demons To Diamonds (U) - shrinkrapped SOLD $2.50 joe
```

Championship Soccer (C) - boxed SOLD $1.50 joe
3-D Tic-Tac-Toe (U) - boxed G1 $5.00 joe
Breakout (C) - boxed SOLD $3.50 albert
Football (C) G2 $1.50 jeffd
Bowling (C) SOLD $1.00 matt2
Circus Atari (C) SOLD $0.50 bored
Superman (C) SOLD $1.00 bluebat
Space Invaders (C) - red lbl/shrinkwrapped SOLD $2.50 mophead
Night Driver (C) - boxed G1 $2.50 jeffgamer
Golf (C) - w/inst SOLD $1.00 doyle
Maze Craze (U) SOLD $1.00 mrupp
Missle Command (C) SOLD $0.50 bored
Othello (R) - boxed SOLD $2.50 joe
Surround (C) SOLD $1.00 joe
Code Breaker (U) - w/inst SOLD $2.00 albert
Flag Capture (U) - w/inst G2 $3.00 albert
Pac-Man (C) - boxed SOLD $2.00 albert
Video Pinball (U) - boxed G1 $3.00 joe
Asteroids (C) - w/inst SOLD $1.00 mophead
Berzerk (C) - sealed SOLD $2.50 albert
Casino (U) SOLD $1.00 doyle
Haunted House (C) SOLD $1.00 matt2
Swordquest Earthworld (C) - w/inst SOLD $1.50 kevin
Swordquest Fireworld (C) - w/inst SOLD $1.50 kevin
Radiers Of The Lost Ark (C) - boxed G1 $10.00 garry
Star Raiders (U) - w/touch pad SOLD $6.50 joe
Hangman (U) SOLD $1.00 alex
RealSports Volleyball (U) SOLD $1.00 joe
RealSports Soccer (U) SOLD $2.00 bones
RealSports Football (C) SOLD $1.00 joe
Swordquest: Waterworld (UR) G1 $98.00 hoss
Phoenix (C) - shrinkwrapped SOLD $2.00 joe
E.T. (C) - boxed G1 $3.00 albert
Ms. Pac-Man (U) - w/inst SOLD $1.50 bored
Centipede (C) SOLD $1.50 joe
Galaxian (U) G2 $2.50 matt2
Gravitar (U) G2 $2.50 eyabs
Kangaroo (U) - w/inst G1 $3.00 tick
Pengo (ER) - boxed G1 $83.00 clint
Moon Patrol (U) SOLD $1.00 kevin
Pole Position (C) - w/inst SOLD $1.50 joe
Rubik's Cube (ER) G2 $85.00 boar
Taz (R) G2 $4.50 tick
Oscar's Trash Race (R) - lbl plaque G2 $10.00 boar
Big Bird's Egg Catch (R) - lbl plaque SOLD $3.00 bensonj
Sorcerer's Apperntice (R) - w/inst G1 $7.50 joe
Crystal Castles (U) - boxed SOLD $2.50 joe
Pigs In Space (ER) G2 $30.00 boar
Millipede (R) - w/inst G1 $5.00 james
Stargate (U) - w/writing on back SOLD $3.50 bensonj

Midnight Magic (R) G2 $3.50 albert
Solaris (U) G2 $3.50 eyabs
Donkey Kong (U) G2 $3.50 joe
Donkey Kong Jr. (R) G2 $3.00 joe
Venture (R) G2 $3.00 joe
Q*Bert (R) SOLD $3.00 bensonj
Sprint Master (R) G2 $4.50 albert

Sears

Outer Space (U) - pic lbl SOLD $2.00 bensonj
Speedway II (U) SOLD $0.50 albert
Space Combat (U) G2 $2.50 albert
Breakaway IV (C) SOLD $2.00 bensonj
Brain Games (R) G1 $3.00 james
Baseball (C) SOLD $1.00 bensonj
Race (C) SOLD $0.50 albert
Gunslinger (U) G1 $2.00 james
Maze (C) - pic lbl G2 $2.50 albert
Arcade Golf (U) G2 $3.50 albert
Dare Diver (ER) G1 $13.00 james
Night Driver (U) G2 $2.00 albert
3-D Tic-Tac-Toe (ER) G1 $8.00 james
Steeplechase (R) G1 $6.50 james
Math Grand Prix (R) - pic lbl G2 $5.50 roagie
Adventure (U) G1 $2.00 isaac
Dodger Cars (ER) SOLD $9.00 bensonj
Arcade Pinball (R) - pic lbl G2 $5.50 roagie
Asteroids (U) SOLD $1.00 bensonj
Missle Command (R) SOLD $1.50 albert
Bezerk (R) SOLD $2.50 bensonj
Pac-Man (C) SOLD $1.50 bensonj
Defender (C) G1 $1.50 isaac

Absolute

Title Match Pro Wrestling (R) - w/inst G1 $7.00 james
Tomcat F-14 (ER) SOLD $14.00 ungabunga

Activision

Dragster (C) SOLD $1.00 albert
Boxing (ER) - blue lbl SOLD $5.00 albert
Checkers (ER) - w/inst G1 $13.50 james
Fishing Derby (U) G2 $2.00 eyabs
Skiing (U) G2 $1.00 eyabs
Bridge (U) G1 $2.00 foo
Tennis (C) G2 $1.00 eyabs
Laser Blast (C) - boxed SOLD $1.50 albert
Freeway (U) - boxed SOLD $1.50 albert

Kaboom! (ER) - blue lbl G1 $4.50 albert
Stampede (U) SOLD $1.00 matt2
Ice Hockey (U) G2 $1.00 eyabs
Barnstorming (U) G1 $2.00 isaac
Grand Prix (U) G2 $1.00 eyabs
Chopper Command (U) - boxed SOLD $1.00 philly
Starmaster (U) G2 $1.50 eyabs
Megamania (U) G1 $2.50 bones
Pitfall! (C) SOLD $1.50 kevin
Sky Jinks (R) SOLD $1.00 bored
River Raid (U) G2 $2.50 matt2
Spider Fighter (U) G2 $2.00 eyabs
Seaquest (R) - boxed G1 $3.00 albert
Oink! (R) - w/inst G2 $3.00 matt2
Dolphin (R) G2 $3.00 albert
Keystone Kapers (ER) - blue lbl G1 $5.50 albert
Enduro (U) SOLD $1.00 rich
Plaque Attack (R) G1 $3.00 foo
Robot Tank (R) G1 $1.50 doyle
Crackpots (R) G1 $2.50 bones
Decathalon (R) G2 $2.00 albert
Frostbite (R) G2 $4.00 tick
Pressure Cooker (R) G1 $4.50 bones
Space Shuttle (ER) - blue lbl G1 $7.50 albert
Pitfall II (R) G2 $4.00 mervis
H.E.R.O. (R) - lbl wear SOLD $7.00 tick
Beamrider (R) - screws showing G1 $13.50 james
Kung Fu Master (R) - w/inst G2 $3.50 albert
Commando (R) G2 $3.00 matt2
Ghostbusters (ER) - blue lbl G2 $10.00 roagie

Apollo

Space Cavern (U) - blue lbl SOLD $1.50 acroyear
Space Cavern (U) - red lbl SOLD $1.50 acroyear
Racquetball (U) - orange lbl G2 $2.00 albert
Lost Luggage (U) - green lbl SOLD $5.50 albert
Shark Atack (U) - boxed G1 $6.00 james
Infiltrate (U) - w/inst SOLD $2.00 philly
Final Approach (R) G2 $25.00 boar

Avalon Hill

Death Trap (UR) - w/inst G2 $50.00 hoss
Shuttle Orbiter (UR) - w/inst G2 $120.00 boar

CBS

Wizzard Of Wor (R) SOLD $2.50 jeffd
Gorf (U) SOLD $1.50 mrski

Blueprint (U) - writing on lbl SOLD $2.00 bworkman
Solar Fox (U) - lbl damage G1 $1.50 doyle
Omega Race (U) - w/inst and broken Booster Grip SOLD $3.50 bworkman
------
Coleco

Zaxxon (U) SOLD $3.50 albert
Venture (C) SOLD $1.00 philly
Mouse Trap (U) SOLD $1.00 slyfox
Smurfs R.I.G.C. (U) SOLD $5.00 rich
Carnival (U) SOLD $1.00 mrupp
Donkey Kong Jr. (R) SOLD $1.50 philly
Mr. Do! (R) G2 $20.00 boar
Roc 'N Rope (R) G2 $20.00 boar

Data Age

Encounter at L-5 (U) - end lbl damage G1 $1.50 philly
Airlock (C) SOLD $1.50 a54br9
Journey Escape (C) - boxed no inst SOLD $2.00 mrupp
Bermuda Triangle (R) G2 $12.00 boar
Frankenstein's Monster (R) - screws showing w/inst G1 $10.00 mervis
----
Epyx

Summer Games (R) G1 $2.50 bones
Winter Games (R) SOLD $2.00 philly

First Star

Boing! (ER) SOLD $85.00 ungabunga

Froggo

Sea Hawk (R) G2 $15.00 boar

Imagic

Trick Shot (R) SOLD $2.00 bensonj
Demon Attack (ER) - blue lbl SOLD $9.00 albert
Star Voyager (C) SOLD $1.00 eyabs
Atlantis (U) SOLD $1.00 eyabs
Cosmic Ark (U) SOLD $1.00 mrski
No Escape! (R) - w/inst G1 $4.00 james
Fire Fighter (R) SOLD $1.00 tick
Shootin' Gallery (ER) G2 $25.00 boar
Riddle Of The Sphinx (U) SOLD $1.00 macra
Dragonfire (C) SOLD $1.00 eyabs
Fathom (R) G2 $20.00 boar
Solar Storm (R) - w/inst G1 $16.00 james

Quick Step (R) - w/inst G2 $20.00 boar

M Network

Adventure of Tron (U) SOLD $2.00 albert
Masters of the Universe (R) SOLD $8.00 bensonj
Burgertime (R) - writing on back G2 $3.00 tick
Kool-Aid Man (U) G2 $6.50 albert
Space Attack (C) - boxed SOLD $1.00 doyle
Tron Deadly Discs (U) G1 $1.50 philly
Lock 'N Chase (C) - shrinkwapped SOLD $1.50 bones
Frogs And Flies (U) - w/inst SOLD $1.50 bored
Astroblast (U) - boxed SOLD $1.00 acroyear
Dark Cavern (U) SOLD $1.00 doyle
Intl. Soccer (U) w/inst SOLD $1.00 tick
Air Raiders (R) G1 $2.50 tick
Bump 'n' Jump (R) - w/inst G2 $5.00 albert

Mythicon

Sorcerer (U) G2 $3.00 albert
Fire Fly (U) G2 $2.50 albert
Star Fox (U) G2 $4.50 albert

Panda

Stunt Man (R) buyout jaguar

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions G1 $4.00 mervis
Amidar (U) G1 $1.50 philly
Super Cobra (U) G1 $1.50 philly
Reactor (U) G1 $1.00 philly
Sky Skipper (R) - w/box top, inst, no lbl G2 $5.00 tick
Q*Bert (C) SOLD $2.00 kevin
Strawberry Shortcake (U) SOLD $1.50 isaac

Sega

Tac-Scan (U) - lbl damage SOLD $0.50 macra
Thunderground (R) G1 $6.50 dogberry
Star Trek S.O.S. (R) G1 $6.00 james
Buck Rogers: Planet Zoom (U) G2 $10.00 boar
Congo Bongo (R) - lbl plaque G1 $3.00 mervis
Tapper (ER) - slight lbl wear G2 $45.00 boar
Spy Hunter (ER) G2 $50.00 boar

Telesys

Coco Nuts (R) G1 $3.50 doyle

Tigervision

Miner 2049er (ER) G1 $15.00 lobster

20th Century Fox

Worm War I (U) G2 $2.00 albert
Mega Force (R) SOLD $2.00 mrupp
Alien (R) G2 $2.50 eyabs
Turmoil (U)- boxed G1 $3.00 clint
Crypts Of Chaos (R) end lbl damage w/inst G1 $6.50 mervis
M*A*S*H (U) SOLD $1.00 macra
Flash Gordon (R) G1 $6.00 james

U.S. Games

Space Jockey (C) SOLD $0.50 macra
Sneak 'N Peek (R) - w/inst SOLD $1.00 tick
Word Zapper (U) SOLD $1.00 philly
Commando Raid (R) - w/inst SOLD $1.00 kevin
Name This Game (R) - fancy cart G1 $2.50 james
Squeeze Box (ER) G1 $5.50 james
Eggomania (R) - w/inst G1 $7.00 james
Piece O' Cake (ER) - w/inst G1 $9.00 james
Entombed (ER) G1 $7.00 james

Xonox

Ghost Manor/Spike's Peak (U) - w/inst G1 $6.00 taylor
Chuck Norris Superkicks (ER) G1 $35.00 shrink

Systems

Atari 2600: four switch, black front panel in original box w/two
working joysticks, set of paddles, power supply, R/F modulator, and
the following loose games: Combat, Defender, Space Invaders, Missle
Command, Pac-Man, Asteroids, Bezerk, Swordquest Fireworld, Raiders of
the Lost Ark, RealSports Football, E.T., Pole Position, Target Fun,
Pitfall!, Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx,
Astroblast, and Frogger.
SOLD $29.00 james

Sears Video Arcade II (2800) - untested w/two controllers, and a R/F
modulator
G1 $10.50 zack

Arcadia Supercharger with the following cassettes: Phaser Patrol,
Communist Mutants From Space, and Suicide Mission (no case)
G1 $14.00 james

"Franklinstein" A handcrafted American orignal device that allows
the user to interchange chips to play diffrent games. Comes with
eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!,
Amidar, Demon Attack, and Pitfall!. The device itself is homemade,
not the games. Also comes with case. If there are any questions
don't hesitate to ask. This thing is trully one of a kind.
G1 $15.00 jeffgamer

Atari 5200

Congo Bongo (R) SOLD $3.50 jeffd
5200 Trac Ball G1 $8.00 stevej
2600 adapter - untested G1 $6.00 jeffd
5200 controller - untested SOLD $4.00 jml
5200 controller - untested SOLD $4.00 jml

Atari 7800

Asteroids (R) - damaged box SOLD $2.50 foo
Food Fight (R) - damaged box G1 $5.50 foo
Pole Position II (C) SOLD $1.00 eyabs
Xevious (U) - damaged box SOLD $2.00 eyabs
Donkey Kong Jr. (R) G1 $4.50 foo

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3691. Don't Fear's 2nd Auction (Update 23) Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-17 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5j5nuu$uda@newssvr01-int.news.prodigy.com>
Source record: 73626

Don't Fear's Huge Second Auction (Update 23)

Part 2: Everything Else

Alright kids here we go!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

ColecoVision

Decathlon (U) G1 $4.00 dogberry
Donkey Kong (C) SOLD $0.50 richard
Donkey Kong Jr. (C) G1 $2.50 jason
The Heist (U) G1 $4.50 dogberry
Illusions (R) G1 $4.50 mark dar
Keystone Kapers (R) G2 $3.00 r findell
Popeye (C) G2 $3.00 korin
River Raid (U) G1 $3.00 hoss
Slurpy (ER) - lbl wear G1 $20.00 hoss
Smurfs R.I.G.C. (C) - boxed SOLD $1.50 richard
Super Action Baseball (C) SOLD $0.50 richard
Super Action Football (C) G1 $2.00 jason
War Games (C) G1 $2.00 jason

Wing War (U) buyout

ColecoVision Expansion Module #1 (2600 adapter) G2 $8.00 wipeout

System

ColecoVision w/two working controlers, power supply, T.V. cable, R/F
modulator, 2600 Expansion Module, and the folowing loose games:
ColecoVision Donkey Kong and Zaxxon, 2600 Combat, Pac-Man, Asteroids,
Space Invaders, Bezerk, and Pitfall!
G1 $40.00 bored

Handhelds

Coleco Table Tops

Donkey Kong (C) G1 $25.00 derek
Donkey Kong Jr. (ER++) G1 $40.00 derek
Frogger (R) G1 $45.00 derek
Zaxxon (IR++) G1 $65.00 derek

Intellevision

Matell

Auto Racing (U) - complete G2 $2.00 eyabs
ABPA Backgammon (R) - w/two overlays G1 $2.50 shark
Armor Battle (C) - complete G2 $2.00 eyabs
The Electric Company Word Fun (R) G1 $2.00 shark
NASL Soccer (U) - complete SOLD $2.50 gunoz
U.S. Ski Team Skiing (C) - complete SOLD $1.00 eyabs
Sea Battle (C) - complete G1 $1.50 rob
NFL Football (C) - complete G1 $2.00 kenp
L.V. Poker/Blackjack (C) - complete SOLD $1.00 eyabs
Space Battle (U) - complete SOLD $1.00 shark
Major Leage Baseball (C) - complete G1 $2.00 kenp
NBA Basketball (U) - w/2 overlays G1 $2.00 kenp
Advanced D&D (U) - complete G1 $2.50 rob
USCF Chess (R) SOLD $2.00 bao
Space Spartans (U) - complete G2 $2.50 bao
Astrosmash (U) - shrinkwrapped SOLD $2.00 trevor
Snafu (C) - complete G2 $1.50 eyabs
Space Armada (C) - complete SOLD $1.00 trevor
Triple Action (C) - complete buyout
Bomb Squad (U) - complete SOLD $2.00 a54br9
B-17 Bomber (U) - complete SOLD $2.00 a54br9
Mission X (U) - w/2 overlays SOLD $1.50 tick
Loco-Motion (U) SOLD $1.50 shark
Thunder Castle (ER) G1 $4.00 gunoz
Burgertime (U) - w/2 overlays G2 $1.50 eyabs
Kool-Aid Man (R) SOLD $5.00 shark

Bump 'n' Jump (U) G1 $2.00 jeffd
Power Of He-Man (U) G2 $2.50 bao
Space Hawk (U) - complete SOLD $1.00 shark
Utopia (U) - white lbl w/xerox inst SOLD $1.00 shark
Star Strike (C) - complete G1 $1.00 shark
AD&D: Treasure Of Tarmin (U) - white lbl w/2 overlay SOLD $4.00 alex
Frog Bog (U) - w/2 overlays SOLD $1.00 bao
Night Stalker (C) - shrinkwrapped G1 $2.00 derek
TRON Deadly Discs (C) - complete SOLD $1.00 eyabs
TRON Maze-A-Tron (R) - complete buyout
Lock 'n' Chase (C) - shrinkwrapped G1 $2.50 derek

INTV

Chip Shot Super Pro Golf (ER) G1 $7.00 james
Commando (ER) G1 $6.00 james

Activision

Pitfall! (U) - complete SOLD $3.00 mophead
Happy Trails (R) - 2 overlays G1 $3.50 mark dar
The Dreadnaught Factor (R) buyout

Atarisoft

Centipede (R) G1 $3.50 gunoz
Defender (R) G1 $2.50 dogberry

Coleco

Donkey Kong (C) - shrinkwrapped SOLD $2.50 brian
Mouse Trap (NA) - w/2 overlays G1 $2.50 mark dar
Donkey Kong Jr. (R) G1 $8.00 bao

Imagic

Atlantis (U) - shrinkwrapped SOLD $2.00 trevor
Beauty & The Beast (U) SOLD $0.50 bored
Swords & Serpents (ER) G1 $3.00 rob
Ice Trek (R) G1 $4.00 bao
Microsurgeon (U) - complete G1 $3.00 rob
Dracula (ER) - complete G1 $14.00 james
Nova Blast (U) G1 $4.00 james
White Water! (ER) - Complete G1 $14.00 james

Parker Bros

Frogger (C) - w/box SOLD $1.00 bao
Q*Bert (C) buyout
Popeye (ER) G2 $3.50 bao

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-----
Sears
-----
Armor Battle (R) - complete G1 $2.00 dave
Astrosmash (R) - complete G1 $2.00 dave
Boxing (R) - complete G1 $4.00 dave
Football (U) SOLD $0.50 bensonj
Golf (U) - white lbl w/2 overlays SOLD $1.00 shark
Horse Racing (R) - complete G1 $4.00 dave
Space Hawk (R) - complete G1 $2.00 dave

Overlays
--------
Package #1: Sea Battle (2), Space Armada (2), Baseball (2), Snafu (2),
Auto Racing (2), Night Stalker (2), Microsurgeon (2),
Atlantis (2), Tron Deadly Discs (2), Pitfall! (2), Space Spartans (2),
Dragonfire
SOLD $3.00 shark

Package #2: Lock 'n' Chase (2), Poker/Blackjack (2), Star Strike (2),
Demon Attack (2), Space Battle (2), Pinball
(2), Skiing (2), Astrosmash (2), Triple Action (2), Space Hawk (3), Sub
Hunt, AD&D Treasure
Of Tarmin, Pitfall!, Space Spartans
SOLD $3.00 shark

Systems
------------
Intellivision w/two working controllers, power supply, R/F modulator,
and the following games: complete Astrosmash and Night Stalker,
loose Atlantis, Space Battle, Triple Action, Star Strike, Major
League Baseball, Beauty & The Beast, and Donkey Kong
buyout

Intellivision II - untested w/two controllers and loose Astrosmash

G1 $15.00 sodapop

Intellivoice Voice Synthesis Module in box w/complete B-17 Bomber,
and Space Spartans
G1 $13.00 bao

Odyssey 2
---------------
Speedway!/Spin-Out!/Crypto-Logic! (C) - complete SOLD $1.00 beaumontj
Football! (U) - w/box SOLD $2.00 tick
Sub Chase!/Armor Encounter! (C) - complete SOLD $1.00 tick
Bowling!/Basketball! (U) - complete G1 $6.00 james
Baseball! (C) - complete G1 $1.00 derek
Thunderball! (R) - complete SOLD $2.00 a54br9
Showdown In 2100 AD (C) SOLD $1.00 tick
Alpine Skiing! (U) - complete G1 $3.00 james
```

The Quest For The Rings! (U) - complete G1 $18.00 james
K.C. Munchkin! (C) - complete SOLD $2.00 tick
Pick Axe Pete! (U) G1 $2.50 james

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!, Dynasty!/Directional Dynasty!, and K.C. Munchkin!
G1 $17.00 matt2

Atari 400/800

Atari

Archon (C) G1 $6.50 steve
Assembler Editor (U) G1 $3.00 mariotta
BASIC (C) w/reference guide G1 $1.00 mariotta
Centipede (C) SOLD $2.00 eyabs
Donkey Kong (C) G1 $2.50 steve
Flight Simulator II (C) SOLD $4.00 greg
Hardball (U) G1 $7.50 steve
Missle Command (C) G2 $2.00 steve
Ms. Pac-Man (C) SOLD $6.50 wwsmith
One on One Bball (U) SOLD $2.50 jml
Pac-Man (C) SOLD $3.50 jml
Super Breakout (C) G2 $5.00 wwsmith
Star Raiders (C) SOLD $3.00 chief
Pilot (U) G1 $3.50 mariotta
Galaxian (C) G2 $3.00 mrski
Defender (C) G1 $5.00 steve
Atari LOGO (U) - w/manual SOLD $7.50 james s
Robotron 2084 (C) G1 $5.00 mrski
Atariwriter (C) SOLD $1.50 james s
Joust (C) SOLD $4.50 steve
Moon Patrol (C) G2 $7.00 john
Ballblazer (C) SOLD $5.50 jml
Blue Max (U) G2 $6.00 wwsmith
Bug Hunt (U) SOLD $5.00 steve
Necromancer (U) SOLD $12.00 bworkman

Activision

Kaboom! (U) SOLD $5.50 jml
Megamania (U) - lbl tear SOLD $5.00 bworkman
Pitfall! (U) SOLD $10.00 krieg

Big Five Software

Miner 2049er (C) G1 $6.50 lips

Epyx

Gateway To Apshai (U) - w/inst SOLD $8.00 bworkman

IDSI

Speedway Blast (R) SOLD $7.00 alias

Oss

Mac/65 (U) buyout hoodster
Basic XE (U) buyout hoodster

Parker Bros.

Q*Bert (C) G1 $2.50 lips

Roklan

Deluxe Invaders (C) - w/inst SOLD $7.00 bworkman
Wizards Of Wor (C) - lbl severely faded SOLD $12.00 jklein

Sega

Star TreK: S.O.S. (U) SOLD $7.00 alias

Spinnaker

Alphabet Zoo (U) - boxed SOLD $3.00 david
Delta Drawing: Learning Program (U) - w/inst SOLD $3.00 david
Kids On Keys (U) G1 $1.00 mariotta
Kindercomp (U) G1 $1.00 mariotta
Story Machine (U) G1 $1.00 mariotta

Systems & computer related items
----
130 XE - tested w/ power supply, set of paddles (untested), video
touch pad w/Star Raiders overlay, two 2600 joysticks (untested),
owners manual, T.V. cord, and the following loose cartridges:
Defender, and Atariwriter
G2 $100.00 hoodster

800 XL - tested w/power supply, T.V. cord, and a 2600 joystick
(untested)
SOLD $20.00 hoodster

600 XL - tested w/power supply, owners manual, and a 2600
joystick(untested)
SOLD $15.00 hoodster

Atari 1010 Program recorder - untested w/power supply, owners manual, connecting cord, and the following loose cassettes Player Missle Graphics and Basics of Animations
SOLD $10.00 hoodster

Atari Touch Tablet - tested w/Atariartist cart and owners manual
G1 $22.00 joe

Atari Light Pen - tested w/Atarigraphics cart
G1 $22.00 hoodster

Suncom Animation Station - untested w/owners manual
SOLD $6.00 david

Atari 1020 Printer - untested w/power supply and roll of paper
G1 $13.50 hoodster

Voice Box Speech Synthesizer by The Alien Group - untested
G1 $9.50 mariotta

Inside Atari Basic: a fast, fun, and friendly approach. By Bill Carris
SOLD $0.50 randy

Atari DOS 2.5: XF551 Disk Drive owners manual
SOLD $1.50 wwsmith

Boulderdash Construction Kit: instruction manual
SOLD $0.10 alias

Ghost and Ghouls: instructions
SOLD $0.50 randy

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL, 65 XE, and 130 XE. Comes with owners manual. Untested
G1 $5.50 mariotta

Software: SubLogic Japan scenery disk (5.25) for use w/Flight Sim. II. Comes with owners manual, and approach charts. Untested
SOLD $2.00 alias

Software: Adventure Maker/Tax Template (5.25 disk). Untested
SOLD $0.50 randy

Software: Spinnaker's In Search Of The Most Amazing Thing (5.25) Untested
SOLD $0.50 randy

Six 5.25 disks: Could contain Government cover-ups. Untested
SOLD $1.00 jml

Vic-20

Atarisoft

Pac-Man (C) - w/box SOLD $1.00 markd

Commodore

16K Memory Expander SOLD $2.00 biglous
Vic Avenger (C) - complete G1 $3.00 biglous
Super Alien (C) - complete SOLD $1.00 markd
Radar Rat Race (C) - complete SOLD $1.00 markd
Raid On Fort Knox (C) - complete G2 $2.00 markd
Adventure Land Adventure (C) - complete SOLD $1.00 markd
Pirate's Cove Adventure (C) - complete G1 $1.50 biglous
Sargon II Chess (C) - complete SOLD $1.00 markd
Cosmic Cruncher (C) - complete SOLD $1.00 markd
Gorf (C) - complete SOLD $1.50 markd
Omega Race (C) - complete SOLD $1.00 markd
Star Post (U) - complete SOLD $2.00 markd

Imagic

Demon Attack (C) - complete SOLD $3.00 bworkman
Atlantis (C) - complete SOLD $3.50 rob
Dragonfire (C) - complete SOLD $3.00 bworkman

Sega

Star Trek [S.O.S.] (C) - complete SOLD $3.00 rob

Vic-20 Cassettes

Academy Software

Typing Tutor/Word Invaders - complete

Commodore

An Introduction To Basic: Part 1 - complete SOLD $1.50 bored
An Introduction To Basic: Part 2 - complete SOLD $1.50 bored

System

Vic-20 - untested in orignal box w/power supply, R/F modulator, and T.V.
Cord
SOLD $8.00 biglous

VicModem in orignal box SOLD $1.00 jones

C-64

Gateway To Apshai SOLD $3.00 jones
Decathalon SOLD $5.00 mrupp

TI99-4A

Burgertime (R) - w/inst SOLD $3.00 rob
Aligator Mix (R) SOLD $2.00 rob
Early Reading (R) SOLD $1.00 jones
Donkey Kong (VR) G2 $3.00 larry

System

TI99-4A - untested in orignal box w/power supply, R/F modulator, and
owners
manual
G1 $9.00 beaumontj

Misc Stuff

Donkey Kong Trading cards - 3 unopened packs SOLD $15.00 shrink
Atari 2600 Power Supply - in orig box G2 $4.00 eyabs
Atari Ultra Pong Doubles - in orig box buyout
Atari Video Pinball/Breakout System SOLD $7.50 jones
Sears Telegames Pinball/Breakay System - in orig box w/inst & R/F
modulator
G1 $9.50 jones
Atari Game Center (plastic case to hold games and system) G2 $3.50
randy
Telegames Center (plastic case to hold games and system) removed
2600 Joystick G1 $4.00 wwsmith
2600 Joystick G1 $4.00 wwsmith
2600 Joystick G1 $4.00 wwsmith
2600 Joystick SOLD $3.50 wwsmith
2600 Paddles - untested SOLD $4.50 wwsmith
2600 Paddles - untested G1 $4.00 wwsmith
2600 Driving Controllers (2) - untested SOLD $3.00 pat man
2600 Keybord Controllers (2) - untested G2 $11.00 pat man
2600 Track Ball SOLD $15.00 Robert
Atari Video Touch Pad G2 $1.50 eyabs
7800 Joystick G1 $4.50 bones
7800 Joystick SOLD $3.00 bones
Champ Joystick (retractable cord) SOLD $1.50 doyle
Suncom Star Fighter Joystick SOLD $1.50 philly
Spctravision Joystick SOLD $2.00 bones
Coleco Super Action Controller (doesn't work)
Coleco Super Action Controller (doesn't work)
Coleco Super Action Controller (doesn't work)
Coleco Adam Controller (doesn't work)
Atari Computer Power Supply - untested/very heavy/"the log" G1 $1.00
issac
Atari Computer Power Supply - untested/shady G1 $1.00 issac

Tyco Electric Racing Power Pack - untested SOLD $0.10 alias
Chaos Strike Back: software manual $0.10 min
Box of 10 Xerox 5.25 floppy disks SOLD $1.00 jml

This auction is dedicated to Bill Musselman and University of Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3692. Coleco Adam F/S

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-17 00:00:00 UTC
From: cigar@superlink.net
Message-ID: <5j5oig$6ch$1@earth.superlink.net>
Source record: 73627

In a nutshell, I plugged it in a few weeks ago, the printer correctly went thru its self test and SmartWriter showed on the screen. It has connectors, two joysticks/game controllers and books as follows: Adam SmartBASIC Programming Manual Revised Edition, Typing with Adam, and The First Book of Adam the Computer. I'm in central Jersey and do not want to be bothered boxing it for shipping. Besides its big, heavy and would probably cost a small fortune for shipping and handling.

I have no carts, but did make a couple of tapes for data storage.

Kevin

3693. Re: 8-bit forever

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-17 00:00:00 UTC
From: Silver Surfer <SilverSurfer@halleboppe.com>
Message-ID: <01bc4b56$e47d0340$264537a6@default>
Source record: 73628

Getting grief from your co-workers about your old atari system? What, are
you taking your games to work? I would give you a hard time too!!!
Otherwise, I don't see how its their business what you do after hours.

Garry <gtphoto@borg.com> wrote in article <3355BB63.5490@borg.com>...
> Hello. Just found your group!
>
> A lot of people just don't get it... why have an interest in such
> old and less powerful computers? I get alot of grief from my co-workers
> about my C-64, C-128d, and Atari 5200. What they don't understand is
> that this is just another hobby or special interest.
>
> For the first time in... about 9 years or so... I got my 5200 working
> and played some games. I built a simple, but sinister-looking converter
> which allows the use of an IBM joystick with the 5200. (Big step for a
> non-hardware guy). A keypad built into the converter box makes it look
> like a bomb. Anyways, the games brought back memories. And they were
> even fun. They don't take 32 MB of RAM to run, operation is fast, and
> I've never seen a game "hang" on the 5200. The Atari also costs about
> $2,000 less than your average new IBM clone, too.
>
> What about doing work? Ok, I use a Pentium at home. How about at work?
> SGIs, SUNs, and a Paragon. Sure they are great, but with complexity
> comes problems: compatability, high costs, and BUGs. Try playing a game
> on a Pentium and feel good about the fact that you've dropped $2,000+
> on a gaming system, with games costing $100 and up.
>
> I think the old 8-bit machines are still a lot of fun. And they'll be
> around for a long time.
>
> There. Just wanted to get that out.
> Thanks
>
> Garry
>

3694. Re: A New Atari 8bit with slots and detachable keyboard!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-17 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <33569E5B.2CA9@aol.com>
Source record: 73629

Glenn Saunders wrote:
>
> Personally I think the problem with this new computer is that it offers no
> significant advantage over existing models. Hardware isn't the issue,
> it's software. And that's why the 8-bit is dead. Everyone's just playing
> games on it and nothing more, and banked RAM is used as nothing but a
> RAMDISK. If you are going to go to the bother of redesining the 8-bit,
> you might as well try to go with a 65816-based design and try to break the
> 1.79mhz barrier, and hack a PBI-based VGA card on it and update the OS.
> Otherwise I don't see the real logic in it.
>
> Others have considered the 65816 upgrade path, most recently FTE, and I
> don't think anything really came of it due to the software-gap.

Glenn,

With the new design we are working on, the system will have built in
PBI slots, one of the features of PBI is the ability is turn off the
processor and allow a PBI card to take control of the system. This
could lead to a later advancement of a 65816 card, but that remains to
be seen. The 2 big parts to this project are RGB output to Atari SC1224
color monitors and working out the details of 2 PBI cards, one is a
parallel/serial, the 2nd is a modem card based on the serial section of
the PBI parallel/serial card. Another project which we may make public
is a VCS 2600 card that is being worked for myself and the other
engineer right now. We're trying to create an 8bit with lots of
expansion and flexibility, adding on more powerful features later will
be made a little bit easier simply by the systems design.

Curt

3695. Re: auctions and this newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-17 00:00:00 UTC
From: "M.J. BEAU" <mjbeau@net-link.net>
Message-ID: <3356A10A.4C56@net-link.net>
Source record: 73630

>They could post here that they are starting an auction, and put the
>actual content in auc.video.games.classic or auc.sys.atari.8bit or
>auc.whatever.

I agree with you, except for the fact that if there are newsgroups which
are for auctions, then there is no need for people to even post here
that they are starting an auction in another group. People interested
in auctions can search the appropriate group and find them for
themselves. It makes no sense to have a post in one newsgroup which
says to look for my post in another newsgroup. Besides, isn't that what
.marketplace newsgroups are 'Supposed' to be for?

Matthew

--
"TEMPTATION RESISTED IS THE TRUE MEASURE OF CHARACTER"

> Dustin Hoffman, from the movie 'PAPILLON' 1973

3696. Re: TCP/SLIP for 6502

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-17 00:00:00 UTC
From: Larry Anderson & Diane Hare <foxnhare@goldrush.com>
Message-ID: <3356E8DF.4F8D@goldrush.com>
Source record: 73631
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2.programmer,comp.arch.embedded

Andrew Haley wrote:
>
> Dale P. Smith (dpsm@en.com) wrote:
> : Lord Spatula <Urchlay@bell***south.net> wrote:
>
> : >now some of the CBM PET computers could be fried with a POKE command to one of the
> : >hardware registers... seems that it would cause the video chip to try to run much
faster
> : >than it could handle... or something like that... anybody remember details on this?
>
> : If I can remember... it changed one of the sweep frequencies that
> : caused a transformer in the monitor to fry.
>
> No. There was a VIA input bit which was read to determine whether the
> video was in flyback or not: the ROM code which wrote to the screen
> buffer waited for flyback. By reprogramming the input bit as an
> output bit, the ROM could be fooled into thinking that the video was
> always in flyback, so screen output was much faster. However, you
> then had two outputs connected together...
>
> Andrew.

Note that this POKE was a common method for speeding up the screen
display and scrolling on the earlier PETs and had no problems... in fact
it made a significant improvement in alot of games and animation
displays.

It was on the newer 'fat forty' models that the 'problem' appeared. I
guess the larger 12" display controller didn't like it. So beware on
running some of the PET games and scan for that POKE. Some of the
early Cursor games have the POKE in it, JOUST comes to mind. I think
Cursor coded in a 'fat forty detection' in later programs.

I actually put in the POKE a few times on a Fat Forty PET, I didn't
let it run for very long, and fortunately it didn't blow anything.
Those wondering what it looked like, the display was normal for the
first few scanlines and then gradually compressed and not too far down
stopped (was really bright there, since many of the scan lines were
being displayed on one another). The programs would continue but the
keyboard was locked out.

Larry Anderson

-+-
Visit our web page at: http://www.goldrush.com/~foxnhare

Call our BBS (Silicon Realms BBS 300-2400 baud) at: (209) 754-1363
-+-

3697. Classic Games For Sale New Item - Space Hawk

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-17 00:00:00 UTC
From: glens@natinst.com
Message-ID: <5j6psi$37e@falcon.natinst.com>
Source record: 73632
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,alt.games.video.classic,rec.games.video.atari,rec.games.video.misc,alt.games,alt.games.lynx,comp.sys.atari.8bit,comp.sys.atari.st,austin.forsale,dfw.forsale,tx.forsale

I have the following games for sale:
Quantities vary from 20 to 400.

Prices are for 1 to 9 $2.00ea. + Shipping & Handling
10 to 20 1.70ea. + S&H
21 to 50 1.50ea. + S&H
51 to 100 1.25ea. + S&H

For Intellivision:

Space Spartan
Tron Deadly Disks
Star Strike
Beauty & the Beast
Astrosmash
Stampede
Space Armada
Dragonfire
Sharp Shot

Space Hawk (price is $3.00ea. for this game)

For Coleco:

Fraction Fever
Defender
Tournament Tennis (No box or label, new never wrapped)

Centipede (price is $3.00ea. for this game - quantities limited)

Controllers for Coleco original style -
$2.00ea., 5 or more $1.00ea. No boxes, cables are stretched out.

For Atari 2600: (No Quantities)

Asteriods
Astroblast
Space Attack

For Atari 5200:

Pitfall
River Raid

The next 2 games say 2600 on the boxes but are actually for 5200:
Space Shuttle

Zone Ranger (instructions are for the Atari 400)

For Atari 7800: (No Quantities)

Asteriods (Some have no shrink wrap)
Xevious
Robotron: 2084

Hat Trick (price is $3.00 ea.)

All 7800 games have minor dents in boxes from shrink wrap.

For LYNX:

These games are priced at:
1 to 9 $5.00ea. + S&H
10 to 49 $4.00ea. + S&H
50 to 149 $3.00ea. + S&H
150 or more $2.00ea. + S&H

Double Dragon
Qix

New original LYNX power supplies $10.00ea. + S&H
New Rechargeable Battery Pack & Power Supply By GP
$15.00ea. + S&H
This works on Lynx or Turbo Express

* Special Price *

For Intellivision:
Space Spartan in quantities over 100 are $.50ea + S&H

Shipping & Handling Prices:

1 = $ 2.00
2-3 = 4.00
4-6 = 5.00
7-9 = 6.00
10-13 = 7.00
14-18 = 8.00
19-24 = 10.00
25-32 = 11.00
33-42 = 13.00
43-55 = 15.00

Rhonda from glens@natinst.com

3698. Re: 8-bit forever

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-17 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33569783.3DF1@tcd.net>
Source record: 73633

So you got it out and there are a lot of users out there digging them out and even going so far as having them fixed..Great for me if it dies on you I can and will fix them as long as I am able..

I keep finding interesting things to do with the comuters just wish I had the time to persue some of the special projects going on from the past.

There is nothing wrong with a computer with 64k or even more as long as it performs for the user. Price on the Atari Software has come way down from $200.00 for Peach Tree accounting package to a respectable price today when you can find it..nothing wrong with that.

bob

3699. Re: [POLL] Best Mastertronic game

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-17 00:00:00 UTC
From: Escape <sermm0@hg.uleth.ca>
Message-ID: <3356D701.75FD@hg.uleth.ca>
Source record: 73634

Jeff Lodoen wrote:
>
> In article <Pine.LNX.3.91.970415000624.526B-100000@muck>, Richy Boy
<rgd93@ecs.soton.ac.uk> wrote:
> >I don't know if you guys in America had mastertronic over there..
> >
> >But in England they distributed cheap games.
> >
> >Just a poll really, curious to see what people thought there best game was..
>
> Ninja
>
> >I have two, from the MAD label, Spellbound and the Last V8
>
> Other titles were:
> Action Biker
> Check Mate
> Colony
> Crystal Raider
> Dispatch Rider
> Electraglide
> Henry's House
> Kikstart Off Road Simulator
> LA SWAT
> Master Chess
> Molecule Man
> One Man And His Droid
> Panther
> Speed King
> Vegas Poker and Jackpot

Did anyone mention PowerDown yet? :)
That game was great!!

3700. Re: ANTIC Mode 3

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-17 00:00:00 UTC
From: kenneth@daffy.aatech.com
Message-ID: <3355d0fe.347982888@news.aatech.com>
Source record: 73719

On Wed, 16 Apr 1997 09:11:20 -0500, "Michael Current"
<mcurrent@carleton.edu> wrote:

>I was building a chart showing ALL the various ANTIC graphics modes,

[snip]

>Here's my chart. Is Mode 3 40x19 or 40x20? How many colors are there?

A mode line 3 is a 10 san line version of mode line 2. Antic displays
two scan lines od the lowercase characters in the font shifted to
the bottom of the cell. With a properly redefined character set
you can display real descenders on the lower case chars.
There was an word processor (PaperClip?) that utilized this.

The number of colors is the same as antic mode 2.

Since the lines are 10 scan lines tall, the number of lines of this
mode don't evenly divide into 192 (the number of scan lines Atari
decided to use as the limit for the OS generated display lists.)

Actually, that's the only reason it's limited to 192. Most TVs can
handle more and the monitor I used would display ascreen built with a
diaply list of up to 28 lines of mode 0 (text) [or 224 scan lines]
that were still visible on screen. (At 30 lines of text the TV
rolled.) I had some hacks that could display date time, etc in those
extra 8 lines, since the screen editor was limited to 24 lines.

>Is there an easy way to demonstrate this mode from BASIC? (Then I could
>confirm these things myself!)

ummmm....

```
dl= peek(560) + (256 * peek(561));

poke dl+10, 3;
poke dl+11,3;
```

You should now... If I remember what 560, 561 did correctly... have
two lines of mode 3 text on your display.

>Thanks!

3701. WTB: Disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-17 00:00:00 UTC
From: gehm@student.uni-kl.de
Message-ID: <5j51n6$dp2$1@sun.rhrk.uni-kl.de>
Source record: 73720

Hi,

we are a small group of german XL users, who desperately needs
some disk drives (1050 pref.). So if you have some for sale,
please email me.

Thanx

Rouven

--
Rouven Gehm / Carl-Euler-Str. 26 / 67663 Kaiserslautern / Germany
Voice/Fax : +49-631-29643
Web-Page: http://www.student.uni-kl.de/~gehm/
email: gehm@student.uni-kl.de

3702. Re: auctions and this newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-17 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <3356182D.63D@kawo2.rwth-aachen.de>
Source record: 73721

idavis@comland.com wrote:

> I was wondering how to start a new set of newsgroups. They need ones
> with auc.* They could post here that they are starting an auction, and
> put the actual content in auc.video.games.classic or auc.sys.atari.8bit
> or auc.whatever. Trying to find posts with actual content is a real pain.
> I was looking in rec.games.video.classic, and those auctions are coming
> at you like bullets, and they are hard to dodge. Some of them have 4 or
> more segments. I don't pay by the K, but I would be really pissed if I
> did. As it is, they are just annoying. If anyone knows how to start new
> newsgroups, get after it, or let me know and I will do what I can. Lets
> give these auctions some place to go.
>
> Anybody with me???
I completely agree!

Matt

3703. Re: ANTIC Mode 3

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-17 00:00:00 UTC
From: Trevin Beattie <*trevin*@*xmission*.*com*>
Message-ID: <5j57l0$8s1$1@news.xmission.com>
Source record: 73722

Michael Current wrote:
>
> I was building a chart showing ALL the various ANTIC graphics modes, based on
> several sources. I discovered that even within De Re Atari I have conflicting
> information about ANTIC Mode 3, the only one not directly accessible from BASIC
> via the GRAPHICS command.
>
Take a look and compare your chart to mine at:
http://www.xmission.com/~trevin/atari/antic_insns.html

BTW, I didn't include the vertical resolution for each mode, since that
can change by adjusting the display list. The horizontal resolution can
also change somewhat. But any change (and using modes not supported by
BASIC) requires writing your own display handler routines instead of
using the OS.
--
Trevin Beattie "Do not meddle in the affairs of wizards,
*To*reply*to*this* for you are crunchy and good with ketchup."
*message,*remove*the* --unknown
*asterisks*from*my*email*address.*

3704. FS - IndusGT floppy drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: djnelson@mindspring.com
Message-ID: <5j5eco$83e@camel7.mindspring.com>
Source record: 73635

Yep.
Olde but goody.
Asking $25 plus shipping and COD (around $10).

-Don Nelson djnelson@mindspring.com

3705. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E8t4Js.Lp3@iglou.com>
Source record: 73636

Lord Spatula (Urchlay@bell***south.net) wrote:

: ..there were a couple of weird things... "black screen" Atari DOS 2.6f
: (I was told the f stood for fast, but on my 1050 the speed was the same
: as 2.5), and another similar atari DOS.. Smart DOS was great cause it
: could test drive RPM & a couple other things.. I think it could
: dynamically reallocate disk buffers (great for saving RAM), and it gave
: me the most free RAM under Turbo BASIC of all the double density
: DOS'es.. any old SmartDOS users out there? I never could figure out how
: to use wildcards in a directory listing (like DIR *.COM)

I remember this one as well. I never used it much, just for the heck of it, to see what sort of differences there were with the other DOSes. I didn't see much. SpartaDOS could do the RPM thing as well, with this file called RPM.COM, I believe, as well as this other small disk copier program, that I can't even remember the name of at the moment.

Most every DOS out there allowed wildcards, including SmartDOS.

: I have that one on a 1050 disk, and it still worked about a year ago..
: but it gave you 8K less free memory than Atari or Turbo BASIC did.
: Haven't played around with it very much... I know that it doesn't allow
: abbreviations for commands (POS. for POSITION, O. for OPEN, etc) which
: to me outweighs any advantages there may be to using it.

No matter. That was one fun program to use at times. If you didn't mind typing out the commands, you could program in it. Today's programming packages don't even have this sort of feature. If there was one that had keystrokes that would pop up the command, it would be nice! If you forgot to shorten the commands before you tapped return, then BASIC would give you an error, forcing you to shorten it, and add on the stuff that was cut off when it errored. Drove me nuts.

--
Homepage: http://members.iglou.com/rsg0910 (Now updated!)

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

3706. The Ark BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: Andrew Buckle <andrew@roobox.demon.co.uk>
Message-ID: <01bc4b95$559e9dc0$618991c0@andrew>
Source record: 73637

Does anyone remember a UK Atari 8bit BBs in Birmingham called the Ark ?

Must have been about 10 years ago.

I used to connect up quite a lot, I think the sysop was a guy called James Bastable although I may be wrong, he used to have some funky stuff on the BBS,

All those nights at 300 baud..........

3707. Asylum

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: morbid@best.com
Message-ID: <3356cd70.7198681@nntp.best.com>
Source record: 73638

Has anyone ever beaten the adventure game "Asylum"? (by W. Denman of Screenplay) If so, what exactly are you supposed to do in order to beat the game?

And where is the platinum card?

3708. Interface cable for use with APE

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: Andrew Buckle <andrew@roobox.demon.co.uk>
Message-ID: <01bc4b98$a3813f40$618991c0@andrew>
Source record: 73639

If anyone in the UK is looking at making themselves an SIO cable for the
APE software
I've recently ordered some bits from RS-components and have the part
numbers,

Bit RS part number
14C89 633537 about 80p
UKprice

5.6kohm 0.5 watt resistor 149789 (10 pack)

5.1v zener diode 283659 (5 pack)

If you want any more info drop me a line.

Andy Buckle

3709. Re: ANTIC Mode 3

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <3357E930.489F@zeus.fh-pforzheim.de>
Source record: 73640

feel free to take a look at my homepage for a complete (i hope
so...) antic-description and other informations for coding
the xl...

http://iraul1.ira.uka.de/~s_tomczy/heaven.html

bye heaven/taquart

ps. why should we not define 1 place for all docs avaible for the xl?
so... all interested people can look at them and do not have to
search the whole web...

example on other platforms:

pc: ftp://x2ftp.oulu.fi
c64: ftp://ftp.funet.fi
amiga: aminet
...
so... should we put all informations on umich-archive???

3710. Re: Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: JFV <visquet@lcrs.thomson.fr>
Message-ID: <335802EE.5AA2@lcrs.thomson.fr>
Source record: 73641

```
Why Atari 8-Bit computer...

The Falcon 030 is 16/32 Bit computer

Motorola Inside and not Intel(Track)inside
```

3711. Atari 800 System/Software Giveaway at MIT

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: remler@ll.mit.edu
Message-ID: <remler-1804970826170001@macferranti.atc.ll.mit.edu>
Source record: 73642

I have a complete Atari 800 system -- the 800 with 48K RAM, 810 disk drive, 1020 printer/plotter, P:R: Connection serial interface, joysticks, paddle controllers, cables, power supplies, and all original documentation. With this system comes many business programs and zillions of games, many still in their original boxes with documentation. Plus many indexed reference articles from the old 8-bit Atari magazines. The system is in excellent, working condition.

I'm "selling" the package at the MIT Radio/Computer flea market on Sunday, April 20th, corner of Albany and Main Streets in Cambridge, MA. Doors open at 9:OO a.m. If you can tell me a good story on what you'd use this thing for, it's yours for the taking! Look for a beige '92 Camry.

-- Rick

3712. The Ark BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <861385779.25831.0@pianosa.demon.co.uk>
Source record: 73643

Whilst reading the usual rubbish I find here, Andrew Buckle wrote something=
interesting to about The Ark BBS:

Hello Andrew,

AB> Does anyone remember a UK Atari 8bit BBs in Birmingham called the Ark=
?

Yes, indeed I do. It later became known as The City.

AB> Must have been about 10 years ago.

I first started there about that time. I think it had been running for
quite a while already, though. One of the users Nitram (Dr. Martin
Holland), was the bloke that discovered that the 850 *can* do spit baud
rates.

AB> I used to connect up quite a lot, I think the sysop was a guy called

What was your handle?

AB> James
AB> Bastable although I may be wrong, he used to have some funky stuff on

Bastable is definitely correct, I can't remember his first name for sure,
though. :-(
_ =
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. Do you think I'm a raving idiot, just got off the boat?
Deny; The Clash

3713. ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: Matt Sephton <u5ms@csc.liv.ac.uk>
Message-ID: <33577A5C.4E4C@csc.liv.ac.uk>
Source record: 73644

How do I upload some PaCifiST disk images to Jellystone Park? I have a number of PP menus to add, as well as a few other games.

Matt
--
u5ms@csc.liv.ac.uk
http://www.csc.liv.ac.uk/~u5ms/

3714. **********Atari stuff 4 sale including a 800xl w/256k mem(PART TWO))**********

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: Brian <bcostell@isd.net>
Message-ID: <01bc4c3e$31af8100$19b295d0@default>
Source record: 73645

I am sorry to all of the respondents to my origial posting. Me and my dad have so much stuff, it took a while to compile all of it together in the basement, write a list, and type it! anyway, to those four who first responded(or anyone else) I am selling all of this for $500:

Games
Cartridges-
-(3) donkey kong
-reactor
-frogger
-alien ambush\
-missile command
-twerps
-ms. pac man
-food fight
-star raider
-dig dug
-astroids
-super breakout
-----On Disk-----
-exodus ultima 3
-match racer
-pole position
-wheel of fortune
-flight simulator
-flight landing simulator

*****Misc-*********
-over 34 SPACE disk of the months, w/ utils, games, graphics,
SPACE is still active and has lots o' stuuf availabe 4 cheap. ask for more info.
-10 issues of ANALOG 6 of atari explorer, 10 of ANTIC, over 30 blank disks, disk filers(storage boxes) cables

********Poductivity software**********
-Broderbund SYN-calc(2 copies) SYN file+, SYN chron, SYN trend
-File writer- automatically codes in basic
-home financial management(tape)
-Financial cookbook
-advanced calculator program
-atari writer
-MS BASIC 2
-VisaCalc
-bond analysis

-Print shop, and PS companion
-cardware
-B-graph
-atari basic 1

**********educational*****************
-Delta Drawing epyx fun w/ art
-the graphic magician
-picture painter
-typing tutor
-atari education system
-programming in basic
B*(something)as soccology(probaly Basic socialology, my dads writing hard
-2 read)
- US government
-intro to sound
-joystick sketch pad
-turtle track programming

*******HARDWARE******
(MOST HARDWARE IS IN ORIGINAL BOXES(!!))
1- 130XE
1-800XL w/ 256 k memory
2-other 800XL's
3-1050 DD drives
2-1020 4 clr printer/plotters
2- 850 interface modules(multiple serial and parrellel ports)
2- parrellel interface cables
2-AMDEX 13.5 inch monitors w/ RCA a/v inputs(For TV/VCR and Atari hook-ups)
1 epson lx-86 9DM printer w/ tactor and sheet feeder, printer stands(2/3
stands)
MANY power supplies
1- atari XM 301 modem, 1 panasonic acoustic modem, 1 racal-vadic(IBM)
modem,
1 multitech modem
2- 1010 cassette players/recorders
5- joysticks, 1/2 2-player paddle controllers, 1 trackball

***MANUALS FOR ALL HARDWARE INCLUDED, BOXES, INSTRUCTIONS FOR MANY GAMES,
MANY TECHNICAL ARTICLES*****

*****BOOKS-********
-3 visicalc books
-atari for kids 8-80
-ANALOG compedendum w/disk
-Computes best of atari w/disk
-3 atari software guides
-4 Atari bacsic programming guides
-2 programming tricks and tips books

3715. atari stuff for sale.....(part 3)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: Brian <bcostell@isd.net>
Message-ID: <01bc4c3e$d841b740$19b295d0@default>
Source record: 73646

MY e-mail is bcostell@isd.net
Sorry 4 leaving it unsigned!!
Bc

3716. Re: ANTIC Mode 3

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5j8grv$nc1@alexander.INS.CWRU.Edu>
Source record: 73647

M. Current asks about Antic mode 3. A funky mode AFAIcansee.
2 colors, just like BASIC mode 0. Hit RETURN and only goes
20 spaces. My proggy won't go past line 12. You can type it
in, it is short.
10 scan lines per mode line, instead of BASIC 0 8 scan/mode line.
Thanks M. Current for getting me to clean my workbench a bit.

```
10 GOSUB 10500
20 DL=1
30 GOSUB 10700
32 ? #6;"HERE'S YOUR DISPLAY LIST":? #6;DL$:? #6;"NOW TYPE
KEYS, HIT ENTER TO SEE":? #6;"HOW EOL IS AT COL 19"
40 CLOSE #1:OPEN #1,4,0,"K:"
50 GET #1,X
60 ? #6;CHR$(X);
70 GOTO 50
10500 RESTORE 10600:READ SEG:DIM TOP(SEG),MODE(SEG):GRAPHICS
8:SM=PEEK(88)+PEEK(89)*256
10510 FOR N=1 TO SEG:READ X,Y:TOP(N)=SM+X:SM=
TOP(N):MODE(N)=Y:NEXT N:READ DLDIM:DIM DL$(DLDIM)
10520 RESTORE 20000:FOR N=1 TO DLDIM:READ A:DL$(N,N)=CHR$(A):NEXT N
10530 FOR N=1536 TO (1535+DLDIM):X=N-1535:POKE N,ASC(DL$(X,X)):NEXT N
10540 POKE 559,0:POKE 560,0:POKE 561,6:POKE 559,34:POKE 752,1
10550 RETURN
10600 DATA 1,0,1,28
10700 POKE 87,MODE(DL):POKE 88,TOP(DL)-(INT(TOP(DL)/256)*256):POKE 89,
INT(TOP(DL)/256)
10710 POSITION 0,0:RETURN
20000 DATA 112,112,112,67,80,129,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,
3,3,3,3,65,0,6
```

That's it.
Russ Gilbert
cb541@cleveland.freenet.edu

3717. Don't Fear's 2nd Auction (Update 24) Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5j8rpv$17rm@newssvr01-int.news.prodigy.com>
Source record: 73648

Don't Fear's Huge Second Auction (Update 24)

Part 1: 2600/5200/7800

Alright kids here we go!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

Atari 2600

Atari

Combat (C) - boxed SOLD $0.50 isaac
Space War (U) SOLD $1.00 joe
Outlaw (U) SOLD $0.50 albert
Slot Racers (U) SOLD $2.50 albert
Canyon Bomber (U) - boxed G1 $5.00 joe
Super Breakout (U) SOLD $2.00 kevin
Defender (C) - boxed G1 $5.00 joe
Warlords (U) - boxed SOLD $7.00 pat man
Indy 500 (U) SOLD $1.00 pat man
Adventure (C) SOLD $2.50 matt2
Demons To Diamonds (U) - shrinkrapped SOLD $2.50 joe

Championship Soccer (C) - boxed SOLD $1.50 joe
3-D Tic-Tac-Toe (U) - boxed G1 $5.00 joe
Breakout (C) - boxed SOLD $3.50 albert
Football (C) SOLD $1.50 jeffd
Bowling (C) SOLD $1.00 matt2
Circus Atari (C) SOLD $0.50 bored
Superman (C) SOLD $1.00 bluebat
Space Invaders (C) - red lbl/shrinkwrapped SOLD $2.50 mophead
Night Driver (C) - boxed G1 $3.00 albert
Golf (C) - w/inst SOLD $1.00 doyle
Maze Craze (U) SOLD $1.00 mrupp
Missle Command (C) SOLD $0.50 bored
Othello (R) - boxed SOLD $2.50 joe
Surround (C) SOLD $1.00 joe
Code Breaker (U) - w/inst SOLD $2.00 albert
Flag Capture (U) - w/inst G1 $3.50 bensonj
Pac-Man (C) - boxed SOLD $2.00 albert
Video Pinball (U) - boxed G1 $3.50 albert
Asteroids (C) - w/inst SOLD $1.00 mophead
Berzerk (C) - sealed SOLD $2.50 albert
Casino (U) SOLD $1.00 doyle
Haunted House (C) SOLD $1.00 matt2
Swordquest Earthworld (C) - w/inst SOLD $1.50 kevin
Swordquest Fireworld (C) - w/inst SOLD $1.50 kevin
Radiers Of The Lost Ark (C) - boxed G2 $10.00 garry
Star Raiders (U) - w/touch pad SOLD $6.50 joe
Hangman (U) SOLD $1.00 alex
RealSports Volleyball (U) SOLD $1.00 joe
RealSports Soccer (U) SOLD $2.00 bones
RealSports Football (C) SOLD $1.00 joe
Swordquest: Waterworld (UR) G1 $98.00 hoss
Phoenix (C) - shrinkwrapped SOLD $2.00 joe
E.T. (C) - boxed G1 $5.00 joe
Ms. Pac-Man (U) - w/inst SOLD $1.50 bored
Centipede (C) SOLD $1.50 joe
Galaxian (U) SOLD $2.50 matt2
Gravitar (U) G1 $3.00 bensonj
Kangaroo (U) - w/inst G2 $3.00 tick
Pengo (ER) - boxed G2 $83.00 clint
Moon Patrol (U) SOLD $1.00 kevin
Pole Position (C) - w/inst SOLD $1.50 joe
Rubik's Cube (ER) SOLD $85.00 boar
Taz (R) G1 $5.00 chris
Oscar's Trash Race (R) - lbl plaque G1 $11.00 bensonj
Big Bird's Egg Catch (R) - lbl plaque SOLD $3.00 bensonj
Sorcerer's Apperntice (R) - w/inst G1 $8.00 chris
Crystal Castles (U) - boxed SOLD $2.50 joe
Pigs In Space (ER) SOLD $30.00 boar
Millipede (R) - w/inst G1 $5.50 albert
Stargate (U) - w/writing on back SOLD $3.50 bensonj

Midnight Magic (R) SOLD $3.50 albert
Solaris (U) SOLD $3.50 eyabs
Donkey Kong (U) SOLD $3.50 joe
Donkey Kong Jr. (R) SOLD $3.00 joe
Venture (R) SOLD $3.00 joe
Q*Bert (R) SOLD $3.00 bensonj
Sprint Master (R) SOLD $4.50 albert

Sears

Outer Space (U) - pic lbl SOLD $2.00 bensonj
Speedway II (U) SOLD $0.50 albert
Space Combat (U) SOLD $2.50 albert
Breakaway IV (C) SOLD $2.00 bensonj
Brain Games (R) G1 $3.50 albert
Baseball (C) SOLD $1.00 bensonj
Race (C) SOLD $0.50 albert
Gunslinger (U) G1 $2.50 albert
Maze (C) - pic lbl G1 $3.00 bensonj
Arcade Golf (U) SOLD $3.50 albert
Dare Diver (ER) G1 $14.00 bensonj
Night Driver (U) G1 $2.50 bensonj
3-D Tic-Tac-Toe (ER) G1 $9.00 bensonj
Steeplechase (R) G1 $8.00 tick
Math Grand Prix (R) - pic lbl G1 $6.00 albert
Adventure (U) G1 $2.50 albert
Dodger Cars (ER) SOLD $9.00 bensonj
Arcade Pinball (R) - pic lbl G1 $6.00 albert
Asteroids (U) SOLD $1.00 bensonj
Missle Command (R) SOLD $1.50 albert
Bezerk (R) SOLD $2.50 bensonj
Pac-Man (C) SOLD $1.50 bensonj
Defender (C) G2 $1.50 isaac

Absolute

Title Match Pro Wrestling (R) - w/inst G1 $7.50 albert
Tomcat F-14 (ER) SOLD $14.00 ungabunga

Activision

Dragster (C) SOLD $1.00 albert
Boxing (ER) - blue lbl SOLD $5.00 albert
Checkers (ER) - w/inst G1 $15.00 tick
Fishing Derby (U) G1 $2.50 rich
Skiing (U) SOLD $1.00 eyabs
Bridge (U) G1 $2.50 a54br9
Tennis (C) SOLD $1.00 eyabs
Laser Blast (C) - boxed SOLD $1.50 albert
Freeway (U) - boxed SOLD $1.50 albert

Kaboom! (ER) - blue lbl G1 $5.00 bored
Stampede (U) SOLD $1.00 matt2
Ice Hockey (U) SOLD $1.00 eyabs
Barnstorming (U) G2 $2.00 isaac
Grand Prix (U) SOLD $1.00 eyabs
Chopper Command (U) - boxed SOLD $1.00 philly
Starmaster (U) SOLD $1.50 eyabs
Megamania (U) G1 $2.50 bones
Pitfall! (C) SOLD $1.50 kevin
Sky Jinks (R) SOLD $1.00 bored
River Raid (U) SOLD $2.50 matt2
Spider Fighter (U) G1 $2.50 rich
Seaquest (R) - boxed G1 $3.50 chris
Oink! (R) - w/inst G1 $4.00 rich
Dolphin (R) G1 $4.00 rich
Keystone Kapers (ER) - blue lbl G1 $6.00 bored
Enduro (U) SOLD $1.00 rich
Plaque Attack (R) G2 $3.00 foo
Robot Tank (R) G1 $1.50 doyle
Crackpots (R) G1 $3.00 rich
Decathalon (R) SOLD $2.00 albert
Frostbite (R) SOLD $4.00 tick
Pressure Cooker (R) G1 $5.00 albert
Space Shuttle (ER) - blue lbl G2 $7.50 albert
Pitfall II (R) G1 $4.50 doyle
H.E.R.O. (R) - lbl wear SOLD $7.00 tick
Beamrider (R) - screws showing G1 $15.00 tick
Kung Fu Master (R) - w/inst G1 $4.00 a54br9
Commando (R) SOLD $3.00 matt2
Ghostbusters (ER) - blue lbl SOLD $10.00 roagie

Apollo

Space Cavern (U) - blue lbl SOLD $1.50 acroyear
Space Cavern (U) - red lbl SOLD $1.50 acroyear
Racquetball (U) - orange lbl G1 $2.50 a54br9
Lost Luggage (U) - green lbl SOLD $5.50 albert
Shark Atack (U) - boxed G1 $6.50 albert
Infiltrate (U) - w/inst SOLD $2.00 philly
Final Approach (R) SOLD $25.00 boar

Avalon Hill

Death Trap (UR) - w/inst G1 $55.00 jearney
Shuttle Orbiter (UR) - w/inst SOLD $120.00 boar

CBS

Wizzard Of Wor (R) SOLD $2.50 jeffd
Gorf (U) SOLD $1.50 mrski

Blueprint (U) - writing on lbl SOLD $2.00 bworkman
Solar Fox (U) - lbl damage G1 $2.00 chris
Omega Race (U) - w/inst and broken Booster Grip SOLD $3.50 bworkman
------
Coleco

Zaxxon (U) SOLD $3.50 albert
Venture (C) SOLD $1.00 philly
Mouse Trap (U) SOLD $1.00 slyfox
Smurfs R.I.G.C. (U) SOLD $5.00 rich
Carnival (U) SOLD $1.00 mrupp
Donkey Kong Jr. (R) SOLD $1.50 philly
Mr. Do! (R) SOLD $20.00 boar
Roc 'N Rope (R) SOLD $20.00 boar

Data Age

Encounter at L-5 (U) - end lbl damage G1 $1.50 philly
Airlock (C) SOLD $1.50 a54br9
Journey Escape (C) - boxed no inst SOLD $2.00 mrupp
Bermuda Triangle (R) G1 $13.00 bensonj
Frankenstein's Monster (R) - screws showing w/inst G1 $11.00 bensonj
----
Epyx

Summer Games (R) G1 $3.00 bensonj
Winter Games (R) SOLD $2.00 philly

First Star

Boing! (ER) SOLD $85.00 ungabunga

Froggo

Sea Hawk (R) SOLD $15.00 boar

Imagic

Trick Shot (R) SOLD $2.00 bensonj
Demon Attack (ER) - blue lbl SOLD $9.00 albert
Star Voyager (C) SOLD $1.00 eyabs
Atlantis (U) SOLD $1.00 eyabs
Cosmic Ark (U) SOLD $1.00 mrski
No Escape! (R) - w/inst G1 $5.00 bensonj
Fire Fighter (R) SOLD $1.00 tick
Shootin' Gallery (ER) SOLD $25.00 boar
Riddle Of The Sphinx (U) SOLD $1.00 macra
Dragonfire (C) SOLD $1.00 eyabs
Fathom (R) SOLD $20.00 boar
Solar Storm (R) - w/inst G1 $20.00 boar

Quick Step (R) - w/inst G1 $22.00 rich

M Network

Adventure of Tron (U) SOLD $2.00 albert
Masters of the Universe (R) SOLD $8.00 bensonj
Burgertime (R) - writing on back SOLD $3.00 tick
Kool-Aid Man (U) SOLD $6.50 albert
Space Attack (C) - boxed SOLD $1.00 doyle
Tron Deadly Discs (U) G1 $1.50 philly
Lock 'N Chase (C) - shrinkwapped SOLD $1.50 bones
Frogs And Flies (U) - w/inst SOLD $1.50 bored
Astroblast (U) - boxed SOLD $1.00 acroyear
Dark Cavern (U) SOLD $1.00 doyle
Intl. Soccer (U) w/inst SOLD $1.00 tick
Air Raiders (R) G1 $3.00 albert
Bump 'n' Jump (R) - w/inst G1 $5.50 bensonj

Mythicon

Sorcerer (U) SOLD $3.00 albert
Fire Fly (U) SOLD $2.50 albert
Star Fox (U) SOLD $4.50 albert

Panda

Stunt Man (R) buyout jaguar

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions G1 $4.50 albert
Amidar (U) G1 $1.50 philly
Super Cobra (U) G1 $1.50 philly
Reactor (U) G1 $1.00 philly
Sky Skipper (R) - w/box top, inst, no lbl SOLD $5.00 tick
Q*Bert (C) SOLD $2.00 kevin
Strawberry Shortcake (U) SOLD $1.50 isaac

Sega

Tac-Scan (U) - lbl damage SOLD $0.50 macra
Thunderground (R) G1 $7.00 albert
Star Trek S.O.S. (R) G1 $6.50 albert
Buck Rogers: Planet Zoom (U) G1 $11.00 bensonj
Congo Bongo (R) - lbl plaque G1 $3.50 jeffd
Tapper (ER) - slight lbl wear SOLD $45.00 boar
Spy Hunter (ER) SOLD $50.00 boar

Telesys

Coco Nuts (R) G1 $10.00 boar

Tigervision

Miner 2049er (ER) G1 $16.00 bensonj

20th Century Fox

Worm War I (U) G1 $2.50 a54br9
Mega Force (R) SOLD $2.00 mrupp
Alien (R) G1 $3.00 chris
Turmoil (U)- boxed G1 $3.50 albert
Crypts Of Chaos (R) end lbl damage w/inst G1 $6.50 mervis
M*A*S*H (U) SOLD $1.00 macra
Flash Gordon (R) G1 $6.50 albert

U.S. Games

Space Jockey (C) SOLD $0.50 macra
Sneak 'N Peek (R) - w/inst SOLD $1.00 tick
Word Zapper (U) SOLD $1.00 philly
Commando Raid (R) - w/inst SOLD $1.00 kevin
Name This Game (R) - fancy cart G1 $3.00 albert
Squeeze Box (ER) G1 $6.00 albert
Eggomania (R) - w/inst G1 $8.00 korin
Piece O' Cake (ER) - w/inst G1 $9.50 albert
Entombed (ER) G1 $8.00 chris

Xonox

Ghost Manor/Spike's Peak (U) - w/inst G1 $7.00 rich
Chuck Norris Superkicks (ER) G2 $35.00 shrink

Systems

Atari 2600: four switch, black front panel in original box w/two
working joysticks, set of paddles, power supply, R/F modulator, and
the following loose games: Combat, Defender, Space Invaders, Missle
Command, Pac-Man, Asteroids, Bezerk, Swordquest Fireworld, Raiders of
the Lost Ark, RealSports Football, E.T., Pole Position, Target Fun,
Pitfall!, Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx,
Astroblast, and Frogger.
SOLD $29.00 james

Sears Video Arcade II (2800) - untested w/two controllers, and a R/F
modulator
G2 $10.50 zack

Arcadia Supercharger with the following cassettes: Phaser Patrol,
Communist Mutants From Space, and Suicide Mission (no case)
G1 $20.00 greg

"Franklinstein" A handcrafted American orignal device that allows
the user to interchange chips to play diffrent games. Comes with
eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!,
Amidar, Demon Attack, and Pitfall!. The device itself is homemade,
not the games. Also comes with case. If there are any questions
don't hesitate to ask. This thing is trully one of a kind.
G2 $15.00 jeffgamer

Atari 5200

Congo Bongo (R) SOLD $3.50 jeffd
5200 Trac Ball G1 $8.50 foo
2600 adapter - untested G1 $6.00 jeffd
5200 controller - untested SOLD $4.00 jml
5200 controller - untested SOLD $4.00 jml

Atari 7800

Asteroids (R) - damaged box SOLD $2.50 foo
Food Fight (R) - damaged box G1 $6.00 tick
Pole Position II (C) SOLD $1.00 eyabs
Xevious (U) - damaged box SOLD $2.00 eyabs
Donkey Kong Jr. (R) G1 $5.00 tick

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3718. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5j8vbs$m4m$1@news.atl.bellsouth.net>
Source record: 73649

Robert Goodwin wrote:

> Most every DOS out there allowed wildcards, including SmartDOS.
>
...yes... but under SmartDOS you press the number of the drive that you want a directory of, and it shows you the directory, without asking you if you want to use a mask (*.COM to only see files ending in .COM, etc..)

BTW, I finally set up the Atari 800XL, and actually was able to transfer files from it to the PC using ATARIDSK... which means all kinds of cool things, one of which is that my assembler I wrote in Turbo BASIC will run under Xl-it... want it? (it's clunky & slow, but it IS new 8-bit software)

3719. Atari 800XL joysticks wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: Carol Allen <allen.381@osu.edu>
Message-ID: <01bc4c25$5746f420$5c62fe8c@choco>
Source record: 73650

hi!

anyone know where i can get some working joysticks for my old atari 800xl?
i once heard that the older Sega joysticks worked . any info would be
appreciated.

thanks,
carol

3720. Re: Atari 800XL joysticks wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5j9081mok1@news.atl.bellsouth.net>
Source record: 73651

Carol Allen wrote:
>
> hi!
>
> anyone know where i can get some working joysticks for my old atari 800xl?
> i once heard that the older Sega joysticks worked . any info would be
> appreciated.
>
> thanks,
> carol

Sega control pads work (The sega Genesis, I guess... they are all black, with rounded edges, and 3 buttons marked A, B, and C, and a START and SELECT button)... although only one of the buttons will work.

Another good source would be flea markets or thrift stores. There were many, many joysticks made to the Atari 2600 standard (Atari 800, VIC-20, CBM-64, they all used the same joystick port) and you can usually find one that will work (I even found a Wico red bat handles model brand new in the box 2 years ago!)

3721. Re: Atari 800XL joysticks wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1804971758180001@nntp.netgate.net>
Source record: 73652

In article <01bc4c25$5746f420$5c62fe8c@choco>, "Carol Allen"
<allen.381@osu.edu> wrote:

> hi!
>
> anyone know where i can get some working joysticks for my old atari 800xl?
> i once heard that the older Sega joysticks worked . any info would be
> appreciated.

Actually, most old joysticks work...because the Atari 8-bits use the
standard Atari 2600 joysticks and those made compatible for the 2600.

Unlike, say, the Atari 5200, there are still a *lot* of working joysticks
for the 2600, and therefore, the 800XL and other Atari 8-bit computers.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
=================== Softball '97: 2G / 1-1 / .400
Out of the condo, into a house! Escrow close: 18 days. Move: 22 days.

3722. Re: auctions and this newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970418135740.16167G-100000@fissure.scar>
Source record: 73653

On Thu, 17 Apr 1997, M.J. BEAU wrote:

> >They could post here that they are starting an auction, and put the
> >actual content in auc.video.games.classic or auc.sys.atari.8bit or
> >auc.whatever.
>
> I agree with you, except for the fact that if there are newsgroups which
> are for auctions, then there is no need for people to even post here
> that they are starting an auction in another group. People interested
> in auctions can search the appropriate group and find them for
> themselves. It makes no sense to have a post in one newsgroup which
> says to look for my post in another newsgroup. Besides, isn't that what
> .marketplace newsgroups are 'Supposed' to be for?

I don't mind the auctions.. in fact its very interesting to see classic 80s computer h/w and s/w for sale.. whether its Atari 8bit, 2600, C64 or whatever.. also gives people ideas how much the stuff is worth..

Alan

3723. Re: [POLL] Best Mastertronic game

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6V5ppvrpzHB@peter.soemtron.sb.sub.de>
Source record: 73654

In article <[POLL] Best Mastertronic game>, rgd93@ecs.soton.ac.uk (Richy Boy) wrote:

Howdy Richy,

> I don't know if you guys in America had mastertronic over there..
>
> But in England they distributed cheap games.
>
> Just a poll really, curious to see what people thought there best game was..
>
> I have two, from the MAD label, Spellbound and the Last V8

Mastertronic is/was imho just a low-cost label. They distributed cheap
games on cassettes in whole europe.

wait a minute ... ah! yes here is my collection:

Master Chess - cool chess if you ask me
Milk Race - a little bit too hard to play
Hover Bover - my first game on Atari. I was never able to finish that
game
Kikstart - what a game. I played hours and hours - it was never
boring
One man and his droid - I never played this one succesfully :(

I still have some Zeppilin Games titles... cool stuff.
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

3724. Books for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970418150020.5476A-100000@fissure.scar>
Source record: 73655

Here's a detailed list of the computer books (90% Atari 8bit) I have for
sale

But first, the original software..

B/Graph with Enhancement disks from Antic plus original spiral bound docs
$15

Sentinel One
Stellar Shuttle
$2 each (sorry no docs, no nothing with these two)

Lode Runner C64 version one side, Atari 8 bit (48k) version on other
with original box
$5

Dos 2.5 original disk with spiral bound docs
$5

Dos XE : original disk with spiral bound original docs
$5

original docs for Cartridge Demon Attack
$1

Now for books, magazines..

The following are original spiral bound...
COMPUTE 1st Book of Atari, (c) 1981 $10
COMPUTE 2nd Book of Atari, (c) 1982 $5
COMPUTE 2rd Book of Atari (with RARE 1200Xl memory map) $10
COMPUTE 1st Book of Atari Games $5
COMPUTE 2nd Book of Atari Games $5
COMPUTE Mapping the Atari (complete 400/800 memory map) $12

Epson FX-286 9pin printer manual $2
Atari SX212 manual $1
SpartaDos 1.1 original manual with 1050 Ultraspeed installation docs
$5

basic for adventure games and graphics the Atari way $2 both
Compute Magazine issues Septemeber, october and november 1981 $10/each
Compute Magazine April 1982, June 1982- Nov 1983 (complete) $5/each
Computer December 1983 (mega issue) $8
COMPUTE magazine Jan. 1984 - December 1986 $3/each
COMPUTE October 1987, April 1988 $2/each
COMPUTE May 1988- March 1989 $1/each (no more Atari 8bit support in these
uissues)

Family Computing March 1985 $1
Atari Adventurer April 92 $1
Consumer Resport Feb 1984, compares C64/Xl/Coleco and TRS 80 $2
Users Guide to Atari (contains product info) $2
Computer monsters (basic programming book) $1
Atari Explorer Jan/Feb 89, February 1992 (both issues $3)

Analog November 1989 $2

Antic magazines June and May 1983, $4 each
Antic June 84, Aug to Dec 84, $3 each
Antic January to December 1985 complete, $2.50 each
Antic Jan 86, Feb 86, May 86, April 87, May 87, July 87, $2/each
Antic Sept 87 - December 87, $2/each
Antic March 88, June 88, May 88, $2/each
Antic october 1988 thru to May 1989, $1.50 each

Antic Anthology 1982 Volume 1, book.. $5

Prices are in US funds and are firm unless you want to buy more than one item.. then prices are negotiable..

Please reply via private mail.

Alan

3725. Atari 800 Stuff - Where Can I Sell This?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: Heather Krause <hkrause@iname.com>
Message-ID: <3357D460.2B42@iname.com>
Source record: 73656

Spring house cleaning. I've got some old Atari stuff that I hardly ever used and probably never will (can't seem to get AutoCAD to run on it... <g>). Does anyone know if any of this is of use to anyone? Is there some BBS or Usenet area for locating users? I *really* don't want to package this stuff up and ship it anywhere, so if you know of someplace local to Kansas City..... (yeah, I know, I'm not asking much!)

What I have:
Atari 800XL
Two 1050 disk drives (no disks)
A Joystick
A Koala Pad graphics tablet (don't think there's software)
Taxan Vision 210 monitor

Several cartridges:
Defender
Demon Attack
Star Raiders
Donkey Kong
Missile Command
Qix
Galaxian
Pac-Man
Joust
Eastern Front
Basic XL

If you could reply or cc: me via email, I'd appreciate it. Thanks.

--
Heather Krause
hkrause@iname.com

3726. Don't Fear's 2nd Auction (Update 24) Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5j8rts$1ece@newssvr01-int.news.prodigy.com>
Source record: 73657

Don't Fear's Huge Second Auction (Update 24)

Part 2: Everything Else

Alright kids here we go!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

ColecoVision

Decathlon (U) G1 $4.50 jeffd
Donkey Kong (C) SOLD $0.50 richard
Donkey Kong Jr. (C) G1 $2.50 jason
The Heist (U) G2 $4.50 dogberry
Illusions (R) G1 $5.00 dogberry
Keystone Kapers (R) SOLD $3.00 r findell
Popeye (C) SOLD $3.00 korin
River Raid (U) G1 $3.00 hoss
Slurpy (ER) - lbl wear G1 $20.00 hoss
Smurfs R.I.G.C. (C) - boxed SOLD $1.50 richard
Super Action Baseball (C) SOLD $0.50 richard
Super Action Football (C) G1 $2.00 jason
War Games (C) G1 $2.00 jason

Wing War (U) buyout

ColecoVision Expansion Module #1 (2600 adapter) G1 $8.50 hoss

System

ColecoVision w/two working controlers, power supply, T.V. cable, R/F
modulator, 2600 Expansion Module, and the folowing loose games:
ColecoVision Donkey Kong and Zaxxon, 2600 Combat, Pac-Man, Asteroids,
Space Invaders, Bezerk, and Pitfall!
G1 $45.00 korin

Handhelds

Coleco Table Tops

Donkey Kong (C) G1 $26.00 anthony
Donkey Kong Jr. (ER++) G1 $41.00 anthony
Frogger (R) G1 $46.00 anthony
Zaxxon (IR++) G1 $68.00 anthony

Intellevision

Matell

Auto Racing (U) - complete SOLD $2.00 eyabs
ABPA Backgammon (R) - w/two overlays G1 $3.00 bao
Armor Battle (C) - complete SOLD $2.00 eyabs
The Electric Company Word Fun (R) G1 $2.00 shark
NASL Soccer (U) - complete SOLD $2.50 gunoz
U.S. Ski Team Skiing (C) - complete SOLD $1.00 eyabs
Sea Battle (C) - complete G2 $1.50 rob
NFL Football (C) - complete G2 $2.00 kenp
L.V. Poker/Blackjack (C) - complete SOLD $1.00 eyabs
Space Battle (U) - complete SOLD $1.00 shark
Major Leage Baseball (C) - complete G2 $2.00 kenp
NBA Basketball (U) - w/2 overlays G2 $2.00 kenp
Advanced D&D (U) - complete G2 $2.50 rob
USCF Chess (R) SOLD $2.00 bao
Space Spartans (U) - complete G1 $3.00 a54br9
Astrosmash (U) - shrinkwrapped SOLD $2.00 trevor
Snafu (C) - complete SOLD $1.50 eyabs
Space Armada (C) - complete SOLD $1.00 trevor
Triple Action (C) - complete buyout
Bomb Squad (U) - complete SOLD $2.00 a54br9
B-17 Bomber (U) - complete SOLD $2.00 a54br9
Mission X (U) - w/2 overlays SOLD $1.50 tick
Loco-Motion (U) SOLD $1.50 shark
Thunder Castle (ER) G2 $4.00 gunoz
Burgertime (U) - w/2 overlays SOLD $1.50 eyabs
Kool-Aid Man (R) SOLD $5.00 shark

Bump 'n' Jump (U) G2 $2.00 jeffd
Power Of He-Man (U) SOLD $2.50 bao
Space Hawk (U) - complete SOLD $1.00 shark
Utopia (U) - white lbl w/xerox inst SOLD $1.00 shark
Star Strike (C) - complete G2 $1.00 shark
AD&D: Treasure Of Tarmin (U) - white lbl w/2 overlay SOLD $4.00 alex
Frog Bog (U) - w/2 overlays SOLD $1.00 bao
Night Stalker (C) - shrinkwrapped G2 $2.00 derek
TRON Deadly Discs (C) - complete SOLD $1.00 eyabs
TRON Maze-A-Tron (R) - complete buyout
Lock 'n' Chase (C) - shrinkwrapped G2 $2.50 derek

INTV

Chip Shot Super Pro Golf (ER) G1 $8.50 bao
Commando (ER) G1 $7.50 bao

Activision

Pitfall! (U) - complete SOLD $3.00 mophead
Happy Trails (R) - 2 overlays G1 $4.00 bensonj
The Dreadnaught Factor (R) buyout

Atarisoft

Centipede (R) G2 $3.50 gunoz
Defender (R) G1 $3.00 gunoz

Coleco

Donkey Kong (C) - shrinkwrapped SOLD $2.50 brian
Mouse Trap (NA) - w/2 overlays G2 $2.50 mark dar
Donkey Kong Jr. (R) G2 $8.00 bao

Imagic

Atlantis (U) - shrinkwrapped SOLD $2.00 trevor
Beauty & The Beast (U) SOLD $0.50 bored
Swords & Serpents (ER) G1 $5.00 tick
Ice Trek (R) G2 $4.00 bao
Microsurgeon (U) - complete G1 $3.50 bensonj
Dracula (ER) - complete G1 $15.00 bensonj
Nova Blast (U) G2 $4.00 james
White Water! (ER) - Complete G1 $15.00 bensonj

Parker Bros

Frogger (C) - w/box SOLD $1.00 bao
Q*Bert (C) buyout
Popeye (ER) G1 $4.00 shark

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Sears
-----
Armor Battle (R) - complete G2 $2.00 dave
Astrosmash (R) - complete G2 $2.00 dave
Boxing (R) - complete G2 $4.00 dave
Football (U) SOLD $0.50 bensonj
Golf (U) - white lbl w/2 overlays SOLD $1.00 shark
Horse Racing (R) - complete G1 $4.50 jeffgamer
Space Hawk (R) - complete G2 $2.00 dave

Overlays
--------
Package #1: Sea Battle (2), Space Armada (2), Baseball (2), Snafu (2),
Auto Racing (2), Night Stalker (2), Microsurgeon (2),
Atlantis (2), Tron Deadly Discs (2), Pitfall! (2), Space Spartans (2),
Dragonfire
SOLD $3.00 shark

Package #2: Lock 'n' Chase (2), Poker/Blackjack (2), Star Strike (2),
Demon Attack (2), Space Battle (2), Pinball
(2), Skiing (2), Astrosmash (2), Triple Action (2), Space Hawk (3), Sub
Hunt, AD&D Treasure
Of Tarmin, Pitfall!, Space Spartans
SOLD $3.00 shark

Systems
------------
Intellivision w/two working controllers, power supply, R/F modulator,
and the following games: complete Astrosmash and Night Stalker,
loose Atlantis, Space Battle, Triple Action, Star Strike, Major
League Baseball, Beauty & The Beast, and Donkey Kong
buyout

Intellivision II - untested w/two controllers and loose Astrosmash

G2 $15.00 sodapop

Intellivoice Voice Synthesis Module in box w/complete B-17 Bomber,
and Space Spartans
G2 $13.00 bao

Odyssey 2
---------------
Speedway!/Spin-Out!/Crypto-Logic! (C) - complete SOLD $1.00 beaumontj
Football! (U) - w/box SOLD $2.00 tick
Sub Chase!/Armor Encounter! (C) - complete SOLD $1.00 tick
Bowling!/Basketball! (U) - complete G1 $6.00 james
Baseball! (C) - complete G1 $1.50 bensonj
Thunderball! (R) - complete SOLD $2.00 a54br9
Showdown In 2100 AD (C) SOLD $1.00 tick
Alpine Skiing! (U) - complete G1 $3.50 bensonj
```

The Quest For The Rings! (U) - complete G1 $20.00 tick
K.C. Munchkin! (C) - complete SOLD $2.00 tick
Pick Axe Pete! (U) G1 $3.00 bensonj

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!, Dynasty!/Directional Dynasty!, and K.C. Munchkin!
G1 $20.00 larry

Atari 400/800

Atari

Archon (C) G2 $6.50 steve
Assembler Editor (U) G1 $4.00 greg
BASIC (C) w/reference guide G2 $1.00 mariotta
Centipede (C) SOLD $2.00 eyabs
Donkey Kong (C) G2 $2.50 steve
Flight Simulator II (C) SOLD $4.00 greg
Hardball (U) G2 $7.50 steve
Missle Command (C) SOLD $2.00 steve
Ms. Pac-Man (C) SOLD $6.50 wwsmith
One on One Bball (U) SOLD $2.50 jml
Pac-Man (C) SOLD $3.50 jml
Super Breakout (C) SOLD $5.00 wwsmith
Star Raiders (C) SOLD $3.00 chief
Pilot (U) G2 $3.50 mariotta
Galaxian (C) SOLD $3.00 mrski
Defender (C) G1 $5.50 jml
Atari LOGO (U) - w/manual SOLD $7.50 james s
Robotron 2084 (C) G1 $5.50 steve
Atariwriter (C) SOLD $1.50 james s
Joust (C) SOLD $4.50 steve
Moon Patrol (C) SOLD $7.00 john
Ballblazer (C) SOLD $5.50 jml
Blue Max (U) G1 $7.00 jml
Bug Hunt (U) SOLD $5.00 steve
Necromancer (U) SOLD $12.00 bworkman

Activision

Kaboom! (U) SOLD $5.50 jml
Megamania (U) - lbl tear SOLD $5.00 bworkman
Pitfall! (U) SOLD $10.00 krieg

Big Five Software

Miner 2049er (C) G2 $6.50 lips

Epyx

Gateway To Apshai (U) - w/inst SOLD $8.00 bworkman

IDSI

Speedway Blast (R) SOLD $7.00 alias

Oss

Mac/65 (U) buyout hoodster
Basic XE (U) buyout hoodster

Parker Bros.

Q*Bert (C) G2 $2.50 lips

Roklan

Deluxe Invaders (C) - w/inst SOLD $7.00 bworkman
Wizards Of Wor (C) - lbl severely faded SOLD $12.00 jklein

Sega

Star TreK: S.O.S. (U) SOLD $7.00 alias

Spinnaker

Alphabet Zoo (U) - boxed SOLD $3.00 david
Delta Drawing: Learning Program (U) - w/inst SOLD $3.00 david
Kids On Keys (U) G1 $1.50 james s
Kindercomp (U) G2 $1.00 mariotta
Story Machine (U) G1 $1.50 james s

Systems & computer related items
---
130 XE - tested w/ power supply, set of paddles (untested), video
touch pad w/Star Raiders overlay, two 2600 joysticks (untested),
owners manual, T.V. cord, and the following loose cartridges:
Defender, and Atariwriter
SOLD $100.00 hoodster

800 XL - tested w/power supply, T.V. cord, and a 2600 joystick
(untested)
SOLD $20.00 hoodster

600 XL - tested w/power supply, owners manual, and a 2600
joystick(untested)
SOLD $15.00 hoodster

Atari 1010 Program recorder - untested w/power supply, owners manual, connecting cord, and the following loose cassettes Player Missle Graphics and Basics of Animations
SOLD $10.00 hoodster

Atari Touch Tablet - tested w/Atariartist cart and owners manual
G1 $25.00 hoodster

Atari Light Pen - tested w/Atarigraphics cart
G1 $25.00 joe

Suncom Animation Station - untested w/owners manual
SOLD $6.00 david

Atari 1020 Printer - untested w/power supply and roll of paper
G2 $13.50 hoodster

Voice Box Speech Synthesizer by The Alien Group - untested
G1 $12.00 hoodster

Inside Atari Basic: a fast, fun, and friendly approach. By Bill Carris
SOLD $0.50 randy

Atari DOS 2.5: XF551 Disk Drive owners manual
SOLD $1.50 wwsmith

Boulderdash Construction Kit: instruction manual
SOLD $0.10 alias

Ghost and Ghouls: instructions
SOLD $0.50 randy

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL, 65 XE, and 130 XE. Comes with owners manual. Untested
G2 $5.50 mariotta

Software: SubLogic Japan scenery disk (5.25) for use w/Flight Sim. II. Comes with owners manual, and approach charts. Untested
SOLD $2.00 alias

Software: Adventure Maker/Tax Template (5.25 disk). Untested
SOLD $0.50 randy

Software: Spinnaker's In Search Of The Most Amazing Thing (5.25) Untested
SOLD $0.50 randy

Six 5.25 disks: Could contain Government cover-ups. Untested
SOLD $1.00 jml

Vic-20

Atarisoft

Pac-Man (C) - w/box SOLD $1.00 markd

Commodore

16K Memory Expander SOLD $2.00 biglous
Vic Avenger (C) - complete G2 $3.00 biglous
Super Alien (C) - complete SOLD $1.00 markd
Radar Rat Race (C) - complete SOLD $1.00 markd
Raid On Fort Knox (C) - complete SOLD $2.00 markd
Adventure Land Adventure (C) - complete SOLD $1.00 markd
Pirate's Cove Adventure (C) - complete G2 $1.50 biglous
Sargon II Chess (C) - complete SOLD $1.00 markd
Cosmic Cruncher (C) - complete SOLD $1.00 markd
Gorf (C) - complete SOLD $1.50 markd
Omega Race (C) - complete SOLD $1.00 markd
Star Post (U) - complete SOLD $2.00 markd

Imagic

Demon Attack (C) - complete SOLD $3.00 bworkman
Atlantis (C) - complete SOLD $3.50 rob
Dragonfire (C) - complete SOLD $3.00 bworkman

Sega

Star Trek [S.O.S.] (C) - complete SOLD $3.00 rob

Vic-20 Cassettes

Academy Software

Typing Tutor/Word Invaders - complete

Commodore

An Introduction To Basic: Part 1 - complete SOLD $1.50 bored
An Introduction To Basic: Part 2 - complete SOLD $1.50 bored

System

Vic-20 - untested in orignal box w/power supply, R/F modulator, and T.V.
Cord
SOLD $8.00 biglous

VicModem in orignal box SOLD $1.00 jones

C-64

Gateway To Apshai SOLD $3.00 jones
Decathalon SOLD $5.00 mrupp

TI99-4A

Burgertime (R) - w/inst SOLD $3.00 rob
Aligator Mix (R) SOLD $2.00 rob
Early Reading (R) SOLD $1.00 jones
Donkey Kong (VR) SOLD $3.00 larry

System

TI99-4A - untested in orignal box w/power supply, R/F modulator, and
owners
manual
G1 $11.00 larry

Misc Stuff

Donkey Kong Trading cards - 3 unopened packs SOLD $15.00 shrink
Atari 2600 Power Supply - in orig box SOLD $4.00 eyabs
Atari Ultra Pong Doubles - in orig box buyout
Atari Video Pinball/Breakout System SOLD $7.50 jones
Sears Telegames Pinball/Breakay System - in orig box w/inst & R/F
modulator
G1 $9.50 jones
Atari Game Center (plastic case to hold games and system) G1 $4.00
florian
Telegames Center (plastic case to hold games and system) removed
2600 Joystick G1 $4.50 jeffd
2600 Joystick G2 $4.00 wwsmith
2600 Joystick G2 $4.00 wwsmith
2600 Joystick SOLD $3.50 wwsmith
2600 Paddles - untested SOLD $4.50 wwsmith
2600 Paddles - untested G2 $4.00 wwsmith
2600 Driving Controllers (2) - untested SOLD $3.00 pat man
2600 Keybord Controllers (2) - untested SOLD $11.00 pat man
2600 Track Ball SOLD $15.00 Robert
Atari Video Touch Pad SOLD $1.50 eyabs
7800 Joystick G1 $5.00 jeffd
7800 Joystick SOLD $3.00 bones
Champ Joystick (retractable cord) SOLD $1.50 doyle
Suncom Star Fighter Joystick SOLD $1.50 philly
Spctravision Joystick SOLD $2.00 bones
Coleco Super Action Controller (doesn't work)
Coleco Super Action Controller (doesn't work)
Coleco Super Action Controller (doesn't work)
Coleco Adam Controller (doesn't work)
Atari Computer Power Supply - untested/very heavy/"the log" G2 $1.00
issac
Atari Computer Power Supply - untested/shady G2 $1.00 issac

Tyco Electric Racing Power Pack - untested SOLD $0.10 alias
Chaos Strike Back: software manual $0.10 min
Box of 10 Xerox 5.25 floppy disks SOLD $1.00 jml

This auction is dedicated to Bill Musselman and University of Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3727. Re: Asylum

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc4c52$ea45bf40$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 73658

The Morbid Guy <morbid@best.com> wrote in article
<3356cd70.7198681@nntp.best.com>...
> Has anyone ever beaten the adventure game "Asylum"? (by W. Denman of
> Screenplay) If so, what exactly are you supposed to do in order to
> beat the game?

Get out of the Asylum, as far as I know.

Anyone got a solution?

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

3728. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6V5m7TmpzHB@peter.soemtron.sb.sub.de>
Source record: 73659

In article <Re: XLIT question>, Urchlay@bell***south.net (Lord Spatula) wrote:

Howdy Lord,

> ...yeah, I had atariDOS 4.0, kept it as a curiosity... Also had DOS 3.0
> (the one that shipped with the first 1050's), but upgraded to 2.5 as
> soon as it came out...
>
> Never did get to play with Basic XL/XE much... but Turbo was great..
> found it on the Web in ATR format and it works fine with XL-It...

Did you american guys never heard of the great BIBO-Dos? This is my
favourite TOP Dos! Just imagine: turn on the floppy drive, turn on your
atari and your DOS boots up with a room inside the floppy.
#great#+ultraspeed... <grin> yeah compy shop is clever...

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

3729. Save over 50%

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-18 00:00:00 UTC
From: Joe Franklin <JFrank1069@aol.com>
Message-ID: <5j8b5n$8pv$5479@PaperBoy.LiveNet.Net>
Source record: 73660

I found some great deals that saved me over 50% on some products.
Some deals are better than others. Just browse around and see if you
find something you like at the virtual Mall.
at http://members.aol.com/Jfrank1069
Happy bargain hunting!!!

This message is being brought to you by Dynamic Mail software - the powerful
online marketing tool to explode your business easier and faster. For more
information please visit our web site at :
http://www.australia.net.au/~apexpi/dynamail.htm

3730. Announce: Atari800-0.8.0.tar.gz with Ron Fries Pokey Sound (Linux)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-19 00:00:00 UTC
From: "David J. Firth" <david@signus.demon.co.uk>
Message-ID: <Q$yI3FAUMBWzEwU$@signus.demon.co.uk>
Source record: 73661
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

I've just uploaded the latest version of Atari800 to my web site. The
emulator comes as source code for Linux/Unix and as an executable for
MS-DOS. The Linux version has sound support using Ron Fries Pokey Sound
Emulation library via /dev/dsp. It should be possible to use sound on
other Unix system if /dev/dsp is replaced by /dev/audio.

Atari800-0.8.0.tar.gz can be obtained from the following site:-

http://www.signus.demon.co.uk/david/

Changes in 0.8.0
----

o Added Ron Fries Pokey Emulation routines for sound in Linux.
A million thanks to Ron for releasing these routines - I've
put off using sound for ages but it took less than an evening
to add sound using these routines :-)

Sound is setup for Linux using /dev/dsp but it also seems to
produce something using /dev/audio, which leads me to believe
that it should work on most Unix boxes with a little work.
Patches welcomed :-)

In order to support sound I've added a few new command line
options:-

-sound and -nosound do what you'd expect.

-dsp_divisor takes a decimal value which alters the quality of
the sound output. It is used to work out how much
sound should be created each time the screen is
refreshed. Ideally it should be 50 (PAL) or 60 (NTSC)
but I've found that the best value to use is about
5 less than the emulators screen refresh rate WITH
SOUND DISABLED. If the values is to high you will
get gaps in the sound. If the value is to low the
emulator will run slower than it should.

I strongly suggest you experiment with this parameter
in order to get both the best sound and performance.

o Support for an Experimental New Cartridge Format - with the use of
OSS Super Cartridges there is no way of automatically
distinguishing standard 16K cartridges from the various Super
Cartridges. Hopefully this format will do for cartridges what ATR
files did for disk images. Feedback and view would be welcomed

especially from the other Emulator Authors.

The current format is :-

first 4 bytes containing 'C' 'A' 'R' 'T'.
next 4 bytes containing cartridge type in MSB format.

Type 1 - Standard 8K Cartridge
Type 2 - Standard 16K Cartridge
Type 3 - OSS Super Cartridge (I heard rumours that there are two
different types of OSS Cartridges)
Type 4 - Atari 5200 Cartridge

Note: There is probably a case for extra cartridge types
indicating the system that needs to be emulated.
e.g. Standard 8K Cartridge (800 Mode Only).

next 4 bytes containing cartridge checksum in MSB format (ROM only).
next 4 bytes are currently unused.
followed immediately with the ROM data, typically 8, 16 or 32K.

In the next version I'm intending on adding:-
32 bytes for Cartridge Name
32 bytes for Cartridge Serial Number
32 bytes for Manufacturer

The current version of the emulator includes options in the
Cartridge Management screen to Create Cartridges in the above
format but be warned this format is likely to change.

Changes in 0.7.1
----

o Note: I now consider the new Menu System that runs in the Emulated
Atari's window to be the prefered User Interface. I have no
intention of doing any further development for XVIEW

o Cartridge Management added to Menu.

o Removed FFP Code.

--
David J. Firth

3731. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-19 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E8vB45.6Bq@iglou.com>
Source record: 73662

Lord Spatula (Urchlay@bell***south.net) wrote:

: ...yes... but under SmartDOS you press the number of the drive that you
: want a directory of, and it shows you the directory, without asking you
: if you want to use a mask (*.COM to only see files ending in .COM,
: etc..)

For some strange reason, I'm getting the feeling we're going 'round and 'round in a post circle, talking about the same thing, and then some. Now we're talking about the little nuances of each DOS. :)

: BTW, I finally set up the Atari 800XL, and actually was able to transfer
: files from it to the PC using ATARIDSK... which means all kinds of cool
: things, one of which is that my assembler I wrote in Turbo BASIC will
: run under Xl-it... want it? (it's clunky & slow, but it IS new 8-bit
: software)

Mine's in my room already, all stacked up neatly. You may want to also upload your program to the Jellystone archive as well. Try uploading it to alt.binaries.atari, as that'll be great for the Atarians on here as well.

Right now, I'm still working on the STs and so on. I just recently finished a power supply cable that will allow me to hook up the ST to an external power supply, and also have the AT-Key installed, which is a PC keyboard adaptor.

--
Homepage: http://members.iglou.com/rsg0910 (Now updated!)

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

3732. for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-19 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <E8vAJ3.81C.0.bloor@torfree.net>
Source record: 73663

I have the following items for sale:

Hardware:

Star SG-10 printer, 9-pin dotmatrix, like new condition, with manual,
in original box. Includes extra ribbons. New ribbons are readily available
from most office supply stores. I'll also throw in an APE-FACE parallel
interface (kinda beat-up but works) for Atari 8-bit computers. $22

Zenith ZVM121 green-screen 80-column composite monitor. $15

Audiotronics monochrome 80-column composite monitor. $10

Atari 8-bit software:

Silent Service, disk only. $5

Choplifter, disk only. $3

Atari Silent Butler, bookkeeping software, with box and manual. $6

Bank Street Writer, disk only. $4

Atari Timewise, disk and manual. $5

Math Blaster, educational game for Atari or C64. 2 disks. $5

Print Shop Companion. Disk only. $4

Gorf, cartridge. Only works with 400/800. This cart won't run on an XL. With
box and manual. $4

Prices do not include shipping. I am in Dayton, Ohio.
--

| Justin R. Smith | Dayton, Ohio USA | (937) 233-2125 |
| bx557@freenet.toronto.on.ca / an422@dayton.wright.edu |

3733. Re: Searching for Saigon: The Final Days

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-19 00:00:00 UTC
From: read@my.sig
Message-ID: <3358e43d.3203775@news.networx.net.au>
Source record: 73664

allnet <allnet@Prodigy.Net> wrote:

->
->HELP!
->
->I'm searching for an old (1983-4)text adventure game called Saigon:
The
->Final Days. I never figured the damn thing out, and I haven't
forgotten
->it. If anyone knows where I can find it,(and what I need to do to
play
->it on a new system), please let me know. Or, if you solved the
game, and
->got up the damn pipe on the side of the building, let me know.
Thank you
->Sean Tierney
->allnet@Prodigy.Net

I remember wasting weeks trying to get past the road block. I still havent yet made it past this point. BTW, it's not just text, it also has graphics (at least my version does anyway), cause I remember standing on a land mine and not being able to move, except to blow up and die :). (That foot on the screen is imprinted on my mind after seeing it many times over).
As I remember this was not very far from the start of the game, so as time went on after trying so hard- I gave up almost ripping up the disk....
All I remember having was a piece of paper that said "Code = White Xmas", and there was a radio playing "Bing Crosby's White Xmas". Everything I tried led to death and re-starting the game. Like the dead VC with a booby trap that went off if you tried to move him, and as I said- the minefield that you get stuck in, and the road block where the VC shoot you as soon as you try to get near them. Hey, if anyone can help me get past this point I'll get into it again after all these years of not knowing what the hell to do.

Stevo.

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

3734. XL IT help please..

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-19 00:00:00 UTC
From: XEAQ36A@prodigy.com
Message-ID: <5jb4fa$21im@newssvr02-int.news.prodigy.com>
Source record: 73665

I have XL it! but every time I go to emulator mode it says'Cannot load
OS_ROM', if anyone can help me please e-mail XEAQ36A@prodigy.com.
Thanks!

3735. Re: The Ark BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-19 00:00:00 UTC
From: Geoff McHugh <gmchugh@enterprise.net>
Message-ID: <01bc4cf3$58403ca0$a8c348c2@bawn.enterprise.net>
Source record: 73666

Brad Rogers <brad@pianosa.demon.co.uk> wrote in article
<861385779.25831.0@pianosa.demon.co.uk>...
>Whilst reading the usual rubbish I find here, Andrew Buckle wrote
something >interesting to about The Ark BBS:
>
>Hello Andrew,
>
> AB> Does anyone remember a UK Atari 8bit BBs in Birmingham called the Ark
?
>
>Yes, indeed I do. It later became known as The City.
>
Ah, the good old days :) The Ark was the first BBS I remember calling on a
regular basis....

> AB> Must have been about 10 years ago.
>
>I first started there about that time. I think it had been running for
>quite a while already, though. One of the users Nitram (Dr. Martin
>Holland), was the bloke that discovered that the 850 *can* do spit baud
>rates.
>
I remember Nitram well, but it was actually me who discovered the split
baud rates on the 850... not that it mattered much - it was about the time
that 1200/75 ceased to be useful and most modems being produced then could
do 1200/75 without needing split rates between the computer & modem anyway
:)

> AB> I used to connect up quite a lot, I think the sysop was a guy called
>
>What was your handle?

Andrew, your handle was Roo or something was it??? Your name is ringing
bells here :)

>
> AB> James
> AB> Bastable although I may be wrong, he used to have some funky stuff on
>
>Bastable is definitely correct, I can't remember his first name for sure,
>though. :-(

It was James Bastable right enough... used to chat to him occasionally on
another BBS, The Phoenix I think, but haven't heard from him in years now.

The Ark & City were run using software James wrote himself, and The City was a really fun bbs... given enough privileges you could add new 'rooms' to the bbs (I created an online pub as I recall!)

I've never come across another bbs quite like the City, and it was a big loss when it finally closed.

I've often wondered if James ever got onto the 'net??? Anyone ever come across him since?

Geoff McHugh
gmchugh@enterprise.net

3736. Starbase Hyperion

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-19 00:00:00 UTC
From: Brian Oertel <briano@execpc.com>
Message-ID: <3358E82A.6498@execpc.com>
Source record: 73667

I am looking for a program called
"Starbase Hyperion"
by Quality Software
It is for the 8-bit 400/800 series of ataris.

Brian

3737. Sex with a Teenage Girl * ada.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-19 00:00:00 UTC
From: <>
Message-ID: <5jbkkg$dia@bolivia.earthlink.net>
Source record: 73668

Check out this site, it has tons of young teens fucking and sucking cock !!!

http://www.sexy-girls.com

3738. question on the 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-19 00:00:00 UTC
From: aen1575@silver.sdsmt.edu
Message-ID: <aen1575-1904971733490001@dialup11.sdsmt.edu>
Source record: 73669

today i bought an atari 130xe with a printer and a 1050 disk drive for $5. however, the package included very little software, and no power supply for the computer or disk drive, and no cord to interface the drive with the computer unit. at a local thrift store, there is an atari 800 with an 810 drive and a printer with all the cables and some software. will the supply and disk drive cords work with the 130xe? how about the software? i'm really new to the atari computer world, so excuse my ignorance.
also, i'm curious if the 130xe will run any type of midi controlling software, or is it too ancient? if so, what do i need to get that to work?
tony nelson

3739. Don't Fear's 2nd Auction (Update 25) Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5jc2up$qae@newssvr01-int.news.prodigy.com>
Source record: 73573

```
Don't Fear's Huge Second Auction (Update 25)

Part 1: 2600/5200/7800

Alright kids here we go!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

Atari 2600
----------
Atari
-----
Combat (C) - boxed SOLD $0.50 isaac
Space War (U) SOLD $1.00 joe
Outlaw (U) SOLD $0.50 albert
Slot Racers (U) SOLD $2.50 albert
Canyon Bomber (U) - boxed G2 $5.00 joe
Super Breakout (U) SOLD $2.00 kevin
Defender (C) - boxed G2 $5.00 joe
Warlords (U) - boxed SOLD $7.00 pat man
Indy 500 (U) SOLD $1.00 pat man
Adventure (C) SOLD $2.50 matt2
Demons To Diamonds (U) - shrinkrapped SOLD $2.50 joe
```

Championship Soccer (C) - boxed SOLD $1.50 joe
3-D Tic-Tac-Toe (U) - boxed G2 $5.00 joe
Breakout (C) - boxed SOLD $3.50 albert
Football (C) SOLD $1.50 jeffd
Bowling (C) SOLD $1.00 matt2
Circus Atari (C) SOLD $0.50 bored
Superman (C) SOLD $1.00 bluebat
Space Invaders (C) - red lbl/shrinkwrapped SOLD $2.50 mophead
Night Driver (C) - boxed G1 $3.50 jeffgamer
Golf (C) - w/inst SOLD $1.00 doyle
Maze Craze (U) SOLD $1.00 mrupp
Missle Command (C) SOLD $0.50 bored
Othello (R) - boxed SOLD $2.50 joe
Surround (C) SOLD $1.00 joe
Code Breaker (U) - w/inst SOLD $2.00 albert
Flag Capture (U) - w/inst G1 $4.00 albert
Pac-Man (C) - boxed SOLD $2.00 albert
Video Pinball (U) - boxed G2 $3.50 albert
Asteroids (C) - w/inst SOLD $1.00 mophead
Berzerk (C) - sealed SOLD $2.50 albert
Casino (U) SOLD $1.00 doyle
Haunted House (C) SOLD $1.00 matt2
Swordquest Earthworld (C) - w/inst SOLD $1.50 kevin
Swordquest Fireworld (C) - w/inst SOLD $1.50 kevin
Radiers Of The Lost Ark (C) - boxed SOLD $10.00 garry
Star Raiders (U) - w/touch pad SOLD $6.50 joe
Hangman (U) SOLD $1.00 alex
RealSports Volleyball (U) SOLD $1.00 joe
RealSports Soccer (U) SOLD $2.00 bones
RealSports Football (C) SOLD $1.00 joe
Swordquest: Waterworld (UR) G2 $98.00 hoss
Phoenix (C) - shrinkwrapped SOLD $2.00 joe
E.T. (C) - boxed G2 $5.00 joe
Ms. Pac-Man (U) - w/inst SOLD $1.50 bored
Centipede (C) SOLD $1.50 joe
Galaxian (U) SOLD $2.50 matt2
Gravitar (U) G1 $3.50 stevej
Kangaroo (U) - w/inst SOLD $3.00 tick
Pengo (ER) - boxed G1 $86.00 hoss
Moon Patrol (U) SOLD $1.00 kevin
Pole Position (C) - w/inst SOLD $1.50 joe
Rubik's Cube (ER) SOLD $85.00 boar
Taz (R) G1 $6.00 tick
Oscar's Trash Race (R) - lbl plaque G1 $20.00 boar
Big Bird's Egg Catch (R) - lbl plaque SOLD $3.00 bensonj
Sorcerer's Apperntice (R) - w/inst G2 $8.00 chris
Crystal Castles (U) - boxed SOLD $2.50 joe
Pigs In Space (ER) SOLD $30.00 boar
Millipede (R) - w/inst G2 $5.50 albert
Stargate (U) - w/writing on back SOLD $3.50 bensonj

Midnight Magic (R) SOLD $3.50 albert
Solaris (U) SOLD $3.50 eyabs
Donkey Kong (U) SOLD $3.50 joe
Donkey Kong Jr. (R) SOLD $3.00 joe
Venture (R) SOLD $3.00 joe
Q*Bert (R) SOLD $3.00 bensonj
Sprint Master (R) SOLD $4.50 albert

Sears

Outer Space (U) - pic lbl SOLD $2.00 bensonj
Speedway II (U) SOLD $0.50 albert
Space Combat (U) SOLD $2.50 albert
Breakaway IV (C) SOLD $2.00 bensonj
Brain Games (R) G2 $3.50 albert
Baseball (C) SOLD $1.00 bensonj
Race (C) SOLD $0.50 albert
Gunslinger (U) G2 $2.50 albert
Maze (C) - pic lbl G1 $3.50 albert
Arcade Golf (U) SOLD $3.50 albert
Dare Diver (ER) G2 $14.00 bensonj
Night Driver (U) G1 $3.00 albert
3-D Tic-Tac-Toe (ER) G2 $9.00 bensonj
Steeplechase (R) G2 $8.00 tick
Math Grand Prix (R) - pic lbl G2 $6.00 albert
Adventure (U) G2 $2.50 albert
Dodger Cars (ER) SOLD $9.00 bensonj
Arcade Pinball (R) - pic lbl G2 $6.00 albert
Asteroids (U) SOLD $1.00 bensonj
Missle Command (R) SOLD $1.50 albert
Bezerk (R) SOLD $2.50 bensonj
Pac-Man (C) SOLD $1.50 bensonj
Defender (C) SOLD $1.50 isaac

Absolute

Title Match Pro Wrestling (R) - w/inst G2 $7.50 albert
Tomcat F-14 (ER) SOLD $14.00 ungabunga

Activision

Dragster (C) SOLD $1.00 albert
Boxing (ER) - blue lbl SOLD $5.00 albert
Checkers (ER) - w/inst G2 $15.00 tick
Fishing Derby (U) G2 $2.50 rich
Skiing (U) SOLD $1.00 eyabs
Bridge (U) G2 $2.50 a54br9
Tennis (C) SOLD $1.00 eyabs
Laser Blast (C) - boxed SOLD $1.50 albert
Freeway (U) - boxed SOLD $1.50 albert

Kaboom! (ER) - blue lbl G1 $5.50 albert
Stampede (U) SOLD $1.00 matt2
Ice Hockey (U) SOLD $1.00 eyabs
Barnstorming (U) SOLD $2.00 isaac
Grand Prix (U) SOLD $1.00 eyabs
Chopper Command (U) - boxed SOLD $1.00 philly
Starmaster (U) SOLD $1.50 eyabs
Megamania (U) G2 $2.50 bones
Pitfall! (C) SOLD $1.50 kevin
Sky Jinks (R) SOLD $1.00 bored
River Raid (U) SOLD $2.50 matt2
Spider Fighter (U) G2 $2.50 rich
Seaquest (R) - boxed G1 $4.00 albert
Oink! (R) - w/inst G1 $4.50 matt2
Dolphin (R) G1 $4.50 albert
Keystone Kapers (ER) - blue lbl G1 $6.50 albert
Enduro (U) SOLD $1.00 rich
Plaque Attack (R) SOLD $3.00 foo
Robot Tank (R) G2 $1.50 doyle
Crackpots (R) G1 $3.50 bones
Decathalon (R) SOLD $2.00 albert
Frostbite (R) SOLD $4.00 tick
Pressure Cooker (R) G1 $5.50 bones
Space Shuttle (ER) - blue lbl SOLD $7.50 albert
Pitfall II (R) G2 $4.50 doyle
H.E.R.O. (R) - lbl wear SOLD $7.00 tick
Beamrider (R) - screws showing G2 $15.00 tick
Kung Fu Master (R) - w/inst G1 $4.50 albert
Commando (R) SOLD $3.00 matt2
Ghostbusters (ER) - blue lbl SOLD $10.00 roagie

Apollo

Space Cavern (U) - blue lbl SOLD $1.50 acroyear
Space Cavern (U) - red lbl SOLD $1.50 acroyear
Racquetball (U) - orange lbl G1 $3.00 albert
Lost Luggage (U) - green lbl SOLD $5.50 albert
Shark Atack (U) - boxed G2 $6.50 albert
Infiltrate (U) - w/inst SOLD $2.00 philly
Final Approach (R) SOLD $25.00 boar

Avalon Hill

Death Trap (UR) - w/inst G2 $55.00 jearney
Shuttle Orbiter (UR) - w/inst SOLD $120.00 boar

CBS

Wizzard Of Wor (R) SOLD $2.50 jeffd
Gorf (U) SOLD $1.50 mrski

Blueprint (U) - writing on lbl SOLD $2.00 bworkman
Solar Fox (U) - lbl damage G2 $2.00 chris
Omega Race (U) - w/inst and broken Booster Grip SOLD $3.50 bworkman
------
Coleco

Zaxxon (U) SOLD $3.50 albert
Venture (C) SOLD $1.00 philly
Mouse Trap (U) SOLD $1.00 slyfox
Smurfs R.I.G.C. (U) SOLD $5.00 rich
Carnival (U) SOLD $1.00 mrupp
Donkey Kong Jr. (R) SOLD $1.50 philly
Mr. Do! (R) SOLD $20.00 boar
Roc 'N Rope (R) SOLD $20.00 boar

Data Age

Encounter at L-5 (U) - end lbl damage G2 $1.50 philly
Airlock (C) SOLD $1.50 a54br9
Journey Escape (C) - boxed no inst SOLD $2.00 mrupp
Bermuda Triangle (R) G1 $25.00 boar
Frankenstein's Monster (R) - screws showing w/inst G2 $11.00 bensonj
----
Epyx

Summer Games (R) G2 $3.00 bensonj
Winter Games (R) SOLD $2.00 philly

First Star

Boing! (ER) SOLD $85.00 ungabunga

Froggo

Sea Hawk (R) SOLD $15.00 boar

Imagic

Trick Shot (R) SOLD $2.00 bensonj
Demon Attack (ER) - blue lbl SOLD $9.00 albert
Star Voyager (C) SOLD $1.00 eyabs
Atlantis (U) SOLD $1.00 eyabs
Cosmic Ark (U) SOLD $1.00 mrski
No Escape! (R) - w/inst G1 $5.50 albert
Fire Fighter (R) SOLD $1.00 tick
Shootin' Gallery (ER) SOLD $25.00 boar
Riddle Of The Sphinx (U) SOLD $1.00 macra
Dragonfire (C) SOLD $1.00 eyabs
Fathom (R) SOLD $20.00 boar
Solar Storm (R) - w/inst G2 $20.00 boar

Quick Step (R) - w/inst G1 $35.00 boar

M Network

Adventure of Tron (U) SOLD $2.00 albert
Masters of the Universe (R) SOLD $8.00 bensonj
Burgertime (R) - writing on back SOLD $3.00 tick
Kool-Aid Man (U) SOLD $6.50 albert
Space Attack (C) - boxed SOLD $1.00 doyle
Tron Deadly Discs (U) G1 $2.00 stevej
Lock 'N Chase (C) - shrinkwapped SOLD $1.50 bones
Frogs And Flies (U) - w/inst SOLD $1.50 bored
Astroblast (U) - boxed SOLD $1.00 acroyear
Dark Cavern (U) SOLD $1.00 doyle
Intl. Soccer (U) w/inst SOLD $1.00 tick
Air Raiders (R) G2 $3.00 albert
Bump 'n' Jump (R) - w/inst G1 $6.00 albert

Mythicon

Sorcerer (U) SOLD $3.00 albert
Fire Fly (U) SOLD $2.50 albert
Star Fox (U) SOLD $4.50 albert

Panda

Stunt Man (R) buyout jaguar

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions G2 $4.50 albert
Amidar (U) G2 $1.50 philly
Super Cobra (U) G2 $1.50 philly
Reactor (U) G1 $1.50 stevej
Sky Skipper (R) - w/box top, inst, no lbl SOLD $5.00 tick
Q*Bert (C) SOLD $2.00 kevin
Strawberry Shortcake (U) SOLD $1.50 isaac

Sega

Tac-Scan (U) - lbl damage SOLD $0.50 macra
Thunderground (R) G2 $7.00 albert
Star Trek S.O.S. (R) G2 $6.50 albert
Buck Rogers: Planet Zoom (U) G1 $25.00 boar
Congo Bongo (R) - lbl plaque G2 $3.50 jeffd
Tapper (ER) - slight lbl wear SOLD $45.00 boar
Spy Hunter (ER) SOLD $50.00 boar

Telesys

Coco Nuts (R) G2 $10.00 boar

Tigervision

Miner 2049er (ER) G1 $16.50 jeffd

20th Century Fox

Worm War I (U) G1 $3.00 albert
Mega Force (R) SOLD $2.00 mrupp
Alien (R) G2 $3.00 chris
Turmoil (U)- boxed G1 $4.00 clint
Crypts Of Chaos (R) end lbl damage w/inst G2 $6.50 mervis
M*A*S*H (U) SOLD $1.00 macra
Flash Gordon (R) G2 $6.50 albert

U.S. Games

Space Jockey (C) SOLD $0.50 macra
Sneak 'N Peek (R) - w/inst SOLD $1.00 tick
Word Zapper (U) SOLD $1.00 philly
Commando Raid (R) - w/inst SOLD $1.00 kevin
Name This Game (R) - fancy cart G2 $3.00 albert
Squeeze Box (ER) G2 $6.00 albert
Eggomania (R) - w/inst G1 $8.50 albert
Piece O' Cake (ER) - w/inst G2 $9.50 albert
Entombed (ER) G1 $8.50 albert

Xonox

Ghost Manor/Spike's Peak (U) - w/inst G1 $7.50 albert
Chuck Norris Superkicks (ER) SOLD $35.00 shrink

Systems

Atari 2600: four switch, black front panel in original box w/two
working joysticks, set of paddles, power supply, R/F modulator, and
the following loose games: Combat, Defender, Space Invaders, Missle
Command, Pac-Man, Asteroids, Bezerk, Swordquest Fireworld, Raiders of
the Lost Ark, RealSports Football, E.T., Pole Position, Target Fun,
Pitfall!, Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx,
Astroblast, and Frogger.
SOLD $29.00 james

Sears Video Arcade II (2800) - untested w/two controllers, and a R/F
modulator
SOLD $10.50 zack

Arcadia Supercharger with the following cassettes: Phaser Patrol,
Communist Mutants From Space, and Suicide Mission (no case)
G2 $20.00 greg

"Franklinstein" A handcrafted American orignal device that allows
the user to interchange chips to play diffrent games. Comes with
eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!,
Amidar, Demon Attack, and Pitfall!. The device itself is homemade,
not the games. Also comes with case. If there are any questions
don't hesitate to ask. This thing is trully one of a kind.
G1 $15.50 dave

Atari 5200

Congo Bongo (R) SOLD $3.50 jeffd
5200 Trac Ball G1 $10.00 bworkman
2600 adapter - untested G2 $6.00 jeffd
5200 controller - untested SOLD $4.00 jml
5200 controller - untested SOLD $4.00 jml

Atari 7800

Asteroids (R) - damaged box SOLD $2.50 foo
Food Fight (R) - damaged box G2 $6.00 tick
Pole Position II (C) SOLD $1.00 eyabs
Xevious (U) - damaged box SOLD $2.00 eyabs
Donkey Kong Jr. (R) G2 $5.00 tick

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3740. Don't Fear's 2nd Auction (Update 25) Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5jc326$11p4@newssvr01-int.news.prodigy.com>
Source record: 73574

Don't Fear's Huge Second Auction (Update 25)

Part 1: 2600/5200/7800

Alright kids here we go!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

Atari 2600

Atari

Combat (C) - boxed SOLD $0.50 isaac
Space War (U) SOLD $1.00 joe
Outlaw (U) SOLD $0.50 albert
Slot Racers (U) SOLD $2.50 albert
Canyon Bomber (U) - boxed G2 $5.00 joe
Super Breakout (U) SOLD $2.00 kevin
Defender (C) - boxed G2 $5.00 joe
Warlords (U) - boxed SOLD $7.00 pat man
Indy 500 (U) SOLD $1.00 pat man
Adventure (C) SOLD $2.50 matt2
Demons To Diamonds (U) - shrinkrapped SOLD $2.50 joe

Championship Soccer (C) - boxed SOLD $1.50 joe
3-D Tic-Tac-Toe (U) - boxed G2 $5.00 joe
Breakout (C) - boxed SOLD $3.50 albert
Football (C) SOLD $1.50 jeffd
Bowling (C) SOLD $1.00 matt2
Circus Atari (C) SOLD $0.50 bored
Superman (C) SOLD $1.00 bluebat
Space Invaders (C) - red lbl/shrinkwrapped SOLD $2.50 mophead
Night Driver (C) - boxed G1 $3.50 jeffgamer
Golf (C) - w/inst SOLD $1.00 doyle
Maze Craze (U) SOLD $1.00 mrupp
Missle Command (C) SOLD $0.50 bored
Othello (R) - boxed SOLD $2.50 joe
Surround (C) SOLD $1.00 joe
Code Breaker (U) - w/inst SOLD $2.00 albert
Flag Capture (U) - w/inst G1 $4.00 albert
Pac-Man (C) - boxed SOLD $2.00 albert
Video Pinball (U) - boxed G2 $3.50 albert
Asteroids (C) - w/inst SOLD $1.00 mophead
Berzerk (C) - sealed SOLD $2.50 albert
Casino (U) SOLD $1.00 doyle
Haunted House (C) SOLD $1.00 matt2
Swordquest Earthworld (C) - w/inst SOLD $1.50 kevin
Swordquest Fireworld (C) - w/inst SOLD $1.50 kevin
Radiers Of The Lost Ark (C) - boxed SOLD $10.00 garry
Star Raiders (U) - w/touch pad SOLD $6.50 joe
Hangman (U) SOLD $1.00 alex
RealSports Volleyball (U) SOLD $1.00 joe
RealSports Soccer (U) SOLD $2.00 bones
RealSports Football (C) SOLD $1.00 joe
Swordquest: Waterworld (UR) G2 $98.00 hoss
Phoenix (C) - shrinkwrapped SOLD $2.00 joe
E.T. (C) - boxed G2 $5.00 joe
Ms. Pac-Man (U) - w/inst SOLD $1.50 bored
Centipede (C) SOLD $1.50 joe
Galaxian (U) SOLD $2.50 matt2
Gravitar (U) G1 $3.50 stevej
Kangaroo (U) - w/inst SOLD $3.00 tick
Pengo (ER) - boxed G1 $86.00 hoss
Moon Patrol (U) SOLD $1.00 kevin
Pole Position (C) - w/inst SOLD $1.50 joe
Rubik's Cube (ER) SOLD $85.00 boar
Taz (R) G1 $6.00 tick
Oscar's Trash Race (R) - lbl plaque G1 $20.00 boar
Big Bird's Egg Catch (R) - lbl plaque SOLD $3.00 bensonj
Sorcerer's Apperntice (R) - w/inst G2 $8.00 chris
Crystal Castles (U) - boxed SOLD $2.50 joe
Pigs In Space (ER) SOLD $30.00 boar
Millipede (R) - w/inst G2 $5.50 albert
Stargate (U) - w/writing on back SOLD $3.50 bensonj

Midnight Magic (R) SOLD $3.50 albert
Solaris (U) SOLD $3.50 eyabs
Donkey Kong (U) SOLD $3.50 joe
Donkey Kong Jr. (R) SOLD $3.00 joe
Venture (R) SOLD $3.00 joe
Q*Bert (R) SOLD $3.00 bensonj
Sprint Master (R) SOLD $4.50 albert

Sears

Outer Space (U) - pic lbl SOLD $2.00 bensonj
Speedway II (U) SOLD $0.50 albert
Space Combat (U) SOLD $2.50 albert
Breakaway IV (C) SOLD $2.00 bensonj
Brain Games (R) G2 $3.50 albert
Baseball (C) SOLD $1.00 bensonj
Race (C) SOLD $0.50 albert
Gunslinger (U) G2 $2.50 albert
Maze (C) - pic lbl G1 $3.50 albert
Arcade Golf (U) SOLD $3.50 albert
Dare Diver (ER) G2 $14.00 bensonj
Night Driver (U) G1 $3.00 albert
3-D Tic-Tac-Toe (ER) G2 $9.00 bensonj
Steeplechase (R) G2 $8.00 tick
Math Grand Prix (R) - pic lbl G2 $6.00 albert
Adventure (U) G2 $2.50 albert
Dodger Cars (ER) SOLD $9.00 bensonj
Arcade Pinball (R) - pic lbl G2 $6.00 albert
Asteroids (U) SOLD $1.00 bensonj
Missle Command (R) SOLD $1.50 albert
Bezerk (R) SOLD $2.50 bensonj
Pac-Man (C) SOLD $1.50 bensonj
Defender (C) SOLD $1.50 isaac

Absolute

Title Match Pro Wrestling (R) - w/inst G2 $7.50 albert
Tomcat F-14 (ER) SOLD $14.00 ungabunga

Activision

Dragster (C) SOLD $1.00 albert
Boxing (ER) - blue lbl SOLD $5.00 albert
Checkers (ER) - w/inst G2 $15.00 tick
Fishing Derby (U) G2 $2.50 rich
Skiing (U) SOLD $1.00 eyabs
Bridge (U) G2 $2.50 a54br9
Tennis (C) SOLD $1.00 eyabs
Laser Blast (C) - boxed SOLD $1.50 albert
Freeway (U) - boxed SOLD $1.50 albert

Kaboom! (ER) - blue lbl G1 $5.50 albert
Stampede (U) SOLD $1.00 matt2
Ice Hockey (U) SOLD $1.00 eyabs
Barnstorming (U) SOLD $2.00 isaac
Grand Prix (U) SOLD $1.00 eyabs
Chopper Command (U) - boxed SOLD $1.00 philly
Starmaster (U) SOLD $1.50 eyabs
Megamania (U) G2 $2.50 bones
Pitfall! (C) SOLD $1.50 kevin
Sky Jinks (R) SOLD $1.00 bored
River Raid (U) SOLD $2.50 matt2
Spider Fighter (U) G2 $2.50 rich
Seaquest (R) - boxed G1 $4.00 albert
Oink! (R) - w/inst G1 $4.50 matt2
Dolphin (R) G1 $4.50 albert
Keystone Kapers (ER) - blue lbl G1 $6.50 albert
Enduro (U) SOLD $1.00 rich
Plaque Attack (R) SOLD $3.00 foo
Robot Tank (R) G2 $1.50 doyle
Crackpots (R) G1 $3.50 bones
Decathalon (R) SOLD $2.00 albert
Frostbite (R) SOLD $4.00 tick
Pressure Cooker (R) G1 $5.50 bones
Space Shuttle (ER) - blue lbl SOLD $7.50 albert
Pitfall II (R) G2 $4.50 doyle
H.E.R.O. (R) - lbl wear SOLD $7.00 tick
Beamrider (R) - screws showing G2 $15.00 tick
Kung Fu Master (R) - w/inst G1 $4.50 albert
Commando (R) SOLD $3.00 matt2
Ghostbusters (ER) - blue lbl SOLD $10.00 roagie

Apollo

Space Cavern (U) - blue lbl SOLD $1.50 acroyear
Space Cavern (U) - red lbl SOLD $1.50 acroyear
Racquetball (U) - orange lbl G1 $3.00 albert
Lost Luggage (U) - green lbl SOLD $5.50 albert
Shark Atack (U) - boxed G2 $6.50 albert
Infiltrate (U) - w/inst SOLD $2.00 philly
Final Approach (R) SOLD $25.00 boar

Avalon Hill

Death Trap (UR) - w/inst G2 $55.00 jearney
Shuttle Orbiter (UR) - w/inst SOLD $120.00 boar

CBS

Wizzard Of Wor (R) SOLD $2.50 jeffd
Gorf (U) SOLD $1.50 mrski

Blueprint (U) - writing on lbl SOLD $2.00 bworkman
Solar Fox (U) - lbl damage G2 $2.00 chris
Omega Race (U) - w/inst and broken Booster Grip SOLD $3.50 bworkman
------
Coleco

Zaxxon (U) SOLD $3.50 albert
Venture (C) SOLD $1.00 philly
Mouse Trap (U) SOLD $1.00 slyfox
Smurfs R.I.G.C. (U) SOLD $5.00 rich
Carnival (U) SOLD $1.00 mrupp
Donkey Kong Jr. (R) SOLD $1.50 philly
Mr. Do! (R) SOLD $20.00 boar
Roc 'N Rope (R) SOLD $20.00 boar

Data Age

Encounter at L-5 (U) - end lbl damage G2 $1.50 philly
Airlock (C) SOLD $1.50 a54br9
Journey Escape (C) - boxed no inst SOLD $2.00 mrupp
Bermuda Triangle (R) G1 $25.00 boar
Frankenstein's Monster (R) - screws showing w/inst G2 $11.00 bensonj
----
Epyx

Summer Games (R) G2 $3.00 bensonj
Winter Games (R) SOLD $2.00 philly

First Star

Boing! (ER) SOLD $85.00 ungabunga

Froggo

Sea Hawk (R) SOLD $15.00 boar

Imagic

Trick Shot (R) SOLD $2.00 bensonj
Demon Attack (ER) - blue lbl SOLD $9.00 albert
Star Voyager (C) SOLD $1.00 eyabs
Atlantis (U) SOLD $1.00 eyabs
Cosmic Ark (U) SOLD $1.00 mrski
No Escape! (R) - w/inst G1 $5.50 albert
Fire Fighter (R) SOLD $1.00 tick
Shootin' Gallery (ER) SOLD $25.00 boar
Riddle Of The Sphinx (U) SOLD $1.00 macra
Dragonfire (C) SOLD $1.00 eyabs
Fathom (R) SOLD $20.00 boar
Solar Storm (R) - w/inst G2 $20.00 boar

Quick Step (R) - w/inst G1 $35.00 boar

M Network

Adventure of Tron (U) SOLD $2.00 albert
Masters of the Universe (R) SOLD $8.00 bensonj
Burgertime (R) - writing on back SOLD $3.00 tick
Kool-Aid Man (U) SOLD $6.50 albert
Space Attack (C) - boxed SOLD $1.00 doyle
Tron Deadly Discs (U) G1 $2.00 stevej
Lock 'N Chase (C) - shrinkwapped SOLD $1.50 bones
Frogs And Flies (U) - w/inst SOLD $1.50 bored
Astroblast (U) - boxed SOLD $1.00 acroyear
Dark Cavern (U) SOLD $1.00 doyle
Intl. Soccer (U) w/inst SOLD $1.00 tick
Air Raiders (R) G2 $3.00 albert
Bump 'n' Jump (R) - w/inst G1 $6.00 albert

Mythicon

Sorcerer (U) SOLD $3.00 albert
Fire Fly (U) SOLD $2.50 albert
Star Fox (U) SOLD $4.50 albert

Panda

Stunt Man (R) buyout jaguar

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions G2 $4.50 albert
Amidar (U) G2 $1.50 philly
Super Cobra (U) G2 $1.50 philly
Reactor (U) G1 $1.50 stevej
Sky Skipper (R) - w/box top, inst, no lbl SOLD $5.00 tick
Q*Bert (C) SOLD $2.00 kevin
Strawberry Shortcake (U) SOLD $1.50 isaac

Sega

Tac-Scan (U) - lbl damage SOLD $0.50 macra
Thunderground (R) G2 $7.00 albert
Star Trek S.O.S. (R) G2 $6.50 albert
Buck Rogers: Planet Zoom (U) G1 $25.00 boar
Congo Bongo (R) - lbl plaque G2 $3.50 jeffd
Tapper (ER) - slight lbl wear SOLD $45.00 boar
Spy Hunter (ER) SOLD $50.00 boar

Telesys

Coco Nuts (R) G2 $10.00 boar

Tigervision

Miner 2049er (ER) G1 $16.50 jeffd

20th Century Fox

Worm War I (U) G1 $3.00 albert
Mega Force (R) SOLD $2.00 mrupp
Alien (R) G2 $3.00 chris
Turmoil (U)- boxed G1 $4.00 clint
Crypts Of Chaos (R) end lbl damage w/inst G2 $6.50 mervis
M*A*S*H (U) SOLD $1.00 macra
Flash Gordon (R) G2 $6.50 albert

U.S. Games

Space Jockey (C) SOLD $0.50 macra
Sneak 'N Peek (R) - w/inst SOLD $1.00 tick
Word Zapper (U) SOLD $1.00 philly
Commando Raid (R) - w/inst SOLD $1.00 kevin
Name This Game (R) - fancy cart G2 $3.00 albert
Squeeze Box (ER) G2 $6.00 albert
Eggomania (R) - w/inst G1 $8.50 albert
Piece O' Cake (ER) - w/inst G2 $9.50 albert
Entombed (ER) G1 $8.50 albert

Xonox

Ghost Manor/Spike's Peak (U) - w/inst G1 $7.50 albert
Chuck Norris Superkicks (ER) SOLD $35.00 shrink

Systems

Atari 2600: four switch, black front panel in original box w/two
working joysticks, set of paddles, power supply, R/F modulator, and
the following loose games: Combat, Defender, Space Invaders, Missle
Command, Pac-Man, Asteroids, Bezerk, Swordquest Fireworld, Raiders of
the Lost Ark, RealSports Football, E.T., Pole Position, Target Fun,
Pitfall!, Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx,
Astroblast, and Frogger.
SOLD $29.00 james

Sears Video Arcade II (2800) - untested w/two controllers, and a R/F
modulator
SOLD $10.50 zack

Arcadia Supercharger with the following cassettes: Phaser Patrol,
Communist Mutants From Space, and Suicide Mission (no case)
G2 $20.00 greg

"Franklinstein" A handcrafted American orignal device that allows
the user to interchange chips to play diffrent games. Comes with
eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!,
Amidar, Demon Attack, and Pitfall!. The device itself is homemade,
not the games. Also comes with case. If there are any questions
don't hesitate to ask. This thing is trully one of a kind.
G1 $15.50 dave

Atari 5200

Congo Bongo (R) SOLD $3.50 jeffd
5200 Trac Ball G1 $10.00 bworkman
2600 adapter - untested G2 $6.00 jeffd
5200 controller - untested SOLD $4.00 jml
5200 controller - untested SOLD $4.00 jml

Atari 7800

Asteroids (R) - damaged box SOLD $2.50 foo
Food Fight (R) - damaged box G2 $6.00 tick
Pole Position II (C) SOLD $1.00 eyabs
Xevious (U) - damaged box SOLD $2.00 eyabs
Donkey Kong Jr. (R) G2 $5.00 tick

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3741. FS - IndusGT floppy drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: djnelson@mindspring.com
Message-ID: <5jc7rt$u4s@camel7.mindspring.com>
Source record: 73575

Yep.
Olde but goody.
Asking $25 plus shipping and COD (around $10).

-Don Nelson djnelson@mindspring.com

3742. Re: auctions and this newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: "M.J. BEAU" <mjbeau@net-link.net>
Message-ID: <33599705.EED@net-link.net>
Source record: 73576

Barry Obut wrote:
>
> Matthias Belitz wrote:
>
> > I'm a little bit worried about these endless auctions in this group.
>
> > How is your opinion ?
> >
> Personally I like the auctions. Nice to know what's available and what
> the stuff really sells for. I've bought several items in these auctions,
> and an announce by itself wouldn't have gotten me to look.
>
> Barry

I bid in an occasional auction myself. But what does bother me is :

1) Auctions that last forever; I think one week is sufficient

2) Auctions that post updates several times per day

There really should be some reasonable limits in place. Matthew

--
"TEMPTATION RESISTED IS THE TRUE MEASURE OF CHARACTER"

> Dustin Hoffman, from the movie 'PAPILLON' 1973

3743. WTB: Mosaic 64K RAM boards w/docs

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: richczeta@aol.com
Message-ID: <19970420052800.BAA03884@ladder01.news.aol.com>
Source record: 73577

I'm looking to buy 2 Mosaic 64K RAM select boards, with original documentation and cables, for my 800.

Please e-mail with any offers, thanks!

Richard
richczeta@aol.com

3744. BBS Preservation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5jch4p$ck0$1@nnrp01.primenet.com>
Source record: 73578
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple2,alt.bbs

Reading a discussion of Atari BBSes on comp.sys.atari.8bit, I remembered my friend, Banzai, who ran the Abattoir Flats BBS over here on his Commodore 128. He claims to have, on disk, the last moments of many defunct Commodore BBSes in the Valley, such as the Forum, Midnight Drifter, and several others you may not have heard of. By that I mean, after the sysops took their boards down, they took out the disks and put them in a box for a while so they could play Last Ninja 5, then they gave the disks to Banzai.

He also has saved messages from across the life of many of these BBSes, which is much better because those were more likely to be taken during the prime of the board's life.

I thought it might be a good idea to make use of these old BBSes in some way.... either puting up the BBS on my own phone line for a little while, or putting as much of its "essence" as I could on the Web, i.e. logon screens, the contents of the message bases, the lists of online games and such.

This would probably be a good idea for BBSes of any platform. It would be an interesting read for passers-by and former users. Former sysops stretching for something substantial to put on their web pages could put up the contents of their old BBS. It would be a cultural archive, to examine a pre-Internet on-line society. What were the platform wars like when it was Atari vs. Commodore, and then Amiga vs. Atari? You get the idea.

Since most old IBM or Apple boards ran plain ASCII as far as I can tell, archiving their contents is easy. Might even rake up a few buried treasures for the local ASCII Art archive. But most C64 and Atari 8-bit boards, and I'm told CoCo boards as well, had graphics and/or color that could be typed into messages. To archive these message bases would require either stripping the graphics out, converting them to GIFs (un-economical for an entire message base I think), or programming PETSCII and ATASCII plug-ins for Netscape and IE. Welcome screens and such, perhaps even menus, would work great as GIFs, but you can't GIF a whole message base, I don't think. Well, it might work in ATASCII which was monochrome, but probably not PETSCII so much.

There is also the issue of porting everything to the PC or Mac. Some people don't have the systems anymore, so they couldn't null-modem or 1200-baud it over even if they wanted to. Furthermore, what with converting character sets and all, it just might end up being more economical to post a bunch of .D64/.ATR/.IMG/.ZIP's up for FTP and tell everyone to get an emulator. That, too, would work, but not reach as

wide an audience.

Most of the BBSes my friend has died around 1992-93, so what we'd pretty much be witnessing is the death of the C64 scene in Phoenix, which would be sad for the most part. The Forum, however, went down slightly earlier and was quite a busy board; it only died because the BBS was unstable and kept crashing. Perhaps another of his BBSes died due to CPU failure. Perhaps one of you has the contents of a BBS that died of crashing or CPU failure from the 1980's; these would be even better. Perhaps some of you have disks and disks full of capture logs, even. This is probably the most abundant resource a BBS archeologist would have, since users are typically more plentiful than sysops, and as I stated earlier, logs are more likely to represent the prime of a BBS, because at the end half the posts were like "no new messages again! come on, someone post something man!" I'm sure lots of people have message bases on disk somewhere, or printed out and stuffed in a drawer somewhere.

Who else has stuff like this? Who just thinks it's a neat idea?
--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

3745. Re: Retriving old Atari Writer files to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: Charles Richmond <richmond@plano.net>
Message-ID: <3359C22F.11EF@plano.net>
Source record: 73579

SpencerH@cc.usu.edu wrote:
>
> I have a quick question. Back in the old days we had a Atari 800xl and a
> program called atariwriter. My mom gave the old computer away, but we
> still have the discs that we saved everything on. She wote her Journal on
> these disks and I was wondering if there is any way to retrive that data
> from the old atari disks and change the atari format into a fomat that I
> can save and use on a PC like a text file or something. Any Help would be
> greatly apreciated.
>
Although I am only beginning with Atari 8-bit stuff (I have an old 800
that
my uncle gave me), I seem to remember Alan Alda advertising the Atari
800
and the AtariWriter word processor.

Try to find someone with an Atari 800xl and AtariWriter. Then get them
to
print out the files--if they are as valuable as I think, you will *not*
mind
typing them into your PC. A word of warning: do *not* let the diskettes
get
hot--I lost quite a few C64 diskettes when they got hot during a move
between
states in the US.

My mom recently passed away, so I *know* if I had such diskettes of her
writings, I would try *vey* hard to get them converted. I hope that your
mother is in good health.

--
+---+
| Charles and Francis Richmond
<richmond@plano.net> |
+---+

3746. Re: question on the 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <3359D676.3C3D@kawo2.rwth-aachen.de>
Source record: 73580

a.e.nelson wrote:
>
> today i bought an atari 130xe with a printer and a 1050 disk drive for
> $5. however, the package included very little software, and no power
> supply for the computer or disk drive, and no cord to interface the drive
> with the computer unit. at a local thrift store, there is an atari 800
> with an 810 drive and a printer with all the cables and some software.
> will the supply and disk drive cords work with the 130xe?
The power supply of the 810 should work with the 1050, too. Maybe also
the power supply of the 800 works with the 1050 (same voltage, maybe
lower VA-Output, needs appr. 3VA at 9V AC). There probably would be no
power supply for the 130XE (needs a 5 pin-DIN plug and 5 V DC). All the
other cables and the printer should work with the 800 as well with the
130 XE.

> how about the software?
Should work (with a hit of 90 percent). The XE and the 800 are
compatible, but some changes within the OS were done. So every program
working with the ATARI-specifications should work, some jumping directly
to the places in the ROM will not (some GAMES, mostly).
But take a closer look to the 800. The keyboard should be much better
and it looks much better ... Maybe there is also an RAM-extension-card
inside ...

> i'm really new to the atari computer world, so excuse my
> ignorance.
Please take a look at Michael Currents FAQ - containing a lot of
information.
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html
> also, i'm curious if the 130xe will run any type of midi controlling
> software, or is it too ancient?
Of course - ATARI computers were famous about their Midi-abilities, but
this is the newer ST-series. It looks very similar to the XE-computers,
but is just completely different ! Don't know, if someone built such a
interface ...

> if so, what do i need to get that to
> work?
> tony nelson

Hope this helps a little bit.

Matt
--
| | | _____

```
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/
```

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

3747. Joystick interfaced Voice Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: kenneth@daffy.aatech.com
Message-ID: <3359cc0f.608903284@news.aatech.com>
Source record: 73581

Analog Computing (or was it Antic) printed schematics and directions for building a voice synthesizer for the Atari 8-bits. It interfaced using two joystick cables.

I built one and it worked well for a while. Last time I messed with the Atari It had stopped working. (For some reasons stuff was always shorting out and I think static electricity finally whacked that speech chip.)

I was wondering if anyone else had built one of these boxes. I'd like to get one that is working. I recall seeing that sometime after the article was published someone started commercial advertising for a box that was surprisingly similar (dual joystick interface.)

BTW, if anyone has one of these boxes I wrote an ML driver for it that runs off the vertical blank. You can use a USR calls in a BASIC program and send up to 8 separate strings to the driver which then sends the data out during the VBI, freeing up the Basic proggy for other things. (Mini multitasking. ;-)

3748. OSS BASICs

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: kenneth@daffy.aatech.com
Message-ID: <33534423.180826054@news.aatech.com>
Source record: 73582

Anyone else out there use (or used) the OSS enhanced BASIC lanuages?
BASIC XL was my favorite. I thought they should have built that into
all the XL/XEs.

I've got a few board games and (not so exciting) action games done in
BASIC XL if anyone is interested. Cutom display lists, P/M graphics,
DLIs, etc.

(Now if I can just figure out how to get them from the Atari to the
Amiga and then to the PC at work.)

Ken.

3749. Re: 6502 Flag behaviour

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: kenneth@daffy.aatech.com
Message-ID: <335992a4.594201232@news.aatech.com>
Source record: 73583

On 15 Apr 1997 08:43:29 -0400, lvt-cfc@cyber2.servtech.com
(christopher f. chiesa) wrote:

>In article <334D7E96.5F9C@erols.com>, Sasha Cimermanis <scim@erols.com> wrote:

>>I am attempting to someone regarding a 6502 flag behaviour problem.
>>lda $FE
>>ora #$08
>>bne <somewhere I don't want it to bne>

[snip]

>Zaks' PROGRAMMING THE 6502 indicates that the N and Z flags will be
>"changed" (i.e. "affected") by the ORA instruction. Presumably you knew
>this and are saying to yourself, "$FE or'd with $08 is always non-zero, so
>it's pointless to TEST for zero!"

>However, there are always possibilities...

>First, if you've correctly transcribed the code above, note that you're
>_not_ OR'ing a VALUE of $FE with a VALUE of $08 -- you're OR'ing the
>_contents_ of _address_ $FE with a VALUE of $08. So, the state of the Z
>(and N) flag(s) will differ depending on the contents of address $FE.

No, it doesn't. What the LDA puts in the accumulator doesn't matter.
The BNE sees the flags as a result of the ORA, not the LDA. The LDA
could move any number into the accumulator and it still wouldn't
matter. It's the ORA that affects the flags and ORA $#08 with any
number will always be non-zero, so the BNE is the same as an
uncontitional branch.

>Second, if you've mistranscribed the code, and the original code really
>_does_ OR a VALUE of $FE with a VALUE of $08, well, it's always possible
>that some OTHER piece of code might branch to the ORA instruction,
>performing the OR operation with accumulator-contents OTHER than $FE...

That is a possibility. (But it doesn't change the fact that the BNE
will always cause a branch which was the original question.)

On a side note, (it's been 10 years since I've looked at Mac65) would
anyone recall if ORA is limited to contant values or if something like

ORA $12 or ORA $0682 or ORA ($d0),x are possible?

Ken Jennings

3750. Re: Trackball-testing

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: kenneth@daffy.aatech.com
Message-ID: <3359e5bb.615475356@news.aatech.com>
Source record: 73584

On 9 Apr 97 15:53:20 GMT, "Rieder Rudi" <rieder_r@kufgem.co.at> wrote:

>I've got a trackball cx80, but I don't know if it work's.
>How can I test it (in BASIC) ?
>
>rieder_r@kufgem.co.at
>

```
10 print stick(0)
20 goto 10
```

You should see the numbers change as the ball is rolled around.

3751. The Ark BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <861535495.13688.0@pianosa.demon.co.uk>
Source record: 73585

Whilst reading the usual rubbish I find here, Geoff McHugh wrote something=
interesting to about The Ark BBS:

Hello Geoff,

GM> Ah, the good old days :) The Ark was the first BBS I remember calling

The same for me. I tried several around where I live (Southampton). Of course, none were particularly useful, since they weren't Atari based, nor did they have any Atari related areas. :-(

Although I called regularly, it wasn't frequent. Due in no small part to the swinging 'phone costs, at the time. I could quite easily be on there for half an hour or more, using up my time allowance, achieving little. If only because I was unable to contribute anything useful at that time.

>> Holland), was the bloke that discovered that the 850 *can* do spit baud
GM> I remember Nitram well, but it was actually me who discovered the spli=
t

Eeek! My apologies, for not remembering that accurately. I do recall just how exciting it was, at the time. The news went global at a phenomenal rate, didn't it? And of course, I now remember your name, too.

GM> that 1200/75 ceased to be useful and most modems being produced then
GM> could
GM> do 1200/75 without needing split rates between the computer & modem

Which, for me, was quite handy, because I could never get the software to work properly at switching baud rates. Perhaps because my modem did 1200/75 with internal buffering?

Of course, my V21/V23 modem cost me well over 100 quid, at the time. More than a weeks wages. The last modem I bought (a 14k4 one) cost me about the same. Just the same as computers: The price doesn't change, but you get more for your money each time. :-)

>> What was your handle?
GM> Andrew, your handle was Roo or something was it??? Your name is

No, sorry. I used to call as Lightning, I think. (gawd, it's too far back to remember properly)

GM> ringing
GM> bells here :)

Not from that far back, surely? I was a nobody, at the time. Perhaps more recently? In the letters pages of NAU?

GM> It was James Bastable right enough... used to chat to him occasionally

The reason I was sure about his surname was because I used to wonder whether he was related to Tony Bastable, by then an erstwhile children's TV presenter. (He used to co-present Magpie on ITV) I could never ask James the question though. Even then it struck me as being such a lame question, anyhow.

GM> another BBS, The Phoenix I think, but haven't heard from him in years

It's not a BBS name I remember at all. Whereabouts was that located?

GM> The Ark & City were run using software James wrote himself, and The

I'd forgotten that, too. I remember being very impressed. Things have /really/ changed on the comms front, haven't they? Back then it was all online. Not like now, with off-line readers, linked BBS's (FidoNet, etc), multi-tasking......

GM> was a really fun bbs... given enough privileges you could add new

I could never get my "credits" up high enough, sadly. What were they called? I know it was in the form of some sort of "currency"....

GM> to the bbs (I created an online pub as I recall!)

I used to visit the pub a fair bit, I think. :-))

GM> I've never come across another bbs quite like the City, and it was a

One of the other names I remember was Sheepy. (S)He always used to write 'you' as 'ewe'.

GM> big loss when it finally closed.

How true.

GM> I've often wondered if James ever got onto the 'net??? Anyone ever

I've no idea, unfortunately. Neither have I had dealings with him since then.

I often used to think that NAU (Page 6 as it was back then) didn't do very much to promote the comms scene. At least *that* hasn't changed. Les stil=
l
has very little interest in BBS's or the internet.
_ =
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. Will you just stand and watch as cattle trucks roll by? Pretend it isn't happening? Turn a blind eye? - The Gasman Cometh; Crass

3752. TAQUART MIRROR SITE #2

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: "M. Diepenhorst" <pokey@dds.nl>
Message-ID: <01bc4d87$c5f7b400$47e79fc2@atari.demon.nl>
Source record: 73586

Hi Folks!

Does someone know what's wrong with the TAQUART mirror site #2 at:

http://runner.sdfg.lublin.pl/~slawek/atari8bit/

A month ago I was able to download the most incredible things there... a few days later I couldn't access it anymore :-(Once it worked again, and now, I can NEVER access it again. Perhaps it's moved... please help.

It's a mirror of the POLISH ATARI XL/XE site. A VERY nice site, but it's busy all the time. It takes sometimes over 30 minutes to connect to it, and then I'm not able to download (to busy).

ftp://yoshi.meil.pw.edu.pl/atari8bit/

And then there is the POLISH demo archive.... I need some password or so to access it.... don't know what kind of. I use microsoft explorer and the returned information tells me the LOGIN REQUEST WAS DENIED

ftp://hipokrates.am.lublin.pl/sys/pub/atari8/.

Grtx. Marius

--
Sysop*Marius; BBS the ATARI INSIDE (Bergambacht, The Netherlands). Online: 21:00-06:00 (GMT!) 1200-14400 baud ... (+31)-182-352755 Running BBS PRO 5.0b

3753. Re: OSS BASICs

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: Geoff McHugh <gmchugh@enterprise.net>
Message-ID: <01bc4d86$f286acc0$93c448c2@bawn.enterprise.net>
Source record: 73587

Kenneth Jennings <kenneth@daffy.aatech.com> wrote in article
<33534423.180826054@news.aatech.com>...
>
> Anyone else out there use (or used) the OSS enhanced BASIC lanuages?
> BASIC XL was my favorite. I thought they should have built that into
> all the XL/XEs.
>
I loved Basic XE with my 130XE... With SpartaDOS X it was a great setup :)

> I've got a few board games and (not so exciting) action games done in
> BASIC XL if anyone is interested. Cutom display lists, P/M graphics,
> DLIs, etc.
>
I wrote a video poker game and a 256-colour drawing program in Basic XE...
I wonder if the disks are still readable.... if not I'll have to dig out
the source code and start typing if I ever want to use them again :)

What games did you do? I assume stuff written in Basic XL should run ok in
Basic XE??

> (Now if I can just figure out how to get them from the Atari to the
> Amiga and then to the PC at work.)
>
> Ken.
>
>
Is there a Basic XE image that can be used with any of the emulators?? That
would be cool :)

Geoff McHugh
gmchugh@enterprise.net

3754. Antic Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: jpmurray@netrax.net
Message-ID: <33596c9e.16959870@news.netrax.net>
Source record: 73588

Great to see Atari is still alive and kicking!
Anyway, does anyone have a copy of the 3 or 4 programs Antic Magazine use to print on their tear out subscription page? Each program was only a few lines long but would make screen-saver-like demo of the color capabilites of the 8-bit Atari.
Thanx for any response.

3755. Re: question on the 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <335A2DDF.B1D@tcd.net>
Source record: 73589

The 130XE is semi compatable with the old 800 computer software wise, you would need to find a Translator Disk Atari put out to make it backward compatable on all software.

The power supply for the 130XE is +5 volts totaly different than the 800 computer..an 800XL would be the same..

The old 800 power supply is 9v AC, which would be the same for the 1050 Disk Drive. The 810 power supply will run the 1050 Disk Drive.

bob

3756. Re: Starbase Hyperion

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: matthewp@netcom.com
Message-ID: <matthewpE8y0C4.88G@netcom.com>
Source record: 73590

Brian Oertel (briano@execpc.com) wrote:
: I am looking for a program called
: "Starbase Hyperion"
: by Quality Software
: It is for the 8-bit 400/800 series of ataris.

He He He.... I remember rebuilding the variable name table by hand and
making the names meaningful on this this game just so I could see how it
worked...
--
-Matt P

Matt Pritchard | Antique Computer & Game System Collector
matthewp@netcom.com | Assembly Language Programming Guru
via Dallas, Tx dialup | Article Writer/Game Programmer/Developer

3757. Re: Atari 800XL joysticks wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: matthewp@netcom.com
Message-ID: <matthewpE8y0Eq.8EL@netcom.com>
Source record: 73591

Tim Irvin (ziggy29@netgate.net) wrote:
: Unlike, say, the Atari 5200, there are still a *lot* of working joysticks
: for the 2600, and therefore, the 800XL and other Atari 8-bit computers.

Brand new joysticks, however, are getting darn hard to find. I know
Video 61 has some, but no one else I know has any quantity.
--
-Matt P

Matt Pritchard | Antique Computer & Game System Collector
matthewp@netcom.com | Assembly Language Programming Guru
via Dallas, Tx dialup | Article Writer/Game Programmer/Developer

3758. Re: FS - IndusGT floppy drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: robindhood@geocities.com
Message-ID: <335c7a1b.4658542@news.mindspring.com>
Source record: 73592

On Sun, 20 Apr 1997 17:01:52 GMT, djnelson@mindspring.com (Donald
Nelson) wrote:

>Yep.
>Olde but goody.
>Asking $25 plus shipping and COD (around $10).
>
>-Don Nelson djnelson@mindspring.com
>
>

In case you're not receiving my e-mails, I'll take this off your hands
at your asking price. Please let me know ASAP.

Thanks,
-Hood

robinhood@iname.com

3759. Re: Retriving old Atari Writer files to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5je91d$5b8@madeline.INS.CWRU.Edu>
Source record: 73593

(Question can transfer AtariWriter files to PC.)
Certainly. It is almost trivial. If all you have is the disks,
all you need is to send the disks to someone with moderate
knowledge, an 8-bit setup and a PC, and either mail the
disks and PC disks back or do like I did for a Mac person
and the person downloaded the Mac 'teach text' files from
me and I trashed the original disks.
This is a common question, and the FAQ partly addresses it
with null modem transfers, sio2pc and pc<->a8 double density
disk read/writes.

3760. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5jek8g$ea8$2@news.atl.bellsouth.net>
Source record: 73594

Robert Goodwin wrote:

> For some strange reason, I'm getting the feeling we're going 'round and
> 'round in a post circle, talking about the same thing, and then some.
>

well, with virtually no hardware/software support for 7 or 8 years, any
conversation about Atari 8-bits becomes rather circular... Not that I
mind, it's my favorite machine (the one I cut my teeth on)

>
> Mine's in my room already, all stacked up neatly. You may want to also
> upload your program to the Jellystone archive as well. Try uploading it to
> alt.binaries.atari, as that'll be great for the Atarians on here as well.
>
yep... will do, soon as I make sure it doesn't have any really nasty
bugs that will embarrass me (I haven't assembled any files over about
200 bytes long with my assembler, so it's kind of pre-alpha at this
point..) And the keyboard handling will have to be rewritten for the
XL-it keyboard, as it's REALLY annoying to have to use -,=,*, and / to
move the cursor (fine on the Atari, just the arrow keys without CTRL...)

> Right now, I'm still working on the STs and so on. I just recently
> finished a power supply cable that will allow me to hook up the ST to an
> external power supply, and also have the AT-Key installed, which is a PC
> keyboard adaptor.
>
Alas, I sold my ST years ago, only about 2 years after I got it (neede
the money REALLY bad)... though with 512K RAM and a single-sided drive,
there wasn't too much I could do with it anyway..

3761. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5jejrh$ea8$1@news.atl.bellsouth.net>
Source record: 73595

Thomas Havemeister wrote:
>
> In article <Re: XLIT question>, Urchlay@bell***south.net (Lord Spatula) wrote:
>
> Howdy Lord,
>

> Did you american guys never heard of the great BIBO-Dos? This is my
> favourite TOP Dos! Just imagine: turn on the floppy drive, turn on your
> atari and your DOS boots up with a room inside the floppy.
> #great#+ultraspeed... <grin> yeah compy shop is clever...

nope... never heard of it... Did it use standard US Doubler compatible
ultraspeed format?

...did anybody ever get Indus GT ultraspeed ("synchromesh" mode) to work
with anything besides the DOS XL version packaged with the drive, or
maybe Sparta X-cart? (It didn't EVER work with ANY other DOS I tried,
not even SuperDOS)

I even still have the Indus, and it can format & write DD disks, which
actually read under AtariDisk on my PC (on a 1.2m drive, even)... and
the Indus will also read disks written by AtariDisk on the 1.2m drive!
Half-width r/w head & everything!

3762. Re: Joystick interfaced Voice Synthesizer

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5jemf4$f2h$3@news.atl.bellsouth.net>
Source record: 73596

Kenneth Jennings wrote:
>
> Analog Computing (or was it Antic) printed schematics and directions
> for building a voice synthesizer for the Atari 8-bits. It interfaced
> using two joystick cables.

You wouldn't happen to have the schematic lying around (or even the dead box itself?)... did it use the TI speech chips? As far as I know, you can still get those from Radio Shack catalogs... might be interesting to build one, then build a box to try to run it under XL-it...

On that subject... Has anyone ever come up with a scheme that allows you to plug an Atari-style digital joystick into a PC? Seems I've seen a schematic for hooking up Atari 2600, etc. joysticks to a 5200 (which also used an analog stick, like a PC)... anybody know anything about this?

3763. FS: Atari 400/800 Cartridges and BOOKS

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: stever@bbs.prowlers.net
Message-ID: <tcpnntpd.17.4.20.9.56.4.2916987023.1310875@bbs.prowlers.net>
Source record: 73597

```
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http://www.ior.com/~stever

ALSO if there's something you really want and I don't have at this
time tell me, and I'll put you on my 'Want-List' and e-mail you
if I get it in.

If you need a LABEL VARIATION, Let me know, I might be able to
help you with what you need, at no extra cost!!!!!!!!!

This is NOT an Auction - all cartridge are sold for the price listed
^^^ ^^^^^^^

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(#) = number available
A,B,C = Condition: A = Nice to minor damage - For the
Collector
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serious collectors)
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but that's it)

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Gyruss $10.00
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Pitfall $8.00
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Q*Bert $8.00
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River Raid $7.00
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Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
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Spy Hunter $20.00
Star Raiders $3.00 (6)
Star Trek: S.O.S. $8.00
Submarine Commander $15.00 by Thorm Emi
Submarine Commander $25.00 WITH Very Nice CASE and Docs
Telelink I $9.00
Telelink $2.00 WASTED Label/Didn't work in testing

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$7 Plus $2 Postage

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

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Compute's Second Book of ATARI (2)
250 pages, Copyright 1982
$8 Plus $3 shipping

Compute's FIRST Book of ATARI GRAPHICS
248 Pages, copyright 1982
$12.00 Plus $3 shipping

Cubabe Lite Manual, for Atari ST, STE 100 pages $4.00

Inside Atari DOS
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some writing in book
$8.00 Plus $3 shipping

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ANTIC - Jan 1987 - 130 pages $3.00
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ATARI INTERFACE - Feb 1990 - 51 pages $3.00

ATARI INTERFACE - March 1990 - 56 pages $3.00
ATARI USER - Oct/Nov 1990 - 75 pages - EUROPE Mag $4.00
ATARI USER - Dec/Jan 1990 -75 pages - EUROPE Mag $4.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
COMPUTE! - Jan 1986 - 128 pages $4.00
COMPUTE! - March 1986 - 128 pages $4.00
COMPUTE! - April 1986 - 128 pages $4.00
COMPUTE! - Feb 1986 - 128 pages $4.00
Compute!'s Gazette C-65/Vic-20 April 1986 $4.00
Computers & Electronic May 1984 130-pages $3.00
Home Computer Magazine focuses on Apple, Commodore, IBM and TI ONLY
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Home Computer Mag. Vol4,No2 1984 161 pages $5.00
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ordered, I will E-mail you to see if you want a REFUND or

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E-mail: Stever@on-ramp.ior.com
http://prowlers.net/stever (Updated Videogame page)
http://www.ior.com/~stever (Classic Cart Web Page)
Call: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Contact: Night Prowler
/***/
/* SteveR */
/* stever@bbs.prowlers.net */
/* */
/* Sent from Prowler's DOMAIN BBS */
/***/

3764. Wanted:Ultima

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: Miles Gore <72557.2633@CompuServe.COM>
Message-ID: <5jd5bbfpv2@mhade.production.compuserve.com>
Source record: 73598

```
Looking to buy Ultima, Ultima II, Ultima III for the Atari 800
computer.
Please send email to: milesgore@compuserve.com

--
```

3765. Re: BBS Preservation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5jem7m$f2h$2@news.atl.bellsouth.net>
Source record: 73599
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple2,alt.bbs

Nick S Bensema wrote:
> I'm sure lots of people have message bases on disk somewhere,
> or printed out and stuffed in a drawer somewhere.
>
> Who else has stuff like this? Who just thinks it's a neat idea?

I think it's a neat idea... the last Atari 8-bit BBSes in my area (Atlanta) died circa '89-'90, and I know some of the sysops... I'll see what can be done about getting some of the disks (though the best boards were run on hard drives, which even if they haven't died or gotten reformatted, would be *very* difficult to access, since you'd just about have to duplicate the original, customized, hacked, modified, and tweaked setups that each of those sysops had, and no two are even remotely alike...)

...and I think I have several thousand feet of rolled-up TI SilenType thermal printer paper that I saved when I called BBSes from my high school (they had over $50,000 worth of equipment in the computer lab, but the SilenType was the only thing you could call out on, and you were only supposed to use it to access the "Career Center" database at Ga. Tech...)

such was life in those wild, wacky, bygone days...

3766. Re: 6502 Flag behaviour

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5jell2$f2h$1@news.atl.bellsouth.net>
Source record: 73600

Kenneth Jennings wrote:>
> On a side note, (it's been 10 years since I've looked at Mac65) would
> anyone recall if ORA is limited to contant values or if something like
>
> ORA $12 or ORA $0682 or ORA ($d0),x are possible?
>
The ORA instruction can use all (or almost all, maybe) of the 6502
addressing modes.. ditto just about any arithmetic/logic instruction
such as EOR, AND, ADC, SBC, INC, DEC... some modes were not allowed,
sometimes for no apparent reason (I'm sure it would make sense if we
sliced the case open & looked at the chip itself under a microscope,
assuming we knew a LOT about LSI/VLSI chip design and microprocessor
architecture, and microcoding... etc...)

3767. OSS BASICs

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <861642338.18069.0@pianosa.demon.co.uk>
Source record: 73601

Whilst reading the usual rubbish I find here, Kenneth Jennings wrote
something interesting to about OSS BASICs:

Hello Kenneth,

KJ> (Now if I can just figure out how to get them from the Atari to the
KJ> Amiga and then to the PC at work.)

Null-modem cable to the 'mig. Then use CrossDOS to save them out to PC
format DD disks. That's one possibility. Of course, it relies on you
having either an Atari 850, P:R:Connection, or somesuch....
_ =
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. There's no such thing as an original sin
I'm Not Angry; Elvis Costello And The Attractions

3768. START a FREE Online Business TODAY

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: glucas@netusa1.net
Message-ID: <5jbo6j$8p1@news.netusa1.net>
Source record: 73670

FREE TURNKEY ONLINE BUSINESS

Build a residual income from time you spend on the Internet placing FREE advertisements.

Successful Internet company wants you to help them market their services online. Place FREE advertisements and get paid residual commissions on any sales that you bring to the company. NO cost to start immediately, and all you have to do is place pre-written ads online in your sparetime. Complete training and instructions will be provided to you FREE.

You can even choose to get other online entrepreneurs involved and build your own "sales organization" where you can even earn commissions from the work of others.

You can get started TODAY absolutely FREE, and you can even check the status of your sales ONLINE!

PLEASE WRITE THIS DOWN: GD2854

You will need the above code to join this FREE program.

For more information, retrieve an auto-reply from OVERVIEW@NETOPP.COM, or visit: http://www.netopp.com.

This message is being brought to you by Dynamic Mail software - the powerful online marketing tool to explode your business easier and faster. For more information please visit our web site at :
http://www.australia.net.au/~apexpi/dynamail.htm

3769. Re: auctions and this newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: Barry Obut <barry@dsd.ml.com>
Message-ID: <E8x2ny.A8p@nonexistent.com>
Source record: 73671

Matthias Belitz wrote:

> I m a little bit worried about these endless auctions in this group.

> How is your opinion ?
>
Personally I like the auctions. Nice to know what's available and what
the stuff really sells for. I've bought several items in these auctions,
and an announce by itself wouldn't have gotten me to look.

Barry

3770. Don't Fear's 2nd Auction (Update 25) Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-20 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5jc35r$1dhe@newssvr01-int.news.prodigy.com>
Source record: 73672

Don't Fear's Huge Second Auction (Update 25)

Part 2: Everything Else

Alright kids here we go!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

ColecoVision

Decathlon (U) G2 $4.50 jeffd
Donkey Kong (C) SOLD $0.50 richard
Donkey Kong Jr. (C) G2 $2.50 jason
The Heist (U) SOLD $4.50 dogberry
Illusions (R) G1 $6.00 r findell
Keystone Kapers (R) SOLD $3.00 r findell
Popeye (C) SOLD $3.00 korin
River Raid (U) G1 $3.50 jason
Slurpy (ER) - lbl wear G2 $20.00 hoss
Smurfs R.I.G.C. (C) - boxed SOLD $1.50 richard
Super Action Baseball (C) SOLD $0.50 richard
Super Action Football (C) G1 $2.50 jeffd
War Games (C) G2 $2.00 jason

Wing War (U) buyout

ColecoVision Expansion Module #1 (2600 adapter) G2 $8.50 hoss

System

ColecoVision w/two working controlers, power supply, T.V. cable, R/F
modulator, 2600 Expansion Module, and the folowing loose games:
ColecoVision Donkey Kong and Zaxxon, 2600 Combat, Pac-Man, Asteroids,
Space Invaders, Bezerk, and Pitfall!
G2 $45.00 korin

Handhelds

Coleco Table Tops

Donkey Kong (C) G2 $26.00 anthony
Donkey Kong Jr. (ER++) G2 $41.00 anthony
Frogger (R) G2 $46.00 anthony
Zaxxon (IR++) G2 $68.00 anthony

Intellevision

Matell

Auto Racing (U) - complete SOLD $2.00 eyabs
ABPA Backgammon (R) - w/two overlays G2 $3.00 bao
Armor Battle (C) - complete SOLD $2.00 eyabs
The Electric Company Word Fun (R) G2 $2.00 shark
NASL Soccer (U) - complete SOLD $2.50 gunoz
U.S. Ski Team Skiing (C) - complete SOLD $1.00 eyabs
Sea Battle (C) - complete SOLD $1.50 rob
NFL Football (C) - complete SOLD $2.00 kenp
L.V. Poker/Blackjack (C) - complete SOLD $1.00 eyabs
Space Battle (U) - complete SOLD $1.00 shark
Major Leage Baseball (C) - complete SOLD $2.00 kenp
NBA Basketball (U) - w/2 overlays SOLD $2.00 kenp
Advanced D&D (U) - complete SOLD $2.50 rob
USCF Chess (R) SOLD $2.00 bao
Space Spartans (U) - complete G2 $3.00 a54br9
Astrosmash (U) - shrinkwrapped SOLD $2.00 trevor
Snafu (C) - complete SOLD $1.50 eyabs
Space Armada (C) - complete SOLD $1.00 trevor
Triple Action (C) - complete buyout
Bomb Squad (U) - complete SOLD $2.00 a54br9
B-17 Bomber (U) - complete SOLD $2.00 a54br9
Mission X (U) - w/2 overlays SOLD $1.50 tick
Loco-Motion (U) SOLD $1.50 shark
Thunder Castle (ER) G1 $5.00 r findell
Burgertime (U) - w/2 overlays SOLD $1.50 eyabs
Kool-Aid Man (R) SOLD $5.00 shark

Bump 'n' Jump (U) SOLD $2.00 jeffd
Power Of He-Man (U) SOLD $2.50 bao
Space Hawk (U) - complete SOLD $1.00 shark
Utopia (U) - white lbl w/xerox inst SOLD $1.00 shark
Star Strike (C) - complete SOLD $1.00 shark
AD&D: Treasure Of Tarmin (U) - white lbl w/2 overlay SOLD $4.00 alex
Frog Bog (U) - w/2 overlays SOLD $1.00 bao
Night Stalker (C) - shrinkwrapped SOLD $2.00 derek
TRON Deadly Discs (C) - complete SOLD $1.00 eyabs
TRON Maze-A-Tron (R) - complete buyout
Lock 'n' Chase (C) - shrinkwrapped SOLD $2.50 derek

INTV

Chip Shot Super Pro Golf (ER) G2 $8.50 bao
Commando (ER) G2 $7.50 bao

Activision

Pitfall! (U) - complete SOLD $3.00 mophead
Happy Trails (R) - 2 overlays G1 $4.50 gunoz
The Dreadnaught Factor (R) buyout

Atarisoft

Centipede (R) G1 $4.00 bworkman
Defender (R) G1 $4.00 bworkman

Coleco

Donkey Kong (C) - shrinkwrapped SOLD $2.50 brian
Mouse Trap (NA) - w/2 overlays SOLD $2.50 mark dar
Donkey Kong Jr. (R) G1 $10.00 r findell

Imagic

Atlantis (U) - shrinkwrapped SOLD $2.00 trevor
Beauty & The Beast (U) SOLD $0.50 bored
Swords & Serpents (ER) G2 $5.00 tick
Ice Trek (R) SOLD $4.00 bao
Microsurgeon (U) - complete G2 $3.50 bensonj
Dracula (ER) - complete G1 $17.00 trevor
Nova Blast (U) SOLD $4.00 james
White Water! (ER) - Complete G1 $17.00 trevor

Parker Bros

Frogger (C) - w/box SOLD $1.00 bao
Q*Bert (C) buyout
Popeye (ER) G1 $5.00 bao

```
-----
Sears
-----
Armor Battle (R) - complete SOLD $2.00 dave
Astrosmash (R) - complete SOLD $2.00 dave
Boxing (R) - complete SOLD $4.00 dave
Football (U) SOLD $0.50 bensonj
Golf (U) - white lbl w/2 overlays SOLD $1.00 shark
Horse Racing (R) - complete G2 $4.50 jeffgamer
Space Hawk (R) - complete SOLD $2.00 dave

Overlays
--------
Package #1: Sea Battle (2), Space Armada (2), Baseball (2), Snafu (2),
Auto Racing (2), Night Stalker (2), Microsurgeon (2),
Atlantis (2), Tron Deadly Discs (2), Pitfall! (2), Space Spartans (2),
Dragonfire
SOLD $3.00 shark

Package #2: Lock 'n' Chase (2), Poker/Blackjack (2), Star Strike (2),
Demon Attack (2), Space Battle (2), Pinball
(2), Skiing (2), Astrosmash (2), Triple Action (2), Space Hawk (3), Sub
Hunt, AD&D Treasure
Of Tarmin, Pitfall!, Space Spartans
SOLD $3.00 shark

Systems
------------
Intellivision w/two working controllers, power supply, R/F modulator,
and the following games: complete Astrosmash and Night Stalker,
loose Atlantis, Space Battle, Triple Action, Star Strike, Major
League Baseball, Beauty & The Beast, and Donkey Kong
buyout

Intellivision II - untested w/two controllers and loose Astrosmash

G1 $16.00 bao

Intellivoice Voice Synthesis Module in box w/complete B-17 Bomber,
and Space Spartans
SOLD $13.00 bao

Odyssey 2
---------------
Speedway!/Spin-Out!/Crypto-Logic! (C) - complete SOLD $1.00 beaumontj
Football! (U) - w/box SOLD $2.00 tick
Sub Chase!/Armor Encounter! (C) - complete SOLD $1.00 tick
Bowling!/Basketball! (U) - complete G2 $6.00 james
Baseball! (C) - complete G2 $1.50 bensonj
Thunderball! (R) - complete SOLD $2.00 a54br9
Showdown In 2100 AD (C) SOLD $1.00 tick
Alpine Skiing! (U) - complete G2 $3.50 bensonj
```

The Quest For The Rings! (U) - complete G1 $22.00 trevor
K.C. Munchkin! (C) - complete SOLD $2.00 tick
Pick Axe Pete! (U) G2 $3.00 bensonj

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!, Dynasty!/Directional Dynasty!, and K.C. Munchkin!
G1 $21.00 matt2

Atari 400/800

Atari

Archon (C) G1 $8.00 bworkman
Assembler Editor (U) G2 $4.00 greg
BASIC (C) w/reference guide SOLD $1.00 mariotta
Centipede (C) SOLD $2.00 eyabs
Donkey Kong (C) G1 $3.00 lips
Flight Simulator II (C) SOLD $4.00 greg
Hardball (U) SOLD $7.50 steve
Missle Command (C) SOLD $2.00 steve
Ms. Pac-Man (C) SOLD $6.50 wwsmith
One on One Bball (U) SOLD $2.50 jml
Pac-Man (C) SOLD $3.50 jml
Super Breakout (C) SOLD $5.00 wwsmith
Star Raiders (C) SOLD $3.00 chief
Pilot (U) SOLD $3.50 mariotta
Galaxian (C) SOLD $3.00 mrski
Defender (C) G2 $5.50 jml
Atari LOGO (U) - w/manual SOLD $7.50 james s
Robotron 2084 (C) G1 $8.00 jml
Atariwriter (C) SOLD $1.50 james s
Joust (C) SOLD $4.50 steve
Moon Patrol (C) SOLD $7.00 john
Ballblazer (C) SOLD $5.50 jml
Blue Max (U) G1 $7.50 wwsmith
Bug Hunt (U) SOLD $5.00 steve
Necromancer (U) SOLD $12.00 bworkman

Activision

Kaboom! (U) SOLD $5.50 jml
Megamania (U) - lbl tear SOLD $5.00 bworkman
Pitfall! (U) SOLD $10.00 krieg

Big Five Software

Miner 2049er (C) SOLD $6.50 lips

Epyx

Gateway To Apshai (U) - w/inst SOLD $8.00 bworkman

IDSI

Speedway Blast (R) SOLD $7.00 alias

Oss

Mac/65 (U) buyout hoodster
Basic XE (U) buyout hoodster

Parker Bros.

Q*Bert (C) SOLD $2.50 lips

Roklan

Deluxe Invaders (C) - w/inst SOLD $7.00 bworkman
Wizards Of Wor (C) - lbl severely faded SOLD $12.00 jklein

Sega

Star TreK: S.O.S. (U) SOLD $7.00 alias

Spinnaker

Alphabet Zoo (U) - boxed SOLD $3.00 david
Delta Drawing: Learning Program (U) - w/inst SOLD $3.00 david
Kids On Keys (U) G1 $2.00 mariotta
Kindercomp (U) SOLD $1.00 mariotta
Story Machine (U) G1 $3.00 mariotta

Systems & computer related items
---
130 XE - tested w/ power supply, set of paddles (untested), video
touch pad w/Star Raiders overlay, two 2600 joysticks (untested),
owners manual, T.V. cord, and the following loose cartridges:
Defender, and Atariwriter
SOLD $100.00 hoodster

800 XL - tested w/power supply, T.V. cord, and a 2600 joystick
(untested)
SOLD $20.00 hoodster

600 XL - tested w/power supply, owners manual, and a 2600
joystick(untested)
SOLD $15.00 hoodster

Atari 1010 Program recorder - untested w/power supply, owners manual, connecting cord, and the following loose cassettes Player Missle Graphics and Basics of Animations
SOLD $10.00 hoodster

Atari Touch Tablet - tested w/Atariartist cart and owners manual
G2 $25.00 hoodster

Atari Light Pen - tested w/Atarigraphics cart
G1 $27.50 hoodster

Suncom Animation Station - untested w/owners manual
SOLD $6.00 david

Atari 1020 Printer - untested w/power supply and roll of paper
SOLD $13.50 hoodster

Voice Box Speech Synthesizer by The Alien Group - untested
G1 $12.50 mariotta

Inside Atari Basic: a fast, fun, and friendly approach. By Bill Carris
SOLD $0.50 randy

Atari DOS 2.5: XF551 Disk Drive owners manual
SOLD $1.50 wwsmith

Boulderdash Construction Kit: instruction manual
SOLD $0.10 alias

Ghost and Ghouls: instructions
SOLD $0.50 randy

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL, 65 XE, and 130 XE. Comes with owners manual. Untested
G1 $5.00 hoodster

Software: SubLogic Japan scenery disk (5.25) for use w/Flight Sim. II. Comes with owners manual, and approach charts. Untested
SOLD $2.00 alias

Software: Adventure Maker/Tax Template (5.25 disk). Untested
SOLD $0.50 randy

Software: Spinnaker's In Search Of The Most Amazing Thing (5.25) Untested
SOLD $0.50 randy

Six 5.25 disks: Could contain Government cover-ups. Untested
SOLD $1.00 jml

Vic-20

Atarisoft

Pac-Man (C) - w/box SOLD $1.00 markd

Commodore

16K Memory Expander SOLD $2.00 biglous
Vic Avenger (C) - complete SOLD $3.00 biglous
Super Alien (C) - complete SOLD $1.00 markd
Radar Rat Race (C) - complete SOLD $1.00 markd
Raid On Fort Knox (C) - complete SOLD $2.00 markd
Adventure Land Adventure (C) - complete SOLD $1.00 markd
Pirate's Cove Adventure (C) - complete SOLD $1.50 biglous
Sargon II Chess (C) - complete SOLD $1.00 markd
Cosmic Cruncher (C) - complete SOLD $1.00 markd
Gorf (C) - complete SOLD $1.50 markd
Omega Race (C) - complete SOLD $1.00 markd
Star Post (U) - complete SOLD $2.00 markd

Imagic

Demon Attack (C) - complete SOLD $3.00 bworkman
Atlantis (C) - complete SOLD $3.50 rob
Dragonfire (C) - complete SOLD $3.00 bworkman

Sega

Star Trek [S.O.S.] (C) - complete SOLD $3.00 rob

Vic-20 Cassettes

Academy Software

Typing Tutor/Word Invaders - complete

Commodore

An Introduction To Basic: Part 1 - complete SOLD $1.50 bored
An Introduction To Basic: Part 2 - complete SOLD $1.50 bored

System

Vic-20 - untested in orignal box w/power supply, R/F modulator, and T.V.
Cord
SOLD $8.00 biglous

VicModem in orignal box SOLD $1.00 jones

C-64

Gateway To Apshai SOLD $3.00 jones
Decathalon SOLD $5.00 mrupp

TI99-4A

Burgertime (R) - w/inst SOLD $3.00 rob
Aligator Mix (R) SOLD $2.00 rob
Early Reading (R) SOLD $1.00 jones
Donkey Kong (VR) SOLD $3.00 larry

System

TI99-4A - untested in orignal box w/power supply, R/F modulator, and
owners
manual
G2 $11.00 larry

Misc Stuff

Donkey Kong Trading cards - 3 unopened packs SOLD $15.00 shrink
Atari 2600 Power Supply - in orig box SOLD $4.00 eyabs
Atari Ultra Pong Doubles - in orig box buyout
Atari Video Pinball/Breakout System SOLD $7.50 jones
Sears Telegames Pinball/Breakay System - in orig box w/inst & R/F
modulator
G2 $9.50 jones
Atari Game Center (plastic case to hold games and system) G2 $4.00
florian
Telegames Center (plastic case to hold games and system) removed
2600 Joystick G2 $4.50 jeffd
2600 Joystick SOLD $4.00 wwsmith
2600 Joystick SOLD $4.00 wwsmith
2600 Joystick SOLD $3.50 wwsmith
2600 Paddles - untested SOLD $4.50 wwsmith
2600 Paddles - untested SOLD $4.00 wwsmith
2600 Driving Controllers (2) - untested SOLD $3.00 pat man
2600 Keybord Controllers (2) - untested SOLD $11.00 pat man
2600 Track Ball SOLD $15.00 Robert
Atari Video Touch Pad SOLD $1.50 eyabs
7800 Joystick G1 $5.50 bones
7800 Joystick SOLD $3.00 bones
Champ Joystick (retractable cord) SOLD $1.50 doyle
Suncom Star Fighter Joystick SOLD $1.50 philly
Spctravision Joystick SOLD $2.00 bones
Coleco Super Action Controller (doesn't work)
Coleco Super Action Controller (doesn't work)
Coleco Super Action Controller (doesn't work)
Coleco Adam Controller (doesn't work)
Atari Computer Power Supply - untested/very heavy/"the log" SOLD $1.00
issac
Atari Computer Power Supply - untested/shady SOLD $1.00 issac

Tyco Electric Racing Power Pack - untested SOLD $0.10 alias
Chaos Strike Back: software manual $0.10 min
Box of 10 Xerox 5.25 floppy disks SOLD $1.00 jml

This auction is dedicated to Bill Musselman and University of Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3771. Re: XLit! and Ulima series

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: lovecraft@aol.com
Message-ID: <19970421172601.NAA27165@ladder01.news.aol.com>
Source record: 73523

The newest version is 0.20. Also, make sure you didn't download compressed files. Some of the postings are done with long file names and get truncated by the download software, i.e. the file is called coolgame.dsk.gz and it comes down as coolgame.dsk but it's still compressed. You have to find a gz compatible uncompressor. I think LHA will do it but I can't remember. Hope this helps.

Nick Nova

3772. Re: ball blaster questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6VHt9uNpzHB@peter.soemtron.sb.sub.de>
Source record: 73524

In article <Re: ball blaster questions>, pnguyen@ucla.edu (Patrick P.H. Nguyen) wrote:

Howdy Patrick,

> >I'm a fan of the great lucasfilm ltd. games! Where can I get a copy?
> >
> No. Ballblaster was a pre-release beta version of Ballblazer. I don't
> think it was supposed to go out of the hands of the testers but virtually
> every Atarian in the world has it.. Anyways, Ballblazer is better. There
> is more variation in how good the computer is and there are some neat
> graphical effects that aren't in Ballblaster.

HEY! I'm a mega big fan of Lucas Games. I would like to collect them all.
have there any atarian such a "never released beta Version"?

.atr or .dcm would do it!

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

3773. FS (ending soon!) -- Software & Hardware for all platforms from the 70's to early 90's!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: Jeff Rothkopf <JeffGamer@ipof.fla.net>
Message-ID: <5jg5g9$c0k@ipof1.fla.net>
Source record: 73525
Cross-posted to: rec.games.video.marketplace,comp.sys.cbm,comp.sys.misc,misc.forsale.computers.other.systems,comp.sys.atari.8bit,comp.sys.ti,ott.forsale.computing,misc.forsale.computers.pc-specific.software,comp.sys.ibm.pc.games.marketplace,alt.forsale

The following is a copy of the items listed in an auction I'm currently running. The auction began once-twice-sold today, so if you're interested in bidding, please contact me ASAP at JeffGamer@ipof.fla.net.

Thanks, and good luck in the bidding!

==========

Hi! Welcome to Jeff-Gamer's computer-based auction...! This auction contains a few hundred new-in-the-box and loose cartridges, disks, tapes/cassettes, systems, books, and hardware peripherals for the following systems:

* Amiga * Commodore 16 & Plus/4
* Apple 2 * Commodore 64
* Apple Lisa * Commodore Vic-20
* Apple Macintosh * IBM
* Aquarius * Radio Shack's Tandy/TRS80/Coco
* Atari 400/800/XE * Spectravideo SV316
* Atari ST * Sperry
* Coleco Adam * Texas Instruments TI99

Many of the items in the auction are from my own collection, many others (particularly the new-in-the-box items) are being offered for a local dealer who wants to liquidate his stock.

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THE MAIN DETAILS
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The regular part of the auction will run for ten days, from Tuesday, April 9 until Thursday, April 18, followed by a ONCE-TWICE-SOLD portion.

VIDEO GAME TRADE BIDS ARE *VERY* WELCOME: There are two ways of bidding: the main way, obviously, is with cash offers. Alternatively, I'm interested in trading for classic video games (Atari, Adventurevision, Vectrex, Colecovision, Atari Video Music, Intellivision, Odyssey, Phillips Videopac, Bally, Fairchild, Microvision, Texas Instruments, RCA Studio II, Turbografx, Sega Master System, and others), as well as select electronic handhelds and *cartridges* for the other classic 8-bit computer systems. If you have items for these systems and want to talk about potential trade bids, let me know, and feel free to send over lists of any length that include cartridge/box/manual/peripheral/system information! Trade offers that include items I need and really want for my collection will get priority, and will be valued accordingly... ;) Also, please

ask for a copy of my full "availability" list if you're interested in trading and have items I'm interested in. I have over 2000 items available for swapping, including many cartridges, systems, and peripherals for classic and modern video game and computer systems that aren't listed below. I also have some board games, electronic handhelds, and records (LPs and 45s).

MINIMUM BIDS INCREMENTS: $1 on items up to $14.99, $2 for items $15-29.99, and $5 for items $30 and higher. In case of duplicate bids being submitted by two bidders, the first bid received is the bid accepted.

*** Please always read the "New Notes" section...it sometimes contains information that bidders really do need to know... ;) Also, I strongly urge you to read the RULES AND GUIDELINES section at the end of the second half of the updates at least once, since I assume if you place a bid that you've read and agree to what the rules say.

** PLEASE remember to provide your name, address, and phone number when you place your first bid, even if I already know you. I will keep all personal data confidential, and will provide my own address/phone number info to the subscribed bidders. For my own protection, I can't accept bids if I don't have information on how to contact you off-line.+ (see full rules at the bottom of this message). My name/address/phone number are listed in the Rules/Guidelines section of this update (it's only fair I give you mine if I'm asking for yours, right?) ;-)

If you'd like to be subscribed to this auction so that you receive all updates via e-mail, or if you'd like to make an offer or place a bid, send an e-mail message to JeffGamer@ipof.fla.net. If you will not have access to e-mail for any length of time, I *will* accept phoned-in bids and will provide verbal updates...contact me to arrange it. The auction will be mostly held via e-mail, with very occasional newsgroup postings.

I also began a board games auction this week...let me know if you'd want to be subscribed to that, too...!

In advance, good luck in the auction!

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ADAM/COLECOVISION COMPUTER CASSETTES (all come in the case with the cardboard insert)

AD1: AdamLink.. -- In the case with the cardboard insert!
...$3 gfranks
AD2: Buck Rogers.... -- In the case with the cardboard insert!
...MINIMUM BID $3
AD3: Dragon's Lair. -- In the case with the cardboard insert!
...MINIMUM BID $3
AD4: Electronic Flashcard Maker -- In box!
...$3 gfranks
AD5: SmartBasic.. -- In the case with the cardboard insert!
...$3 kaikal
AD6: Zaxxon -- In the case with the cardboard insert!

...MINIMUM BID $3

AMIGA DISKS -- All are New In The Box!

AM1: Aegis Animator (Next Frontier Corp., 1985) -- Shrinkwrapped!
...MINIMUM BID $5
AM2: CFC Championship Football (Activision/Gamestar, 1986) --
Shrinkwrapped! For Amiga AND Commodore 64.
...MINIMUM BID $5
AM3: Defender of the Crown (2 disks, Adventure Entertainment, Master
Designer Software, 1986). -- Shrinkwrapped in a pressed-in box!
...$5 gencuster7
AM4: Feud (Mastertronic). -- Mostly Shrinkwrapped!
...MINIMUM BID $5
AM5: Financial Cookbook (Electronic Arts) -- Shrinkwrapped!
...MINIMUM BID $5
AM6: Flight Simulator II (SubLogic Corp., 1984). -- Shrinkwrapped in a
pressed-in box!
...MINIMUM BID $5
AM7: Hacker II: The Doomsday Papers (Activision, 1986) -- Shrinkwrapped!
...MINIMUM BID $5
AM8: Hunt For Red October, The (Datasoft, 1984). -- Shrinkwrapped!
...MINIMUM BID $5
AM9: Logistix (Grafox/Progressive Peripherals & Software). -- Mostly
shrinkwrapped in a notebook-style box/manual! -- Spreadsheets,
time management, database, graphics
...MINIMUM BID $5
AM10: Silent Survivor (MicroProse, 1985) -- Shrinkwrapped in a pressed-in
box!
...MINIMUM BID $5
AM11: Space Ranger (Mastertronic) -- Shrinkwrapped in a *slightly*
pressed-in box!
...MINIMUM BID $5

APPLE 2 DISKS -- All New In The Box!

AP1: Bureacracy (Doug Adams/Infocom, 1987)
...$8 mnementh
AP2: Demon's Forge (Mastertronic) -- Shrinkwrapped in a somewhat
pressed-in box!
...MINIMUM BID $5
AP3: Easy Working Tri-Pack (Spinnaker, 1987) -- Contains "The Writer"
word processor, "The Filer" spreadsheet, and "The Planner"
data base.
...MINIMUM BID $5
AP3a: Karate Champ (Data East, 1985) -- For Apple II AND Commodore 64!
-- Shrinkwrapped!
...MINIMUM BID $5
AP3b: Kung Fu Master (Data East, 1984). -- For Apple II AND Commodore 64!
-- Shrinkwrapped!
...MINIMUM BID $5

AP4: Practicalc II (Practicorp, 1984) -- Shrinkwrapped in a pressed-in
box! -- A spreadsheet with word processing, database, and
graphics capabilities
...MINIMUM BID $5
AP5: Robotron: 2084 (Atarisoft, 1983)
...MINIMUM BID $5
AP6: The Works! (First Star Software, 1985) -- Home Software -- letter
writer, typing teacher, math, graphics, music composer,
and more...!
...MINIMUM BID $5

AQUARIUS HARDWARE:

AQ1: Aquarius SYSTEM (with plugs and hand controllers)
...$22 kaikal
AQ2: Aquarius DATA RECORDER
...$17 kaikal
AQ3: Aquarius MINI EXPANDER
...$15 kaikal
AQ4: Aquarius PRINTER
...MINIMUM BID $20

AQUARIUS SOFTWARE:

AQ5: 16K Memory Cartridge
...$3.50 markd
AQ6: FileForm (complete in box with spiral instruction book)
...$5.50 mnementh
AQ7: FinForm (complete in torn box with spiral instruction book)
...$4.50 stever
AQ8: Night Stalker
...$4 gfranks
AQ9: Tron Deadly Discs.
...$5 kaikal
AQ10: Utopia
...$3.50 markd
AQ11: Data Recorder dox
...$2 markd
AQ12: Aquarius "Simplified Instruction Cards" manual
...$2 kaikal
AQ13: FileForm Page Editor manual
...$1 stever
AQ14: FinForm Worksheet manual
...$1 stever
AQ15: Program catalog (includes unreleased games & hardware)
...$2.50 markd

=====> ATARI COMPUTERS: 400, 800, XE, ST <=====

ATARI SYSTEMS, HARDWARE, AND BOOKS:

AT1: Atari 400 computer system.
...$20 kaikal
AT2: 32K Ram Board (by Mosaic Electronics). -- New in the Box!
...$5 mordosky
AT3: Atari BASIC reference manual (332 page book)
...$2 mordosky

ATARI 400/800/XE CARTRIDGES & CARTRIDGE/PERIPHERAL COMBINATIONS:

AT10: Alien Garden
...$4 mordosky
AT11: Alphabet Zoo (dox only)
...MINIMUM BID $1
AT12: Astro-Grover
...$3 mordosky
AT13: Atari Light Pen (including AtariGraphics cartridge)..
-- New in a damaged box!
...$7 krieg
AT14: Ballblazer (XE)
...$3 esok
AT15: BASIC
...$2 bkrause
AT16: Centipede
...$2 bkrause
AT17: Demon Attack
...$4 mordosky
AT18: Donkey Kong
...$2 bkrause
AT19: Donkey Kong Jr.
...$4 wwsmith
AT20: Ernie's Magic Shapes ("B" written on label, slight label wrinkling)
...$4 mordosky
AT21: E.T. Phone Home
...$2 bkrause
AT22: Flight Simulator II (XE)
...$2 bkrause
AT23: Frogger..
...$4 jhah
AT24: Kindercomp
...$3 mordosky
AT25: K-Razy Antiks (by CBS)
...$4 mordosky
AT26: K-Razy Shoot-Out (by K-Byte)
...$4 mordosky
AT27: Math Mileage
...$5 krieg
AT28: Miner 2049er
...$5 gfranks
AT29: Ms Pac-Man (has a loose board inside)
...$5 Mrmaddog
AT30: Music Composer
...$2 bkrause

AT31: Pac-Man.
...$2 bkrause
AT32: Qix.
...$3 luecknik
AT33: Space Invaders
...$4 wwsmith
AT34: Star Raiders
...$3 kaikal
AT35: Submarine Commander (by Thorn EMI)
...$3 mordosky
AT36: Whiz Kid (by Romox) -- New in a pressed in box, Shrinkwrapped!
...$8 mordosky

ATARI 400/800 DISKS -- ALL NEW-IN-THE-BOX!

ATD1: Atari Music I -- New in the box!
...$6 cvendel
ATD2: Atari Music II -- Shrinkwrapped in a slightly pressed-in box!
...$6 cvendel
ATD3: AtariLab Starter Set with Temperature Module.. -- New in the box!
...$6 cvendel
ATD4: Castle Wolfenstein (Muse Software) -- Shrinkwrapped in a pressed-in box! -- The "granddaddy" of Doom...!
...$5 luecknik
ATD5: Chipmunk Atari Disk Copier (by Microdaft) -- Copies protected software! (New, Shrinkwrapped!) Disk-based
...$7 Mrmaddog
ATD6: ET Phone Home (1986 version) -- New in the box!
...$7 cvendel
ATD6a: The Eidelan (Epyx & Lucafilm, 1985) -- For Atari AND C64 computers! --- New in a pressed-in box!
...$5 mordosky
ATD7: Facts In Five (Avalon Hill/Microcomputer Games, 1982) -- New in the Bookshelf-Style Box!
...MINIMUM BID $5
ATD8: Home Fim Manager. -- Shrinkwrapped in a somewhat pressed-in box!
...MINIMUM BID $5
ATD8a: Walt Disney's Mickey in the Great Outdoors (New In The Box!)
...$6 cvendel
ATD8b: Micro League Baseball (1984) -- For Atari AND C64 computers! --- Shrinkwrapped!
...MINIMUM BID $5
ATD9: Paint -- Shrinwrapped!
...MINIMUM BID $5
ATD10: Silent Service (MicroProse, 1985) -- Shrinkwrapped in a somewhat pressed-in box! -- Submarine simulation!
...MINIMUM BID $5
ATD11: Spy Vs. Spy: Volume I & II (Avantage/First Star, 1986) -- Shrinkwrapped in a pressed-in box!
...$5 Mrmaddog
ATD12: Tanktics (Avalon Hill/Microcomputer Games) (New in the box -- all

cardboard pieces unpunched!) -- Big boxed board game/disk
combination program!
...$5 mnementh
ATD13: The Top Gunner Collection/3-in-1 (Microprose, 1986) -- Shrinkwrapped!
-- contains Hellcat Ace, Air Rescue, and MIG Alley Ace
...MINIMUM BID $5
ATD14: Timewise. -- Shrinkwrapped! -- A time management program
...$6 cvendel
ATD14a: Video Poker (Mastertronic) -- For Atari AND C64 computers!
--- New in the Box!
...MINIMUM BID $5
ATD15: Virtuoso Desktop Performance Studio (Virtuoso Software, 1987).
-- Shrinkwrapped!
...MINIMUM BID $5

ATARI 8-BIT -- CASSETTES

ATCS1: States & Capitals
...MINIMUM BID $2
ATCS2: Atari Minicrossword/24k -- New in the plastic container!
...MINIMUM BID $5

ATARI ST - DISKS -- ALL NEW-IN-THE-BOX!

ST1: A Mind Forever Voyaging (an Infocom adventure, 1985)
-- Box is water-damaged
...MINIMUM BID $4
ST2: Data Manager (TimeWorks, 1982)
...MINIMUM BID $5
ST3: DataTrieve (Abacus). -- Shrinkwrapped!
...MINIMUM BID $5
ST4: Dos Shell (MichTron). -- Shrinkwrapped!
...MINIMUM BID $5
ST5: Easy-draw (Migraph, 1985). -- Shrinkwrapped! -- A Gem program
...MINIMUM BID $5
ST6: Enchanter (Infocom, 1984)
...$6 frg
ST7: Exodus: Ultima III (Origin Systems/Electronic Arts, 1985)
-- Shrinkwrapped!
...$85 jcobb
ST8: Flight Simulator II (SubLogic, 1986)..
-- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
ST9: GFC Championship Football (Gametar, 1986). -- Shrinkwrapped!
...MINIMUM BID $5
ST10: HabaCom (HABA) -- Shrinkwrapped in a slightly pressed-in box!
...MINIMUM BID $5
ST11: HabaView (HABA).. -- Shrinkwrapped!
...MINIMUM BID $5
ST12: HabaWriter (HABA). -- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5

ST13: HabaWriter II (HABA) -- Shrinkwrapped!
...MINIMUM BID $5
ST14: Hex (Mark of the Unicorn, 1985) -- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
ST15: I. S. Talk: Telecommunications (Modern Imageworks)..
-- Mostly shrinkwrapped!
...MINIMUM BID $5
ST16: King's Quest (Sierra, 1984) -- Shrinkwrapped in a slightly
pressed-in box!
...MINIMUM BID $5
ST17: Mercenary: A flight simulator with vector-like graphics! (Datasoft,
1986) -- Shrinkwrapped in a pressed-in box! -- a Gem program
...MINIMUM BID $5
ST18: PaintPro (Abacus) -- Shrinkwrapped!
...MINIMUM BID $5
ST19: Rogue (Epyz, 1985). -- Shrinkwrapped!
...MINIMUM BID $5
ST20: Solutions: Haba Check Minder (HABA, 1985). -- Shrinkwrapped!
...MINIMUM BID $5
ST21: Solutions: Habadex Phonebook (HABA) -- Shrinkwrapped!
...MINIMUM BID $5
ST22: Solutions: HabaMerge (HABA) -- Shrinkwrapped!
...MINIMUM BID $5
ST23: Spellbreaker (Infocom, 1985).
...$6 frg
ST24: ST-Pool (Shelbourne, 1986) -- Shrinkwrapped!
...MINIMUM BID $5
ST25: Star Raiders (Atari, 1986) -- Shrinkwrapped in a pressed-in box!
...$6 cvendel
ST26: Starglider (Rainbird)
...$5 Mrmaddog
ST27: Superbase Personal Relationship Database System (Precision Software)
-- Shrinkwrapped!
...MINIMUM BID $5
ST28: Time Bandit: The Arcade Adventure (MichTron) -- Half the
shrinkwrap still on the box!
...$5 Mrmaddog
ST29: TimeLink: Time Management System (Batteries Included, 1986)
-- Shrinkwrapped!
...MINIMUM BID $5
ST30: Winter Games (Epyz, 1985) -- Shrinkwrapped!
...MINIMUM BID $5
ST31: WordWriter ST (TimeWorks, 1983) -- Shrinkwrapped!
...MINIMUM BID $5

=====> COMMODORE COMPUTERS: C16, PLUS/4, C64, C128, VIC-20 <=====

COMMODORE VIC-20 CARTRIDGES:

VIC1: Cave In. (Spectravideo) -- NEW in box with manual!
...$10 pal

VIC2: Gorf.
...MINIMUM BID $2
VIC3: Omega Race.
...MINIMUM BID $2
VIC4: Q-Bert.
...$3 stever

COMMODORE 64 *AND* VIC-20 ITEMS:

64VC1: Epson Printer Interface Cartridge (for Homewriter Printer). -- New!
...MINIMUM BID $5
64VC2: Cassette Interface for the Vic20 & C64 -- New in a pressed-in
box, shrinkwrapped!
...MINIMUM BID $5

COMMODORE 16/PLUS CARTRIDGES:

16C1: Calc/Plus -- New in the box! (small box tear where box was
originally opened)
...$5 slapdash
16C2: Financial Advisor -- New in the box, Shrinkwrapped!..
...$6 mnementh
16C3: Viduzzles -- New in the box! Still sealed!
...$6 mnementh

COMMODORE PLUS/4 DISKS:
PLD1: Accounts Payable. -- Shrinkwrapped with a notebook-style manual!
...$5 mnementh
PLD2: Accounts Receivable -- Shrinkwrapped with a notebook-style manual!
...$5 mnementh
PLD3: General Ledger. -- Shrinkwrapped with a notebook-style manual!
...$5 mnementh
PLD4: Loans and Investments -- Shrinkwrapped!
...$5 mnementh
PLD5: Payroll -- Shrinkwrapped with a notebook-style manual!
...$5 mnementh

COMMODORE 16 & PLUS/4 CASSETTES (All New In The Box!)
16PL1: Math Games and Word Problems -- New in a slightly pressed-in box!
...$5 mnementh
16PL2: Money Decisions.... -- Shrinkwrapped!
...$5 mnementh
16PL3: Starter Productivity Software
...$5 mnementh

COMMODORE 16 & PLUS/4 CASSETTE *AND* DISKS IN ONE PACKAGE:
16PL4: Letter Match/More Or Less -- Shrinkwrapped!
...$5 mnementh
16PL5: What's Next Letters/What's Next Numbers -- Boxed (box has a tear in it)
...$5 mnementh

COMMODORE 64 CARTRIDGES

64C0: Battlezone (by Atarisoft) -- Complete and New in a pressed-in box!
...MINIMUM BID $5
64C1: Big Bird's Special Delivery (by CBS). (Complete in box with manual and
instruction card and foam insert!)
...MINIMUM BID $5
64C2: Centipede.
...$2 luecknik
64C3: Clowns.
...MINIMUM BID $2
64C4: Fast Load.
...$9 luecknik
64C5: Frogger.
...$2 luecknik
64C5a: International Soccer -- New and Shrinkwrapped, in a pressed-in box!
-- Note: I have two versions of the box: blue on gold writing
on medallion, and white on gold writing on medallion. If
anyone cares which one they get, let me know. ;-)
...MINIMUM BID $5
64C6: Kickman..
...MINIMUM BID $2
64C7: Kids on Keys.
...MINIMUM BID $2
64C8: Kindercomp.
...MINIMUM BID $2
64C9: Number Tumblers (by Fisher-Price).
...MINIMUM BID $2
64C9a: The Pit (by HesWare).. -- New in the box, shrinkwrapped!
...MINIMUM BID $5
64C10: Sea Speller. (by Fisher-Price)
...MINIMUM BID $2
64C11: Star Post.
...MINIMUM BID $2
64C12: Tapper.
...$2 luecknik
64C12a: Viduzzles (New in a pressed-in box, shrinkwrapped!).
...MINIMUM BID $5
64C13: Webster: The Word Game (by CBS Software).
...$3 arizona
64C14: Commodore 64 cartouche generic box
...MINIMUM BID $2

COMMODORE 64/128 - DISK-BASED - ALL ARE NEW IN THE BOX!

64D1: 64-Pac (Computer Software Associates) -- New in slightly squished box!
...MINIMUM BID $5
64D2: Adventureland: Saga #1 (Thunder Mountain, 1981) - New in plastic case!
A Scott Adams adventure--supports Votrax speech synthesizer
...MINIMUM BID $5
64D3: Assembler Monitor - The Complete Machine Language Development Package
(Abacus) -- Shrinkwrapped!
...$5 mnementh
64D4: BASIC-64 (Abacus Software) -- Notebook-style box

...MINIMUM BID $5
64D5: Better Working (Spinnaker) -- Shrinkwrapped! -- Power C language
...MINIMUM BID $5
64D6: Business Systems - Expanded Version (Timeworks, 1983) -- Mostly
shrinkwrapped in a VCR-style case!
...$5 lmartin
64D7: Cadpak-64 - Enhanced Version (Abacus) -- "The Full Featured Design &
Drawing Program"
...MINIMUM BID $5
AM2: CFC Championship Football (Activision/Gamestar, 1986) -- See Amiga
section for current bid, #AM2
64D8: Cobol 64 (Abacus) -- Shrinkwrapped!
...$5 mnementh
64D9: Cosmic Tunnels (by Datamost) -- New in the box, Shrinkwrapped!
...MINIMUM BID $5
64D10: Country Parade (Spinnaker, 1984) -- Shrinkwrapped!
...MINIMUM BID $5
64D11: Cutthroats (Infocom, 1984)
...$5 earendil
64D12: Data Manager (TimeWorks, 1982) -- VCR-style case
...MINIMUM BID $5
64D13: Dig Dug (Thunder Mountain, 1983) -- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
64D14: Early Games for Young Children (Springboard, 1985) -- Shrinkwrapped!
...MINIMUM BID $5
64D15: Easy Learning: Film Maker (Spinnaker, 1987)
...MINIMUM BID $5
64D16: Easy Working: The Writer (Spinnaker, 1987) -- Shrinkwrappe! -- Word
processor and spellcheck
...MINIMUM BID $5
ATD6a: The Eidelan (Epyx & Lucafilm, 1985) -- For Atari AND C64 computers!
-- New in a pressed-in box! - SEE Atari section for current bid, #ATD6a
...MINIMUM BID $5
64D17: Fraction Fever (Spinnaker, 1983) -- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
64D18: Ghost Manor & Spike's Peak (by HesWare, licensed from Xonox)...
(New in Shrinkwrapped Box!)
...MINIMUM BID $5
64D19: Gortek and the Microchips (Commodore) -- Shrinkwrapped!
...MINIMUM BID $5
64D20: Grandma's House (Spinnaker, 1987) -- Shrinkwrapped!
...MINIMUM BID $5
64D21: Hitchhiker's Guide to the Galaxy, by Douglas Adams (Infocom, 1984) --
Shrinkwrapped!
...$15 jcobb
64D22: How About A Nice Game Of CHESS (based on ODESTA's acclaimed CHESS 7.0
by Larry Atkin) (Commodore, 1984) -- Shrinkwrapped in a somewhat
pressed-in box!
...MINIMUM BID $5
64D23: Instant Recall (Mastertronic) -- Sealed!

...MINIMUM BID $5
AP3a: Karate Champ (Data East, 1985) -- For Apple II AND Commodore 64!
-- Shrinkwrapped! -- SEE Apple section for current bid, #AP3a
AP3b: Kung Fu Master (Data East, 1984). -- For Apple II AND Commodore 64!
-- Shrinkwrapped! -- SEE Apple section for current bid, #AP3b
64D24: Label Maker (Keystone Software) -- Shrinkwrapped!
...MINIMUM BID $5
64D25: Leader Board: Pro Golf Simulator (Access Software, 1986)
...MINIMUM BID $5
64D26: Little Computer People Discovery Kit (Activision, 1986) --
Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
64D27: Math (Spinnaker, 1987) -- Shrinkwrapped!
...MINIMUM BID $5
64D28: Maxi Golf (Thunder Mountain, 1984) - New in plastic case!
...MINIMUM BID $5
ATD8a: Micro League Baseball (1984) -- For Atari AND C64 computers!
--- Shrinkwrapped! -- SEE Atari section for current bid, #ATD8a
64D29: Paper Clip: Professional Word Processor, with built-in SpellPack
(Batteries Included)
...MINIMUM BID $5
64D30: Paul McCartney's Give My Regards to Broad Street (Mastertronic).. --
Sealed!
...$5 mnementh
64D31: Payables (Integrated Software Services, 101, 1984). -- Shrinkwrapped,
in a VCR-style case!
...MINIMUM BID $5
64D32: Pilot (Commodore, 1983) -- Box pressed in
...MINIMUM BID $5
64D33: Pirates!/Sid Meier's Pirates! (MicroProse, 1987) - Shrinkwrapped!
Notebook-style box/manual!
...$5 gencuster7
64D34: Practicalc 64 (Practicorp, 1984) -- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
64D35: Practifile (Practicorp, 1984). -- Shrinkwrapped! -- Database program
...MINIMUM BID $5
64D36: Print Shop -- Disk 3 (Broderbund, 1985). -- Shrinkwrapped!
...MINIMUM BID $5
64D37: Pro-Golf (Mastertronic)
...MINIMUM BID $5
64D38: Professional Services (Commodore, 1984) -- Shrinkwrapped in a
pressed-in box!
...MINIMUM BID $5
64D39: Pure-State Baseball (Software Simulations, 1986) -- Shrinkwrapped!
...MINIMUM BID $5
64D40: Quest for the Holy Grail (Mastertronic) -- Sealed!
...MINIMUM BID $5
64D41: Receivables (Integrated Software Services, 101, 1984) --
Shrinkwrapped, in a VCR-style case!
...MINIMUM BID $5

64D42: Shanghai (Activision, 1986) -- Shrinkwrapped! (very slightly
indented at top)
...MINIMUM BID $5
64D43: Ski Writer (Mastertronic) -- Sealed!
...MINIMUM BID $5
64D44: Skyjet (Mastertronic) -- Sealed!
...MINIMUM BID $5
64D45: Songwriter (Scarborough, 1983) -- New in cracked plastic box!
...MINIMUM BID $5
64D46: Space Rescue starring Benji (HesWare) (New in a pressed-in box,
Shrinkwrapped!)
...MINIMUM BID $5
64D47: SpeedTerm (Abacus) -- Mostly shrinkwrapped, with a notebook-style
manual!
...MINIMUM BID $5
64D48: Sublogic Scenery Disk - Scenery Disk 6, with Omaha, Wichita, Kansas
City (Sublogic) -- Shrinkwrapped!
...MINIMUM BID $5
64D49: Suspended: A Cryogenic Nightmare - Interactive Fiction Sci Fi
(Infocom, 1984) -- Shrinkwrapped!
...$7 earendil
64D50: TAS: Technical Analysis System (Abacus) -- Mostly Shrinkwrapped!
...MINIMUM BID $5
64D51: Time Bound (CBS/Children's Television Workshop) -- Sealed in a
VCR-style case!
...MINIMUM BID $5
64D52: Tournament Tennis (Imagic, 1984) -- Shrinkwrap partially still on!
...MINIMUM BID $5
64D53: Twin Pack -- Text Pro II Word Processor/Data-Pro II Data Base
System (Cosmi) -- Shrinkwrapped! -- "All new, with Cycle RAM
and Caravan!"
...MINIMUM BID $5
64D54: Type 'N' Write (HesWare, 1983) -- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
64D55: U.S.A.A.F./United States Army Air Force (Strategic Simulations
Inc./SSI) -- Shrinkwrapped!
...$5 gencuster7
64D56: Ultima I (Origin Systems, distributed by Electronic Arts). --
Shrinkwrapped!
...$200 newt ($100 cash + $100-valued trade)
ATD14a: Video Poker (Mastertronic) -- For Atari AND C64 computers!
--- New in the Box! -- SEE Atari section for current bid, #ATD14a
64D57: What's Next/Letters or Numbers -- Kinder Koncepts 2 (Commodore,
1983) -- 64D58: Shrinkwrapped in flattened box!
...MINIMUM BID $5
64D59: Wholesale Industry (Commodore, 1984) -- Shrinkwrapped in a
pressed-in box!
...MINIMUM BID $5
64D60: Zork II (Infocom, 1984)
...$6 frg

COMMODORE 64 CASSETTE TAPES

64T1: Lunar Outpost (Epyz, 1983) -- New In The Box!
...MINIMUM BID $5

COMMODORE 64, PLUS/4, 16 ITEMS:

64P1: Typing Professor.. -- Both Disk AND Cassette version included!
Shrinkwrapped!
...MINIMUM BID $5
64P2: Geoprint Cable (by Berkeley Softworks) -- Parallel Printing Cable
for Use with GEOS. (New in the box, Shrinkwrapped!).
...$5 mnementh

COMMODORE 128-ONLY ITEMS -- All New In The Box!

128D1: The Last V8 (Mastertronic, disk) -- Sealed!
...MINIMUM BID $5
128D2: Super-C Language Compiler (Abacus Systems, disk) -- Mostly
Shrinkwrapped!
...$6 mnementh
128B1: MANUAL/BOOK: System Guide for Commodore 128 -- Shrinkwrapped!
...$5 mnementh

3774. FS Part 2: Software & Hardware for all platforms (IBM, Atari, Commodore, TI, Amiga, Adam, Spectravision, Tandy, Sperry, Apple, more!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: Jeff Rothkopf <JeffGamer@ipof.fla.net>
Message-ID: <5jg5mb$c0k@ipof1.fla.net>
Source record: 73526
Cross-posted to: rec.games.video.marketplace,comp.sys.cbm,comp.sys.misc,misc.forsale.computers.other.systems,comp.sys.atari.8bit,comp.sys.ti,ott.forsale.computing,misc.forsale.computers.pc-specific.software,comp.sys.ibm.pc.games.marketplace,alt.forsale

Here's Part 2 of the listing of items I'm currently auctioning. Again, the auction is currently in GOING ONCE-TWICE-SOLD mode, so if you're interested in anything in the auction, please contact me ASAP at JeffGamer@ipof.fla.net.

Thanks! :-)

** Jeff-Gamer's Classic Computer Items Auction! **
April 21 -- Update 8

==========> PART TWO <=========

IBM DISKS (All New In The Box!)

IBM1: Demon's Forge (Mastertronic) -- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
IBM2: Dig Dug (AtariSoft, 1983) -- New in a pressed-in box!
...MINIMUM BID $5
IBM3: Easy Working: The DOS Manager (Spinnaker, 1987) -- Shrinkwrapped!
...MINIMUM BID $5
IBM4: Easy Working: Typing Teacher (Spinnaker, 1987) -- Shrinkwrapped in
a somewhat pressed-in box!
...MINIMUM BID $5
IBM5: Fastback (Fifth Generation Systems) -- New in a pressed-in box!
A speedy back-up utility
...MINIMUM BID $5
IBM6: Feud (Mastertronic) -- Shrinkwrapped in a slightly pressed-in box!
(shrinkwrap is open)
...MINIMUM BID $5
IBM7: Hotshot (SymSoft). -- Shrinkwrapped! -- A desktop publishing tool
that captures/modifies/prints any text screen
...MINIMUM BID $5
IBM8: King's Quest III (by Sierra) (New in the box!).
...MINIMUM BID $5
IBM9: Kobayashi Naru (Mastertronic). -- Shrinkwrapped!
...MINIMUM BID $5
IBM10: Metropolis (Arcadia).

...MINIMUM BID $5
IBM11: MS-DOS 3.2 Extension Utilities (Franklin Computer) -- In Plastic
Case!
...MINIMUM BID $5
IBM12: PC Script (Richvale Telecommunications). -- Shrinkwrapped! --
A word processor/spell checker
...MINIMUM BID $5
IBM13: Pro Golf (Mastertronic) -- Shrinkwrapped in a slightly
pressed-in box!
...MINIMUM BID $5
IBM14: Rasterscan (Mastertronic). -- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
IBM15: Rockford: The Arcade Game (container only)
...MINIMUM BID $5
IBM16: Shogun (Mastertronic)... -- Shrinkwrapped in a slightly
pressed-in box!
...MINIMUM BID $5
IBM17: Squash (Mastertronic). -- Shrinkwrapped!
...MINIMUM BID $5
IBM18: The Slugger (Mastertronic) -- Shrinkwrapped in a pressed-in box!
...MINIMUM BID $5
IBM19: Tri-Action Games (Mastertronic) -- Shrinkwrapped in a pressed-in
box!
...MINIMUM BID $5
IBM20: Vegas Casino (Mastertronic) -- Mostly Shrinkwrapped in a
pressed-in box!
...MINIMUM BID $5
IBM21: WordPerfect -- Used, but is complete in the case with manual!
...MINIMUM BID $5
IBM22: Wordwriter PC (Timeworks, 1983) -- Shrinkwrapped!
...MINIMUM BID $5

SPECTRAVIDEO (tapes, complete in case with manual-flap unless noted)

SV1: Spectravideo Centronic Interface (attachment)
...MINIMUM BID $2
SV2: Biorhythm
...MINIMUM BID $2
SV3: Compatibility
...MINIMUM BID $2
SV4: Financial Calculator
...MINIMUM BID $2
SV5: Findit
...MINIMUM BID $2
SV6: Graph Master (loose)
...MINIMUM BID $2
SV7: Introduction to Basic (loose)
...MINIMUM BID $2
SV8: Killer Car (loose)
...MINIMUM BID $2
SV9: Maze Cup Champion

...MINIMUM BID $2
SV10: Mini Golf
...MINIMUM BID $2
SV11: Morse Code Tutor (loose)
...MINIMUM BID $2
SV12: Music Composer (loose)
...MINIMUM BID $2
SV13: Ninja
...MINIMUM BID $2
SV14: Nomis
...MINIMUM BID $2
SV15: Number Game
...MINIMUM BID $2
SV16: Puzzle Master (loose0
...MINIMUM BID $2
SV17: Spectra Diary
...MINIMUM BID $2
SV18: Spectra Mind (loose)
...MINIMUM BID $2
SV19: Spectra Sprite Editor
...MINIMUM BID $2
SV20: SV Jungle
...MINIMUM BID $2
SV21: 3-Dimensional Tic-Tac-Toe
...MINIMUM BID $2
SV22: U.S. Presidents
...MINIMUM BID $2

SPERRY COMPUTER SYSTEM

SP1: Business Graphics -- Shrinkwrapped!
...MINIMUM BID $5

TANDY/RADIO SHACK TRS-80 COCO CARTRIDGES AND PERIPHERALS:

TRS1: Canyon Climber
...MINIMUM BID $2
TRS2: Color Baseball
...MINIMUM BID $2
TRS3: Color Scripsit
...MINIMUM BID $2
TRS4: Downland
...$2 GDZT33E
TRS5: Dragonfire
...MINIMUM BID $2
TRS6: Dungeons of Daggoroth
...MINIMUM BID $2
TRS7: Galactic Attack..
...MINIMUM BID $2
TRS8: Math Bingo
...MINIMUM BID $2

TRS9: Mega Bug.
...MINIMUM BID $2
TRS10: Polaris
...MINIMUM BID $2
TRS11: Quasar Commander
...MINIMUM BID $2
TRS12: Roman Checkers
...MINIMUM BID $2
TRS13: Spectaculator.
...MINIMUM BID $2
TRS14: Spidercide
...MINIMUM BID $2
TRS15: Super Pitfall
...MINIMUM BID $2
TRS16: Thexder.
...MINIMUM BID $2
TRS17: Typing Tutor
...MINIMUM BID $2
TRS18: Wildcatting
...MINIMUM BID $2

TRS19: TRS-80 Modem IB
...$5 GDZT33E
TRS20: Color Computer Controller
...MINIMUM BID $5

TANDY TRS-80 MAGAZINES

MAG1: Hot CoCo, January 1985
...MINIMUM BID $2
MAG2: Radio Shack, 1985 Catalog No. 380
...$2 GDZT33E
MAG3: Rainbow, December 1984
...MINIMUM BID $2
MAG4: Rainbow, March 1985
...MINIMUM BID $2
MAG5: Rainbow, July 1985
...MINIMUM BID $2
MAG6: Rainbow, October 1985
...MINIMUM BID $2
MAG7: Rainbow, November 1985
...MINIMUM BID $2
MAG8: Rainbow, January 1986
...MINIMUM BID $2
MAG9: Rainbow, February 1986
...MINIMUM BID $2
MAG10: Rainbow, March 1986
...MINIMUM BID $2
MAG11: Rainbow, May 1986
...MINIMUM BID $2
MAG12: Rainbow, June 1986

...MINIMUM BID $2

TEXAS INSTRUMENTS - TI-99 CARTRIDGES, PERIPHERALS, AND HARDWARE:

TX0: Texas Instruments TI-99A computer system -- Complete with
joysticks
and AC adaptor!
...MINIMUM BID $20
TX0a: Speech Synthesizer.
...$6 stever
TX1: Alien Addition..
...MINIMUM BID $2
TX2: Alpiner.
...$2.50 stever
TX3: A-Maze-Ing.
...MINIMUM BID $2
TX4: Beginning Grammar..
...MINIMUM BID $2
TX5: Blackjack and Poker.
...MINIMUM BID $2
TX6: Blasto...
...MINIMUM BID $2
TX7: Burgertime..
...$2.50 stever
TX8: Car Wars....
...MINIMUM BID $2
TX9: Centipede....
...$2.50 stever
TX10: Donkey Kong...
...$2.50 stever
TX11: Early Learning Fun....
...MINIMUM BID $2
TX12: Early Learning Logo Fun.
...MINIMUM BID $2
TX13: Early Reading..
...MINIMUM BID $2
TX14: Facemaker.
...MINIMUM BID $2
TX15: Fractions.
...MINIMUM BID $2
TX16: Hopper..
...$2.50 stever
TX17: Household Budget Management.....
...MINIMUM BID $2
TX18: Hunt the Wumpus..
...MINIMUM BID $2
TX19: Jawbreaker II..
...$2.50 stever
TX20: Minus Mission.
...MINIMUM BID $2
TX21: Munch Man......

...MINIMUM BID $2
TX22: Number Magic....
...MINIMUM BID $2
TX23: Parsec....
...MINIMUM BID $2
TX24: Personal Record Keeping...
...MINIMUM BID $2
TX25: Q-Bert.
...$2.50 stever
TX26: Super Demon Attack..
...$2.50 stever
TX27: TI Invaders.......
...MINIMUM BID $2
TX28: Tombstone City....
...MINIMUM BID $2

RULES & GUIDELINES:

1) DEADLINES: The regular part of the auction will run for nine days, from
Friday, April 11 until Sunday, April 20, followed by a ONCE-TWICE-SOLD
phase. In the once-twice-sold phase of the auction (which commences after
April 18), all items are marked as GOING ONCE. If they do not receive any
bids before the next update, they'll move to GOING TWICE, and then will be
SOLD in the successive update if no bids arrive beforehand. New bids reset
the countdown on that item to GOING ONCE.

2) UPDATES: I will post updates on-line once or *maybe* twice a week. I
will also e-mail updates to all e-mail subscribers and bidders. E-mailed
updates will be sent _on_average_ once a day (expect only one update on the
weekend).

3) INTEGRITY, AND HONORING YOUR BIDS: Do NOT bid on an item unless you are
prepared to honor that bid and buy what you bid on at that price. I expect
bidders to act honorably--bids not made in good faith hurt all others
involved in the auction--so if you don't intend to honor your bid, don't
make it. If you do not honor your high bids, you will be barred from any
future auctions I intend to hold in the very near future, and I will make
your name and e-mail address available to anyone who requests the list.

3a) WITHDRAWN BIDS: Bids may only be withdrawn if I have not yet sent out
an auction update that includes the bid. Otherwise, once a bid is
submitted, it may not be withdrawn and I expect that it will be honored

in
the event that it is the high bid. So please don't bid on an item and
then
change your mind a week later, even if you found someone else who had
the
same item for less than you already bid. I've had the same thing happen
to
me in auctions, and if my bid still comes in as high bid, I buy it and
wind
up with two, because in an auction this is only fair.

4) CONDITION OF ITEMS: All items in this auction are in good
condition...I've tried to give detailed descriptions of particularly
assets or flaws. Expect that some items may have *minor* flaws (an ink
spot on a box, a small scratch on a cartridge), but major flaws such as
pressed-in boxes, torn labels, pen marks, or multiple personalities will
be noted next to the item. Although some items note particularly
excellent conditions in their listing, all items are in good condition
and may range from good to near-mint, those ones just stood out as
strikingly good to me while I was sorting through what I have. Please
feel free to ask if you need more information--I want everyone to be
pleased with what they win, so better to know in advance.

5) SHIPPING: Buyer pays shipping, which is not included in placed bids.
Shipping will be determined at the end of the auction, when I box
everything up and run to the post office to figure out approximately
what
shipping will cost. Some of the programs are particularly heavy, while
others are light. Shipping will be fair--I have no intention of saying,
"Oh, yeah...that Spectravision game will cost over sixty bucks to
ship...snicker snicker..." Payment is by cash, check or money order in
US Funds, and
should be sent within 5 days of the auction's end. If payment is by
check,
I'll need to wait for my bank to tell me it cleared (usually 7-10 days
after deposit...). Bidders from outside the United States should send a
postal money order, payable in U. S. Funds, or cash.

6) HOW TO PLACE A BID, AND NAME/ADDRESS/PHONE NUMBER INFO: Place a bid
by
item number and/or description. Your first bid must include your name,
address, and phone number (I will provide same to all bidders when they
send that info to me--this is for both your protection and for mine).
My info is: Jeff Rothkopf, 20985 SW 84 Avenue, Miami, FL 33189
(305) 378-6133
I will use the first part of your E-mail address when listing bids. If
you
wish to remain anonymous, tell me what pseudonym you would like to use
and
then remind me of it each time you bid (my memory is absolutely, uh,
what

was I saying...?). For people who will have difficulty getting access to e-mail, bids *will* be accepted by phone, as long as we pre-arrange it. Let me know if you need to do so. ;)

7) MINIMUM BIDS: Minimum bids are listed for each item.

8) MINIMUM BID INCREMENTS are $1 on items up to $14.99, $2 for items $15-29.99, and $5 for items $30 and higher. In case of ties, the first bid received is the bid accepted.

9) TRADING: Trade offers are encouraged. I collect cartridges, manuals, boxes, and hardware mainly for the following: Adventurevision, Atari 2600, 5200, 7800, Atari Video Music, Colecovision, Vectrex, Fairchild, Intellivision, Odyssey, Texas Instruments TI99, some pong systems and other standalones (particularly if they relate even in name-only to older video games & companies), Bally, Turbografx, Microvision, Sega Master System, and Atari & Commodore computers. However, the full list of systems I collect for is considerably larger than *that*! E-mail me with your list of items available for trade (or we could chat via phone, I'm reachable from 10 pm to midnight most nights). Note that since I don't think it's fair to simply remove an item from the auction when I get a trade offer I like, I will follow one of two routes (or a hybrid of the two): #1: a suitable cash-equivalent value for the trade offer based on my particular desire for the item (if I really want it, this will be higher than normal!) and on its estimated value will be set and entered as the bid. #2: I'll let the rest of the bidders know about the offer and set a time-limit on a counter-offer.

10) REMOVAL OF AUCTION ITEMS: Items may be removed at my discretion, although since I don't particularly like the idea of suddenly pulling something out when people are bidding on it, I will usually give notice to affected bidders before doing so.

11) HUMAN ERROR: Auctioneer reserves the right to make changes or correct mistakes made in the posting of this message or along the way.

3775. Re: Antic Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970421135037.27901F-100000@fissure.scar>
Source record: 73527

On Sun, 20 Apr 1997, jpmurray wrote:

> Great to see Atari is still alive and kicking!
> Anyway, does anyone have a copy of the 3 or 4 programs Antic Magazine
> use to print on their tear out subscription page? Each program was
> only a few lines long but would make screen-saver-like demo of the
> color capabilites of the 8-bit Atari.
> Thanx for any response.

I have a good Antic collection of magazines and I remember the articles you mention. I think they used GTIA graphics demos. Look for the for sale message I will post later.

Alan

3776. Atari 8bit material for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970421135325.1942A-200000@fissure.scar>
Source record: 73528
Body handling: 1 inline base64-encoded payload block was not displayed

```
This message is in MIME format. The first part should be readable text,
while the remaining parts are likely unreadable without MIME-aware tools.
Send mail to mime@docserver.cac.washington.edu for more info.

Content-Type: TEXT/PLAIN; charset=US-ASCII

The following attached Plain text file is a listing of Atari 8bit material
I have for sale. (mostly books and magazines0

Please note COMPUTE! 2nd Book of Atari games is a TYPO.. it should be
COMPUTE! 2nd book of Atari GRAPHICS.. not games.. sorry about that.

Alan

Content-Type: TEXT/plain; name="books.txt"

Content-ID: <Pine.GSO.3.95.970421135507.1942B@fissure.scar>
Content-Description: Books for sale

[Inline base64-encoded payload not displayed]
```

3777. Re: XLit! and Ulima series

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970421135921.1942C-100000@fissure.scar>
Source record: 73529

On Mon, 21 Apr 1997, Forkboy wrote:

> So I got XLit! and some .ATR images, but cxan't get the darn
> thing to work with most of the .ATR boot images I downloaded. I set up
> the emulation correctly, and loaded what I thought were the correct
> roms, but I don't see much of a difference without them.
>
> Wait a second... I know about the option key needed to be depressed on
> XL-emulation. I used so get that little white cursor in the corner
> when trying to boot Ultima III if i forgot... anyways, any of you
> successfully download any .ATR boot images(games) and have it work?
> Need some help on this one.
>

I agree not that many ATR images work. Spare Change and Atari Olympics
have worked perfectly.

Who Dares Wins II works but the grafx get fuzzy and the game is
unplayable.. same with War Copter, the screen shakes like crazy. Zybex
doesn't even run. Spelunker doesn't run properly either.

3778. Don't Fear's 2nd Auction (Update 27)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5jgkua$1c0o@newssvr02-int.news.prodigy.com>
Source record: 73530

Don't Fear's Huge Second Auction (Update 27)

Alright kids here we go!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

Atari 2600

Atari

Night Driver (C) - boxed G2 $4.50 pat man
Flag Capture (U) - w/inst SOLD $4.00 albert
Swordquest Waterworld (UR) SOLD $95.00 nicky
Gravitar (U) SOLD $3.50 stevej
Kangaroo (U) - w/inst SOLD $3.00 tick
Pengo (ER) - boxed G1 $89.00 sandman
Taz (R) SOLD $6.00 tick
Oscar's Trash Race (R) - lbl plaque SOLD $20.00 boar

Sears

Maze (C) - pic lbl SOLD $3.50 albert

Night Driver (U) SOLD $3.00 albert
Math Grand Prix (R) - pic lbl G2 $9.00 roagie
Arcade Pinball (R) - pic lbl G2 $9.00 rogie

Activision

Kaboom! (ER) - blue lbl G1 $7.00 albert
Seaquest (R) - boxed SOLD $4.00 albert
Oink! (R) - w/inst G1 $6.00 matt2
Dolphin (R) G1 $5.50 albert
Keystone Kapers (ER) - blue lbl G1 $8.00 albert
Crackpots (R) G2 $4.00 rich
Pressure Cooker (R) G1 $6.50 bones
Pitfall II (R) G2 $5.00 philly
Kung Fu Master (R) - w/inst SOLD $4.50 albert

Apollo

Racquetball (U) - orange lbl SOLD $3.00 albert

Data Age

Bermuda Triangle (R) SOLD $25.00 boar
Frankenstein's Monster (R) - screws showing w/inst SOLD $11.00 bensonj
---
Imagic

No Escape! (R) - w/inst G2 $5.50 albert
Quick Step (R) - w/inst G2 $37.00 rich

M Network

Tron Deadly Discs (U) SOLD $2.00 stevej
Bump 'n' Jump (R) - w/inst SOLD $6.00 albert

Parker Bros.

Reactor (U) SOLD $1.50 stevej

Sega

Buck Rogers: Planet Zoom (U) SOLD $25.00 boar

Tigervision

Miner 2049er (ER) buyout pending

20th Century Fox

Worm War I (U) SOLD $3.00 albert

Turmoil (U)- boxed SOLD $4.00 clint

U.S. Games

Squeeze Box (ER) G1 $7.00 albert
Eggomania (R) - w/inst SOLD $8.50 albert
Entombed (ER) SOLD $8.50 albert

Xonox

Ghost Manor/Spike's Peak (U) - w/inst G1 $8.50 albert

Systems

"Franklinstein" A handcrafted American orignal device that allows
the user to interchange chips to play diffrent games. Comes with
eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!,
Amidar, Demon Attack, and Pitfall!. The device itself is homemade,
not the games. Also comes with case. If there are any questions
don't hesitate to ask. This thing is trully one of a kind.
G1 $16.00 jeffgamer

Atari 5200

5200 Trac Ball G1 $14.00 jeffbod
2600 adapter - untested G1 $7.50 jeffd

ColecoVision

Illusions (R) G1 $8.00 hoss
River Raid (U) SOLD $3.50 jason
Super Action Football (C) G2 $3.00 jason

Handhelds

Coleco Table Tops

Donkey Kong (C) G2 $30.00 derek
Donkey Kong Jr. (ER++) G2 $45.00 john
Frogger (R) G2 $50.00 derek
Zaxxon (IR++) G2 $75.00 derek

Intellevision

Matell

Thunder Castle (ER) G1 $5.50 gunoz

Activision

Happy Trails (R) - 2 overlays SOLD $4.50 gunoz

Atarisoft

Centipede (R) G1 $4.50 gunoz
Defender (R) G1 $5.50 gunoz

Coleco

Donkey Kong Jr. (R) SOLD $10.00 r findell

Imagic

Dracula (ER) - complete G1 $18.00 gunoz
White Water! (ER) - Complete G1 $18.00 gunoz

Parker Bros

Popeye (ER) SOLD $5.00 bao

Sears

Horse Racing (R) - complete G1 $5.50 jeffgamer

Systems

Intellivision II - untested w/two controllers and loose Astrosmash

SOLD $16.00 bao

Odyssey 2

The Quest For The Rings! (U) - complete G1 $27.00 scott

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F
modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-
Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!,
Dynasty!/Directional Dynasty!, and K.C. Munchkin!
G1 $27.00 scott

Atari 400/800

Atari

Archon (C) G1 $8.50 steve
Donkey Kong (C) G1 $3.50 steve
Robotron 2084 (C) G1 $8.50 steve
Blue Max (U) G1 $8.50 wwsmith

Spinnaker

Kids On Keys (U) G1 $2.50 james s

Story Machine (U) G1 $3.50 james s

Systems & computer related items

Atari Light Pen - tested w/Atarigraphics cart
SOLD $27.50 hoodster

Voice Box Speech Synthesizer by The Alien Group - untested
G1 $14.00 mariotta

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL, 65 XE, and 130 XE. Comes with owners manual. Untested
SOLD $5.00 hoodster

Misc Stuff

Sears Telegames Pinball/Breakay System - in orig box w/inst & R/F modulator
G2 $10.00 smedley
7800 joystick SOLD $4.50 bones

This auction is dedicated to Bill Musselman and University of Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3779. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970421140156.1942D-100000@fissure.scar>
Source record: 73531

On 21 Apr 1997, Yoli Ochs wrote:

> I can play the game normaly, except every time you enter a shop it lets you
> in then kicks you out. Has anyone elsehad this problem and if so how do you
> fix it?
>
> Thanks For Any Help
> MEGGS

you're character maybe too EVIL (or too good) and the shopkeeper throws
you out, but I haven't heard of that happening. Are you running it on any
emualtor or a REAL Xl/Xe?

Alan

3780. Re: Atari 800XL joysticks wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R2104972100310001@nntp.netgate.net>
Source record: 73532

In article <matthewpE8y0Eq.8EL@netcom.com>, matthewp@netcom.com (Matt Pritchard) wrote:

> Tim Irvin (ziggy29@netgate.net) wrote:
> : Unlike, say, the Atari 5200, there are still a *lot* of working joysticks
> : for the 2600, and therefore, the 800XL and other Atari 8-bit computers.
>
> Brand new joysticks, however, are getting darn hard to find. I know
> Video 61 has some, but no one else I know has any quantity.

Yes, but there are plenty of 15-year-old 2600 joysticks (and Wico joysticks and others) which still work about as well as they did when they were first taken out of the box.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
=================== Softball '97: 2G / 1-1 / .400
Out of the condo, into a house! Escrow close: 15 days. Move: 19 days.

3781. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R2104972059270001@nntp.netgate.net>
Source record: 73533

In article <01bc4e1b$77cf7760$927ca3ce@default>, "Yoli Ochs"
<yoli@teleport.com> wrote:

> I can play the game normaly, except every time you enter a shop it lets you
> in then kicks you out. Has anyone elsehad this problem and if so how do you
> fix it?

I have an even bigger problem. I can *not*, for the life of me, figure
out how to get established in the game without getting killed almost
immediately.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
=================== Softball '97: 2G / 1-1 / .400
Out of the condo, into a house! Escrow close: 15 days. Move: 19 days.

3782. Re: FS: Atari 400/800 Cartridges and BOOKS

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R2104972102050001@nntp.netgate.net>
Source record: 73534

In article <tcpnntpd.17.4.20.9.56.4.2916987023.1310875@bbs.prowlers.net>,
<stever@bbs.prowlers.net> wrote:

> Gorf $3.00 Didn't Work in Testing

Did you test this on an 800XL? Gorf doesn't work on 800XLs. Maybe
this would explain some of the other failures too, if this is indeed
the case.

Gorf should run on a 400/800, but as far as I know, not the XLs.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
=================== Softball '97: 2G / 1-1 / .400
Out of the condo, into a house! Escrow close: 15 days. Move: 19 days.

3783. Re: ball blaster questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <335C3322.91@worldnet.att.net>
Source record: 73535

```
what are some of the different graphical effects in ballblazer that
aren't in ballblaster?? Both games seem the same, unless these 'effects'
are real subtle, I ain't see'n nuthin.. :-)

Keith
```

Thomas Havemeister wrote:
>
> In article <Re: ball blaster questions>, pnguyen@ucla.edu (Patrick P.H. Nguyen) wrote:
>
> Howdy Patrick,
>
> > >I'm a fan of the great lucasfilm ltd. games! Where can I get a copy?
> > >
> > No. Ballblaster was a pre-release beta version of Ballblazer. I don't
> > think it was supposed to go out of the hands of the testers but virtually
> > every Atarian in the world has it.. Anyways, Ballblazer is better. There
> > is more variation in how good the computer is and there are some neat
> > graphical effects that aren't in Ballblaster.
>
> HEY! I'm a mega big fan of Lucas Games. I would like to collect them all.
> have there any atarian such a "never released beta Version"?
>
> .atr or .dcm would do it!
>
> --
> 6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
> *(MEGA) 8-b�t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

3784. Re: Swordquest : Waterworld

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <335BEDF0.5F7022EE@cc.memphis.edu>
Source record: 73536

Jeff Lodoen wrote:
>
> In article <335AF50E.A597107D@cc.memphis.edu>, Greg Miller <uglmiller@cc.memphis.edu>
wrote:
> >Alan Christie wrote:
> >>
> >> Does anybody know this game Swordquest : WAterworld? The reason I ask is
> >> I see people bidding $95 for this game when the rest of the bids for Atari
> >> games are like 2 or 3 dollars. What's the big deal with this game??
> >>
> >> Alan
> >> U of T, Comp Sci
> >>
> >First off, this is an Atari 2600 game, not a game for the 8-bit
> >computers.
> >Second, the reason it's expensive (tho not as expensive as some) is that
> >it was never
> >released, although copies exist.
>
> It certainly was released.
>
> Swordquest : Airworld was never started.

Was it? Sorry. In any event, it's not available in large quantities.
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm

3785. Atari 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <861728837.24502.0@pianosa.demon.co.uk>
Source record: 73537

Whilst reading the usual rubbish I find here, Neil Cushing wrote something interesting to about Atari 1050 Disk Drive:

Hello Neil,

NC> the 1050 doesn't have a power supply with it. Please could somebody

Atari Part no. is CO60592-34. Locating one mqy be difficult, but a suitable alternative ought to be available. It should be a 9V *ac*, 27VA= one.

_ =
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. Don't you judge a book just by the cover, unless you cover just another. - EMI; Sex Pistols

3786. W:ATARI8 items...

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6VHvx0Y4zHB@peter.soemtron.sb.sub.de>
Source record: 73538

Howdy !

who has left an old atari console system?

I'm looking for the following things:

* Atari VCS 2600
* Atari 5200 - most wanted
* Atari 7800 - most most most wanted

if anybody has this stuff, and would let it for free or some bucks, he
should contact to me.

and of course, I'm looking for game cartridges.

requirements: good condition, clean, functionable ... *AND* only
european union states (too high shiping costs to the states and rest of
world for me) ... what's about german users?

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

3787. Atari 7800 F/S ot F/T

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <335C314A.1FB4@midamer.net>
Source record: 73539

I have an Atari 7800 for sale or trade. I would sell the PKG for $ 75.00
ot trade for an 8-bit 64K with Disk Drive. I would trade for an

800XL
600XL w/64k
65XE
130XE
1200XL (1200xl must have mpp1150 printer interface)

I have the following.

Atari 7800 no box but complete.

7800 games all have box & docs except Pole Position II

1 on 1 basketball
TD football
Tower Toppler
RS Baseball
Ms Pac-Man
BallBlazer
Hat Trick
Xevious
DK
DKjr
Pole Position II
Asteroids

2600 games loose

Kaboom
Frogger
ET
Pac-Man
Vanguard
Space Invaders
Combat
Defender
Jungle Hunt
Joust
Pitfall

Buyer pays shipping (aprox 8-10 dollars) unless we are trading. NO COD
only money order or trade.

3788. Don't Fear's 2nd Auction (Update 26) Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5jedl0$tqi@newssvr02-int.news.prodigy.com>
Source record: 73602

```
Don't Fear's Huge Second Auction (Update 26)

Part 1: 2600/5200/7800

Alright kids here we go!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

Atari 2600
----------
Atari
-----
Combat (C) - boxed SOLD $0.50 isaac
Space War (U) SOLD $1.00 joe
Outlaw (U) SOLD $0.50 albert
Slot Racers (U) SOLD $2.50 albert
Canyon Bomber (U) - boxed SOLD $5.00 joe
Super Breakout (U) SOLD $2.00 kevin
Defender (C) - boxed SOLD $5.00 joe
Warlords (U) - boxed SOLD $7.00 pat man
Indy 500 (U) SOLD $1.00 pat man
Adventure (C) SOLD $2.50 matt2
Demons To Diamonds (U) - shrinkrapped SOLD $2.50 joe
```

Championship Soccer (C) - boxed SOLD $1.50 joe
3-D Tic-Tac-Toe (U) - boxed SOLD $5.00 joe
Breakout (C) - boxed SOLD $3.50 albert
Football (C) SOLD $1.50 jeffd
Bowling (C) SOLD $1.00 matt2
Circus Atari (C) SOLD $0.50 bored
Superman (C) SOLD $1.00 bluebat
Space Invaders (C) - red lbl/shrinkwrapped SOLD $2.50 mophead
Night Driver (C) - boxed G1 $4.50 pat man
Golf (C) - w/inst SOLD $1.00 doyle
Maze Craze (U) SOLD $1.00 mrupp
Missle Command (C) SOLD $0.50 bored
Othello (R) - boxed SOLD $2.50 joe
Surround (C) SOLD $1.00 joe
Code Breaker (U) - w/inst SOLD $2.00 albert
Flag Capture (U) - w/inst G2 $4.00 albert
Pac-Man (C) - boxed SOLD $2.00 albert
Video Pinball (U) - boxed SOLD $3.50 albert
Asteroids (C) - w/inst SOLD $1.00 mophead
Berzerk (C) - sealed SOLD $2.50 albert
Casino (U) SOLD $1.00 doyle
Haunted House (C) SOLD $1.00 matt2
Swordquest Earthworld (C) - w/inst SOLD $1.50 kevin
Swordquest Fireworld (C) - w/inst SOLD $1.50 kevin
Radiers Of The Lost Ark (C) - boxed SOLD $10.00 garry
Star Raiders (U) - w/touch pad SOLD $6.50 joe
Hangman (U) SOLD $1.00 alex
RealSports Volleyball (U) SOLD $1.00 joe
RealSports Soccer (U) SOLD $2.00 bones
RealSports Football (C) SOLD $1.00 joe
Swordquest: Waterworld (UR) SOLD $98.00 hoss
Phoenix (C) - shrinkwrapped SOLD $2.00 joe
E.T. (C) - boxed SOLD $5.00 joe
Ms. Pac-Man (U) - w/inst SOLD $1.50 bored
Centipede (C) SOLD $1.50 joe
Galaxian (U) SOLD $2.50 matt2
Gravitar (U) G2 $3.50 stevej
Kangaroo (U) - w/inst SOLD $3.00 tick
Pengo (ER) - boxed G2 $86.00 hoss
Moon Patrol (U) SOLD $1.00 kevin
Pole Position (C) - w/inst SOLD $1.50 joe
Rubik's Cube (ER) SOLD $85.00 boar
Taz (R) G2 $6.00 tick
Oscar's Trash Race (R) - lbl plaque G2 $20.00 boar
Big Bird's Egg Catch (R) - lbl plaque SOLD $3.00 bensonj
Sorcerer's Apperntice (R) - w/inst SOLD $8.00 chris
Crystal Castles (U) - boxed SOLD $2.50 joe
Pigs In Space (ER) SOLD $30.00 boar
Millipede (R) - w/inst SOLD $5.50 albert
Stargate (U) - w/writing on back SOLD $3.50 bensonj

Midnight Magic (R) SOLD $3.50 albert
Solaris (U) SOLD $3.50 eyabs
Donkey Kong (U) SOLD $3.50 joe
Donkey Kong Jr. (R) SOLD $3.00 joe
Venture (R) SOLD $3.00 joe
Q*Bert (R) SOLD $3.00 bensonj
Sprint Master (R) SOLD $4.50 albert

Sears

Outer Space (U) - pic lbl SOLD $2.00 bensonj
Speedway II (U) SOLD $0.50 albert
Space Combat (U) SOLD $2.50 albert
Breakaway IV (C) SOLD $2.00 bensonj
Brain Games (R) SOLD $3.50 albert
Baseball (C) SOLD $1.00 bensonj
Race (C) SOLD $0.50 albert
Gunslinger (U) SOLD $2.50 albert
Maze (C) - pic lbl G2 $3.50 albert
Arcade Golf (U) SOLD $3.50 albert
Dare Diver (ER) SOLD $14.00 bensonj
Night Driver (U) G2 $3.00 albert
3-D Tic-Tac-Toe (ER) SOLD $9.00 bensonj
Steeplechase (R) SOLD $8.00 tick
Math Grand Prix (R) - pic lbl G1 $9.00 roagie
Adventure (U) SOLD $2.50 albert
Dodger Cars (ER) SOLD $9.00 bensonj
Arcade Pinball (R) - pic lbl G1 $9.00 rogie
Asteroids (U) SOLD $1.00 bensonj
Missle Command (R) SOLD $1.50 albert
Bezerk (R) SOLD $2.50 bensonj
Pac-Man (C) SOLD $1.50 bensonj
Defender (C) SOLD $1.50 isaac

Absolute

Title Match Pro Wrestling (R) - w/inst SOLD $7.50 albert
Tomcat F-14 (ER) SOLD $14.00 ungabunga

Activision

Dragster (C) SOLD $1.00 albert
Boxing (ER) - blue lbl SOLD $5.00 albert
Checkers (ER) - w/inst SOLD $15.00 tick
Fishing Derby (U) SOLD $2.50 rich
Skiing (U) SOLD $1.00 eyabs
Bridge (U) SOLD $2.50 a54br9
Tennis (C) SOLD $1.00 eyabs
Laser Blast (C) - boxed SOLD $1.50 albert
Freeway (U) - boxed SOLD $1.50 albert

Kaboom! (ER) - blue lbl G1 $6.50 bored
Stampede (U) SOLD $1.00 matt2
Ice Hockey (U) SOLD $1.00 eyabs
Barnstorming (U) SOLD $2.00 isaac
Grand Prix (U) SOLD $1.00 eyabs
Chopper Command (U) - boxed SOLD $1.00 philly
Starmaster (U) SOLD $1.50 eyabs
Megamania (U) SOLD $2.50 bones
Pitfall! (C) SOLD $1.50 kevin
Sky Jinks (R) SOLD $1.00 bored
River Raid (U) SOLD $2.50 matt2
Spider Fighter (U) SOLD $2.50 rich
Seaquest (R) - boxed G2 $4.00 albert
Oink! (R) - w/inst G1 $5.00 rich
Dolphin (R) G1 $5.00 rich
Keystone Kapers (ER) - blue lbl G1 $7.50 bored
Enduro (U) SOLD $1.00 rich
Plaque Attack (R) SOLD $3.00 foo
Robot Tank (R) SOLD $1.50 doyle
Crackpots (R) G1 $4.00 rich
Decathalon (R) SOLD $2.00 albert
Frostbite (R) SOLD $4.00 tick
Pressure Cooker (R) G1 $6.00 rich
Space Shuttle (ER) - blue lbl SOLD $7.50 albert
Pitfall II (R) G1 $5.00 philly
H.E.R.O. (R) - lbl wear SOLD $7.00 tick
Beamrider (R) - screws showing SOLD $15.00 tick
Kung Fu Master (R) - w/inst G2 $4.50 albert
Commando (R) SOLD $3.00 matt2
Ghostbusters (ER) - blue lbl SOLD $10.00 roagie

Apollo

Space Cavern (U) - blue lbl SOLD $1.50 acroyear
Space Cavern (U) - red lbl SOLD $1.50 acroyear
Racquetball (U) - orange lbl G2 $3.00 albert
Lost Luggage (U) - green lbl SOLD $5.50 albert
Shark Atack (U) - boxed SOLD $6.50 albert
Infiltrate (U) - w/inst SOLD $2.00 philly
Final Approach (R) SOLD $25.00 boar

Avalon Hill

Death Trap (UR) - w/inst SOLD $55.00 jearney
Shuttle Orbiter (UR) - w/inst SOLD $120.00 boar

CBS

Wizzard Of Wor (R) SOLD $2.50 jeffd
Gorf (U) SOLD $1.50 mrski

Blueprint (U) - writing on lbl SOLD $2.00 bworkman
Solar Fox (U) - lbl damage SOLD $2.00 chris
Omega Race (U) - w/inst and broken Booster Grip SOLD $3.50 bworkman
------
Coleco

Zaxxon (U) SOLD $3.50 albert
Venture (C) SOLD $1.00 philly
Mouse Trap (U) SOLD $1.00 slyfox
Smurfs R.I.G.C. (U) SOLD $5.00 rich
Carnival (U) SOLD $1.00 mrupp
Donkey Kong Jr. (R) SOLD $1.50 philly
Mr. Do! (R) SOLD $20.00 boar
Roc 'N Rope (R) SOLD $20.00 boar

Data Age

Encounter at L-5 (U) - end lbl damage SOLD $1.50 philly
Airlock (C) SOLD $1.50 a54br9
Journey Escape (C) - boxed no inst SOLD $2.00 mrupp
Bermuda Triangle (R) G2 $25.00 boar
Frankenstein's Monster (R) - screws showing w/inst G2 $11.00 bensonj
----
Epyx

Summer Games (R) SOLD $3.00 bensonj
Winter Games (R) SOLD $2.00 philly

First Star

Boing! (ER) SOLD $85.00 ungabunga

Froggo

Sea Hawk (R) SOLD $15.00 boar

Imagic

Trick Shot (R) SOLD $2.00 bensonj
Demon Attack (ER) - blue lbl SOLD $9.00 albert
Star Voyager (C) SOLD $1.00 eyabs
Atlantis (U) SOLD $1.00 eyabs
Cosmic Ark (U) SOLD $1.00 mrski
No Escape! (R) - w/inst G1 $5.50 albert
Fire Fighter (R) SOLD $1.00 tick
Shootin' Gallery (ER) SOLD $25.00 boar
Riddle Of The Sphinx (U) SOLD $1.00 macra
Dragonfire (C) SOLD $1.00 eyabs
Fathom (R) SOLD $20.00 boar
Solar Storm (R) - w/inst SOLD $20.00 boar

Quick Step (R) - w/inst G1 $37.00 rich

M Network

Adventure of Tron (U) SOLD $2.00 albert
Masters of the Universe (R) SOLD $8.00 bensonj
Burgertime (R) - writing on back SOLD $3.00 tick
Kool-Aid Man (U) SOLD $6.50 albert
Space Attack (C) - boxed SOLD $1.00 doyle
Tron Deadly Discs (U) G2 $2.00 stevej
Lock 'N Chase (C) - shrinkwapped SOLD $1.50 bones
Frogs And Flies (U) - w/inst SOLD $1.50 bored
Astroblast (U) - boxed SOLD $1.00 acroyear
Dark Cavern (U) SOLD $1.00 doyle
Intl. Soccer (U) w/inst SOLD $1.00 tick
Air Raiders (R) SOLD $3.00 albert
Bump 'n' Jump (R) - w/inst G2 $6.00 albert

Mythicon

Sorcerer (U) SOLD $3.00 albert
Fire Fly (U) SOLD $2.50 albert
Star Fox (U) SOLD $4.50 albert

Panda

Stunt Man (R) buyout jaguar

Parker Bros.

Star Wars: Jedi Arena (R) - w/instructions SOLD $4.50 albert
Amidar (U) SOLD $1.50 philly
Super Cobra (U) SOLD $1.50 philly
Reactor (U) G2 $1.50 stevej
Sky Skipper (R) - w/box top, inst, no lbl SOLD $5.00 tick
Q*Bert (C) SOLD $2.00 kevin
Strawberry Shortcake (U) SOLD $1.50 isaac

Sega

Tac-Scan (U) - lbl damage SOLD $0.50 macra
Thunderground (R) SOLD $7.00 albert
Star Trek S.O.S. (R) SOLD $6.50 albert
Buck Rogers: Planet Zoom (U) G2 $25.00 boar
Congo Bongo (R) - lbl plaque SOLD $3.50 jeffd
Tapper (ER) - slight lbl wear SOLD $45.00 boar
Spy Hunter (ER) SOLD $50.00 boar

Telesys

Coco Nuts (R) SOLD $10.00 boar

Tigervision

Miner 2049er (ER) G1 $18.00 orin

20th Century Fox

Worm War I (U) G2 $3.00 albert
Mega Force (R) SOLD $2.00 mrupp
Alien (R) SOLD $3.00 chris
Turmoil (U)- boxed G2 $4.00 clint
Crypts Of Chaos (R) end lbl damage w/inst SOLD $6.50 mervis
M*A*S*H (U) SOLD $1.00 macra
Flash Gordon (R) SOLD $6.50 albert

U.S. Games

Space Jockey (C) SOLD $0.50 macra
Sneak 'N Peek (R) - w/inst SOLD $1.00 tick
Word Zapper (U) SOLD $1.00 philly
Commando Raid (R) - w/inst SOLD $1.00 kevin
Name This Game (R) - fancy cart SOLD $3.00 albert
Squeeze Box (ER) G1 $6.50 chrisd
Eggomania (R) - w/inst G2 $8.50 albert
Piece O' Cake (ER) - w/inst SOLD $9.50 albert
Entombed (ER) G2 $8.50 albert

Xonox

Ghost Manor/Spike's Peak (U) - w/inst G1 $8.00 chrisd
Chuck Norris Superkicks (ER) SOLD $35.00 shrink

Systems

Atari 2600: four switch, black front panel in original box w/two
working joysticks, set of paddles, power supply, R/F modulator, and
the following loose games: Combat, Defender, Space Invaders, Missle
Command, Pac-Man, Asteroids, Bezerk, Swordquest Fireworld, Raiders of
the Lost Ark, RealSports Football, E.T., Pole Position, Target Fun,
Pitfall!, Barnstorming, River Raid, Donkey Kong, Riddle Of The Sphinx,
Astroblast, and Frogger.
SOLD $29.00 james

Sears Video Arcade II (2800) - untested w/two controllers, and a R/F
modulator
SOLD $10.50 zack

Arcadia Supercharger with the following cassettes: Phaser Patrol,
Communist Mutants From Space, and Suicide Mission (no case)
SOLD $20.00 greg

"Franklinstein" A handcrafted American orignal device that allows
the user to interchange chips to play diffrent games. Comes with
eight tested chips: Mini Golf, Grand Prix, Baseball, Q*Bert, Kaboom!,
Amidar, Demon Attack, and Pitfall!. The device itself is homemade,
not the games. Also comes with case. If there are any questions
don't hesitate to ask. This thing is trully one of a kind.
G2 $15.50 dave

Atari 5200

Congo Bongo (R) SOLD $3.50 jeffd
5200 Trac Ball G1 $11.00 steve
2600 adapter - untested G1 $7.00 smedley
5200 controller - untested SOLD $4.00 jml
5200 controller - untested SOLD $4.00 jml

Atari 7800

Asteroids (R) - damaged box SOLD $2.50 foo
Food Fight (R) - damaged box SOLD $6.00 tick
Pole Position II (C) SOLD $1.00 eyabs
Xevious (U) - damaged box SOLD $2.00 eyabs
Donkey Kong Jr. (R) SOLD $5.00 tick

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3789. Don't Fear's 2nd Auction (Update 26) Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: WQQT56A@prodigy.com
Message-ID: <5jedop$5d5o@newssvr02-int.news.prodigy.com>
Source record: 73603

Don't Fear's Huge Second Auction (Update 26)

Part 2: Everything Else

Alright kids here we go!

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.

3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. We will not be accepting any trades at this time.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to send a personal check please allow 2-
3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item.
10. We reserve the right to withdraw any item at any time.
11. The auction will enter the G1, G2, Sold phase on April 14.
Once an item has reached the G2 stage, only those on the update list may
bid.
12. Last but not least: Don't Fear The Reaper! Enjoy the auction!

ColecoVision

Decathlon (U) SOLD $4.50 jeffd
Donkey Kong (C) SOLD $0.50 richard
Donkey Kong Jr. (C) SOLD $2.50 jason
The Heist (U) SOLD $4.50 dogberry
Illusions (R) G2 $6.00 r findell
Keystone Kapers (R) SOLD $3.00 r findell
Popeye (C) SOLD $3.00 korin
River Raid (U) G2 $3.50 jason
Slurpy (ER) - lbl wear SOLD $20.00 hoss
Smurfs R.I.G.C. (C) - boxed SOLD $1.50 richard
Super Action Baseball (C) SOLD $0.50 richard
Super Action Football (C) G1 $3.00 jason
War Games (C) SOLD $2.00 jason

Wing War (U) buyout

ColecoVision Expansion Module #1 (2600 adapter) SOLD $8.50 hoss

System

ColecoVision w/two working controlers, power supply, T.V. cable, R/F
modulator, 2600 Expansion Module, and the folowing loose games:
ColecoVision Donkey Kong and Zaxxon, 2600 Combat, Pac-Man, Asteroids,
Space Invaders, Bezerk, and Pitfall!
SOLD $45.00 korin

Handhelds

Coleco Table Tops

Donkey Kong (C) G1 $30.00 derek
Donkey Kong Jr. (ER++) G1 $45.00 john
Frogger (R) G1 $50.00 derek
Zaxxon (IR++) G1 $75.00 derek

Intellevision

Matell

Auto Racing (U) - complete SOLD $2.00 eyabs
ABPA Backgammon (R) - w/two overlays SOLD $3.00 bao
Armor Battle (C) - complete SOLD $2.00 eyabs
The Electric Company Word Fun (R) SOLD $2.00 shark
NASL Soccer (U) - complete SOLD $2.50 gunoz
U.S. Ski Team Skiing (C) - complete SOLD $1.00 eyabs
Sea Battle (C) - complete SOLD $1.50 rob
NFL Football (C) - complete SOLD $2.00 kenp
L.V. Poker/Blackjack (C) - complete SOLD $1.00 eyabs
Space Battle (U) - complete SOLD $1.00 shark
Major Leage Baseball (C) - complete SOLD $2.00 kenp
NBA Basketball (U) - w/2 overlays SOLD $2.00 kenp
Advanced D&D (U) - complete SOLD $2.50 rob
USCF Chess (R) SOLD $2.00 bao
Space Spartans (U) - complete SOLD $3.00 a54br9
Astrosmash (U) - shrinkwrapped SOLD $2.00 trevor
Snafu (C) - complete SOLD $1.50 eyabs
Space Armada (C) - complete SOLD $1.00 trevor
Triple Action (C) - complete buyout
Bomb Squad (U) - complete SOLD $2.00 a54br9
B-17 Bomber (U) - complete SOLD $2.00 a54br9
Mission X (U) - w/2 overlays SOLD $1.50 tick
Loco-Motion (U) SOLD $1.50 shark
Thunder Castle (ER) G2 $5.00 r findell
Burgertime (U) - w/2 overlays SOLD $1.50 eyabs
Kool-Aid Man (R) SOLD $5.00 shark

Bump 'n' Jump (U) SOLD $2.00 jeffd
Power Of He-Man (U) SOLD $2.50 bao
Space Hawk (U) - complete SOLD $1.00 shark
Utopia (U) - white lbl w/xerox inst SOLD $1.00 shark
Star Strike (C) - complete SOLD $1.00 shark
AD&D: Treasure Of Tarmin (U) - white lbl w/2 overlay SOLD $4.00 alex
Frog Bog (U) - w/2 overlays SOLD $1.00 bao
Night Stalker (C) - shrinkwrapped SOLD $2.00 derek
TRON Deadly Discs (C) - complete SOLD $1.00 eyabs
TRON Maze-A-Tron (R) - complete buyout
Lock 'n' Chase (C) - shrinkwrapped SOLD $2.50 derek

INTV

Chip Shot Super Pro Golf (ER) SOLD $8.50 bao
Commando (ER) SOLD $7.50 bao

Activision

Pitfall! (U) - complete SOLD $3.00 mophead
Happy Trails (R) - 2 overlays G2 $4.50 gunoz
The Dreadnaught Factor (R) buyout

Atarisoft

Centipede (R) G2 $4.00 bworkman
Defender (R) G1 $5.00 r findell

Coleco

Donkey Kong (C) - shrinkwrapped SOLD $2.50 brian
Mouse Trap (NA) - w/2 overlays SOLD $2.50 mark dar
Donkey Kong Jr. (R) G2 $10.00 r findell

Imagic

Atlantis (U) - shrinkwrapped SOLD $2.00 trevor
Beauty & The Beast (U) SOLD $0.50 bored
Swords & Serpents (ER) SOLD $5.00 tick
Ice Trek (R) SOLD $4.00 bao
Microsurgeon (U) - complete SOLD $3.50 bensonj
Dracula (ER) - complete G2 $17.00 trevor
Nova Blast (U) SOLD $4.00 james
White Water! (ER) - Complete G2 $17.00 trevor

Parker Bros

Frogger (C) - w/box SOLD $1.00 bao
Q*Bert (C) buyout
Popeye (ER) G2 $5.00 bao

```
-----
Sears
-----
Armor Battle (R) - complete SOLD $2.00 dave
Astrosmash (R) - complete SOLD $2.00 dave
Boxing (R) - complete SOLD $4.00 dave
Football (U) SOLD $0.50 bensonj
Golf (U) - white lbl w/2 overlays SOLD $1.00 shark
Horse Racing (R) - complete G1 $5.00 dave
Space Hawk (R) - complete SOLD $2.00 dave

Overlays
--------
Package #1: Sea Battle (2), Space Armada (2), Baseball (2), Snafu (2),
Auto Racing (2), Night Stalker (2), Microsurgeon (2),
Atlantis (2), Tron Deadly Discs (2), Pitfall! (2), Space Spartans (2),
Dragonfire
SOLD $3.00 shark

Package #2: Lock 'n' Chase (2), Poker/Blackjack (2), Star Strike (2),
Demon Attack (2), Space Battle (2), Pinball
(2), Skiing (2), Astrosmash (2), Triple Action (2), Space Hawk (3), Sub
Hunt, AD&D Treasure
Of Tarmin, Pitfall!, Space Spartans
SOLD $3.00 shark

Systems
------------
Intellivision w/two working controllers, power supply, R/F modulator,
and the following games: complete Astrosmash and Night Stalker,
loose Atlantis, Space Battle, Triple Action, Star Strike, Major
League Baseball, Beauty & The Beast, and Donkey Kong
buyout

Intellivision II - untested w/two controllers and loose Astrosmash

G2 $16.00 bao

Intellivoice Voice Synthesis Module in box w/complete B-17 Bomber,
and Space Spartans
SOLD $13.00 bao

Odyssey 2
---------------
Speedway!/Spin-Out!/Crypto-Logic! (C) - complete SOLD $1.00 beaumontj
Football! (U) - w/box SOLD $2.00 tick
Sub Chase!/Armor Encounter! (C) - complete SOLD $1.00 tick
Bowling!/Basketball! (U) - complete SOLD $6.00 james
Baseball! (C) - complete SOLD $1.50 bensonj
Thunderball! (R) - complete SOLD $2.00 a54br9
Showdown In 2100 AD (C) SOLD $1.00 tick
Alpine Skiing! (U) - complete SOLD $3.50 bensonj
```

The Quest For The Rings! (U) - complete G1 $25.00 tick
K.C. Munchkin! (C) - complete SOLD $2.00 tick
Pick Axe Pete! (U) SOLD $3.00 bensonj

System

Odyssey 2 w/two working controllers, power supply, T.V. cable, R/F modulator, and the following loose games: Speedway!/Spin-Out!/Crypto-Logic!, Football!, Bowling!/Basketball!, Baseball!, Computer Golf!, Dynasty!/Directional Dynasty!, and K.C. Munchkin!
G1 $25.00 larry

Atari 400/800

Atari

Archon (C) G2 $8.00 bworkman
Assembler Editor (U) SOLD $4.00 greg
BASIC (C) w/reference guide SOLD $1.00 mariotta
Centipede (C) SOLD $2.00 eyabs
Donkey Kong (C) G2 $3.00 lips
Flight Simulator II (C) SOLD $4.00 greg
Hardball (U) SOLD $7.50 steve
Missle Command (C) SOLD $2.00 steve
Ms. Pac-Man (C) SOLD $6.50 wwsmith
One on One Bball (U) SOLD $2.50 jml
Pac-Man (C) SOLD $3.50 jml
Super Breakout (C) SOLD $5.00 wwsmith
Star Raiders (C) SOLD $3.00 chief
Pilot (U) SOLD $3.50 mariotta
Galaxian (C) SOLD $3.00 mrski
Defender (C) SOLD $5.50 jml
Atari LOGO (U) - w/manual SOLD $7.50 james s
Robotron 2084 (C) G2 $8.00 jml
Atariwriter (C) SOLD $1.50 james s
Joust (C) SOLD $4.50 steve
Moon Patrol (C) SOLD $7.00 john
Ballblazer (C) SOLD $5.50 jml
Blue Max (U) G1 $8.00 jml
Bug Hunt (U) SOLD $5.00 steve
Necromancer (U) SOLD $12.00 bworkman

Activision

Kaboom! (U) SOLD $5.50 jml
Megamania (U) - lbl tear SOLD $5.00 bworkman
Pitfall! (U) SOLD $10.00 krieg

Big Five Software

Miner 2049er (C) SOLD $6.50 lips

Epyx

Gateway To Apshai (U) - w/inst SOLD $8.00 bworkman

IDSI

Speedway Blast (R) SOLD $7.00 alias

Oss

Mac/65 (U) buyout hoodster
Basic XE (U) buyout hoodster

Parker Bros.

Q*Bert (C) SOLD $2.50 lips

Roklan

Deluxe Invaders (C) - w/inst SOLD $7.00 bworkman
Wizards Of Wor (C) - lbl severely faded SOLD $12.00 jklein

Sega

Star TreK: S.O.S. (U) SOLD $7.00 alias

Spinnaker

Alphabet Zoo (U) - boxed SOLD $3.00 david
Delta Drawing: Learning Program (U) - w/inst SOLD $3.00 david
Kids On Keys (U) G2 $2.00 mariotta
Kindercomp (U) SOLD $1.00 mariotta
Story Machine (U) G2 $3.00 mariotta

Systems & computer related items
---
130 XE - tested w/ power supply, set of paddles (untested), video
touch pad w/Star Raiders overlay, two 2600 joysticks (untested),
owners manual, T.V. cord, and the following loose cartridges:
Defender, and Atariwriter
SOLD $100.00 hoodster

800 XL - tested w/power supply, T.V. cord, and a 2600 joystick
(untested)
SOLD $20.00 hoodster

600 XL - tested w/power supply, owners manual, and a 2600
joystick(untested)
SOLD $15.00 hoodster

Atari 1010 Program recorder - untested w/power supply, owners manual, connecting cord, and the following loose cassettes Player Missle Graphics and Basics of Animations
SOLD $10.00 hoodster

Atari Touch Tablet - tested w/Atariartist cart and owners manual
SOLD $25.00 hoodster

Atari Light Pen - tested w/Atarigraphics cart
G2 $27.50 hoodster

Suncom Animation Station - untested w/owners manual
SOLD $6.00 david

Atari 1020 Printer - untested w/power supply and roll of paper
SOLD $13.50 hoodster

Voice Box Speech Synthesizer by The Alien Group - untested
G1 $13.50 hoodster

Inside Atari Basic: a fast, fun, and friendly approach. By Bill Carris
SOLD $0.50 randy

Atari DOS 2.5: XF551 Disk Drive owners manual
SOLD $1.50 wwsmith

Boulderdash Construction Kit: instruction manual
SOLD $0.10 alias

Ghost and Ghouls: instructions
SOLD $0.50 randy

Software: Newsroom (two 5.25 floppy disks) for use with the 800 XL, 65 XE, and 130 XE. Comes with owners manual. Untested
G2 $5.00 hoodster

Software: SubLogic Japan scenery disk (5.25) for use w/Flight Sim. II. Comes with owners manual, and approach charts. Untested
SOLD $2.00 alias

Software: Adventure Maker/Tax Template (5.25 disk). Untested
SOLD $0.50 randy

Software: Spinnaker's In Search Of The Most Amazing Thing (5.25) Untested
SOLD $0.50 randy

Six 5.25 disks: Could contain Government cover-ups. Untested
SOLD $1.00 jml

Vic-20

Atarisoft

Pac-Man (C) - w/box SOLD $1.00 markd

Commodore

16K Memory Expander SOLD $2.00 biglous
Vic Avenger (C) - complete SOLD $3.00 biglous
Super Alien (C) - complete SOLD $1.00 markd
Radar Rat Race (C) - complete SOLD $1.00 markd
Raid On Fort Knox (C) - complete SOLD $2.00 markd
Adventure Land Adventure (C) - complete SOLD $1.00 markd
Pirate's Cove Adventure (C) - complete SOLD $1.50 biglous
Sargon II Chess (C) - complete SOLD $1.00 markd
Cosmic Cruncher (C) - complete SOLD $1.00 markd
Gorf (C) - complete SOLD $1.50 markd
Omega Race (C) - complete SOLD $1.00 markd
Star Post (U) - complete SOLD $2.00 markd

Imagic

Demon Attack (C) - complete SOLD $3.00 bworkman
Atlantis (C) - complete SOLD $3.50 rob
Dragonfire (C) - complete SOLD $3.00 bworkman

Sega

Star Trek [S.O.S.] (C) - complete SOLD $3.00 rob

Vic-20 Cassettes

Academy Software

Typing Tutor/Word Invaders - complete

Commodore

An Introduction To Basic: Part 1 - complete SOLD $1.50 bored
An Introduction To Basic: Part 2 - complete SOLD $1.50 bored

System

Vic-20 - untested in orignal box w/power supply, R/F modulator, and T.V.
Cord
SOLD $8.00 biglous

VicModem in orignal box SOLD $1.00 jones

C-64

Gateway To Apshai SOLD $3.00 jones
Decathalon SOLD $5.00 mrupp

TI99-4A

Burgertime (R) - w/inst SOLD $3.00 rob
Aligator Mix (R) SOLD $2.00 rob
Early Reading (R) SOLD $1.00 jones
Donkey Kong (VR) SOLD $3.00 larry

System

TI99-4A - untested in orignal box w/power supply, R/F modulator, and
owners
manual
SOLD $11.00 larry

Misc Stuff

Donkey Kong Trading cards - 3 unopened packs SOLD $15.00 shrink
Atari 2600 Power Supply - in orig box SOLD $4.00 eyabs
Atari Ultra Pong Doubles - in orig box buyout
Atari Video Pinball/Breakout System SOLD $7.50 jones
Sears Telegames Pinball/Breakay System - in orig box w/inst & R/F
modulator
G1 $10.00 smedley
Atari Game Center (plastic case to hold games and system) SOLD $4.00
florian
Telegames Center (plastic case to hold games and system) removed
2600 Joystick SOLD $4.50 jeffd
2600 Joystick SOLD $4.00 wwsmith
2600 Joystick SOLD $4.00 wwsmith
2600 Joystick SOLD $3.50 wwsmith
2600 Paddles - untested SOLD $4.50 wwsmith
2600 Paddles - untested SOLD $4.00 wwsmith
2600 Driving Controllers (2) - untested SOLD $3.00 pat man
2600 Keybord Controllers (2) - untested SOLD $11.00 pat man
2600 Track Ball SOLD $15.00 Robert
Atari Video Touch Pad SOLD $1.50 eyabs
7800 Joystick G2 $5.50 bones
7800 Joystick SOLD $3.00 bones
Champ Joystick (retractable cord) SOLD $1.50 doyle
Suncom Star Fighter Joystick SOLD $1.50 philly
Spctravision Joystick SOLD $2.00 bones
Coleco Super Action Controller (doesn't work)
Coleco Super Action Controller (doesn't work)
Coleco Super Action Controller (doesn't work)
Coleco Adam Controller (doesn't work)
Atari Computer Power Supply - untested/very heavy/"the log" SOLD $1.00
issac
Atari Computer Power Supply - untested/shady SOLD $1.00 issac

Tyco Electric Racing Power Pack - untested SOLD $0.10 alias
Chaos Strike Back: software manual $0.10 min
Box of 10 Xerox 5.25 floppy disks SOLD $1.00 jml

This auction is dedicated to Bill Musselman and University of
Southern Alabama men's basketball team.

"The Seasons don't fear the reaper" - WQQT56A@prodigy.com

3790. Re: BBS Preservation Archive

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: jefbla@bconnex.net
Message-ID: <335acff2.3833335@news.bconnex.net>
Source record: 73604
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple2,alt.bbs

On 20 Apr 1997 00:38:01 -0700, nickb@primenet.com (Nick S Bensema)
wrote:

>Since most old IBM or Apple boards ran plain ASCII as far as I can tell,
>archiving their contents is easy. Might even rake up a few buried
>treasures for the local ASCII Art archive. But most C64 and Atari 8-bit
>boards, and I'm told CoCo boards as well, had graphics and/or color that
>could be typed into messages. To archive these message bases would
>require either stripping the graphics out, converting them to GIFs
>(un-economical for an entire message base I think), or programming
>PETSCII and ATASCII plug-ins for Netscape and IE. Welcome screens and
>such, perhaps even menus, would work great as GIFs, but you can't GIF a
>whole message base, I don't think. Well, it might work in ATASCII which
>was monochrome, but probably not PETSCII so much.

Another way to display the colour/graphic type displays would be to
write a CGI script that created GIFs on the fly. It could even be
animated using server push/pull or whatever its called.

For example to display a logon to a C64 board, your CGI script would
create a new GIF and start filling in the image portion by simply
copying bitmaps of each character using the appropriate colours to
each screen location in the image. Once this image is done it can be
sent to the browser.

To display the next line, the CGI script could copy all but the top
screen line of the image being display to the top of the image and
fill in the bottom line with the appropriate line from the log file.

It might be possible to do this using Java as well but I haven't
looked at Java yet so I can't tell you.

Just something you might want to think about.

3791. XLit! and Ulima series

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: sdinitto@tiac.net
Message-ID: <335ae462.16495911@news.tiac.net>
Source record: 73605

So I got XLit! and some .ATR images, but cxan't get the darn
thing to work with most of the .ATR boot images I downloaded. I set up
the emulation correctly, and loaded what I thought were the correct
roms, but I don't see much of a difference without them.

Wait a second... I know about the option key needed to be depressed on
XL-emulation. I used so get that little white cursor in the corner
when trying to boot Ultima III if i forgot... anyways, any of you
successfully download any .ATR boot images(games) and have it work?
Need some help on this one.

SD

3792. Re: Swordquest : Waterworld

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <335AF50E.A597107D@cc.memphis.edu>
Source record: 73606

Alan Christie wrote:
>
> Does anybody know this game Swordquest : WAterworld? The reason I ask is
> I see people bidding $95 for this game when the rest of the bids for Atari
> games are like 2 or 3 dollars. What's the big deal with this game??
>
> Alan
> U of T, Comp Sci

First off, this is an Atari 2600 game, not a game for the 8-bit
computers.
Second, the reason it's expensive (tho not as expensive as some) is that
it was never
released, although copies exist.
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm

3793. Re: Swordquest : Waterworld

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <5jevl5$p5v$1@news.wco.com>
Source record: 73607

In article <335AF50E.A597107D@cc.memphis.edu>, Greg Miller <uglmiller@cc.memphis.edu>
wrote:
>Alan Christie wrote:
>>
>> Does anybody know this game Swordquest : WAterworld? The reason I ask is
>> I see people bidding $95 for this game when the rest of the bids for Atari
>> games are like 2 or 3 dollars. What's the big deal with this game??
>>
>> Alan
>> U of T, Comp Sci
>
>First off, this is an Atari 2600 game, not a game for the 8-bit
>computers.
>Second, the reason it's expensive (tho not as expensive as some) is that
>it was never
>released, although copies exist.

It certainly was released.

Swordquest : Airworld was never started.

3794. Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: Yoli Ochs <yoli@teleport.com>
Message-ID: <01bc4e1b$77cf7760$927ca3ce@default>
Source record: 73608

I can play the game normaly, except every time you enter a shop it lets you in then kicks you out. Has anyone elsehad this problem and if so how do you fix it?

Thanks For Any Help
MEGGS

3795. Re: XL IT help please..

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <335B041B.2644@htw.uni-sb.de>
Source record: 73609

Frederick Door wrote:

> I have XL it! but every time I go to emulator mode it says'Cannot load
> OS_ROM', if anyone can help me please e-mail XEAQ36A@prodigy.com.

1. Read the README
2. Read the DOC

to 1. it's a VERY small file and it will answer your question :-(

--
Markus Gietzen

E-Mail: iig05-1@htw.uni-sb.de
WWW : http://myst.slcc.edu/~markus

"What? Is man merely a mistake of God's? Or God merely a mistake of
man's?"
---F. Nietzsche

3796. Atari 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: neil@cushwi.demon.co.uk
Message-ID: <3358f6f1.571050@news.demon.co.uk>
Source record: 73610

I've been given an excellent Atari 800XL with a 1050 disk drive. Alas the 1050 doesn't have a power supply with it. Please could somebody tell me where I can get one in the UK, or alternatively, what voltage / amps the 1050 needs and I'll try to find an alternative.

Keen to get the Atari running as a 400 was my second ever machine (my first being a Vic-20) and I want to be able to relive my youth !

Thanks for your help.
e-mail: neil@cushwi.demon.co.uk

3797. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E8z64A.AAp@iglou.com>
Source record: 73611

Lord Spatula (Urchlay@bell***south.net) wrote:

: well, with virtually no hardware/software support for 7 or 8 years, any
: conversation about Atari 8-bits becomes rather circular... Not that I
: mind, it's my favorite machine (the one I cut my teeth on)

There's bound to be some new stuff coming out from time to time. I was playing with XLit awhile ago, and playing with the large files with all those games and stuff in there, from Yogi's site. One thing I noticed that when I tried loading certain programs with DOS 2.5, I'd get an error 164. With other DOSes, I don't. David's Midnight Magic is something I'd like to play again, but no matter what, it either refuses to run, or doesn't run properly.

I do remember playing Gumball Factory for hours on end, getting to one of the higher levels, when the worker goes to this huge house.

: yep... will do, soon as I make sure it doesn't have any really nasty
: bugs that will embarrass me (I haven't assembled any files over about
: 200 bytes long with my assembler, so it's kind of pre-alpha at this
: point..) And the keyboard handling will have to be rewritten for the
: XL-it keyboard, as it's REALLY annoying to have to use -,=,*, and / to
: move the cursor (fine on the Atari, just the arrow keys without CTRL...)

The only problem I have is finding room for setting up the 8bit. 4 computers in the same room, and I'm outa room for more. One wall is covered with three shelves full of movies, and so on. So, I'll need to stick with the emulators for now. Plus, I'm upgrading the 486, from a DX4-100 to a 5x86-133, a 2x to 8x, SBPro to SB16, add around a couple more megs of video memory, and go from 16 to 32 megs memory. That's so I can do a few more things I wasn't able to do earlier.

My Black Box is still working, though I need to reset the drives menu selections, as it still thinks I have an 85 meg SCSI drive attached. I made the major goof of actually formatting the boot partition when I thought it was the floppy drive. [sigh] I didn't lose much, though.

: Alas, I sold my ST years ago, only about 2 years after I got it (neede
: the money REALLY bad)... though with 512K RAM and a single-sided drive,
: there wasn't too much I could do with it anyway..

Don't you hate it when you do that? Now there's more you can do with the ST had you upgraded to 4 megs and a DS drive.

--
Homepage: http://members.iglou.com/rsg0910 (Now updated!)

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

3798. 130 keyboard woes

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: luecknik@world-net.net
Message-ID: <335ab41f.735432@news.world-net.net>
Source record: 73612

Don't suppose anyone has a spare keyboard or membrane insert for a 130XE. I'll tell you for sure, repairing one is no fun, son. C'mon, someone surprise me. james

3799. BEST SITES ON THE WEB!!! A MUST SEE!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: Me <Someone@nowhere.com>
Message-ID: <5jfcsu$ava@sjx-ixn4.ix.netcom.com>
Source record: 73613

http://ads.sexroulette.com/cgi-win/trax.exe?972

http://megatrondata.com/PleasureIsland/index.htm

If you are reading this then you are half way there GO FOR IT. YOU'LL LOVE IT!!!!!!!!!!!!

This message is being brought to you by Dynamic Mail software - the powerful
online marketing tool to explode your business easier and faster. For more
information please visit our web site at :
http://www.australia.net.au/~apexpi/dynamail.htm

3800. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_861615241@rtfm.mit.edu>
Source record: 73614
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: March 24, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 800XE, 65XE, 130XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

3801. Re: XLit! and Ulima series

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: malox@mn.uswest.net
Message-ID: <5jfma1$r2v$1@news1.uswest.net>
Source record: 73615

In article <335ae462.16495911@news.tiac.net>, sdinitto@tiac.net says...
>
> So I got XLit! and some .ATR images, but cxan't get the darn
>thing to work with most of the .ATR boot images I downloaded. I set up
>the emulation correctly, and loaded what I thought were the correct
>roms, but I don't see much of a difference without them.
>
>
I've found that most of the .ATR files on Yogi's site dont work - If
you want to play old 8-bit games like the Ultima series, try out either
the C64S or PC64 Commie emulators or the Apple II emulator ApplePC.
Just goto Http://www.yahoo.com and use "emulator" as the search key.
Then follow the links to either Arnold.no (c64s/PC64) or Asimov for the
Apple images.

3802. Atari 2600, Game help wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: Rambo <rs5ba@herts.ac.uk>
Message-ID: <Pine.SUN.3.91.970421155739.8969A-100000@altair.herts.ac.uk>
Source record: 73616

I'm not sure if this is the right New group but it's the closest thing I can find so no flames please. If anyone can suggest a better group please let me know.

I have tried for year to complete 'Indiana Jones and The Raiders of The lost ARK' on the Atari 2600 Cart system. I have written to America and got a hint sheet but still no luck.

If anyone has played this game and beaten it on an 2600 Cart than I would love to hear from you. Please email 'r.c.smith@herts.ac.uk' I going mad over it!

Many thanks, (hoping) in advance,

Ray Smith.


```
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| Final Year Computer Science |
+*********************************+
| ___ _ __ __ (
) / \ / \ \ \/ / |
| Email/: r.c.smith@herts.ac.uk )
( / /\ \ / / \ \ / / |
| \/S \/M\/ I \/T\/H (
) |
+*********************************+
|The University of Hertfordshire|
+=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=+
```

3803. Re: Don't Fear's 2nd Auction (Update 26) Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: bernard@becotel.demon.nl
Message-ID: <1255.7050T1046T2768@becotel.demon.nl>
Source record: 73617

Hello Don't Fear,

On 21-Apr-97 01:50:40, Don't Fear <WQQT56A@prodigy.com> wrote:

>>> CUT <<<

>Atari 2600
>----------
>Atari
>-----
>Combat (C) - boxed SOLD $0.50 isaac
>Space War (U) SOLD $1.00 joe
>Outlaw (U) SOLD $0.50 albert
>Slot Racers (U) SOLD $2.50 albert
>Canyon Bomber (U) - boxed SOLD $5.00 joe
>Super Breakout (U) SOLD $2.00 kevin
>Defender (C) - boxed SOLD $5.00 joe
>Warlords (U) - boxed SOLD $7.00 pat man
>Indy 500 (U) SOLD $1.00 pat man

>>> CUT MANY LINES <<<

Why you don't delete those SOLD line in your auction ?

Gtx. Bernard Kok (Sysop of BECO TEL bbs)

--

Bernard Kok BECO TEL (XL/XE support)
bernard@becotel.demon.nl Online : every day from 17-06 GMT
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

Last Updated : 7 April > Home Page : http://www.becotel.demon.nl/

... Unable to locate coffee -- Operator halted!

3804. FS: Atari 2600 items/Double-Ender...[UPDATE 3]

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: djc126@alfresco.usask.ca
Message-ID: <5jg821$iut@tribune.usask.ca>
Source record: 73618
Cross-posted to: alt.atari.2600,rec.games.video.atari,rec.games.video.marketplace,comp.sys.atari.8bit

```
---------------------------------------------------------------
Atari 2600 items/8-bit Auction #4
---------------------------------------------------------------
Hi Everyone. Here is my listing and a few simple rules:
Feel free to bid on any item(s).
Buyer pays post office shipping from Canada.
All prices in USD. Canadians can pay in equivalent $CDN.
I will keep you posted on the current high bid(s).
All items are in good working condition(unless noted)
but sold AS IS.
Bidders must supply full name, address, and phone number.
Tentative end of auction is 11 PM CST April 30, 1997.

NOTE: Preference will be given to someone who bids on a majority of
the items. Amount for bulk bids must exceed combined bids.

I reserve the right to sell cartridges separately.
This will result in the min. bid on that cartridge(s)
being subtracted from the bulk bid.

The Double-Ender will only be sold separately and should not be
included in a bulk bid.

Thanks.
David
-------------------------------------------------------------------------
-------------------------------------------------------------------------
Here are the complete details of the system(no box, no docs).
-------------------------------------------------------------------------
Atari CX-2600 Jr.(black with silver trim) $15 <min> $9 ADebater
4 switch model with power adapter (Part of Bulk Bid)
channel selector, separate RF cable
Pair of Joysticks.
Combat cartridge.
-------------------------------------------------------------------------
Cartridges(Atari 2600)
-------------------------------------------------------------------------
Activision(worn end labels)
----------
Frostbite $2 <min>
Grand Prix $2 <min> $2 ADebater
Keystone Kapers $2 <min>
Oink! $2 <min>
Pitfall! $2 <min> $2 ADebater
```

Atari

Asteroids $1 <min>
Berzerk $1 <min> $1 ADebater
Centipede $1 <min>
Defender $1 <min> $1 ADebater
E.T. $1 <min> $1 ADebater
Mario Bros. $2 <min> $2 ADebater
Missile Command $1 <min> $1 ADebater
PAC-MAN $1 <min> $1 ADebater
Real Sports Football $1 <min> $1 ADebater
Space Invaders $1 <min> $1 ADebater
Star Raiders $1 <min> $1 ADebater
Sword Quest: Earthworld $1 <min> $1 ADebater
Yar's Revenge $1 <min> $1 ADebater

Coleco

Donkey Kong $2 <min> $2 ADebater

M-Network

Astroblast $1 <min> $1 ADebater
Space Attack $1 <min> $1 ADebater
Tron Deadly Discs $1 <min> $1 ADebater

XONOX

Robin Hood/Sir Lancelot DOUBLE ENDER $7 <min> $35 Ave

Atari 8-bit Cartridge(metal/plastic casing)

Asteroids $3 <min>
Basic $3 <min>
PAC-MAN $3 <min>

I also have Atari ST 16/32 bit MIDI Computer hardware/software for sale.
Also some IBM hardware/software. Please email for a listing. Thanks.
Updated 04/21/97(#4)

--End--

3805. SAM manual available?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: main@appstate.edu
Message-ID: <861649514.31523@dejanews.com>
Source record: 73619

I am looking for the manual to the S.A.M. speech synthesizer. If you have it available/for sale, please drop me a line. Alternatively, if someone could post simple BASIC code that calls SAM using English vs. phoenetic strings, I would appreciate it.
-Thomas

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

3806. Re: Atari 2600, Game help wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <335ba922.3571677@news-west.sony.com>
Source record: 73620

Ray,

Try "Rec.Games.Video.Classics" for an answer. If that still won't do
it I have the email address of the guy who co-wrote it.

jj

On Mon, 21 Apr 1997 15:01:38 GMT, Rambo <rs5ba@herts.ac.uk> wrote:

>
> I'm not sure if this is the right New group but it's the closest thing I
>can find so no flames please. If anyone can suggest a better group please
>let me know.
>
> I have tried for year to complete 'Indiana Jones and The Raiders of The
>lost ARK' on the Atari 2600 Cart system. I have written to America and
>got a hint sheet but still no luck.
>
> If anyone has played this game and beaten it on an 2600 Cart than I
>would love to hear from you. Please email 'r.c.smith@herts.ac.uk' I going
>mad over it!
>
> Many thanks, (hoping) in advance,
>
>Ray Smith.
>
>+=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=+
>| Final Year Computer Science |
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>| ___ _ __ __ (
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>| Email/: r.c.smith@herts.ac.uk)
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>+++++++++++++++++++++++++++++++++
>|The University of Hertfordshire|
>+=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=+
>

3807. XE Game System blues

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: Stephen Knox <gooch@pop.erols.com>
Message-ID: <335BDE98.4DBC@pop.erols.com>
Source record: 73621

Well,

I found an XE Game system for a great price (light gun an FS II cart
included!).

When I got it home I set it up and gathered my cartidge collection to
use on it. To my surprise all my old cartidges didnt fit in the slot!
Only the newer XL/XE carts worked with it (about 10% of my collection)

Any ideas on getting it to work?

Also,
If anyone out there still plays a game or two, stop by one of the two
sites below to register your scores into the High Score table:

http://www.primenet.com/~rfm/cvhigh.html
http://members.aol.com/pbjurman/highscores.html

Later,
Steve

3808. FS: Boxed 800XL (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-21 00:00:00 UTC
From: Matt Bennett <matt@pinacolada.demon.co.uk>
Message-ID: <cE2laOAOJ8WzEwm8@pinacolada.demon.co.uk>
Source record: 73622

I have a 800XL in excellent condition in a good condition box.
No PSU or UHF lead just unit itself, the box and the styrofoam inserts.

if you're interested make me an offer.

```
__ __ _____ ________\/_
| \/ | /\ |_ _||_ _| /\
| |\/| | /__\ | | | | totally tropical
|_| |_|/_/\_\ |_| __ |_|___ _ _ _ _ _ _\/_
/\
```

3809. Re: ABBUC JHV 97

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-22 00:00:00 UTC
From: Joe Kennedy <jsk@intac.com>
Message-ID: <01bc4ec0$80d8a3e0$997306c6@joe-kennedy>
Source record: 73540

Hi Willy,

Yep! I'm the one. If you want to see what Wolfgang's vacation was like,
check it out at www.intac.com/~jsk.

Joe

William Moeller <af332@james.freenet.hamilton.on.ca> wrote in article
<5j0re6$jb8@james.freenet.hamilton.on.ca>...
> Were you not the person who Wolfgang was visiting last March in New
Jersey?
>
> I was supposed to come over with Mike Hohman, but like so many other
> promises, he failed to show up. It DID have something to do with a job
however,
> so I don't blame him. However, I never heard from him again.
>
> Do you speak German? Are you going again? If so, I will see ya there!
>
> Who else here is going?
>
> Willy

3810. Re: ball blaster questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-22 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc4ede$2e7420c0$20ced5c1@vidar>
Source record: 73541

```
I think it's only the music, which is really cool on Ballblazer and the
title graphics with intro, which is also cool
```

Keatah <Keatah@worldnet.att.net> wrote in article
<335C3322.91@worldnet.att.net>...
> what are some of the different graphical effects in ballblazer that
> aren't in ballblaster?? Both games seem the same, unless these 'effects'
> are real subtle, I ain't see'n nuthin.. :-)
>
> Keith
>
>
> Thomas Havemeister wrote:
> >
> > In article <Re: ball blaster questions>, pnguyen@ucla.edu (Patrick P.H.
Nguyen) wrote:
> >
> > Howdy Patrick,
> >
> > > >I'm a fan of the great lucasfilm ltd. games! Where can I get a copy?
> > > >
> > > No. Ballblaster was a pre-release beta version of Ballblazer. I
don't
> > > think it was supposed to go out of the hands of the testers but
virtually
> > > every Atarian in the world has it.. Anyways, Ballblazer is better.
There
> > > is more variation in how good the computer is and there are some neat
> > > graphical effects that aren't in Ballblaster.
> >
> > HEY! I'm a mega big fan of Lucas Games. I would like to collect them
all.
> > have there any atarian such a "never released beta Version"?
> >
> > .atr or .dcm would do it!
> >
> > --
> > 6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
> > *(MEGA) 8-b�t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power
!
>

3811. Questions about Das Atari Profibuch

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-22 00:00:00 UTC
From: Lawrence Gold <gold@shell.aros.net>
Message-ID: <5jhj8njbe1@news.aros.net>
Source record: 73542

A while back, someone posted info about Das Atari Profibuch (the 8-bit version, not the ST book of a similar title), but I unfortunately lost it. Could someone please post the information again, such as the publisher (Sybex GMBH?) and ISBN number.

Thanks in advance.

P.S. If anyone has a copy for sale, or is willing to sell me a photocopy, I would really appreciate it.

3812. 5200 carts for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-22 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <336366e4.1685167@news.earthlink.net>
Source record: 73543

ATARI 5200 carts for sale. There are no boxes or manuals...just the carts. Only tennis is in excellent condition. The rest are used looking, but not torn.

Please make offers. $15 minimum order.

Official Atari 5200 carts:

Centipede
Defender
Galaxian
Jungle Hunt
Kangaroo
Ms. Pac-Man
Pac-man
Pengo
Pole Position
Qix
Real Sport's Tennis
Star Raiders
Super Breakout
The Unknown Cart??? it's Atari, its 5200, its official, it's 1986. It's licensed from Centuri. It's got a red spaceship in the foreground shooting at 3 green space ships in the background. But there is no title on the label. Somebody tell me what this is please???

From Activision:

River Raid
Pitfall

ZZyzx

"We're not flying....we're falling with style."
(Buzz Lightyear)

3813. FS/T: Shrinkwrapped Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-22 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <5jhstt$7se$1@mark.ucdavis.edu>
Source record: 73544
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,alt.atari.2600

FS/T: Shrinkwrapped Atari 8-bit games

Frogger (shrinkwrapped) for Atari 8-bit computers
Astrochase (shrinkwrapped) for Atari 8-bit computers
Star Wars: Return of the Jedi: Death Star Battle (shrinkwrapped) for Atari 8-bit computers

Any of the above $10 each, shipping included.
All three for $25, shipping included.

Will also trade for Atari 2600 and 8-bit games.

Thanks, Reinhard

| Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com |
|---------------------------------+-----------------------------------|
Graphic and Web Site Designer	"Art as expression - Not as market
Atari 2600 Game Cart Collector	campaigns - Will still capture our
Prog/Speed/Death Metal Drummer	imaginations" - Neil Peart

3814. FS/T: Atari 8-bit computer items [04/22/97]

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-22 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <33639bbf.21864324@nntp.ix.netcom.com>
Source record: 73545

All Video Game Advantage (VGA) FS/T lists are updated weekly and are
available on the WWW at http://www.io.com/~vga2000/

This list was last updated on 04/21/97

NOTE: There are currently 1546 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 4.00 Atariwriter
$ 4.00 Basic -- for use with the Atari 400 and 800
$ 5.00 Centipede
$ 9.00 Delta Drawing (Spinnaker)
$ 8.00 Frogger [Parker Brothers]
$ 2.50 Missile Command
$ 2.50 Space Invaders
$ 4.00 Star Raiders

Cartridges with case and manual:
$15.00 Alphabet Zoo (Spinnaker)

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).

$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex connector cable.

$29.00

*****

LOT #2

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex connector cable.

This item has not been tested.

$ 5.00

*****

LOT #3

ATARI 820 PRINTER, with one (1) roll of paper and built-in power cord.

This item has not been tested.

$10.00

*****

LOT #4

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

$12.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for
something that isn't listed, please don't ask (because if I
had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and
systems have been tested and are in working order. I very
rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be
considered (especially if the trade offer overwhelms me). I
collect for over 50 different systems, so please feel free
to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't
serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly
listed.

7) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. I have been in
business since 09/05/93, so I have a good idea how to price
items. My personal philosophy is that something is only worth
what someone is willing to pay for it.

8) Payment must be made in U.S. funds, by either check or money
order, drawn from a U.S. bank branch. Orders from outside the
U.S. are also accepted (also, please check out my want lists,
since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

To reserve any item(s) listed here, please do the following:

1) carefully read the SALES CONDITIONS section first,
2) send me a list of the items that you are interested in,
3) include your full postal mailing address (this information is
for internal VGA use only)!
4) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com -- backup e-mail account
dw901@cleveland.freenet.edu -- backup e-mail account

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

3815. How do they do it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-22 00:00:00 UTC
From: TonyaHarding@rainforest.net
Message-ID: <199704221009.DAA26246@web1.zzz.com>
Source record: 73546

Thanks for your time. We at I.S.P.O.T. (The International Society
for the Preservation Of Trees (URL http://www.local-touch.com/ISPOT/)) feel
that electronic messages are great for getting the word out while preserving
our friend the tree. Anyway, please stop by our home page!

Thanks again!

TonyaHarding

3816. ATTN MARKUS: Status bits after H: device CIO not ok.

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-22 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <335c8dd1.1632776@news.tudelft.nl>
Source record: 73547

```
Hi Markus,

While programming a little utility (SID-LOAD) to load binary
executables from the H: device in XL-IT I came across what I believe
to be a bug. When an IO operation failed, the Y register contained the
error code (as is required) but the 6502 status bits didn't reflect
its status (as is required too).

For example, this will not work:

; ... set up for I/O with H: device ...

JSR CIOV ; do I/O on H:
BMI ERROR ; act on error

; will fall through!

Maybe something to fix for the next release?

Keep up the good work!
Regards,
Sidney Cadot
```

3817. Introducing SID-LOAD: an utility to load games from the PC harddisk into XL-IT.

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-22 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <335c8a1a.682403@news.tudelft.nl>
Source record: 73548
Body handling: Inline uuencoded payload not displayed: sidload.atr

Hi all,

I have written a little utility (SID-LOAD 1.0.0) which could be of
great use to anybody who wants to play games on the XL-IT emulator.

SIDLOAD.ATR is a disk image which needs to be booted by XL-IT. It
will (almost immediately) ask you for a filename; this should be the
name of an Atari binary executable (like the ones found on Yogi's
site). It will then try to load&run this image from H1: ... your PC's
hard disk!

(NB, you'll have to specify, in XL-IT, that H1: points to the
directory where these games can be found).

It is now finally possible to select a game from *LOTS* of games on
your PC, without too much of a hassle. Arguably, typing a filename may
even be quicker than running through a list with hundreds of
filenames. And typing the filename is the only thing you'll have to
do!

An added advantage to this approach is that you can use the relative
power of MS-DOS commands to manage your files. There's really no need
any more to have clumsy big images with only 64 entries.

I've tested SID-LOAD 1.0.0 a lot and I think it's very stable. The
only problem I have run into was that some binary executables are in
the wrong format (probably due to bad transfers from the Atari to the
PC). Later this week, I will be releasing some utilities which can
help to fix binaries like that.
Note that this is not a SID-LOAD problem; these faulty executables
will, in all probability not run from DOS or another loader too!

Hope this is remotely useful,

HERE SHE IS:

[Inline uuencoded payload not displayed: sidload.atr]

end

...short, eh? Try it!
Regards,
Sidney Cadot

3818. Wanted : MIO utilities

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-22 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc4f2c$6c3502a0$1dced5c1@vidar>
Source record: 73549

Does anybody have utilities for the MIO. I am waiting for my Adaptec with 40Mb HD to attach to my MIO. Would like to know what formatting programs are good and where to find them

3819. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-22 00:00:00 UTC
From: xenk <xenk@online.ru>
Message-ID: <335CFF64.7C4E@online.ru>
Source record: 73550

Michael Current wrote:
>
> Archive-name: atari-8-bit/welcome
> Posting-Frequency: 7 days
> Last-modified: March 24, 1997
>
> Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
> Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
> 800XL, 800XE, 65XE, 130XE, and the XE Game System.
>
> Many topics are covered over and over again. To help alleviate this trend,
> several people volunteer their time and energies by maintaining Periodic
> Informational Postings for this newsgroup. Please take a moment to refer to
> these documents before posting to comp.sys.atari.8bit. The answer to your
> question may already be readily available!
>
> Users of comp.sys.atari.8bit actively maintain the following Periodic
> Informational Postings:
>
> Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
> mailto:mcurrent@carleton.edu
> http://www.faqs.org/faqs/atari-8-bit/faq/
>
> Atari 8-Bit Computers: Vendors and Developers / Michael Current
> mailto:mcurrent@carleton.edu
> http://www.faqs.org/faqs/atari-8-bit/vendev/
>
> The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
> mailto:kendrick@zippy.sonoma.edu
> http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
>
> Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
> mailto:infoman@poboxes.com
> http://www.holyoak.com/atari/ATARIBBS.TXT
>
> Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
> mailto:davepat@total.net
> http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

3820. Re: Atari 800 Stuff - Where Can I Sell This?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-22 00:00:00 UTC
From: Mike Hopkins <mhop@snip.net>
Message-ID: <01bc4d90$d0213d80$LocalHost@computer-name>
Source record: 73551

Heather Krause <hkrause@iname.com> wrote in article
<3357D460.2B42@iname.com>...
> Spring house cleaning. I've got some old Atari stuff that I hardly ever
> used and probably never will (can't seem to get AutoCAD to run on it...
> <g>). Does anyone know if any of this is of use to anyone? Is there some
> BBS or Usenet area for locating users? I *really* don't want to package
> this stuff up and ship it anywhere, so if you know of someplace local to
> Kansas City..... (yeah, I know, I'm not asking much!)

As the president of JACS (Jersey Atari Computer Society), I can tell you
that there are lots of people who can use it. I've had donations from
people that tried for months to sell their stuff, but couldn't. With the
contacts I have, I found a home for nearly every piece of equipment that
was donated. Some I gave to families/w kids who never had a computer.
What people need most, in order:

Disk drives - once they break, it takes a dedicated ET to fix. (read:
impossible)
Computer - yes, once in a while their computer dies, or they want one with
more memory
Joysticks - like disk drives, you can never have too many

So I suggest you go to your local public library and ask them for a list of
computer user groups, call them up and tell them what you have to sell, and
they'll probably know the right people to ask. Keep in mind that it is
very difficult to *sell some of this stuff even if there are people who can
use it.

--
Mike Hopkins
mhop@snip.net

3821. Atari Computer Items

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-22 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5jj39g$55g@news1.voicenet.com>
Source record: 73552
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers

```
Atari Items for Sale plus shipping

Atari 850 Interface no power supply..................... $39
Atari XMM801 printer.................................... $24
Atari 1020 Printer...................................... $15
Atari XM301 Modem....................................... $15
Atari 410 Program Recorder (tape deck) (2).............. $14
Atari 400 Program Recorder (tape deck).................. $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ................... $ 8 each
Paddles (2 sets)........................................ $12 each
DVE Printer Power Supply Model DV-2412A................. $10
50 5-1/4 diskettes ..................................... $10
50 3-1/2 diskettes...................................... $12.50
.....................................................................
Wishbringer from Infocom on Disktte w/box & docs.... $18
.....................................................................

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
```

Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions

PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor Donkey Kong
Missile Command Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs

.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

3822. Re: XLit! and Ulima series

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-22 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5jj6q2hbi2@news.atl.bellsouth.net>
Source record: 73553

Forkboy wrote:
>
> So I got XLit! and some .ATR images, but cxan't get the darn
> thing to work with most of the .ATR boot images I downloaded. I set up
> the emulation correctly, and loaded what I thought were the correct
> roms, but I don't see much of a difference without them.
>
> Wait a second... I know about the option key needed to be depressed on
> XL-emulation. I used so get that little white cursor in the corner
> when trying to boot Ultima III if i forgot... anyways, any of you
> successfully download any .ATR boot images(games) and have it work?
> Need some help on this one.
>
> SD

I have successfully gotten Ultima IV to run on XL-it.. from Yogi's
site.. there are at least 2 copies of all the Ultima games there, for
some reason, and one set of them didn't work for me... I think the ones
you want have uppercase filenames (or if you tried those, I guess try
the lowercase ones...)

3823. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-22 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5jj6glhbi1@news.atl.bellsouth.net>
Source record: 73554

Robert Goodwin wrote:
>

> There's bound to be some new stuff coming out from time to time. I was
> playing with XLit awhile ago, and playing with the large files with all
> those games and stuff in there, from Yogi's site. One thing I noticed that
> when I tried loading certain programs with DOS 2.5, I'd get an error 164.
> With other DOSes, I don't. David's Midnight Magic is something I'd like
> to play again, but no matter what, it either refuses to run, or doesn't
> run properly.
>
The mega-images won't work with Atari DOS 2.5 because it only supports
720 or 1040 sectors per disk... error 164 is probably "Bad sector link"
which means the file occupies sector numbers that are out of range for
AtariDOS 2.5.... They work OK with MyDOS, which supports up to 16 meg or
so per disk..

> The only problem I have is finding room for setting up the 8bit. 4
> computers in the same room, and I'm outa room for more. One wall is
> covered with three shelves full of movies, and so on. So, I'll need to
> stick with the emulators for now. Plus, I'm upgrading the 486, from a
> DX4-100 to a 5x86-133, a 2x to 8x, SBPro to SB16, add around a couple more
> megs of video memory, and go from 16 to 32 megs memory. That's so I can do
> a few more things I wasn't able to do earlier.
>
Pentium or AMD (or Cyrix?)... I'm running a 486DX/2-66 w/8 megs...and
XL-it still runs fine (though I have to have it skip frames to play
games...)

> My Black Box is still working, though I need to reset the drives menu
> selections, as it still thinks I have an 85 meg SCSI drive attached. I
> made the major goof of actually formatting the boot partition when I
> thought it was the floppy drive. [sigh] I didn't lose much, though.
>
now there's something I wish I had... or maybe APE so I could use the PC
as the hard drive (though I'd have to make a hole in the wall of the
apartment since the 8-bit and PC are in 2 separate rooms)

3824. Re: Atari 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-22 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5jj6u1hbi3@news.atl.bellsouth.net>
Source record: 73555

Neil Cushing wrote:
>
> I've been given an excellent Atari 800XL with a 1050 disk drive. Alas
> the 1050 doesn't have a power supply with it. Please could somebody
> tell me where I can get one in the UK, or alternatively, what voltage
> / amps the 1050 needs and I'll try to find an alternative.
>
> Keen to get the Atari running as a 400 was my second ever machine (my
> first being a Vic-20) and I want to be able to relive my youth !
>
> Thanks for your help.
> e-mail: neil@cushwi.demon.co.uk

If you still have the supply to the 400, you can use that to run the
1050... same thing..

3825. Looking for APEX Eastern Front Developers book.

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-22 00:00:00 UTC
From: elhyman@aol.com
Message-ID: <19970422204200.QAA04863@ladder01.news.aol.com>
Source record: 73556

After Eastern Front was released by APEX, but before the cartridge was released by Atari proper, APEX published a book by Chris Crawford, which included the source code to the game and discussion of his methods.

If anyone still has one of these, I would be intrested in purchasing it.
Thanks!
Eric
elhyman@aol.com

3826. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-22 00:00:00 UTC
From: House of Commons <karsoc@parl.gc.ca>
Message-ID: <01bc4f66$35815c60$0d8820a7@karsoc-pc>
Source record: 73557

Yeah, I used the Indus high-speed mode with SpartaDOS X. It was a little slower than a 1050 with a U.S. Doubler, and I think it only worked in double-density (I can't recall for certain--it has been several years for me).

I bought one of the first Indus GT drives, and I was always very happy with it. I especially like the design of the drive. It looked great! Syncromesh/DOS XL were really a bust though... even with Sparta X, I basically dumped it in favour of Sparta 3.2c (version 3.2d had a few bugs with BBS Express Pro! I believe).

Does anybosy remember the CPM add-in that was promised at one point to Indus customers? I remember receiving a newsletter about a year or so after I bought the drive that had a few products that were probably all vapour-ware.

I paid $625 (Canadian Money) for the Indus GT at Chiang Computers in Ottawa (RIP) in 1983. To this date this is the largest single computer purchase I have EVER made.

Memories...

/ck

Lord Spatula <Urchlay@bell***south.net> wrote in article
<5jejrh$ea8$1@news.atl.bellsouth.net>...
> Thomas Havemeister wrote:
> >
> > In article <Re: XLIT question>, Urchlay@bell***south.net (Lord Spatula)
wrote:
> >
> > Howdy Lord,
> >
>
> > Did you american guys never heard of the great BIBO-Dos? This is my
> > favourite TOP Dos! Just imagine: turn on the floppy drive, turn on your
> > atari and your DOS boots up with a room inside the floppy.
> > #great#+ultraspeed... <grin> yeah compy shop is clever...
>
> nope... never heard of it... Did it use standard US Doubler compatible
> ultraspeed format?
>
> ...did anybody ever get Indus GT ultraspeed ("synchromesh" mode) to work
> with anything besides the DOS XL version packaged with the drive, or
> maybe Sparta X-cart? (It didn't EVER work with ANY other DOS I tried,
> not even SuperDOS)

>
> I even still have the Indus, and it can format & write DD disks, which
> actually read under AtariDisk on my PC (on a 1.2m drive, even)... and
> the Indus will also read disks written by AtariDisk on the 1.2m drive!
> Half-width r/w head & everything!
>
>

3827. Re: Historical accuracy

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-22 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6VLw4xVKzHB@peter.soemtron.sb.sub.de>
Source record: 73558

In article <Re: Historical accuracy>, cvendel@aol.com (Cvendel) wrote:

Howdy Cvendel,

> You info about the Candy/Colleen release is correct, at the 1978 CES the
> 400/800 were shown along with DOS 1.0 which is HORRIBLE (I'm fortunate
> enough to have a copy) OSS was signed on to do DOS 2.0

do you mean the command-line based DOS1.0?

has anyone a manual for it? I discovers just the "DIR" command :)

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

3828. Re: auctions and this newsgroup

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-22 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <335CBBEE.DAB3A949@cc.memphis.edu>
Source record: 73559

Bernard Kok wrote:
>
> >I�m a little bit worried about these endless auctions in this group.
>
> >How is your opinion ?
>

```
Personally, I think some of the larger auctions need less frequent
updates on the
newsgroups. Nonetheless, this is not a heavily trafficked newsgroup, so
I don't see
it as being a major problem.
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm
```

3829. FS: Atari 2600 items/Double-Ender...[UPDATE 3]

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: djc126@alfonso.usask.ca
Message-ID: <5jlm7d$luv@tribune.usask.ca>
Source record: 73473
Cross-posted to: alt.atari.2600,rec.games.video.atari,rec.games.video.marketplace,comp.sys.atari.8bit

```
---------------------------------------------------------------
Atari 2600 items/8-bit Auction #4
---------------------------------------------------------------
Hi Everyone. Here is my listing and a few simple rules:
Feel free to bid on any item(s).
Buyer pays post office shipping from Canada.
All prices in USD. Canadians can pay in equivalent $CDN.
I will keep you posted on the current high bid(s).
All items are in good working condition(unless noted)
but sold AS IS.
Bidders must supply full name, address, and phone number.
Tentative end of auction is 11 PM CST April 30, 1997.

NOTE: Preference will be given to someone who bids on a majority of
the items. Amount for bulk bids must exceed combined bids.

I reserve the right to sell cartridges separately.
This will result in the min. bid on that cartridge(s)
being subtracted from the bulk bid.

The Double-Ender will only be sold separately and should not be
included in a bulk bid.

Thanks.
David
-------------------------------------------------------------------------
-------------------------------------------------------------------------
Here are the complete details of the system(no box, no docs).
-------------------------------------------------------------------------
Atari CX-2600 Jr.(black with silver trim) $15 <min> $9 ADebater
4 switch model with power adapter (Part of Bulk Bid)
channel selector, separate RF cable
Pair of Joysticks.
Combat cartridge.
-------------------------------------------------------------------------
Cartridges(Atari 2600)
-------------------------------------------------------------------------
Activision(worn end labels)
----------
Frostbite $2 <min>
Grand Prix $2 <min> $2 ADebater
Keystone Kapers $2 <min>
Oink! $2 <min> $2 writer
Pitfall! $2 <min> $2 ADebater
```

Atari

Asteroids $1 <min>
Berzerk $1 <min> $1 ADebater
Centipede $1 <min>
Defender $1 <min> $1 ADebater
E.T. $1 <min> $1 ADebater
Mario Bros. $2 <min> $2 ADebater
Missile Command $1 <min> $1 ADebater
PAC-MAN $1 <min> $1 ADebater
Real Sports Football $1 <min> $1 ADebater
Space Invaders $1 <min> $1 ADebater
Star Raiders $1 <min> $1 ADebater
Sword Quest: Earthworld $1 <min> $1 ADebater
Yar's Revenge $1 <min> $1 ADebater

Coleco

Donkey Kong $2 <min> $2 ADebater

M-Network

Astroblast $1 <min> $1 ADebater
Space Attack $1 <min> $1 ADebater
Tron Deadly Discs $1 <min> $1 ADebater

XONOX

Robin Hood/Sir Lancelot DOUBLE ENDER $7 <min> $38 Zandrew

Atari 8-bit Cartridge(metal/plastic casing)

Asteroids $3 <min>
Basic $3 <min>
PAC-MAN $3 <min>

I also have Atari ST 16/32 bit MIDI Computer hardware/software for sale.
Also some IBM hardware/software. Please email for a listing. Thanks.
Updated 04/23/97(#5)

--End--

3830. Re: Printer for 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: Eric Sokolowsky <esok@cs.byu.edu>
Message-ID: <335E3EBE.41C6@cs.byu.edu>
Source record: 73474

John McGowan wrote:
>
> In comp.sys.atari.8bit Robert Fadrowski <robert88@earthlink.net> wrote:
> > I have a Xetec printer interface connection from my 800xl to my
> > daisy-wheel printer. I want to replace my old daisy wheel printer.
> > Will the Xetec printer interface work with an
> > Ink-jet printer from Hewlett Packard or Epsom?
> > Or would I have to get another printer interface to make the
> > connection to an ink-jet printer?

[snip]

>
> The HP box says it requires 3 Meg (even on an old 286 computer). Bull.
>

I agree. I don't know about use under windows, but I had a 386 with 1 meg of memory running WordPerfect 6.1 for DOS with a HP 600C color inkjet printer. Printing color was extremely slow, but it worked. I haven't hooked up any color inkjet printers to my Atari, but it should work (at least in monochrome mode). To get color to print, you'd have to find out the control codes and send them from your Atari.

> It has a plain text mode (with printer commands for vertical print,
> envelopes, bold, italics, different fonts, etc.) and one can use it
> without using their memory hog of a driver. As long as printers handle
> ascii, you can use them (if they have a standar parallel port) (I am
> waiting for someone to come out with a graphics only printer, demanding
> the Windows printer driver and forbidding the COPY of a text file to the
> printer and where pages HAVE TO BE drawn using the Windows driver... all

Be careful of Windows-only printers--they will not print anything unless you run windows. The HP 820 color inkjet printer is one of these (I tried to use it on the PC in DOS mode, and nothing came out.) These printers operate on the principle that Windows does their processing for them. They probably won't work on the Atari 8-bit.

> In short... go for it.

Especially if you're good at configuring things. Whatever software you decide to use should allow you to configure your printer, and you'll need the escape sequences for whatever printer you decide to buy.

3831. Re: US Doubler ROM Code -- or something like it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <5jlqpq$ho6$1@nyheter.chalmers.se>
Source record: 73475

In article <335f2c41.51761284@news.mindspring.com>,
Brave, Brave Sir Robin <robindhood@geocities.com> wrote:
>On Wed, 23 Apr 1997 08:35:44 -0400, Lord Spatula
><Urchlay@bell***south.net> wrote:
>

>>one.. If I had some way of reading the ROM I would have no moral
>>problems sending you a copy of the dump, but I have no idea how to do
>>this.. I can, however, find out what part numbers you need for the RAM

hmm, is the eprom the same size as the atari-basic rom?
In that case you could plug in the eprom the basic-socket and
make a basic loop like: for i = 0 to 8192; a[i]= peek[base+i]; next i;
(well in some disk/cart-based language naturally :)

Or am I way off here ?? ;)

Fredrik Lundholm
d1dol@dtek.chalmers.se

3832. Re: Spelunker (was: re: XLit! and Ulima series)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E93xIy.n05@iglou.com>
Source record: 73476

Janice in NYC (Sapphire@moc.cynonni) wrote:

: That reminds me.....I remember once while playing Spelunker on the
: Pyramid (I think that's the name) level, I did something by accident
: (don't remember exactly what it was) and got something like 20 or 25
: free lives. (Still didn't finish teh game, tho....)
: Has this happened to anybody else, and was this like a bug in the game
: or an actual secret thing that you could do?

It's possible. I played the thing for hours years ago. I would have remembered where, but I don't. There was one section that drove me nuts, was the elevator that went down this shaft on its own, and you had to wait for it. The ghost would drive you nuts, your timing would be right off, and so on. Lives would be lost galore here. Then you had the bird that was shooting at you. If you shot him, he'd become a star, and come straight down to either kill you or miss you.

However, I do remember doing something in Donkey Kong, while my roommate and another friend were watching, and I somehow made it past the double barrels going by. This thing had a little space in between both barrels. I impressed them both by hopping the first, turning around real fast, then hopping the second, all in a space of two seconds. At the time, it impressed the heck out of me, since that was the first time I did it.

Reminds me of the time I was playing Robotron on an actual upright video game in this ice cream shop. Me, my stool, and the game were all wobbling around in time to the game. Should have seen the owner's face when I left.

--
Homepage: http://members.iglou.com/rsg0910 (Now updated!)

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

3833. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E93wvK.Luz@iglou.com>
Source record: 73477

Lord Spatula (Urchlay@bell***south.net) wrote:

: The mega-images won't work with Atari DOS 2.5 because it only supports
: 720 or 1040 sectors per disk... error 164 is probably "Bad sector link"
: which means the file occupies sector numbers that are out of range for
: AtariDOS 2.5.... They work OK with MyDOS, which supports up to 16 meg or
: so per disk..

That's what I figured. What you said about error 164 is correct, as I got this numerous times. A few times I'd seen a sector that looped back on itself. Now, to run some of these files, like David's Midnight Magic, I've not been able to do so.

: Pentium or AMD (or Cyrix?)... I'm running a 486DX/2-66 w/8 megs...and
: XL-it still runs fine (though I have to have it skip frames to play
: games...)

It's an AMD. I've been using it for awhile. I just got the new soundcard installed, and it forced me to update my DOS. [sigh] So, I spent the next several hours, backing up my system to tape and another hard drive, updating to DOS 6.22, reinstalling the other partitions, then reinstall the soundcard stuff. What's driving me nuts is the CD ROM, a Mitsumi FX800, doesn't seem to want to be recognized. I've got a few ideas, plus others from the Mitsumi and a couple other websites.

Other than that, the sound is good, and XLit still runs nicely. I'm not much of a gaming person now, though I played them galore before.

: now there's something I wish I had... or maybe APE so I could use the PC
: as the hard drive (though I'd have to make a hole in the wall of the
: apartment since the 8-bit and PC are in 2 separate rooms)

hehe... Some extra cabling could do it. I once had to drill a hole in the wall at home to get our TV hooked up. If you look at it outside, it's split two ways, then three ways in the basement, then two ways in the attic. A whole lotta splittin' goin' on.

--
Homepage: http://members.iglou.com/rsg0910 (Now updated!)

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

3834. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970423223907.28743B-100000@moose.erie.net>
Source record: 73478

On Sun, 20 Apr 1997, Lord Spatula wrote:

> ...did anybody ever get Indus GT ultraspeed ("synchromesh" mode) to work
> with anything besides the DOS XL version packaged with the drive, or
> maybe Sparta X-cart? (It didn't EVER work with ANY other DOS I tried,
> not even SuperDOS)
>
> I even still have the Indus, and it can format & write DD disks, which
> actually read under AtariDisk on my PC (on a 1.2m drive, even)... and
> the Indus will also read disks written by AtariDisk on the 1.2m drive!
> Half-width r/w head & everything!

Well, yes and no. A friend of mine and I hacked around with the
Indus Synchromesh file trying to get it to run Ultraspeed with the disk
based versions of SpartaDos. We had it working, but not reliably. It
would not work with the Synchromesh II with the 64K RAM buffer either.
That was one of my biggest disappointments with my 8-bit hacking.

The Indus drives were by far the most reliable in terms of reading
disks. Rana's were the worst!

3835. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970423224541.28743C-100000@moose.erie.net>
Source record: 73479

On Tue, 22 Apr 1997, House of Commons wrote:

> I bought one of the first Indus GT drives, and I was always very happy with
> it. I especially like the design of the drive. It looked great!
> Syncromesh/DOS XL were really a bust though... even with Sparta X, I
> basically dumped it in favour of Sparta 3.2c (version 3.2d had a few bugs
> with BBS Express Pro! I believe).
>
> Does anybosy remember the CPM add-in that was promised at one point to
> Indus customers? I remember receiving a newsletter about a year or so
> after I bought the drive that had a few products that were probably all
> vapour-ware.
>
> I paid $625 (Canadian Money) for the Indus GT at Chiang Computers in Ottawa
> (RIP) in 1983. To this date this is the largest single computer purchase I
> have EVER made.

One of the reasons I originally bought my Indus was because of the promise of the Synchromesh high-speed mode. It wasn't available when I got the drive, but they were supposed to send the Synchromesh software free when it was completed. I paid $350 US for the drive at the end of 1983. Well, it was over year or so when the Sychromesh software finally became available and I ended up having to pay $10 for it. DOS XL wasn't bad, but Spartados outperformed it and DOS XL was never upgraded. I was always frustrated using the Indus with Spartados because it had the high speed capability that I couldn't take advantage of. A friend of mine and I hacked around with the Synchromesh software trying to get it to work with Spartados, but we were never completely successful.

I do have the 64K RAM buffer in my Indus and I have run CPM on it. This was another selling point for the Indus, but by the time it was available, MS-DOS was taking over from CPM. The RAM is used as track buffer with the Synchromesh II driver. It's weird to load files and hear the infamous "beep-beep-beep-" of the sectors laoding and not even have the drive spin up!

3836. Re: ball blaster questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc501e$f6e9f520$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 73480

Keatah <Keatah@worldnet.att.net> wrote in article
<335C3322.91@worldnet.att.net>...
> what are some of the different graphical effects in ballblazer that
> aren't in ballblaster?? Both games seem the same, unless these 'effects'
> are real subtle, I ain't see'n nuthin.. :-)

Ballblaster didn't have the selection menu for Droids and Time, also it
didn't run as smooth as BallBlazer.

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

3837. ADVERTISE TO OVER 100 MILLION PEOPLE FOR FREE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: nejeh@gdi.net
Message-ID: <5jm9sq$65g@news.gdi.net>
Source record: 73481

Please take the time out to read this email. it is worth your time.

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days instead of waiting weeks or months like with television or print
advertising. You can begin filling orders the same day you send E-mail.

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millions of letters using the United States Postal Service! Now you can
send your ad to MILLIONS of people for FREE using E-Mail BLASTER

E-MAIL BLASTER IS ACTUALLY 3 PROGRAMS IN 1: E-Mail Blaster is amazing new
technology and the most advanced bulk E-mail software on the market today.
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Online, CompuServe, Prodigy, and the other online services, the Internet,
web pages, news groups, and hundreds of other sources. (2) E-Mail BLASTER
automatically stores the E-mail addresses in your computer along with
keywords that describe hobbies and interests to created highly targeted
E-mail addresses. (3) E-Mail BLASTER sends your marketing letter or ad to
MILLIONS of targeted E-mail addresses at the push of a single button!

HOW DOES E-MAIL BLASTER WORK? E-Mail Blaster has dozens of special filters to automatically harvest E-mail addresses from major online services such as: America OnLine, Compuserve, Delphi, Genie, and of course the internet.

AOL AUTO EXTRACTOR: E-Mail Blaster has many special features like the AOL Auto Extractor that let's you use a regular dial-up Internet connection to collect names and addresses from America Online. Collect America Online addresses without being a member. Allows you to download names and addresses from America Online without paying membership fees or online charges. Auto Extractor for all of the online services and Special E-mail database search engines will also be available at no additional charge.

SIMPLE TO USE: E-Mail Blaster does all the work for you. Unlike other programs where you must cut & paste addresses, E-Mail Blaster does it for you automatically. And, unlike other E-mail programs, with E-Mail Blaster there is no need to purchase any additional software

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3838. 8bit atari communications software

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: elliot little <little@pacific.net>
Message-ID: <335E8DFA.3F19@pacific.net>
Source record: 73482

Hi,
I'm a junior high special ed. teacher who uses a group of ataris for word processing with my students. I'm looking for a communications program for an 800xl, 1200xl, or 65xe which I could use to do a null modem hook up with a mac for better looking final copies and mini publishing. Can anyone help?

Please reply to little@pacific.net Thanks

3839. Re: Historical accuracy

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5jmcmonos3@news.atl.bellsouth.net>
Source record: 73483

Thomas Havemeister wrote:
>
> In article <Re: Historical accuracy>, cvendel@aol.com (Cvendel) wrote:
>
> Howdy Cvendel,
>
> > You info about the Candy/Colleen release is correct, at the 1978 CES the
> > 400/800 were shown along with DOS 1.0 which is HORRIBLE (I'm fortunate
> > enough to have a copy) OSS was signed on to do DOS 2.0
>
> do you mean the command-line based DOS1.0?
>
> has anyone a manual for it? I discovers just the "DIR" command :)

Command-line DOS 1.0 would be either Sparta or DOS XL (though I never
heard of Sparta 1.0 being released... I had 1.1)

What he's talking about is Atari DOS 1.0, which is a menu driven DOS
like Atari DOS 2.0 (but with lots of bugs and problems)

3840. Re: Spelunker (was: re: XLit! and Ulima series)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <5jlgb1$93n@nut.ucsb.edu>
Source record: 73484

Sapphire@moc.cynonni (Janice in NYC) writes:

>That reminds me........I remember once while playing Spelunker on the
>Pyramid (I think that's the name) level, I did something by accident
>(don't remember exactly what it was) and got something like 20 or 25
>free lives. (Still didn't finish teh game, tho....)
>Has this happened to anybody else, and was this like a bug in the game
>or an actual secret thing that you could do?

I dunno--I've played it probably over a hundred times and I've finished
the game at least a dozen or so times.

Never seen it give me so many free guys.

My vote is for bug/glitch, rather than secret.

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.TG-16.cycling.PWEI.Tit Wrench.Battle of the Planets.Star Wars.
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN.LEGO.
The Jitterbug.Bill Gibson.Robot Wars.Tim Burton.The Cult.fried cheese.

3841. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5jmcarnos1@news.atl.bellsouth.net>
Source record: 73485

Robert Goodwin wrote:

> That's what I figured. What you said about error 164 is correct, as I got
> this numerous times. A few times I'd seen a sector that looped back on
> itself. Now, to run some of these files, like David's Midnight Magic, I've
> not been able to do so.
>
Dave's Midnight Magic I haven't tried on XL-it yet... but if it's a bad
file & not an XL-it problem I might be able to find it in my pile of
Atari disks (though it will take a WHILE) and upload a new copy to
Yogi's

> Other than that, the sound is good, and XLit still runs nicely. I'm not
> much of a gaming person now, though I played them galore before.
>
I'm just happy to be able to play Blue Max... that game brings back
memories...

3842. Re: US Doubler ROM Code -- or something like it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5jmdjd$p29$1@news.atl.bellsouth.net>
Source record: 73486

Brave, Brave Sir Robin wrote:
>
> On Wed, 23 Apr 1997 08:35:44 -0400, Lord Spatula
> <Urchlay@bell***south.net> wrote:
>
> >I have a couple of US doubler 1050's lying around, but don't
> >particularly want to sell them... one is a "pirated" version (not sure
> >if it's pirated ICD code or homebrew), which works as well as the "real"
> >one.. If I had some way of reading the ROM I would have no moral
> >problems sending you a copy of the dump, but I have no idea how to do
> >this.. I can, however, find out what part numbers you need for the RAM
> >chip (if I remember correctly you just get another of the same 128-byte
> >RAM that's in there and piggyback the two, but certain pins you don't
> >connect and other ones you connect elsewhere on the board.. will look
> >later & post what I found)
>
> Wonderful! Thank you! Anything you find will be greatly
> appreciated!!

OK, looking at the drive as I post this... the RAM chips are
piggybacked... the part # is MCM6810P... hmm.. how to describe it... OK,
pins #11 and 15 on the top chip are bent out, all the others are
directly connected to the bottom chip.. pin #11 on the top chip is
jumpered to pin #13 (both chips), and pin #15 on the top chip is
jumpered to pin #11 on the bottom chip... make any sense?

I'm counting pin numbers clockwise, starting with the upper left corner
of the chip if you are looking at the top of it, with the label right
side up (and there's a dot on the left hand side...) I can't remember if
this is the proper convention for pin numbers (i.e. pin 1 might be the
lower left, not the upper left) but if you number the pins like this:

1 2 3 4 5 6 7 8 9 10 11 12
(top)

24 23 22 21 20 19 18 17 16 15 14 13
(bottom)

then the pin numbers I have given are correct

...as for the ROM, I can't even tell you the part #, since it's an EPROM
with a piece of black tape to cover the erase window (and that EPROM is
probably the part that died on this drive, too, since the mechanism
seems OK & works in my other 1050)

3843. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5jmcgvnos2@news.atl.bellsouth.net>
Source record: 73487

House of Commons wrote:
>
> Yeah, I used the Indus high-speed mode with SpartaDOS X. It was a little
> slower than a 1050 with a U.S. Doubler, and I think it only worked in
> double-density (I can't recall for certain--it has been several years for
> me).
>
> I bought one of the first Indus GT drives, and I was always very happy with
> it. I especially like the design of the drive. It looked great!
> Syncromesh/DOS XL were really a bust though... even with Sparta X, I
> basically dumped it in favour of Sparta 3.2c (version 3.2d had a few bugs
> with BBS Express Pro! I believe).
>
...but could you run Indus high-speed mode under Sparta 3.2? that I
spent a long time trying to do & never figured it out...

> Does anybosy remember the CPM add-in that was promised at one point to
> Indus customers? I remember receiving a newsletter about a year or so
> after I bought the drive that had a few products that were probably all
> vapour-ware.
>
I remember hearing of such a thing, but to my knowledge it never existed
(not in the US anyway)

3844. Atari equipment must sell!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: terry.ortman@mustang.com
Message-ID: <861856247@mustang.com>
Source record: 73488

cc: comp.sys.atari.8bit@brushtail.hna.com.au
cc: comp.sys.atari.8bit@myriad.alias.net
cc: no.comp.sys.atari.8bit@news.uninett.no

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $50.00 or best offer. These SELL AT Video 61 for $49.95 used.

ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4 disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5 floppies, any IBM compatible printer, modem port for using any RS232C compatible external modem, includes Auto-Term Disk for Atari computers, CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS master Disk, CP/M Supplement Manual, modem cable, printer cable, original cost $695.00 for the ATR8000 Basic system, printer cable $39.95, Modem cable $39.95, asking $90.00.

Dual Floppy Disk Drives in case with power supply and cooling fan, connecting cable, for above ATR8000 or any IBM compatible computer. Case can hold 4 half height 5.25 floppies, original cost $895.00, Case alone is worth $89.95 at most supply companies, asking $55.00.

Both ATR8000 and Dual Disk Drives, $125.00

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $100.00 for both of them. Again, these sell, each $49.95 at Video 61.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes power supply, original cost $179.95, asking $75.00. These sell at Video 61 for $74.95, same price.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks, valued at $25.00 each. Asking $250.00 for the entire package. These

are not currently available anywhere else that I know of.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific programs, already wired for Turbo-816 installation, just need to re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the 256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for $59.95.

Supra External 2400 Baud Modem, includes powewr supply, no manual, Hayes Compatible, requires 850/P:R:/ATR8000, asking $30.00

ATARI RELATED MAGAZINES, Found this unopened box that I had boxed up for a person, but then he never sent the order in:

ATARI EXPLORER, February 1985, Cover Price $3.00
ATARI EXPLORER, April/May 1985, Cover Price $3.00
ATARI EXPLORER, Summer 1995, Cover Price $3.00, $3.95 Canadian
ATARI EXPLORER, Winter 1986, Cover Price $3/$3.95 Canadian

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Sept/Oct 1986, Cover Price $2.95 $3.95 Canadian

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Nov/Dec 1986, Cover Price $2.95 $3.95 In Canada

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Spring 1987, Cover Price $2.95 $3.95 In Canada

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Summer 1986, Cover Price $2.95 $3.95 In Canada

The Above Magazines are in good/fair confition. They are from the same collection the above 1027, 1050, are from, the previous owner suffered a stroke and asked me to dispose of these for him, as he has moved, and I am asking FAIR MARKET VALUE, as can be seen from the prices sent to me by Video 61, who seem to use the Internet and stocks and sells Atari equipment, Video 61 may send me an offer on these then, as I need the cash.

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE BADLY someone has to have one, or a trak double-sided slave drive. MAKE OFFERS!!

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

3845. US Doubler ROM Code -- or something like it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: robindhood@geocities.com
Message-ID: <335d6499.641578@news.mindspring.com>
Source record: 73560

Does anyone have either the original US doubler rom code or better yet -- has someone come up with their own homemade version? I'd like to burn a couple of ROMs for my 1050s. Of course, I'll have to find the wierd RAM chips for the drives, but that's a different matter all together..

By the way.. Please don't think that I'm some sort of horrible pirate for asking for ROM code here. I've contacted ICD Inc. (Yes, they're still around -- but I didn't ask what they were still making..) and talked to the one person who still knew what an Atari 8-bit is.. He said he thought he had a set around that he would box up and e-mail me a price on. That was six months ago and I never heard from them again.. I've sent several follow-up messages too and gotten no response. I also check with TOAD Computers every so often to see if they've come across any doublers, Happy 1050's, Duplicators, etc.. So let me say this:

>>> IF <<< you have a set of doublers or a Happy 1050 or a Duplicator that you want to sell, I'll entertain ANY "I want $xx.xx" offers posted here or e-mailed to: robinhood@iname.com

You can also feel free to write me if you know of a place that I can call / http, etc. to buy a legit ver. of ANY of these. I'd appreciate any help!!

However in the event that I can't find them, does anyone have / know where I might find the ROM code? I've got to dig out my SAMS Schematics on the 1050 to find out what RAM chip I need to replace and with what as well..

Thanks in advance.
-Da Hood-

3846. TRADE: 2600,5200,TI99,Atari8,Studio2,SMS,Intv,other stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-ya02408000R2204971911580001@news.northcoast.com>
Source record: 73561
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,alt.atari.2600

I have a bunch of random stuff for trade (or possible sale, but I prefer trades.) My wanted list is at the end of this post.

*** Items for Trade ***
Atari 2600-----
Cosmic Swarm (rare)
Blackjack (rare)
Rampage (rare)
Othello (rare)
Oink! (rare)
Pitfall II (rare)
Dragster (uncommon)
Kaboom! (uncommon)
Human Cammonball (uncommon)
Realsports Tennis (uncommon)
Starmaster (uncommon)
Casino (uncommon)
Crystal Castles (uncommon)
Chopper Command (uncommon)
M*A*S*H (uncommon)
Flag Capture
E.T.
M-Network Baseball (white label)
Sears Breakaway IV
Math Gran Prix

Atari 5200-----
Star Raiders w/box
Qix w/box
Super Breakout w/box
Countermeasure w/box
Galaxian w/box
Kangaroo w/box
5200 cart catalog

Atari 7800-----
Winter Games

Lynx-----
Gauntlet II

TI 99/4A-----
Facemaker
Touch Typing Tutor
Personal Record Keeping

Blasto
Disk Manager 2 (2)
Music Maker
Personal Real Estate
Terminal Emulator 2 (2)
Adventure
Microsoft Multiplan
TI-Writer

RCA Studio 2-----
Console, no power supply. Untested
Math Fun w/inst
Tennis/Squash
Fun with Numbers w/box & inst
Biorythm w/box

Atari 8-bit-----
1200XL unit
XEGS unit w/ light gun, bug hunt & matching joystick
Atari paddles
410 Recorders
1020 plotter
1025 printer
Defender cart
Command Control joystick

Intellivision-----
Sea Battle
Golf (2, 1 with box)
Space Battle
Baseball
Bowling
Basketball

Sega Master System-----
Alex Kidd in Miracle World
Great Baseball
Black Belt
Action Fighter
Out Run

*** Wanted items ***
Atari ST power supply
Atari ST <--> Floppy Disk cable
Atari ST Mouse
Atari ST TOS & software (copies ok)
Atari ST <--> Hard Drive cable
Aquarius Mini-Expander/carts
Intellivision carts
Colecovesion unit
Commodore 128/plus-4 power supply
Atari 8-bit, 7800, 5200 carts

Atari 5200 controller
Fairchild carts 7, 8, 11, 15, 19-26

--Kevin Savetz
savetz@northcoast.com

--
Digital Antic Project -- Antic magazines on the Web
http://www.northcoast.com/savetz/antic/

3847. Re: 5200 carts for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <335d6412.3099295@news.injersey.com>
Source record: 73562

-The Unknown Cart??? it's Atari, its 5200, its official, it's 1986.
-It's licensed from Centuri. It's got a red spaceship in the
foreground
-shooting at 3 green space ships in the background. But there is no
-title on the label. Somebody tell me what this is please???
-

Sounds like a last starfighter proto cart to me.
Centuri is a character in that movie, not from the game maker.

3848. Re: XLit! and Ulima series

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E92o2H.AHM@iglou.com>
Source record: 73563

Alan Christie (94chrisv@scar.utoronto.ca) wrote:

: Who Dares Wins II works but the grafx get fuzzy and the game is
: unplayable.. same with War Copter, the screen shakes like crazy. Zybex
: doesn't even run. Spelunker doesn't run properly either.

I have a working Spelunker that you might want to play. This version has
unlimited lives. You'll probably love this one.

--
Homepage: http://members.iglou.com/rsg0910 (Now updated!)

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

3849. Re: Spelunker (was: re: XLit! and Ulima series)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <335da1cb.37817737@news.abest.com>
Source record: 73564

On Wed, 23 Apr 1997 03:51:53 GMT, rsg0910@iglou.com (Robert Goodwin)
wrote:

>I have a working Spelunker that you might want to play. This version has
>unlimited lives. You'll probably love this one.

That reminds me.....I remember once while playing Spelunker on the
Pyramid (I think that's the name) level, I did something by accident
(don't remember exactly what it was) and got something like 20 or 25
free lives. (Still didn't finish teh game, tho....)
Has this happened to anybody else, and was this like a bug in the game
or an actual secret thing that you could do?

3850. Re: OSS BASICs

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: kenneth@daffy.aatech.com
Message-ID: <335dc433.101793117@news.aatech.com>
Source record: 73565

On 20 Apr 1997 12:28:37 GMT, "Geoff McHugh" <gmchugh@enterprise.net>
wrote:

>Kenneth Jennings <kenneth@daffy.aatech.com> wrote in article
><33534423.180826054@news.aatech.com>...

>> I've got a few board games and (not so exciting) action games done in
>> BASIC XL if anyone is interested. Custom display lists, P/M graphics,
>> DLIs, etc.

>I wrote a video poker game and a 256-colour drawing program in Basic XE...
>I wonder if the disks are still readable.... if not I'll have to dig out
>the source code and start typing if I ever want to use them again :)

Everything has been on tapes and disks untouched for about 10 years.
I was good about printing listings, so I can always type it all in
again.

I have a 48K Atari 400 for games. A stock 800XL, and an 800XL with
the Newell 256K RAM and the Newell OS, and an XF551 floppy. Got three
tape drives, only one works.

>What games did you do?

I started going through the Creative Computer's A-Z book of games and
porting the games to run on BASIC/XL and then crammed all the
gratuitous graphics I could into it. (Even skipping all the useless
games that were only exercises in random number generation, I still
didn't get out of the A's in that book ;-)

Did the Awari game, did a card game (nice cards in a redefined
character set, too). I did a spacewar, and then discovered that when
anyone shot at anything the game ran too slow to be useful. So, I
took out the shooting and it became a game of keep away with geometric
asteroids bouncing around. I took that 3D wire-frame plotting program
printed in Analog and modified it to do solid surfaces (triangles).

I was the kiss of death to every Atari magazine. A month or two after
I submitted one of these programs for publication, it would be
rejected and the magazine folded. Happened with ANTIC, Analog, etc.

I started development on a super library of stuff for assembly. I was
basically taking all the asm libraries I had collected and optimizing
them by hand into one package. I was doing pretty good too. And then
the Amiga came out ;-)

>I assume stuff written in Basic XL should run ok in
>Basic XE??

They should.... A lot of my stuff used the MOVE command which seemed
to have problems on regular XL machines. (Fine on my Atari 800)
Loading the translator or using the Newell OS on the XL fixed that.
Some kinda conflict in the way Basic XL and the XL OS uses
something in page zero.

>Is there a Basic XE image that can be used with any of the emulators?? That
>would be cool :)

I recall there was a run-time for Basic/XL Not sure about XE.

>Geoff McHugh
>gmchugh@enterprise.net

Kenneth Jennings -- SyntheToonz
Miami, FL -- kenneth@daffy.aatech.com

3851. some answers rom a friend...

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: Bernard Kok <bernard@becotel.demon.nl>
Message-ID: <922.7052T8T242@becotel.demon.nl>
Source record: 73566

```
Message from Mathy Van Nisselroy :

Howdy folks

This is a relayed message. If you
want to contact me, please do so via
USF-net, IAN or Tom Hunt's Qwk-net.

Re: ZIP connected to 8 bit

Yes. I can read, write and FMTDIR to
a ZIP disk.

Re: MyDOS copy

Wrong: D1:SOURCE.FIL, D2:DESTINAT.ION
Right: D1:SOURCE.FIL,D2:DESTINAT.ION

D1: can be written a 1, 1: or 1>

CU Mathy Van Nisselroy

> End of message <

Gtx. Bernard Kok (Sysop of BECO TEL bbs)

--

Bernard Kok BECO TEL (XL/XE support)
bernard@becotel.demon.nl Online : every day from 17-06 GMT
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

Last Updated : 7 April > Home Page : http://www.becotel.demon.nl/

... This message readable till 3 days after arrival...
```

3852. Re: Introducing SID-LOAD: an utility to load games from the PC harddisk into XL-IT.

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5jkuva$nq0$1@news.atl.bellsouth.net>
Source record: 73567

Sidney Cadot wrote:
>
> I've tested SID-LOAD 1.0.0 a lot and I think it's very stable. The
> only problem I have run into was that some binary executables are in
> the wrong format (probably due to bad transfers from the Atari to the
> PC). Later this week, I will be releasing some utilities which can
> help to fix binaries like that.
> Note that this is not a SID-LOAD problem; these faulty executables
> will, in all probability not run from DOS or another loader too!
>
At last! New Atari 8-bit software!

...does this handle "split" binary load files (i.e. ones with multiple
segments... that each have a start addr, and length?)

Give me an example of a non-working executable (from Yogi's site) and
I'll tinker with it... this should be fun..

3853. Re: US Doubler ROM Code -- or something like it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5jkvbc$nq0$2@news.atl.bellsouth.net>
Source record: 73568

Brave, Brave Sir Robin wrote:
>
> Does anyone have either the original US doubler rom code or better yet
> -- has someone come up with their own homemade version? I'd like to
> burn a couple of ROMs for my 1050s. Of course, I'll have to find the
> wierd RAM chips for the drives, but that's a different matter all
> together..

I have a couple of US doubler 1050's lying around, but don't particularly want to sell them... one is a "pirated" version (not sure if it's pirated ICD code or homebrew), which works as well as the "real" one.. If I had some way of reading the ROM I would have no moral problems sending you a copy of the dump, but I have no idea how to do this.. I can, however, find out what part numbers you need for the RAM chip (if I remember correctly you just get another of the same 128-byte RAM that's in there and piggyback the two, but certain pins you don't connect and other ones you connect elsewhere on the board.. will look later & post what I found)

3854. Re: 5200 carts for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <5jkvnf$6lo$1@artemis.it.luc.edu>
Source record: 73569

Yogi (noone@nowhere.com) wrote:

: -The Unknown Cart??? it's Atari, its 5200, its official, it's 1986.
: -It's licensed from Centuri. It's got a red spaceship in the
: foreground
: -shooting at 3 green space ships in the background. But there is no
: -title on the label. Somebody tell me what this is please???
: -

: Sounds like a last starfighter proto cart to me.
: Centuri is a character in that movie, not from the game maker.

hardly so exciting. The one centuri license that comes to mind on the
5200 is, naturally, Vanguard. Hardly a prototype...

Ted B

3855. Re: US Doubler ROM Code -- or something like it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: robindhood@geocities.com
Message-ID: <335f2c41.51761284@news.mindspring.com>
Source record: 73570

On Wed, 23 Apr 1997 08:35:44 -0400, Lord Spatula
<Urchlay@bell***south.net> wrote:

>I have a couple of US doubler 1050's lying around, but don't
>particularly want to sell them... one is a "pirated" version (not sure
>if it's pirated ICD code or homebrew), which works as well as the "real"
>one.. If I had some way of reading the ROM I would have no moral
>problems sending you a copy of the dump, but I have no idea how to do
>this.. I can, however, find out what part numbers you need for the RAM
>chip (if I remember correctly you just get another of the same 128-byte
>RAM that's in there and piggyback the two, but certain pins you don't
>connect and other ones you connect elsewhere on the board.. will look
>later & post what I found)

Wonderful! Thank you! Anything you find will be greatly
appreciated!!

3856. Re: Introducing SID-LOAD: an utility to load games from the PC harddisk into XL-IT.

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <335e35b3.1043989@news.tudelft.nl>
Source record: 73571

Hi,

>At last! New Atari 8-bit software!
>
>...does this handle "split" binary load files (i.e. ones with multiple
>segments... that each have a start addr, and length?)

Yes, it does. Take a look at version 1.0.4, which I've posted just now
-- and let me know what you think!

>Give me an example of a non-working executable (from Yogi's site) and
>I'll tinker with it... this should be fun..

I have made some utilities myself to repair broken files; I will make
them available in the next couple of days (whenever I am able to spare
some time to get them in a distributable form).

Regards,
Sidney

3857. SID-LOAD update: version 1.0.4

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-23 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <335e326e.207081@news.tudelft.nl>
Source record: 73572
Body handling: Inline uuencoded payload not displayed: sidload.atr

Hi all!

Minor update of SID-LOAD, my utility which allows easy loading of
games stored on your PC harddisk from the XL-IT emulator.

* Fix: entering a wrong filename doesn't prevent the loading of
correct files thereafter any more. Instead, it produces the 'error
sound' ascii 253 (in XL/XE mode) and asks for another filename.

* Fix: failures coming from bad images will not make SID-LOAD attempt
to restart itself (which often fails); instead it will now try to
start the game (though this may fail too). At least now, If you see
the SID-LOAD opening screen, you'll know it's ok!

* Improvement: loader memory has been reduced to only 164 bytes of
memory, meaning more games will load. (for the technically inclined:
only $480-$524 are in use by the loader program now).

Here she is: somewhat bigger, but a lot better!

Please let me hear what you think of it. If there are people actually
using this, I want to know! I'm thinking of adding an option to show
game file names - and I'd like to hear from you what other
improvements could be made!

Regards,
Sidney Cadot

[Inline uuencoded payload not displayed: sidload.atr]

end

3858. 5200/atari 8 bit comp

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: tidycat@news.bridge.net
Message-ID: <5jmbpq$kpu@skyway.bridge.net>
Source record: 73489

I have just started collecting old video game systems again. I have an Atari XE computer I have been buying games for. I also am buying 5200 games & a system for a friend of mine, but I am tempted to buy one also(a 5200). With all the problems of the famous 5200 joysticks, would I be better off just buying games for the atari XE? Are most of the Atari 5200 games available on the XL-XE's also?? I know that some of them are.

3859. FS: Atari 2600 items/Double-Ender...[UPDATE 6]

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: djc126@alfresco.usask.ca
Message-ID: <5jmtg5$dhg@tribune.usask.ca>
Source record: 73490
Cross-posted to: alt.atari.2600,rec.games.video.atari,rec.games.video.marketplace,comp.sys.atari.8bit,alt.forsale

```
---------------------------------------------------------------
Atari 2600 items/8-bit Auction #4
---------------------------------------------------------------
Hi Everyone. Here is my listing and a few simple rules:
Feel free to bid on any item(s).
Buyer pays post office shipping from Canada.
All prices in USD. Canadians can pay in equivalent $CDN.
I will keep you posted on the current high bid(s).
All items are in good working condition(unless noted)
but sold AS IS.
Bidders must supply full name, address, and phone number.
Tentative end of auction is 11 PM CST April 30, 1997.

NOTE: Preference will be given to someone who bids on a majority of
the items. Amount for bulk bids must exceed combined bids.

I reserve the right to sell cartridges separately.
This will result in the min. bid on that cartridge(s)
being subtracted from the bulk bid.

The Double-Ender will only be sold separately and should not be
included in a bulk bid.

Thanks.
David
-------------------------------------------------------------------------
-------------------------------------------------------------------------
Here are the complete details of the system(no box, no docs).
-------------------------------------------------------------------------
Atari CX-2600 Jr.(black with silver trim) $15 <min> $9 ADebater
4 switch model with power adapter (Part of Bulk Bid)
channel selector, separate RF cable
Pair of Joysticks.
Combat cartridge.
-------------------------------------------------------------------------
Cartridges(Atari 2600)
-------------------------------------------------------------------------
Activision(worn end labels)
----------
Frostbite $2 <min>
Grand Prix $2 <min> $2 ADebater
Keystone Kapers $2 <min>
Oink! $2 <min> $2 writer
Pitfall! $2 <min> $2 ADebater
```

Atari

Asteroids $1 <min> $3 bensonj
Berzerk $1 <min> $1 ADebater
Centipede $1 <min>
Defender $1 <min> $1 ADebater
E.T. $1 <min> $1 ADebater
Mario Bros. $2 <min> $2 ADebater
Missile Command $1 <min> $1 ADebater
PAC-MAN $1 <min> $1 ADebater
Real Sports Football $1 <min> $1 ADebater
Space Invaders $1 <min> $1 ADebater
Star Raiders $1 <min> $1 ADebater
Sword Quest: Earthworld $1 <min> $1 ADebater
Yar's Revenge $1 <min> $1 ADebater

Coleco

Donkey Kong $2 <min> $2 ADebater

M-Network

Astroblast $1 <min> $1 ADebater
Space Attack $1 <min> $1 ADebater
Tron Deadly Discs $1 <min> $1 ADebater

XONOX

Robin Hood/Sir Lancelot DOUBLE ENDER $7 <min> $40 AVE

Atari 8-bit Cartridge(metal/plastic casing)

Asteroids $3 <min>
Basic $3 <min>
PAC-MAN $3 <min>

I also have Atari ST 16/32 bit MIDI Computer hardware/software for sale.
Also some IBM hardware/software. Please email for a listing. Thanks.
Updated 04/24/97(#6)

--End--

3860. FS/T: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: A Reed <areed@zoomnet.net>
Message-ID: <01bc50a2$fe4cc7a0$b566e6ce@ginnfami>
Source record: 73491

I have an Atari 800XL in excellent condition, includes all original cords and ps, booklet, bottom half of styrofoam packing.

I have no use for it whatsoever. I hooked it up and pecked around on it for a few minutes, seems to work fine.

Prefer to trade for Atari, INTV, Vectrex, or C64 stuff, but make an offer if you want to buy it.

Thanks

3861. What a deal!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <861881944.31407@dejanews.com>
Source record: 73492
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,misc.forsale.computers.other.systems

I have a Commodore 64, 1541 floppy drive, 1526 printer with power supply, 1530 cassette tape drive, Fortronics cassette tape drive, Magnovox RGB monitor 80 with cables for Commodore 64 connection, 3 tapes and 2 disks of software.

All of this is $50.00 total + Shipping and Handling... What a DEAL!!!!!!!!

The Magnovox monitor can also work with Atari 8 bit systems. If you only want this item, then it is $15.00 + Shipping and Handling... Another DEAL!

Don't pass these up!!!! Contact me A.S.A.P. at ronwizbot@juno.com

Ron Powalisz

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

3862. Jellystone

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: svegi@fly.cc.fer.hr
Message-ID: <5jnt5g$2ki@bagan.srce.hr>
Source record: 73493

On Jellystone : ftp.hackerz.com/hackerz/atari/jellystone/
There is a directory binnary full with *.exe files.
I thought they were PC executables, but I was wrong.
Can someone explain to me , how to run 'em on PC.
What emmulator do I need,...
(anybody exerienced)

Sasha

3863. Re: XLIT and JAGGI LINES - Help please

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: "*** Monkfish"@kwll.demon.co.uk
Message-ID: <861901627.12789.0@kwll.demon.co.uk>
Source record: 73494

In article <5jnlmp$m2l$1@clyde.open.ac.uk>, G.R.M.Miller@Open.ac.uk (Graeme Miller) wrote:
>I'm running Behind Jaggi Lines on XL-IT with Windows 95 and a DEC
>LK450 keyboard.
>
>I''ve got everything working but can't seem to find the keys to
>increase and decrease engine thrust. On my real 800 these used to be
>arrow keys I think.
>
>I'm using the keyboard as the joystick and so the arrow keys are used
>for this purpose in XL-IT.
>
>Any ideas anyone?

Perhaps there should be a section in the c.s.a.FAQ for LucasArts games......

Basically, AFAIK, Behind Jaggi Lines doesn't draw the screen properly on XLit,
but you CAN use the keys, and RoF draws perfectly, but you CAN'T use the
keys......

3864. Re: XE Game System blues

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: Mike Hopkins <mhop@snip.net>
Message-ID: <01bc503e$b3c5a440$LocalHost@computer-name>
Source record: 73495

Stephen Knox <gooch@pop.erols.com> wrote in article
<335BDE98.4DBC@pop.erols.com>...
>
> Well,
>
> I found an XE Game system for a great price (light gun an FS II cart
> included!).
>
> When I got it home I set it up and gathered my cartidge collection to
> use on it. To my surprise all my old cartidges didnt fit in the slot!
> Only the newer XL/XE carts worked with it (about 10% of my collection)
>
> Any ideas on getting it to work?

Look at the differences in the cartridges. You may find that one kind has
a longer lip of plastic than the others, and may need to cut it.

--
Mike Hopkins
mhop@snip.net

3865. Getting SID-LOAD via the WWW

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <335f79c1.845274@news.tudelft.nl>
Source record: 73496

If your newsreader software can't figure out inline UU-encoded stuff,
and you still would like to get SID-LOAD, you may want to try

http://ch.twi.tudelft.nl/~sidney/atari/atari.html

...which is a part of my homepage which has some Atari stuff I wrote
(as well as a definitely *beautiful* color scheme which readers of
this news-group should be able to recognise).

You can get the utility by using the right mouse button from within
Netscape while the pointer is over the SID-LOAD link.

I will upload it there, as well as some utilities to repair broken
binaries which I promised to upload earlier on.

Bye,
Sidney

3866. ATTN MARKUS: "official" gtia-bug...

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <3360022B.5603@zeus.fh-pforzheim.de>
Source record: 73497

hallo markus...

i dont know if we spoke about the new "hip-mode" which
depends on a gtia-bug... i dont know if there
is any existing xl-emulator which handles this mode
correct... (btw. how does xl-it handle interlace-pictures?)

FOR ALL Emulator-coders:

gr.9/gr.11 are mostly the same (i mean the positions of
the pixels...)

gr.10-pixels ARE SHIFTED 1/2 gr.10 pixel (which means a gr.15-pixel)
to the RIGHT/LEFT !!!!!!

for more informations read the hip-faq

bye heaven/taquart

ps. this effect is not noticable if you are watching a whole
gr.10-picture... but it is IMPORTANT if you mix gr9/gr10 lines
every scanline!

3867. XLIT and JAGGI LINES - Help please

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: G.R.M.Miller@Open.ac.uk
Message-ID: <5jnlmp$m2l$1@clyde.open.ac.uk>
Source record: 73498

I'm running Behind Jaggi Lines on XL-IT with Windows 95 and a DEC LK450 keyboard.

I''ve got everything working but can't seem to find the keys to increase and decrease engine thrust. On my real 800 these used to be arrow keys I think.

I'm using the keyboard as the joystick and so the arrow keys are used for this purpose in XL-IT.

Any ideas anyone?

3868. Xformer Cable ST

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: Don Bacon <dbacon@ford.com>
Message-ID: <335F58E5.3219@ford.com>
Source record: 73499

I am looking to buy or make a cable to hook my ST up to an old 1050 disk drive. I understand that in the past these items could be brought or even simply made.

Can anyone tell me where I could buy such an item, or have the instructions on how to make one myself.

I would even consider buying a secondhand cable if anyone wishes to sell.

I am based in the UK but anywhere in the world suits me.

Many thanks
Don

dbacon@ford.com

3869. StarRaiders / XL-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <33600B3A.41A0@worldnet.att.net>
Source record: 73500

Anyone know how to correct the colors in star raiders when running it on
xl-it 0.20 ??

The stars should be a light blue/white, not green.. :-(

Keith

3870. Re: 5200/atari 8 bit comp

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: buesch@srv.net
Message-ID: <m2d8rki8sj.fsf@caligula.srv.net>
Source record: 73501

tidycat@news.bridge.net (Jeff Davidson) writes:

> I have just started collecting old video game systems again. I have
> an Atari XE computer I have been buying games for. I also am buying 5200
> games & a system for a friend of mine, but I am tempted to buy one also(a
> 5200). With all the problems of the famous 5200 joysticks, would I be
> better off just buying games for the atari XE? Are most of the Atari 5200
> games available on the XL-XE's also?? I know that some of them are.

It really depends on how much you want a 5200. The 5200 versions of some games are better and there are some games that were released for the 5200 but not for the 8-bit computers. On the other hand, since the hardware of the 5200 is virtually identical to the computers, many of the 5200 games have been "ported" to the computers. Check the archives. There are some snags since the controls are different. I remember this being a particular problem with Xevious, since the version I had just continually dropped bombs. (The compromise on the 7800 version using a standard 1-button joystick is much better; it drops a bomb when you fire if there isn't a bomb dropping already.)

I personally collect only 8-bit computer and 2600/7800 stuff. Started on the 2600 because I got bored not finding enough computer stuff, and moved up to a 7800 pretty quickly (it plays virtually all 2600 carts).

I've never *seen* working 5200 joysticks. :)

Brent

3871. Re: Questions about Das Atari Profibuch

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: Markus Gietzen <magi@stud.uni-sb.de>
Message-ID: <335FA0E0.249F@stud.uni-sb.de>
Source record: 73502

Lawrence Gold wrote:

> it. Could someone please post the information again, such as the
> publisher (Sybex GMBH?) and ISBN number.

Reschke, Wiethoff: Das ATARI Profibuch
SYBEX, ISBN 3-88745-605-X

Good look finding a copy of it ;-)

Bye,
Markus

--
Markus Gietzen
E-Mail: iig05-1@htw.uni-sb.de
WWW : http://myst.slcc.edu/~markus

"What? Is man merely a mistake of God's? Or God merely a mistake of
man's?"
---F. Nietzsche

3872. what is an Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: marty paulin <b1twkl88@smtp1.sympatico.ca>
Message-ID: <335FEE88.7FE4@smtp1.sympatico.ca>
Source record: 73503

I found a rather interesting Atari item in the local Goodwill Store for
$1.50 CDN. It is a small book sized plastic box with an Atari sticker
that says ATARI 850. It seems to have 2 of the Atari 13 pin I/O ports
that are for the 8-bits, as well it has along 1 edge a Db15 female
labelled Parallel Interface, and along the other edge 4 Db9 ports
(female)
labelled Serial Interface, and a power input socket and pwr switch.

Can anyone tell me what it was used for (I have 2 130XE's, 2 800's,
4 1050 disk drives, a 1027 printer, joysticks etc)?
As well, what voltage and pwr type does it require...? (AC or DC &
voltage)?

e-mail to md.paulin@resonet.com would be appreciated....

3873. WTB Accounting program

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <336027E1.4DAA@midamer.net>
Source record: 73504

I am looking for an accounting program for the 800XL computer. Does anyone know of one that keeps inventory, invoices and general leger ?

3874. Re: FS: Atari 2600 items/Double-Ender...[UPDATE 6]

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <33602841.7552@midamer.net>
Source record: 73505
Cross-posted to: alt.atari.2600,rec.games.video.atari,rec.games.video.marketplace,comp.sys.atari.8bit,alt.forsale

David Justin Chow wrote:
>
>
> ----------
> Atari 2600 items/8-bit Auction #4
> ----------
> Hi Everyone. Here is my listing and a few simple rules:
> Feel free to bid on any item(s).
> Buyer pays post office shipping from Canada.
> All prices in USD. Canadians can pay in equivalent $CDN.
> I will keep you posted on the current high bid(s).
> All items are in good working condition(unless noted)
> but sold AS IS.
> Bidders must supply full name, address, and phone number.
> Tentative end of auction is 11 PM CST April 30, 1997.
>
> NOTE: Preference will be given to someone who bids on a majority of
> the items. Amount for bulk bids must exceed combined bids.
>
> I reserve the right to sell cartridges separately.
> This will result in the min. bid on that cartridge(s)
> being subtracted from the bulk bid.
>
> The Double-Ender will only be sold separately and should not be
> included in a bulk bid.
>
> Thanks.
> David
> ---------->
----------> Here are the
complete details of the system(no box, no docs).
> ----------> Atari CX-2600
Jr.(black with silver trim) $15 <min> $9 ADebater
> 4 switch model with power adapter (Part of Bulk Bid)
> channel selector, separate RF cable
> Pair of Joysticks.
> Combat cartridge.
> ---------->
Cartridges(Atari 2600)
> ---------->
Activision(worn end labels)
> ----------
> Frostbite $2 <min>

> Grand Prix $2 <min> $2 ADebater
> Keystone Kapers $2 <min>
> Oink! $2 <min> $2 writer
> Pitfall! $2 <min> $2 ADebater
>
> Atari
> -----
> Asteroids $1 <min> $3 bensonj
> Berzerk $1 <min> $1 ADebater
> Centipede $1 <min>
> Defender $1 <min> $1 ADebater
> E.T. $1 <min> $1 ADebater
> Mario Bros. $2 <min> $2 ADebater
> Missile Command $1 <min> $1 ADebater
> PAC-MAN $1 <min> $1 ADebater
> Real Sports Football $1 <min> $1 ADebater
> Space Invaders $1 <min> $1 ADebater
> Star Raiders $1 <min> $1 ADebater
> Sword Quest: Earthworld $1 <min> $1 ADebater
> Yar's Revenge $1 <min> $1 ADebater
>
> Coleco
> ------
> Donkey Kong $2 <min> $2 ADebater
>
> M-Network
> ---------
> Astroblast $1 <min> $1 ADebater
> Space Attack $1 <min> $1 ADebater
> Tron Deadly Discs $1 <min> $1 ADebater
>
> XONOX
> -----
> Robin Hood/Sir Lancelot DOUBLE ENDER $7 <min> $40 AVE
>
> -->
--> Atari 8-bit
Cartridge(metal/plastic casing)
> --> Asteroids $3
<min>
> Basic $3 <min>
> PAC-MAN $3 <min>
> -->
--> I also have
Atari ST 16/32 bit MIDI Computer hardware/software for sale.
> Also some IBM hardware/software. Please email for a listing. Thanks.
> Updated 04/24/97(#6)
> -->
> --End--How much for a 1040ST with tv hook up?

3875. Re: 5200/atari 8 bit comp

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <336028B2.4987@midamer.net>
Source record: 73506

Jeff Davidson wrote:
>
> I have just started collecting old video game systems again. I have
> an Atari XE computer I have been buying games for. I also am buying 5200
> games & a system for a friend of mine, but I am tempted to buy one also(a
> 5200). With all the problems of the famous 5200 joysticks, would I be
> better off just buying games for the atari XE? Are most of the Atari 5200
> games available on the XL-XE's also?? I know that some of them are.

LOTS MORE on the computers than the 5200 and much better control !!!!

3876. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: read@my.sig
Message-ID: <335fb394.7701034@news.networx.net.au>
Source record: 73507

ziggy29@netgate.net (Tim Irvin) wrote:

->
->In article <01bc4e1b$77cf7760$927ca3ce@default>, "Yoli Ochs"
-><yoli@teleport.com> wrote:
->
->> I can play the game normaly, except every time you enter a shop it
lets you
->> in then kicks you out. Has anyone elsehad this problem and if so
how do you
->> fix it?
->
->I have an even bigger problem. I can *not*, for the life of me,
figure
->out how to get established in the game without getting killed almost
->immediately.

That is the HARDEST part of the game. The only solution is to SAVE the game very often. Even when you first start, save the game straight away, make a backup of the character disk, and load it again. After this, save the game whenever you gain something, even if it's just a few copper pieces (it all adds up). and MAKE SURE to BACK UP the character disk after saving it. This is a very tedious task I know..... I spent years trying to build up a decent character, which I still have the disk for, and a number of backup disks too. Even tho I haven't really played the game for some time now, I still make sure that my character disk hasn't bitten the dust, cause I ain't gonna try to start another :)

Oh, about getting thrown out of the shop, maybe hes closed for the night? or he just doesn't like you. I remember getting chucked out after trying to barter him without having any money, and he remembered me after that too.... every time I went into the shop. So, you just hafta try not to do something that could make anyone angry.

Good luck..
Stevo

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

3877. Re: Getting SID-LOAD via the WWW

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <335fcb02.3117258@news.tudelft.nl>
Source record: 73508

>If your newsreader software can't figure out inline UU-encoded stuff,
>and you still would like to get SID-LOAD, you may want to try
>
> http://ch.twi.tudelft.nl/~sidney/atari/atari.html

* SIGH *

This has got to be

http://ch.twi.tudelft.nl/~sidney/atari/index.html

or simply

http://ch.twi.tudelft.nl/~sidney/atari/

3878. * Games For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: Chet <chet@eagnet.com>
Message-ID: <01bc50fc$6a6adc20$73ce4cc7@chesters>
Source record: 73509

I have over 2500 videogames for sale.

NES
SNES
Sega Genesis
Sega Saturn
Sega CD
Sony Playstation
Gameboy
Gamegear
Neo Geo
Jaguar
Atari 2600
Atari Lynx
Nintendo 64

For a specific game, E-mail me. Maybe I'll have it.

3879. Re: Introducing SID-LOAD: an utility to load games from the PC harddisk into XL-IT.

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970424093111.23810E-100000@fissure.scar>
Source record: 73510

On Tue, 22 Apr 1997, Sidney Cadot wrote:

>
> Hi all,
>
> I have written a little utility (SID-LOAD 1.0.0) which could be of
> great use to anybody who wants to play games on the XL-IT emulator.
>
> SIDLOAD.ATR is a disk image which needs to be booted by XL-IT. It
> will (almost immediately) ask you for a filename; this should be the
> name of an Atari binary executable (like the ones found on Yogi's
> site). It will then try to load&run this image from H1: ... your PC's
> hard disk!
>
> (NB, you'll have to specify, in XL-IT, that H1: points to the
> directory where these games can be found).
>
> It is now finally possible to select a game from *LOTS* of games on
> your PC, without too much of a hassle. Arguably, typing a filename may
> even be quicker than running through a list with hundreds of
> filenames. And typing the filename is the only thing you'll have to
> do!
>
> An added advantage to this approach is that you can use the relative
> power of MS-DOS commands to manage your files. There's really no need
> any more to have clumsy big images with only 64 entries.
>
> I've tested SID-LOAD 1.0.0 a lot and I think it's very stable. The
> only problem I have run into was that some binary executables are in
> the wrong format (probably due to bad transfers from the Atari to the
> PC). Later this week, I will be releasing some utilities which can
> help to fix binaries like that.
> Note that this is not a SID-LOAD problem; these faulty executables
> will, in all probability not run from DOS or another loader too!
>
> Hope this is remotely useful,
>
> HERE SHE IS:
>
> begin 644 sidload.atr
> ME@(0`(````````````````````"@`2/!*F0A0JI!(4+&&"B`([&`HY)`XY;`ZD+
> MC4(#J6*-1`.I!8U%`ZD;C4@#(%;DJ06-0@.I?XU$`ZG_C4@#(%;DHA"I`XU2
> M`ZE]C50#J06-50.I!(U:`R!6Y#"QJ8^-X`*I!(WA`JGD2*ES2*(0J0>-4@.I

> M_(U4`ZD`C54#C5D#J0*-6`,@5N2(\`NI#(U2`R!6Y&S@`JG_Q?S0!,7]\,RI
> M_HU4`R!6Y*F/C>("J02-XP*E_(U4`Z7]C54#I?XXY?R-6`.E_^7]C5D#[E@#
> MT`/N60,@5N2I!$BI[DALX@)]T\G$K<S/P<2@L:ZPKK";FT9I;&5N86UE.B!(
> ".@``
> `
> end
>
> ...short, eh? Try it!

I am interested in your program but my internet provider chokes when people post files directly into the message base. Could it be possible to ATTACH the file to your message instead of posting it directly into the message base? Or send it to me as an attachment in e-mail? Right now I have no way of ripping out your *.atr file that is embedded in a message base... if there is a way, (and there probably is) I don't know of it.

3880. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E95zpx.KzK@iglou.com>
Source record: 73511

Dennis McGuire (mcguired@moose.erie.net) wrote:

: The Indus drives were by far the most reliable in terms of reading
: disks. Rana's were the worst!

Really? I used them quite a bit, and they never gave me trouble. I once trashed an Indus drive, when I replaced a transistor, and did it wrong. Smoke City. From then on, both Indus drives refused to work well.

Now the 1050s were great as well. I even tried getting an Astra and Percom, but never got the chance to do so.

--
Homepage: http://members.iglou.com/rsg0910 (Now updated!)

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

3881. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E95zK3.Kx9@iglou.com>
Source record: 73512

Lord Spatula (Urchlay@bell***south.net) wrote:

: Dave's Midnight Magic I haven't tried on XL-it yet... but if it's a bad
: file & not an XL-it problem I might be able to find it in my pile of
: Atari disks (though it will take a WHILE) and upload a new copy to
: Yogi's

It might have been a bad file. I really do need to get down to my backups. Then I can really send everything to a hard drive, and then some. However, there's a possibility in the next few months that I'm moving out of state from Kentucky to New York State or Pennsylvania. I'm not sure yet. Then that's when I can really start doing stuff. I have close to 1,000 disks in here, and some may be bit-rotted. I do know I've already lost my entire boot disk to my old BBS. [sigh]

: I'm just happy to be able to play Blue Max... that game brings back
: memories...

I never had a favorite game. I played just about everything out there.

A friend of mine back in college was able to finish Pitfall 2 once. I watched him, and thought it was great. He even went so far as to map it. Where this map is located, I don't know. I've not seen it in awhile.

--
Homepage: http://members.iglou.com/rsg0910 (Now updated!)

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

3882. Re: Atari equipment must sell!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-24 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <335FFED7.29A98FD9@cc.memphis.edu>
Source record: 73513

```
Terry Ortman wrote:
>
> cc: comp.sys.atari.8bit@brushtail.hna.com.au
> cc: comp.sys.atari.8bit@myriad.alias.net
> cc: no.comp.sys.atari.8bit@news.uninett.no
>
> ATARI Equipment, MUST SELL!!!

Um, is this a serious post or a joke?

--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm
```

3883. Re: SID-LOAD update: version 1.0.4

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-25 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5jq00g$4hl$3@news.atl.bellsouth.net>
Source record: 73373

Sidney Cadot wrote:

> Please let me hear what you think of it. If there are people actually
> using this, I want to know! I'm thinking of adding an option to show
> game file names - and I'd like to hear from you what other
> improvements could be made!
>
I think showing the game names would be cool, if it didn't make the
program too big... If you could make it look like Fenders (disk title in
GR.2 at top of screen, game names in Gr.1, with A thru whatever letter
in front of them in a diff. color, you press that letter to load that
game) I'd be impressed... of course fenders didn't support more games
than fit on the screen.. maybe space bar could show the next page...
like Yogi's loader...

3884. XFormer cable pinouts

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-25 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5jq2l4$6qh@sjx-ixn7.ix.netcom.com>
Source record: 73374

Does anybody have the XF cable pinouts? I had then from when Darek sent out the PCXf Win95 upgrade notice, but seem to have misplaced it. I could really use the info. This is the cable for the PC to an Atari 8-bit floppy drive (XF551), not the SIO2PC/APE cable. Obviously, I'd need all connections for the SIO and PC-Parallel port. Thanx in advance for any help!

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

Robert S Ely
rsely@dhs.state.nj.us -or- rely@ix.netcom.co

3885. Re: what is an Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-25 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <E97BMt.Ipx@iglou.com>
Source record: 73375

In article <335FEE88.7FE4@smtp1.sympatico.ca>, marty paulin wrote:
>
Didn't you ask this same question two or three weeks ago? Several people
answered it. Use Dejanews.

--
Bill Marcum bmarcum at iglou dot com
If gnus are outlawed, only outlaws will have gnus.

3886. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-25 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <33610cd4.996446@news.abest.com>
Source record: 73376

On Fri, 25 Apr 1997 04:19:58 -0400, Lord Spatula
<Urchlay@bell***south.net> wrote:

>I agree... the Indus has outlasted both of my USD 1050's.. though the
>810 is still going strong (it's the workhorse drive... but then it was
>practically new in the box when I got it last year, so it's expected to
>live a long time)

When we first got our 800 years back (1981, I think), it came with an
810 disk drive but what was weird was that if we formatted a bunch of
disks consecutively, the drive would stop working. It would spin up
but wouldn't read any disks. But strangely enough sometimes after a
few days or if we just left a boot disk in the drive attempting to
boot it (it would make awful crunching noises), it would all of a
sudden start working again. This happened a couple of times, until
the last time when it stopped working and never fixed itself.....

3887. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-25 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970425163707.30015A-100000@moose.erie.net>
Source record: 73377

On Wed, 23 Apr 1997, Lord Spatula wrote:

> House of Commons wrote:
> >
> > Yeah, I used the Indus high-speed mode with SpartaDOS X. It was a little
> > slower than a 1050 with a U.S. Doubler, and I think it only worked in
> > double-density (I can't recall for certain--it has been several years for
> > me).
> >
> > I bought one of the first Indus GT drives, and I was always very happy with
> > it. I especially like the design of the drive. It looked great!
> > Syncromesh/DOS XL were really a bust though... even with Sparta X, I
> > basically dumped it in favour of Sparta 3.2c (version 3.2d had a few bugs
> > with BBS Express Pro! I believe).
> >
> ...but could you run Indus high-speed mode under Sparta 3.2? that I
> spent a long time trying to do & never figured it out...
>
> > Does anybosy remember the CPM add-in that was promised at one point to
> > Indus customers? I remember receiving a newsletter about a year or so
> > after I bought the drive that had a few products that were probably all
> > vapour-ware.
> >
> I remember hearing of such a thing, but to my knowledge it never existed
> (not in the US anyway)

Well, it exists in my Indus! Although I do have to admit that
I've only seen two of them in my life. It's basically just a 64K RAM
board that plugs into the header on the right side of the Indus circuit
board. The software sets up the Atari as a terminal and runs CP/M off the
Z-80 processor and 64K RAM in the drive. Clever, but unfortunately it
came out too late to be a big seller.

3888. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-25 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E97KBt.3KA@iglou.com>
Source record: 73378

Lord Spatula (Urchlay@bell***south.net) wrote:

: What BBS did you run? I used to call all around the country in bout 84
: or so...

It was in the dorms in Rochester, NY, at the Rochester Institute of Technology, where I was a National Technical Institute for the Deaf student. I called it the Triv-Atari, on a 130XE with, at its best, 4 1050s at the time, down on the weekends. The most amazing thing is that I had the *SAME* dorm room and the *SAME* phone number the entire time - 716-475-4617. I must request that no one call that number, as you'll get a confused student, who will answer in either voice or TTY.

: I guess my "favorite" would actually be Ultima IV, though I have lost
: the spell lists... It runs fine in XL-it, though the artifacting still
: doesn't look quite right

I never did get a chance to play it. I may have come across the lists, and archived them, but I don't think so.

: I finished that game... took forever, but you never really got killed,
: just sent back to the last red cross you passed, so it wasn't all that
: hard...

It was frustrating, though. One game I played a few times, though I forget the name, always got me chuckling at the humor.

--
Homepage: http://members.iglou.com/rsg0910 (Now updated!)

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

3889. Re: ball blaster questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-25 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <5jrbvv$g4u@uni.library.ucla.edu>
Source record: 73379

In article <335C3322.91@worldnet.att.net>, Keatah <Keatah@worldnet.att.net> wrote:
>what are some of the different graphical effects in ballblazer that
>aren't in ballblaster?? Both games seem the same, unless these 'effects'
>are real subtle, I ain't see'n nuthin.. :-)
>
>Keith
>
In Ballblazer, the winner screen is normal while the opponents screen goes
berzerk with motion and color. In Ballblaster, nothing happens. The music
cues up and both people can chase after a dead ball (you can't grab it but you
can push it around).

Who ever has possession of the ball, in Ballblazer, has a flashing windshield.
In Ballblaster, it's just a solid color.

Also when you score in Ballblazer, the screen flashes color indicating a
score. In Ballblaster, it's just by sound.

I think there's a couple more that I'm forgetting...

Patrick

3890. Re: Atari 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-25 00:00:00 UTC
From: Patrick Mulvey <pmulvey@li.net>
Message-ID: <Pine.SUN.3.95.970425204649.1801B-100000@linet01>
Source record: 73380

On Tue, 22 Apr 1997, Lord Spatula wrote:

> Neil Cushing wrote:
> >
> > I've been given an excellent Atari 800XL with a 1050 disk drive. Alas
> > the 1050 doesn't have a power supply with it. Please could somebody
> > tell me where I can get one in the UK, or alternatively, what voltage
> > / amps the 1050 needs and I'll try to find an alternative.
> >
> > Keen to get the Atari running as a 400 was my second ever machine (my
> > first being a Vic-20) and I want to be able to relive my youth !
> >
> > Thanks for your help.
> > e-mail: neil@cushwi.demon.co.uk
>
> If you still have the supply to the 400, you can use that to run the
> 1050... same thing..
>
>
The power supply here in the USA is rated 9VAC at 31VA
Good luck in your search....

Patrick.

3891. Re: StarRaiders / XL-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-25 00:00:00 UTC
From: "M. Diepenhorst" <pokey@dds.nl>
Message-ID: <01bc513b$1ae273e0$47e79fc2@atari.demon.nl>
Source record: 73514

> Anyone know how to correct the colors in star raiders when running it on
> xl-it 0.20 ??

That isn't possible yet. I guess those stars are colored with some
player/missile technique. The p/m is almost perfect in XLIT, but there are
still any bugs. This is one of these bugs I guess.

Marius

3892. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-25 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5jpp44$24b$1@news.atl.bellsouth.net>
Source record: 73515

Dennis McGuire wrote:

>
> Well, yes and no. A friend of mine and I hacked around with the
> Indus Synchromesh file trying to get it to run Ultraspeed with the disk
> based versions of SpartaDos. We had it working, but not reliably. It
> would not work with the Synchromesh II with the 64K RAM buffer either.
> That was one of my biggest disappointments with my 8-bit hacking.
>
If I had a SDX cart, I could probably hack the routines out of it... if
I could still remember how (it's been a LONG time!)... even a dump of
the cart would work for that purpose, assuming all the banks were
there... anybody?

> The Indus drives were by far the most reliable in terms of reading
> disks. Rana's were the worst!

I agree... the Indus has outlasted both of my USD 1050's.. though the
810 is still going strong (it's the workhorse drive... but then it was
practically new in the box when I got it last year, so it's expected to
live a long time)

Never had a Rana, though I used to use SmartDOS, which was "copyright
1986 RANA Systems"

3893. Re: Atari 2600, Game help wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-25 00:00:00 UTC
From: "Ronald A. Laski, Jr." <rlaski@midwest.net>
Message-ID: <33606EF7.7064@midwest.net>
Source record: 73516

```
Jerry Jessop wrote:
>
> Ray,
>
> Try "Rec.Games.Video.Classics" for an answer. If that still won't do
> it I have the email address of the guy who co-wrote it.
>
> jj
>
> On Mon, 21 Apr 1997 15:01:38 GMT, Rambo <rs5ba@herts.ac.uk> wrote:
>
> >
> > I'm not sure if this is the right New group but it's the closest thing I
> >can find so no flames please. If anyone can suggest a better group please
> >let me know.
> >
> > I have tried for year to complete 'Indiana Jones and The Raiders of The
> >lost ARK' on the Atari 2600 Cart system. I have written to America and
> >got a hint sheet but still no luck.
> >
> > If anyone has played this game and beaten it on an 2600 Cart than I
> >would love to hear from you. Please email 'r.c.smith@herts.ac.uk' I going
> >mad over it!
> >
> > Many thanks, (hoping) in advance,
> >
> >Ray Smith.
> >
> >+=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=+
> >| Final Year Computer Science |
> >+*********************************+
> >| ___ _ __ __ (
> >) / \ / \ \ \/ / |
> >| Email/: r.c.smith@herts.ac.uk )
> >( / /\ \ / / \ \ / / |
> >| \/S \/M\/ I \/T\/H (
> >) |
> >+*********************************+
> >|The University of Hertfordshire|
> >+=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=+
> >

Somewhere, buried on a zipdisk, i have a walkthru for that.
I have completed the game myself, but am not up to the task of
```

scribing the method from memory... the walkthru i have, i found on the net. I think it was in someone's manual or cheat collection.

Ron

3894. Re: Introducing SID-LOAD: an utility to load games from the PC harddisk into XL-IT.

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-25 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5jpvld$4hl$1@news.atl.bellsouth.net>
Source record: 73517

Sidney Cadot wrote:
>
> Hi,
>
> >At last! New Atari 8-bit software!
> >
> >...does this handle "split" binary load files (i.e. ones with multiple
> >segments... that each have a start addr, and length?)
>
> Yes, it does. Take a look at version 1.0.4, which I've posted just now
> -- and let me know what you think!
>
> >Give me an example of a non-working executable (from Yogi's site) and
> >I'll tinker with it... this should be fun..
>
> I have made some utilities myself to repair broken files; I will make
> them available in the next couple of days (whenever I am able to spare
> some time to get them in a distributable form).
>
> Regards,
> Sidney

OK, what dir. in Yogi's is it in? (incoming?)

3895. Re: Jellystone

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-25 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5jq0fd$4hl$4@news.atl.bellsouth.net>
Source record: 73518

Sasa Vegi wrote:
>
> On Jellystone : ftp.hackerz.com/hackerz/atari/jellystone/
> There is a directory binnary full with *.exe files.
> I thought they were PC executables, but I was wrong.
> Can someone explain to me , how to run 'em on PC.
> What emmulator do I need,...
> (anybody exerienced)
>
> Sasha
>
These are Atari 8-bit binary executables.. You will either need an Atari computer & a way to transfer them to Atari disks, or else an emulator such as XL-It (best one IMHO)... the URL for XL-it is http://myst.slcc.edu/~markus/

lets see if this works..

http://myst.slcc.edu/~markus/

If I did that right you should be able to click there & go straight to the site (I dunno, I just now learned HTML)

3896. Re: StarRaiders / XL-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-25 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5jq0sh$4hl$5@news.atl.bellsouth.net>
Source record: 73519

Keatah wrote:
>
> Anyone know how to correct the colors in star raiders when running it on
> xl-it 0.20 ??
>
> The stars should be a light blue/white, not green.. :-(
>
> Keith

No clue... it could be that your TV was out of adjustment when you
played this game years ago.. though in that case mine was too...

I wouldn't worry about... at least the game works! :)

3897. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-25 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5jpose$1uh$1@news.atl.bellsouth.net>
Source record: 73520

Robert Goodwin wrote:

>
> It might have been a bad file. I really do need to get down to my backups.
> Then I can really send everything to a hard drive, and then some. However,
> there's a possibility in the next few months that I'm moving out of state
> from Kentucky to New York State or Pennsylvania. I'm not sure yet. Then
> that's when I can really start doing stuff. I have close to 1,000 disks in
> here, and some may be bit-rotted. I do know I've already lost my entire
> boot disk to my old BBS. [sigh]
>
What BBS did you run? I used to call all around the country in bout 84
or so...

> I never had a favorite game. I played just about everything out there.
>
I guess my "favorite" would actually be Ultima IV, though I have lost
the spell lists... It runs fine in XL-it, though the artifacting still
doesn't look quite right

> A friend of mine back in college was able to finish Pitfall 2 once. I
> watched him, and thought it was great. He even went so far as to map it.
> Where this map is located, I don't know. I've not seen it in awhile.
>
I finished that game... took forever, but you never really got killed,
just sent back to the last red cross you passed, so it wasn't all that
hard...

3898. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-25 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5jpp8j$24b$2@news.atl.bellsouth.net>
Source record: 73521

Dennis McGuire wrote:
>

>
> I do have the 64K RAM buffer in my Indus and I have run CPM on it.
> This was another selling point for the Indus, but by the time it was
> available, MS-DOS was taking over from CPM. The RAM is used as track
> buffer with the Synchromesh II driver. It's weird to load files and hear
> the infamous "beep-beep-beep-" of the sectors laoding and not even have
> the drive spin up!

did all the Indus GT's have the 64K buffer? I'd love to run CP/M, just
to see what it could do... did a Yahoo search, and there's tons of CP/m
stuff on the net...

3899. Re: US Doubler ROM Code -- or something like it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-25 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5jpvnt$4hl$2@news.atl.bellsouth.net>
Source record: 73522

Fredrik Lundholm wrote:
>
> In article <335f2c41.51761284@news.mindspring.com>,
> Brave, Brave Sir Robin <robindhood@geocities.com> wrote:
> >On Wed, 23 Apr 1997 08:35:44 -0400, Lord Spatula
> ><Urchlay@bell***south.net> wrote:
> >
>
> >>one.. If I had some way of reading the ROM I would have no moral
> >>problems sending you a copy of the dump, but I have no idea how to do
> >>this.. I can, however, find out what part numbers you need for the RAM
>
> hmm, is the eprom the same size as the atari-basic rom?
> In that case you could plug in the eprom the basic-socket and
> make a basic loop like: for i = 0 to 8192; a[i]= peek[base+i]; next i;
> (well in some disk/cart-based language naturally :)
>
> Or am I way off here ?? ;)
>
> Fredrik Lundholm
> d1dol@dtek.chalmers.se

uhhh... I kind of doubt it... but maybe...

3900. Re: Atari 800XL joysticks wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-26 00:00:00 UTC
From: kenneth@daffy.aatech.com
Message-ID: <33618b38.7237773@news.aatech.com>
Source record: 73381

On Mon, 21 Apr 1997 21:00:31 -0700, ziggy29@netgate.net (Tim Irvin)
wrote:

>In article <matthewpE8y0Eq.8EL@netcom.com>, matthewp@netcom.com (Matt
>Pritchard) wrote:
>
>> Tim Irvin (ziggy29@netgate.net) wrote:
>> : Unlike, say, the Atari 5200, there are still a *lot* of working joysticks
>> : for the 2600, and therefore, the 800XL and other Atari 8-bit computers.
>>
>> Brand new joysticks, however, are getting darn hard to find. I know
>> Video 61 has some, but no one else I know has any quantity.
>
>Yes, but there are plenty of 15-year-old 2600 joysticks (and Wico
>joysticks and others) which still work about as well as they did
>when they were first taken out of the box.
>
>--

Digital joysticks for the Amiga (and I assume the Atari ST) are pinned
out the same s the atari sticks.

There may be problems with extra buttons on the joystick which I think
use resistors on the pot lines, but otherwise, Atari 8-bit <-> Amiga
joysticks are the same thing. (Remember the same guy did the custom
hardware in both machines.)

Kenneth Jennings -- SyntheToonz
Miami, FL -- kenneth@daffy.aatech.com

3901. Re: BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-26 00:00:00 UTC
From: dwmoar@aol.com
Message-ID: <19970426032300.XAA03157@ladder01.news.aol.com>
Source record: 73382

You will need a program called an "OUT DIALER"

3902. Re: Introducing SID-LOAD: an utility to load games from the PC harddisk into XL-IT.

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-26 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <33619676.832331@news.tudelft.nl>
Source record: 73383

On Fri, 25 Apr 1997 06:11:37 -0400, Lord Spatula
<Urchlay@bell***south.net> wrote:

Hi,

>> I have made some utilities myself to repair broken files; I will make
>> them available in the next couple of days (whenever I am able to spare
>> some time to get them in a distributable form).

>> Regards,
>> Sidney

>OK, what dir. in Yogi's is it in? (incoming?)

See BINTRIM announcement which I'll post in 5 mins...

Greetings, Sidney

3903. Re: SID-LOAD update: version 1.0.4

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-26 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <336196de.936334@news.tudelft.nl>
Source record: 73384

Hi,

first of all: thanks for the feedback! Though I'm rather curious to know whether you tried SID-LOAD yet - you didn't actually mention that!

>I think showing the game names would be cool, if it didn't make the
>program too big...

As Dr. Ruth says -- "size is not important".

Maybe the program would get 200 or 300 bytes longer, but the beauty of it all is that the actual 'loader portion' doesn't need to get larger -- in fact in will only get smaller once I start optimizing it... And the loader is all that will have to remain not-overwritten while a program loads. (At the moment, some games _do_ conflict with SIDLOAD, but I'm thinking of fixing that -- by actually relocating the loader when a segment tries to overwrite it, or something like that)

> If you could make it look like Fenders (disk title in
>GR.2 at top of screen, game names in Gr.1, with A thru whatever letter
>in front of them in a diff. color, you press that letter to load that
>game) I'd be impressed... of course fenders didn't support more games
>than fit on the screen.. maybe space bar could show the next page...
>like Yogi's loader...

The problem with this is, that I myself actually like to have all 1200 or so games I have available from within the same PC directory, and considering that this solution would be quite unworkable; one would have to push the space bar something like 60 times before being able to load zaxxon!

The best I could do (if I can get it up to speed) is that you'd see, as you type a filename, a list of all files which start with the name you have entered; it would be possible to have something like "game name completion" (a la 4dos or modern unix shells)

I'll think about this. If you have any ideas, let me know!

Regards,
Sidney

3904. Anouncing BINTRIM 1.0.1: a package to repair broken Atari binary executables

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-26 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <336199e3.1709964@news.tudelft.nl>
Source record: 73385

Hi all,

I have written two utilities which could help to repair (most)
broken 8-bit binary executables (like the ones found on Yogis FTP
site). The package is called BINTRIM.

BIN is a utility which shows the structure of an Atari binary
executable; often, bytes have been appended to it in the
transfer-process to the PC. These show up when using BIN as weird
excess segments or 'bad headers'

TRIM is a utility which helps to easily cut off the excess bytes.

Source code and an example repair (Microsoft Marketing Department
would call this an on-the-fly turn-key walkthrough wizard) have been
included; probably _some_ idea of what you're doing is needed to
prevent mistakes.

If your favourite game doesn't run on XL-It or another emulator, give
BINTRIM a try! It might just help...

The BINTRIM package version 1.0.1 is available from my homepage:

http://ch.twi.tudelft.nl/~sidney/atari/

Size: something like 80 KB.

While you're there: please take a look at SID-LOAD and ROMCRC-32
(for the Atari 8-bit ROM Documentation project).

Greetings,
Sidney Cadot

3905. re Atari 850

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-26 00:00:00 UTC
From: marty paulin <tmscc.bell@sympatico.ca>
Message-ID: <3361D59F.350A@sympatico.ca>
Source record: 73386

Bill Marcum wrote:
>
> In article <335FEE88.7FE4@smtp1.sympatico.ca>, marty paulin wrote:
> >
> Didn't you ask this same question two or three weeks ago? Several people
> answered it. Use Dejanews.
>
> --
> Bill Marcum bmarcum at iglou dot com
> If gnus are outlawed, only outlaws will have gnus.No I did not, I just bought the darn thing 2 days ago at the Goodwill
store, and I haven't read this newsgroup in a few weeks...

3906. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-26 00:00:00 UTC
From: rcoate@eskimo.com
Message-ID: <E98Kxv.46D@eskimo.com>
Source record: 73387

House of Commons (karsoc@parl.gc.ca) wrote:

: Yeah, I used the Indus high-speed mode with SpartaDOS X. It was a little
: slower than a 1050 with a U.S. Doubler, and I think it only worked in
: double-density (I can't recall for certain--it has been several years for
: me).

: I bought one of the first Indus GT drives, and I was always very happy with
: it. I especially like the design of the drive. It looked great!
: Syncromesh/DOS XL were really a bust though... even with Sparta X, I
: basically dumped it in favour of Sparta 3.2c (version 3.2d had a few bugs
: with BBS Express Pro! I believe).

: Does anybosy remember the CPM add-in that was promised at one point to
: Indus customers? I remember receiving a newsletter about a year or so
: after I bought the drive that had a few products that were probably all
: vapour-ware.

: I paid $625 (Canadian Money) for the Indus GT at Chiang Computers in Ottawa
: (RIP) in 1983. To this date this is the largest single computer purchase I
: have EVER made.

: Memories...

: /ck

: Lord Spatula <Urchlay@bell***south.net> wrote in article
: <5jejrh$ea8$1@news.atl.bellsouth.net>...
: > Thomas Havemeister wrote:
: > >
: > > In article <Re: XLIT question>, Urchlay@bell***south.net (Lord Spatula)
: wrote:
: > >
: > > Howdy Lord,
: > >
: >
: > > Did you american guys never heard of the great BIBO-Dos? This is my
: > > favourite TOP Dos! Just imagine: turn on the floppy drive, turn on your
: > > atari and your DOS boots up with a room inside the floppy.
: > > #great#+ultraspeed... <grin> yeah compy shop is clever...
: >
: > nope... never heard of it... Did it use standard US Doubler compatible
: > ultraspeed format?
: >
: > ...did anybody ever get Indus GT ultraspeed ("synchromesh" mode) to work
: > with anything besides the DOS XL version packaged with the drive, or

: > maybe Sparta X-cart? (It didn't EVER work with ANY other DOS I tried,
: > not even SuperDOS)
: >
: > I even still have the Indus, and it can format & write DD disks, which
: > actually read under AtariDisk on my PC (on a 1.2m drive, even)... and
: > the Indus will also read disks written by AtariDisk on the 1.2m drive!
: > Half-width r/w head & everything!
: >
: >

3907. Re: how can I connect a 850 atari drive at my PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-26 00:00:00 UTC
From: snappy@madbbs.com
Message-ID: <33628116.24363051@199.190.65.4>
Source record: 73388
Cross-posted to: alt.crews.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari,fr.comp.sys.atari,rec.games.video.atari

On 13 Mar 1997 15:07:29 GMT, "Marcel Durieux"
<hollywood.sound@skynet.be> wrote:

>Hello,
>how can I connect a 850 atari drive at my PC to make image from my own
>disks?
>
>--
>
>Durieux Marcel ;-)
>http://HollyWood-Sound.InterVista.Net/
>http://users.skynet.be/hollywoo/
>Very carefully!

3908. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-26 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970426075013.5229A-100000@moose.erie.net>
Source record: 73389

On Fri, 25 Apr 1997, Lord Spatula wrote:

> Dennis McGuire wrote:
> >
>
> >
> > I do have the 64K RAM buffer in my Indus and I have run CPM on it.
> > This was another selling point for the Indus, but by the time it was
> > available, MS-DOS was taking over from CPM. The RAM is used as track
> > buffer with the Synchromesh II driver. It's weird to load files and hear
> > the infamous "beep-beep-beep-" of the sectors laoding and not even have
> > the drive spin up!
>
> did all the Indus GT's have the 64K buffer? I'd love to run CP/M, just
> to see what it could do... did a Yahoo search, and there's tons of CP/m
> stuff on the net...

No, the 64K board was an add-on that came out after Synchromesh,
but it was planned in the original Indus design. You need Synchromesh
II to use it as a track buffer. As I've said, I've only actually seen two
Indus drives that had it installed.

3909. Where can I find a used pair of working Joysticks????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-26 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5jt1v9$llh@news1.fast.net>
Source record: 73390

Hi. I was wondering if anybody had a used pair of joysticks for sale?
(In good working order, of course). If so, please email
rhkramer@fast.net.

3910. Re: Atari equipment must sell!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-26 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E9960u.9nt@iglou.com>
Source record: 73391

Greg Miller (uglmiller@cc.memphis.edu) wrote:

: Um, is this a serious post or a joke?

It's a serious post, all right. However, the guy is selling them for prices you've only seen in the late 80s. If he sold them for around $200-250 for the entire package, then good. He overprices everything. He's had this reputation for not even bothering to send out what you ordered, and has been raided by the Illinois State Police for a few things. I don't have the full info, but it's around the net somewhere. Just ask in some of the misc.forsale groups, and you'll get horror stories galore.

--
Homepage: http://members.iglou.com/rsg0910 (Now updated!)

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

3911. FS: Atari 2600 items/Double-Ender/8-bit...[UPDATE 6a]

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-26 00:00:00 UTC
From: djc126@alfresco.usask.ca
Message-ID: <5jth7c$36s@tribune.usask.ca>
Source record: 73392
Cross-posted to: alt.atari.2600,rec.games.video.atari,rec.games.video.marketplace,comp.sys.atari.8bit,alt.forsale

```
-------------------------------------------------------------
Atari 2600 items/8-bit Auction #4
-------------------------------------------------------------
Hi Everyone. Here is my listing and a few simple rules:
Feel free to bid on any item(s).
Buyer pays post office shipping from Canada.
All prices in USD. Canadians can pay in equivalent $CDN.
I will keep you posted on the current high bid(s).
All items are in good working condition(unless noted)
but sold AS IS.
Bidders must supply full name, address, and phone number.
Tentative end of auction is 11 PM CST April 30, 1997.

NOTE: Preference will be given to someone who bids on a majority of
the items. Amount for bulk bids must exceed combined bids.

I reserve the right to sell cartridges separately.
This will result in the min. bid on that cartridge(s)
being subtracted from the bulk bid.

The Double-Ender will only be sold separately and should not be
included in a bulk bid.

Thanks.
David
-------------------------------------------------------------------------
-------------------------------------------------------------------------
Here are the complete details of the system(no box, no docs).
-------------------------------------------------------------------------
Atari CX-2600 Jr.(black with silver trim) $15 <min> $9 ADebater
4 switch model with power adapter (Part of Bulk Bid)
channel selector, separate RF cable
Pair of Joysticks.
Combat cartridge.
-------------------------------------------------------------------------
Cartridges(Atari 2600)
-------------------------------------------------------------------------
Activision(worn end labels)
----------
Frostbite $2 <min>
Grand Prix $2 <min> $2 ADebater
Keystone Kapers $2 <min>
Oink! $2 <min> $2 writer
Pitfall! $2 <min> $2 ADebater
```

Atari

Asteroids $1 <min> $3 bensonj
Berzerk $1 <min> $1 ADebater
Centipede $1 <min>
Defender $1 <min> $1 ADebater
E.T. $1 <min> $1 ADebater
Mario Bros. $2 <min> $2 ADebater
Missile Command $1 <min> $1 ADebater
PAC-MAN $1 <min> $1 ADebater
Real Sports Football $1 <min> $1 ADebater
Space Invaders $1 <min> $1 ADebater
Star Raiders $1 <min> $1 ADebater
Sword Quest: Earthworld $1 <min> $1 ADebater
Yar's Revenge $1 <min> $1 ADebater

Coleco

Donkey Kong $2 <min> $2 ADebater

M-Network

Astroblast $1 <min> $1 ADebater
Space Attack $1 <min> $1 ADebater
Tron Deadly Discs $1 <min> $1 ADebater

XONOX

Robin Hood/Sir Lancelot DOUBLE ENDER $7 <min> $40 AVE

Atari 8-bit Cartridge(metal/plastic casing)

Asteroids $3 <min>
Basic $3 <min>
PAC-MAN $3 <min>

I also have Atari ST 16/32 bit MIDI Computer hardware/software for sale.
Also some IBM hardware/software. Please email for a listing. Thanks.
Updated 04/26/97(#6)

--End--

3912. JOINT MEETING -- LIAUG & OHAUG

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-26 00:00:00 UTC
From: Alan Sharkis <ASharkis@postoffice.worldnet.att.net>
Message-ID: <33625D1D.1851@postoffice.worldnet.att.net>
Source record: 73393

On Saturday, May 3rd, 1997, the Long Island Atari User Group and the Ol' Hackers Atari User Group are going to have the second in a series of joint meetings planned for this year. OHAUG is an exclusively 8-bit group and LIAUG supports all Atari products.

The meeting will be held from 12:00 Noon to 4:00 PM at the Nesconsett Branch of the Smithtown Public Library in Suffolk County, Long Island, NY. We expect to have an interesting meeting, with perhaps a few major 8-bit collectors present.

If you need directions, you may contact me via E-mail:

ASharkis@worldnet.att.net
or
ASharkis@aol.com

or call The New Nest BBS at
(516) 783-4634
and leave a message for sysop Patrick Mulvey.

3913. Re: Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-26 00:00:00 UTC
From: ralphxpn@aol.com
Message-ID: <19970426223100.SAA09234@ladder01.news.aol.com>
Source record: 73394

Hey I've been looking for the manual for ages..can I get a copy from you
some how??

Thanks in advance

Ralph

E-Mail ----ralphxpn@aol.com

3914. 2 Million E-Mail Addresses $35.95

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-26 00:00:00 UTC
From: Mark Purdy <mpurdy@mail.tds.net>
Message-ID: <5ju1ij$nq8@news2.tds.net>
Source record: 73395

##
This message is create by Dynamic mail - a most powerful online marketing tool
will explode your business on the internet. For more information please visit
our web site at : http://www.australia.net.au/~apexpi/dynamail.htm
##

2 Million E-Mail Addresses $35.95

Payment by:
Visa, MasterCard, American Express

http://www.tds.net/compurdy/2_million

3915. Re: Indus Drives and CP/M

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-26 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970426204731501507@rainbow03.descon.com>
Source record: 73396

Lord Spatula <Urchlay@bell***south.net> wrote:

> did all the Indus GT's have the 64K buffer? I'd love to run CP/M, just
> to see what it could do... did a Yahoo search, and there's tons of CP/m
> stuff on the net...

Speaking of CP/M, I managed to get ahold of an ATR8000 with a dual
tandon 5.25" drive, and tonnes of CP/M software.. Does anyone know how
to run them using the atari through the ATR8000?

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

3916. Re: US Doubler ROM Code -- or something like it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-26 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970426204721150189 2@rainbow03.descon.com>
Source record: 73397

Lord Spatula <Urchlay@bell***south.net> wrote:

> ...as for the ROM, I can't even tell you the part #, since it's an EPROM
> with a piece of black tape to cover the erase window (and that EPROM is
> probably the part that died on this drive, too, since the mechanism
> seems OK & works in my other 1050)

I have the ICD USDoubler ROM in a 4KB file that I have used to program
my two USD 1050's.. The only thing that you need that is really hard to
find, is the extra ram chip! It is the same as the one that is in it
now, you just need another and because they are extinct, the only real
way to upgrade it is to take the ram chip from another dead 1050..

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

3917. Re: What a deal!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-26 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970426204737150295 7@rainbow03.descon.com>
Source record: 73398
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,misc.forsale.computers.other.systems

<ronwizbot@juno.com> wrote:

> All of this is $50.00 total + Shipping and Handling...
> What a BAD DEAL!!!!!!!!

:)

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

3918. Modem > Atari Comp

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-27 00:00:00 UTC
From: tidycat@news.bridge.net
Message-ID: <5jueor$jka@skyway.bridge.net>
Source record: 73399

Right now, I have a 14.4 modem hooked up to my Apple][(which I'm using right now). Anyway, with the appropriate cable, can I hook this modem up to my Atari XE GS ??

Jeff

3919. Re: Jeff-Gamer's Classic Computer Items Auction! Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-27 00:00:00 UTC
From: 123@ret.net
Message-ID: <3362f2c7.39877204@news2.pitnet.net>
Source record: 73400
Cross-posted to: comp.sys.atari.8bit,comp.sys.ti,comp.sys.cbm,comp.sys.misc,misc.forsale.computers.other.systems,rec.games.video.classic,rec.games.video.marketplace

I have requested you not to include this global posting in the
COMP.SYS.TI which I am crossposting to other TI-99/4A
people around the country and because you can not refrain from
the global postings I will make it easier on the both of us and just
delete any and all postings from you and not forward any pmail from
you to keep things simple.

Good luck and have fun

On 11 Apr 1997 19:30:39 GMT, Jeff Rothkopf <JeffGamer@ipof.fla.net>
wrote:

> ** Jeff-Gamer's Classic Computer Items Auction! 8) -- Initial Posting **
> ** PART ONE **
>

3920. Re: ball blaster questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-27 00:00:00 UTC
From: bosco@inficad.com
Message-ID: <1104_843728016@ip94.ts3.phx.inficad.com>
Source record: 73401

Thomas Havemeister wrote:
>
> In article <Re: ball blaster questions>, pnguyen@ucla.edu (Patrick P.H. Nguyen) wrote:
>
> Howdy Patrick,
>
> > >I'm a fan of the great lucasfilm ltd. games! Where can I get a copy?
> > >
> > No. Ballblaster was a pre-release beta version of Ballblazer. I don't
> > think it was supposed to go out of the hands of the testers but virtually
> > every Atarian in the world has it.. Anyways, Ballblazer is better. There
> > is more variation in how good the computer is and there are some neat
> > graphical effects that aren't in Ballblaster.

Somewhere along this thread I lost track of who is saying what, but from my understanding, Ballblaster was actually developed by another company independant of Lucusgames and actually saw a limited commercial release before Lucus and company snatched it up and re-invented it as Ballblazer.

And while we're one the subject of Lucusfilm Games, I recently played Maniac Mansion on my PC and the whole game looks like it was developed for an Atari. The graphics and the gameplay are extremely Atari-like. I'm speculating that the game may have been developed on an Atari and then ported to the PC when the Atari market crashed.

John Collins

SPAMBOX DATA... PLEASE IGNORE
preusse@metronet.de dhout@getonthe.net car2rod2@mail.idt.net
spree@sj.bigger.net bradford@post1.com marked@eden.com
mmenard@mail.accent.net michael@freedomstarr.com mo-money@usa.net
postmaster@freedomstarr.com djm500@ix.netcom.com pino@tht.net
clongley@ns.net ishoey@image.dk drakeyiX@idt.net jplummer@gte.net
pyro13@bellsouth.net gouge@ix.netcom.com gavron@aces.com
postmaster@aces.com abuse@aces.com

3921. Re: ball blaster questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-27 00:00:00 UTC
From: bosco@inficad.com
Message-ID: <1105_843728023@ip94.ts3.phx.inficad.com>
Source record: 73402

Thomas Havemeister wrote:
>
> In article <Re: ball blaster questions>, pnguyen@ucla.edu (Patrick P.H. Nguyen) wrote:
>
> Howdy Patrick,
>
> > >I'm a fan of the great lucasfilm ltd. games! Where can I get a copy?
> > >
> > No. Ballblaster was a pre-release beta version of Ballblazer. I don't
> > think it was supposed to go out of the hands of the testers but virtually
> > every Atarian in the world has it.. Anyways, Ballblazer is better. There
> > is more variation in how good the computer is and there are some neat
> > graphical effects that aren't in Ballblaster.

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my understanding, Ballblaster was actually developed by another company
independant of Lucusgames and actually saw a limited commercial release
before Lucus and company snatched it up and re-invented it as Ballblazer.

And while we're one the subject of Lucusfilm Games, I recently played
Maniac Mansion on my PC and the whole game looks like it was developed
for an Atari. The graphics and the gameplay are extremely Atari-like. I'm
speculating that the game may have been developed on an Atari and then
ported to the PC when the Atari market crashed.

John Collins

SPAMBOX DATA... PLEASE IGNORE
preusse@metronet.de dhout@getonthe.net car2rod2@mail.idt.net
spree@sj.bigger.net bradford@post1.com marked@eden.com
mmenard@mail.accent.net michael@freedomstarr.com mo-money@usa.net
postmaster@freedomstarr.com djm500@ix.netcom.com pino@tht.net
clongley@ns.net ishoey@image.dk drakeyiX@idt.net jplummer@gte.net
pyro13@bellsouth.net gouge@ix.netcom.com gavron@aces.com
postmaster@aces.com abuse@aces.com

3922. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-27 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <33631170.1677132@news.abest.com>
Source record: 73403

On Sat, 26 Apr 1997 07:53:18 -0400, Dennis McGuire
<mcguired@moose.erie.net> wrote:

> No, the 64K board was an add-on that came out after Synchromesh,
>but it was planned in the original Indus design. You need Synchromesh
>II to use it as a track buffer. As I've said, I've only actually seen two
>Indus drives that had it installed.

I have an Indus GT, but how do I tell if it has Synchromesh II, or is
it just a different Synchromesh driver (i.e. software only)?

3923. Modem > Atari Comp

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-27 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <862136827.15711.0@pianosa.demon.co.uk>
Source record: 73404

Whilst reading the rubbish I usually find here, Jeff Davidson wrote somethi=
ng interesting about "Modem > Atari Comp"

Hello Jeff,

JD> using right now). Anyway, with the appropriate cable, can I hook this
JD> modem up to my Atari XE GS ??

Sure you can. You'll need to get hold of an Atari 850, or P:R:Connection,
to give you an RS232 port. Obviously, you'll need software to drive it
all, too.
_ =
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. All you people, dropping like flies.
Snuffin' In'a Babylon; Alberto Y Los Trios Paranoias

3924. Re: ball blaster questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-27 00:00:00 UTC
From: tgl@home.globe.de
Message-ID: <336639a5.3491262@news.globe.de>
Source record: 73405

bosco@inficad.com wrote:

>Thomas Havemeister wrote:
>
>Somewhere along this thread I lost track of who is saying what, but from=
=20
>my understanding, Ballblaster was actually developed by another company
>independant of Lucusgames and actually saw a limited commercial release
>before Lucus and company snatched it up and re-invented it as =
Ballblazer.

Atari had IMHO a contract with Lucasgames for four Games. These Games
were: "Ballblazer", "The Eidolon", "Rescue on Fractalus" and a fourth
one.

They developed them, but a beta version from "Ballblazer" and "Rescue on
=46ractalus" were pirated and before the full games could be released,
nearly every 8Bit-Atari-User had a copy of "Ballblaster" and "Behind
Jaggi Lines". This was the last Soft from Lucasgames for the Atari.

>And while we're one the subject of Lucusfilm Games, I recently played=20
>Maniac Mansion on my PC and the whole game looks like it was developed
>for an Atari. The graphics and the gameplay are extremely Atari-like. =
I'm
>speculating that the game may have been developed on an Atari and then
>ported to the PC when the Atari market crashed. =20

It was written for the C64, but never for Atari 8Bit because of the
other story.

So long,
Thomas G. Liesner

3925. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-27 00:00:00 UTC
From: BigBro` <lsusj@csv.warwick.ac.uk>
Message-ID: <Pine.SOL.3.95.970427125741.18445A-100000@holly>
Source record: 73406

On 21 Apr 1997, Yoli Ochs wrote:

.....>I can play the game normaly, except every time you enter a shop it lets you
.....>in then kicks you out. Has anyone elsehad this problem and if so how do you
.....>fix it?

That sounds like you`ve been a bit of a nasty-person (to be
polite), and tried to barter the shopkeepers too much; they all hate you
:) At least, that`s what I found happened when I did it!!! Don`t need
shops anyway :)

BigBro`

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
x C:>*$!%??!* I Why not try using... x
X I ....Control.... X
X Error parsing *$!%??!*. I ....Alt....and. X
X Abort, Retry, Fail? I ....delete...?! X
X X
X Alternatively, a big stick will suffice! X
X X
x (unless A1200 Blizzard IV+16Mb, 850Mb HD, 8xCD-ROM, CBM 1942) x
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

FOR SALE: Above system + 50Mhz FPU, CDPlus interface, Colour Printer.
Any takers? For more information, or any offers....mail me!

3926. COME SEE THE HOTTEST SITES ON THE WEB!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-27 00:00:00 UTC
From: Me <Someone@nowhere.com>
Message-ID: <5jvg5v$3gh@dfw-ixnews6.ix.netcom.com>
Source record: 73407

http://ads.sexroulette.com/cgi-win/trax.exe?972

(FREE XXX VIDEO 24/7)
(TONS OF PIXXXS and MOVIES)

http://megatrondata.com/PleasureIsland/index.htm

(LIVE VIDEO SEX FROM AMSTERDAM!!!!)
(LIVE WOMEN and MEN at your disposal as low as $.89 a minute....bettter than $2.99)
FANTASTIC!!!!!

Satisfaction Guaranteed!!!!!!!!!!!!!!!!!!!!

This message is being brought to you by Dynamic Mail software - the powerful
online marketing tool to explode your business easier and faster. For more
information please visit our web site at :
http://www.australia.net.au/~apexpi/dynamail.htm

3927. Maniac Mansion

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-27 00:00:00 UTC
From: Howerton <howerton@inet-direct.com>
Message-ID: <33636FD3.336B@inet-direct.com>
Source record: 73408

> And while we're one the subject of Lucusfilm Games, I recently played
> Maniac Mansion on my PC and the whole game looks like it was developed
> for an Atari. The graphics and the gameplay are extremely Atari-like.
> I'm speculating that the game may have been developed on an Atari and
> then ported to the PC when the Atari market crashed.

It *may* be a port from the NES. My son has this game for that system.
A lot of the NES games have an Atari sort of look about them. When the
NES was the "system to have" I convinced him to get an XEGS. The next
year he got the NES 'cause that's what "everyone else" had. However,
he *did* get "cool points" from his buddies since he had a computer.

__Darryl__

3928. FS: Atari Jaguar, games and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-27 00:00:00 UTC
From: sunlord@ican.net
Message-ID: <3363a81e.108231090@news.ican.net>
Source record: 73409

As some of you already know, later this year I will be attending an exchange program in Japan. Ufortunatley, this means I ahve to get rid of allot of stuff! I have a number of Atari 2600's, and Jaguars. I have decided that I should probably part with my secondary Jaguar. Beloew is everything that I have for it. Please ask if you would like any references to other people I have sent the odd thing to, and please e-mail me with a reasonable offer. I am not here to make a profit... jsut to get back some of what I spent and give the equipment to someone who will use it for a long time, rather then just dumping it the next day! So ... here goes:

(this will probably go to someone who is getting their first Jaguar, or a secondary system for themselves/family... I am selling this as a set!)

---

1 x Atari Jaguar (mint condition, Box is perfect, manuals, power source, tv hookup)

4 x Atari Jaguar Standard controllers with original packaging in perfect condition.

1 x Team Tap, bought separatley in perfect condition with Box

1 x Alien Vs. Predator (mint condition game, manuals, overlays, box)
1 x Bubsy the Bobcat (mint condition game, manuals and box)
1 x Cybermorph (mint condition, overlays, came with system)
1 x Doom (mint condition, manuals, overlays, and box)
1 x Double Dragon V (mint condition game, manuals, and box)
1 x NBA Jam: TE (mint condition game, manuals and box)
1 x Raiden (mint condition game, manuals and box)
1 x Sensible Soccer (mint condition game, manuals and box)
1 x Tempest 2000 (mint condition game, manuals and box)
1 x Theme Park (mint condition game, manuals and box)
1 x White Men Can't Jump (mint condition game, manuals and box)

No matetr what you think of the Jaguar or the games, I am a person that tries to keep everything in perfect condition. Everything that came with the system, games and controllers are in perfect condition and are their. I bought everything new, and have player it sparsley. Maybe 4 or 5 times. It is my secondary system and eveyrthing is less than 3 months old.

So, if anyone is interested, or knows someone that is, please feel
free to make any reasonable offer to sunlord@ican.net

Thanks allot!
Dave
sunlord@ican.net

3929. Re: ATTN MARKUS: Status bits after H: device CIO not ok.

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-27 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <3363b17a.3290507@news.tudelft.nl>
Source record: 73410

..Have to rectify something:

> JSR CIOV ; do I/O on H:
> BMI ERROR ; act on error
>
> ; will fall through!
>

It doesn't appear to happen any more -- XL-It seems to be OK (probably my mistake - otherwise a -very- freakish bug).

Regards,
Sidney Cadot

3930. ANNOUNCING SID-LOAD 1.0.5

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-27 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <3363b002.2914595@news.tudelft.nl>
Source record: 73411

Hello all,

SID-LOAD, the utility for loading Atari 8-bit binary executables on
your PC harddisk from within the XL-It emulator, has been upgraded to
version 1.0.5.

It can be got at http://ch.twi.tudelft.nl/~sidney/atari

Changes from [1.0.4] to [1.0.5]:

* Optimizations: some optimization made the loader portion
smaller: from 164 down to 123 bytes. This means all games
not touching $480-$4FF while loading should work; the ones
touching only $500-$57F now have a chance.

* Feature: directory feature; the "BELL" on a wrong filename has
gone; instead, SID-LOAD now tries to interpret the filename
entered as a pattern for a directory listing.

* Fix: COLOR2 (address 710) value is now restored prior to
invoking the loader. The silly thing is: about the only program
hindered by this was my own ROMCRC program! Should work
fine now.

* Fix: better handling of BLOCKSTART>BLOCKEND; in this case,
SID-LOAD now tries to RUN the program (as it does with other
errors).

* Fix: some games (most notably, Asteroids) appear to be rather
picky about system variables being set up properly (DOSVEC).
They work now.

(Never thought it would be possible to have this much bugs in so
little code!)

Regards, Sidney

3931. FS: Atari XE Game Systems (XEGS) & Access.

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-27 00:00:00 UTC
From: Marlin Bates <mbates@jarl.cs.uop.edu>
Message-ID: <Pine.SUN.3.91.970427150901.28715A-100000@jarl.cs.uop.edu>
Source record: 73412
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.atari

I have the following package for sale:

Atari XE Game System (XEGS)
Has Missle COmmand BUilt-in
Barnyard Blaster Cartridge
XEGS Light Gun
Grey Joystick
Power Supply

All in great shape $40 plus shipping or BEST OFFER.

Thanks
-Marlin

3932. Re: Hip Mode (was: ATTN MARKUS: "official" gtia-bug...)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-27 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6Vf8dr-$zHB@peter.soemtron.sb.sub.de>
Source record: 73413

In article <ATTN MARKUS: "official" gtia-bug...>, nadkar@zeus.fh-pforzheim.de (nadkar) wrote:

Howdy nadkar,

> i dont know if we spoke about the new "hip-mode" which
> depends on a gtia-bug... i dont know if there
> is any existing xl-emulator which handles this mode
> correct... (btw. how does xl-it handle interlace-pictures?)

btw, hip-mode! Can anyone send me a demonstration sample of this mysterious picture format? Are there any good hip viewer and picture-converter?

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

3933. Re: Modem > Atari Comp

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-27 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970427124148.21568B-100000@fissure.scar>
Source record: 73414

On 27 Apr 1997, Jeff Davidson wrote:

> Right now, I have a 14.4 modem hooked up to my Apple][(which I'm
> using right now). Anyway, with the appropriate cable, can I hook this
> modem up to my Atari XE GS ??
>
>
> Jeff

You need the appropriate software and hardware to run a 14.4K modem on an Atari XE. The Atari XE GS runs all regular Atari 8bit hardware/software, 99% of it any way. I would recommend Bobterm for the software and a Black box or MIO with cables for the modem. They are a little tricky to get now. Either buy them used or maybe try a few of the lone Atari vendors that are scattered throughout north America..

Good luck..

Alan

3934. Atari Connection BBS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-27 00:00:00 UTC
From: James King <jeking@xmission.xmission.com>
Message-ID: <5k124h$evv@xmission.xmission.com>
Source record: 73415

I'm proud to announce that I've revived the Atari Connection BBS. A BBS Express Pro! dial-up system for the 8bit Atari computer.

Whats online? Hundreds of meg worth of 8bit Atari files, online games, messages, tips, cartoons and more.

801-280-7486 (300-19.2k)

Not Internet accessible, but will be providing Internet related material online (usenet news, ftp'd files, etc..)

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

3935. Re: StarRaiders / XL-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-27 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <336432CF.3011@worldnet.att.net>
Source record: 73416

Kenneth Jennings wrote:
>
> On Fri, 25 Apr 1997 06:32:31 -0400, Lord Spatula
> <Urchlay@bell***south.net> wrote:
>
> >Keatah wrote:
>
> >> Anyone know how to correct the colors in star raiders when running it on
> >> xl-it 0.20 ??
>
> >> The stars should be a light blue/white, not green.. :-(
>
> >> Keith
>
> >No clue... it could be that your TV was out of adjustment when you
> >played this game years ago.. though in that case mine was too...
>
> >I wouldn't worry about... at least the game works! :)
>
> Ummmm. When shields are on the entire display of space is greenish.
> Turn off the shields and space is black with white stars.
>
> Kenneth Jennings -- SyntheToonz
> Miami, FL -- kenneth@daffy.aatech.com

Almost, the stars are a very light light green. They should be
blue-white. And the display should be a blueish - haze shade with shields
on.

The alert when coming out of hyperspace into a battle should be red, not
violet.

The long range scan is also too green. yeck!

Keith

3936. Re: Hip Mode (was: ATTN MARKUS: "official" gtia-bug...)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-27 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <3364337A.7384@worldnet.att.net>
Source record: 73417

Thomas Havemeister wrote:
>
> In article <ATTN MARKUS: "official" gtia-bug...>, nadkar@zeus.fh-pforzheim.de (nadkar) wrote:
>
> Howdy nadkar,
>
> > i dont know if we spoke about the new "hip-mode" which
> > depends on a gtia-bug... i dont know if there
> > is any existing xl-emulator which handles this mode
> > correct... (btw. how does xl-it handle interlace-pictures?)
>
> btw, hip-mode! Can anyone send me a demonstration sample of this
> mysterious picture format? Are there any good hip viewer and picture-
> converter?
>
> --
> 6502 R*SC power! ||| *ntel Outs*de! | ,- _ C64 II - alternate
> *(MEGA) 8-b*t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b*t power !

```
I think it handles them just fine. I got a whole bunch of pornos that you
have to scroll up and down to see the full length photo.. And there's and
annoying (but proper) interlace flicker to 'em. Just like on my amiga in
320x400 interlace mode. :-)
```

3937. Atari chip music format & player

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-27 00:00:00 UTC
From: Robert Hagenstr&#65533;m <rob@ksk.sala.se>
Message-ID: <01bc5344$a6fe5aa0$0e3210c2@t-ballz>
Source record: 73418

Greetings!

I am not well orientated in newsgroups nor the web. However I have found some nifty little win95 proggies that play .dat (c64 sid files) and .ym (atari st chip music) file formats. I am now wondering if there exists or will exist such a program for the Atari 8-bit computer? (And if I will be able to rip music from .xfd or .atr files... my main interest lies in the Alternate Reality games, which I am having problems with, transmitting the music to the general public, as I am a host of it's official webpage at http://www.ksk.sala.se/~rob/dungeon/).

Please answer to me personally also, since I don't get much time over for reading news groups...

Yours Sincerely, Robert Hagenstr&#65533;m

3938. Re: Re: 6502 Flag behaviour

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970428005200.UAA22655@ladder01.news.aol.com>
Source record: 73323

from: Richard { niteporter@imailbox.com }

>Kenneth Jennings wrote:>
>> On a side note, (it's been 10 years since I've looked at Mac65) would
>> anyone recall if ORA is limited to contant values or if something like
>>
>> ORA $12 or ORA $0682 or ORA ($d0),x are possible?

The only addressing modes not available to the 6502"A" are...

i. accum - pointless or'ing with itself
ii. implied - not applicable (for acting on internal flags only)
iii. relative - not applicable
iv. indirect - ought to be, but isn't used. YES-> (ind,x) (ind),y
...z-pg,x abs,x abs,y
v. z-pg, y - not implemented

3939. Re: Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970428022700.WAA00569@ladder01.news.aol.com>
Source record: 73324

from: Richard { niteporter@imailbox.com }

You will also require a disk drive with DOS 2 and the RS232 bootcode.

I have a manual for the interface and can pass on details of what you require of it...

IN THE DARK AGES of COMMAND LINE INTERFACES...

I wrote a BASIC program to transfer data to PC and an ATARI PORTFOLIO, plus it could print files in sections to a single sheet serial printer. I may be able to get the program still but I sold my D.Drive to a colleague at work... He probably doesn't know what it does, and I'm certain he still has it.

drop me a note if you wish.

Richard.

>Subject: Re: Atari 850?

3940. Re: Re: 6502 Flag behaviour

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970428022700.WAA00630@ladder01.news.aol.com>
Source record: 73325

from: Richard { niteporter@imailbox.com }

>Kenneth Jennings wrote:>
>> On a side note, (it's been 10 years since I've looked at Mac65) would
>> anyone recall if ORA is limited to contant values or if something like
>>
>> ORA $12 or ORA $0682 or ORA ($d0),x are possible?

The only addressing modes not available to the 6502"A" are...

i. accum - pointless or'ing with itself
ii. implied - not applicable (for acting on internal flags only)
iii. relative - not applicable
iv. indirect - ought to be, but isn't used. YES-> (ind,x) (ind),y
...z-pg,x abs,x abs,y
v. z-pg, y - not implemented

3941. FS: Atari 2600 items/Double-Ender...[UPDATE 7]

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: djc126@alfresco.usask.ca
Message-ID: <5k16tg$5jf@tribune.usask.ca>
Source record: 73326
Cross-posted to: alt.atari.2600,rec.games.video.atari,rec.games.video.marketplace,comp.sys.atari.8bit

```
---------------------------------------------------------------
Atari 2600 items/8-bit Auction #4
---------------------------------------------------------------
Hi Everyone. Here is my listing and a few simple rules:
Feel free to bid on any item(s).
Buyer pays post office shipping from Canada.
All prices in USD. Canadians can pay in equivalent $CDN.
I will keep you posted on the current high bid(s).
All items are in good working condition(unless noted)
but sold AS IS.
Bidders must supply full name, address, and phone number.
Tentative end of auction is 11 PM CST April 30, 1997.

NOTE: Preference will be given to someone who bids on a majority of
the items. Amount for bulk bids must exceed combined bids.

I reserve the right to sell cartridges separately.
This will result in the min. bid on that cartridge(s)
being subtracted from the bulk bid.

The Double-Ender will only be sold separately and should not be
included in a bulk bid.

Thanks.
David
-------------------------------------------------------------------------
-------------------------------------------------------------------------
Here are the complete details of the system(no box, no docs).
-------------------------------------------------------------------------
Atari CX-2600 Jr.(black with silver trim) $15 <min> $9 ADebater
4 switch model with power adapter (Part of Bulk Bid)
channel selector, separate RF cable
Pair of Joysticks.
Combat cartridge.
-------------------------------------------------------------------------
Cartridges(Atari 2600)
-------------------------------------------------------------------------
Activision(worn end labels)
----------
Frostbite $2 <min>
Grand Prix $2 <min> $2 ADebater
Keystone Kapers $2 <min>
Oink! $2 <min> $2 writer
Pitfall! $2 <min> $4 S. Spare
```

Atari

Asteroids $1 <min> $4 S. Spare
Berzerk $1 <min> $1 ADebater
Centipede $1 <min>
Defender $1 <min> $3 S. Spare
E.T. $1 <min> $1 ADebater
Mario Bros. $2 <min> $2 ADebater
Missile Command $1 <min> $1 ADebater
PAC-MAN $1 <min> $1 ADebater
Real Sports Football $1 <min> $1 ADebater
Space Invaders $1 <min> $1 ADebater
Star Raiders $1 <min> $1 ADebater
Sword Quest: Earthworld $1 <min> $1 ADebater
Yar's Revenge $1 <min> $1 ADebater

Coleco

Donkey Kong $2 <min> $4 S. Spare

M-Network

Astroblast $1 <min> $1 ADebater
Space Attack $1 <min> $1 ADebater
Tron Deadly Discs $1 <min> $1 ADebater

XONOX

Robin Hood/Sir Lancelot DOUBLE ENDER $7 <min> $40 AVE

Atari 8-bit Cartridge(metal/plastic casing)

Asteroids $3 <min>
Basic $3 <min>
PAC-MAN $3 <min>

I also have Atari ST 16/32 bit MIDI Computer hardware/software for sale.
Also some IBM hardware/software. Please email for a listing. Thanks.
Updated 04/27/97(#7)

--End--

3942. Re: US Doubler ROM Code -- or something like it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <5k1hs0$9as$1@nyheter.chalmers.se>
Source record: 73327

In article <19970426204721150 1892@rainbow03.descon.com>,
Ryan Goolevitch <ryang@computerhelp.ca> wrote:

>I have the ICD USDoubler ROM in a 4KB file that I have used to program
>my two USD 1050's.. The only thing that you need that is really hard to

Hmm, could we make an ROM-extension to the jogi-site?
Would be nice if we could put pal/prom/eprom/rom images on the
archive for grabs. opinions?
Please feel free to upload the image or email it to me :)

Wfr/
Fredrik Lundholm
d1dol@dtek.chalmers.se

3943. Re: Hip Mode (was: ATTN MARKUS: "official" gtia-bug...)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <3364E079.5730@zeus.fh-pforzheim.de>
Source record: 73328

```
check mareks homepage out for the links to the polish-sites...
or go into the demo-playground where you can find some infos
conc. hip

bye heaven/taquart

http://www.uni-karlsruhe.de/~Marek.Tomczyk

click into the atari-area... ;)
```

3944. Re: Hip Mode (was: ATTN MARKUS: "official" gtia-bug...)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <3364E110.3C15@zeus.fh-pforzheim.de>
Source record: 73329

```
hi... i dont think that you are meaning the HIP-mode... because
i have no program to scroll hips up and down... ;)
i dont mean "normal" interlace-pictures... i mean the best
bethod HIP with 30 nearly unflickery (160x200) shades...

bye heaven/taquart
```

3945. REQ: Exact specifications for the 8bit Floppy format

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: Will Fisher <anti@spam.now>
Message-ID: <01bc53b1$226fcb80$bbf7aecc@blackat>
Source record: 73330

Hello,

I have hacked out workable routines for my disk utilitys but am looking
for definitive formats for AtariDOS, MyDOS, SpartaDOS, etc...

If you can help please write me at 'blackat at direct dot ca'...

Thanks,
Will Fisher

BTW: type my e-mail address as you'd say it! Fools spam bots nicely! =)

3946. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_862221176@rtfm.mit.edu>
Source record: 73331
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 12, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 800XE, 65XE, 130XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

3947. ATR format details?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: Kevin <kevin@dcs.exeter.ac.uk>
Message-ID: <336473FF.2781@dcs.exeter.ac.uk>
Source record: 73332

Hi all,

I`m currently looking into writing a cut down APE type program for my Amiga, I having a difficult time tracking down the spec for the ATR format and also details on SIO commands (got a bit not much).

Could someone mail me details or point me in the right direction?!

ta

aleph
` '

--------------==----------------
"Designed for a world of cold chrome, | kevin@dcs.exeter.ac.uk
where all is hell, and nowhere home." | \
aleph NULL | /__/_|_|_|___
` ' | / __|__|_|_
http://www.dcs.ex.ac.uk/~kevin/ | |
--------------==----------------

GothCode 2.0: GoCS+ TTg(AdCy) B8/20Bk^1 cBK(DBR)s+3 PE(NiSaSh) V+3s M+4 ZGo(NrInIpCl!!--) C+4p9u A24-)25(n-4MV b:- H177 g+3! w+3T r--A mEa2--#)Ni1Li1(D+3~ h++PNi(ER) s8 k+4BdSMDsFNW Rz SsWw N0893pcw LukEN+++ lflL
--------------==----------------

3948. Re: Hip Mode (was: ATTN MARKUS: "official" gtia-bug...)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <3364E68A.577A@zeus.fh-pforzheim.de>
Source record: 73333

or do you mean the program "graphics projector"?

for HIP look here is another link

http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

3949. Re: Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970428110700.HAA25717@ladder01.news.aol.com>
Source record: 73334

from: Richard { niteporter@imailbox.com }

You will also require a disk drive with DOS 2 and the RS232 bootcode.

I have a manual for the interface and can pass on details of what you require of it...

IN THE DARK AGES of COMMAND LINE INTERFACES...

I wrote a BASIC program to transfer data to PC and an ATARI PORTFOLIO, plus it could print files in sections to a single sheet serial printer. I may be able to get the program still but I sold my D.Drive to a colleague at work... He probably doesn't know what it does, and I'm certain he still has it.

drop me a note if you wish.

Richard.

>Subject: Re: Atari 850?

3950. Re: Re: 6502 Flag behaviour

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970428110700.HAA25719@ladder01.news.aol.com>
Source record: 73335

from: Richard { niteporter@imailbox.com }

>Kenneth Jennings wrote:>
>> On a side note, (it's been 10 years since I've looked at Mac65) would
>> anyone recall if ORA is limited to contant values or if something like
>>
>> ORA $12 or ORA $0682 or ORA ($d0),x are possible?

The only addressing modes not available to the 6502"A" are...

i. accum - pointless or'ing with itself
ii. implied - not applicable (for acting on internal flags only)
iii. relative - not applicable
iv. indirect - ought to be, but isn't used. YES-> (ind,x) (ind),y
...z-pg,x abs,x abs,y
v. z-pg, y - not implemented

3951. Re: Modem > Atari Comp

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E9CGsM.D4I@iglou.com>
Source record: 73336

In article <Pine.GSO.3.95.970427124148.21568B-100000@fissure.scar>, Alan Christie wrote:
>You need the appropriate software and hardware to run a 14.4K modem on an
>Atari XE. The Atari XE GS runs all regular Atari 8bit hardware/software,
>99% of it any way. I would recommend Bobterm for the software and a Black
>box or MIO with cables for the modem. They are a little tricky to get
>now. Either buy them used or maybe try a few of the lone Atari vendors
>that are scattered throughout north America..
>
The GS does not have a PBI or ECI port to use a Black Box or MIO! You could
use an 850 or PR Connection.

--
Bill Marcum bmarcum at iglou dot com
If gnus are outlawed, only outlaws will have gnus.
--
Bill Marcum bmarcum at iglou dot com
If gnus are outlawed, only outlaws will have gnus.

3952. News from the land of APE.

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5k1l0g$htg@freenet-news.carleton.ca>
Source record: 73337

Hi everyone,

I've sort of been too busy to work on APE alot for the last
few months, and to compute much in general. I apologize to the people
who are waiting for e-mail, updates, etc. All pending stuff will be
taken care of soon :)

I had a few hours of free time for the past few days and I
decided to write some stuff people have been requesting for a long
time.

The most exciting thing is the new APE loader. Its a really cool
boot loader/menu program you start by booting from the PC mirror.

The boot loader is still rough, and will change some, but the
following things are done right now and will show up in 1.15 for registered
users:

a. boot loads directly from the pc mirror
b. totally menu driven, no need to ever type filenames
c. 100% compatible w/ warp+ os for screamin load times
d. reads files directly off the pc mirror, disk images not required
e. traverse drives and subdirectories visually from menu
f. can handle upto 3000 files/subdirectories per directory
(all of jellystone is less than 1500 exe files)
g. total control from the atari keyboard, no need to ever go
to the pc. load file, work subdirectories and drives, etc.
h. zoom to files by starting letters, makes locating any file just
1-2 keystrokes away, even w/ all 1100 jellystone exe files
in the same directory.
i. two stage menu/loader design for tiny memory footprint. Loader
stage is less than 100 bytes and can be relocated by ape anywhere
in atari memory, can even be concealed within the high stack.
j. loads everything that does not smash the loader, and even loads
those files since the loader can be relocated ;) (on menu)
k. works regardless of memory size, cart status, or machine type.
l. displays 36 files/directories per screen, plus menu lines. Already
working on an 18 files + long filenames version.

There is some other stuff i think, but i'm really tired now so that will
have to do till I have time to write a better description.

Eventually the loader will become a subfunction of a larger program
that will allow for total control of APE from the atari. The framework
API is in place so adding it will be pretty easy.

Anyone with ideas for features on the menu program or the control program let me know. :) Also I need a few registered users who are really interested in putting in some time beta testing 1.15, mostly the menu. I really need someone who can spend some time with it and send me bugs, comments, etc. Please e-mail if you want to work ;)

For everyone else 1.15 will be out soon, really! :) I know I promised 1.12 for months, but I just didn't ever have time to commit to working out it's issues till the last few days.

Thanks for your patience everyone.

Steve

ps. If any of you know of 'problem' executable files that dont seem to work with any/most of the disk bootloaders please let me know the filename, I would like to try them out directly. (i just cant try all 1100 files in jellystone :)

pps. how do I generate a different background color on each line of text? Kind of like Alternate Reality does? I know it involves DLI's but its been awhile since I did any stuff like that.

3953. APE Homepage

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5k1l53$hv6@freenet-news.carleton.ca>
Source record: 73338

Oops, i forgot. Anyone who needs info on APE the URL is:

http://www.nacs.net/~classics

Steve

3954. Joint Meeting of OHAUG and LIAUG

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970428114301.HAA27124@ladder01.news.aol.com>
Source record: 73339

If this message (or one like it) already appeared, please accept my apologies. I had posted one previously via AT&T Worldnet, but it hasn't shown up on AOL yet, so I'm posting this one from AOL to cover all possibilities.

The Ol' Hackers AUG, an exclusively 8-bit user group and The Long Island AUG, a group that supports all Atari products are having their second joint meeting on Saturday, May 3rd from 12 noon to 4 PM at the Nesconsett Branch of the Smithtown Public Library in Suffolk County, Long Island, NY. It is expected that some important collectors will attend the meeting.

If you need travel directions, you may send E-Mail to me at:

ASharkis@aol.com

or

ASharkis@worldnet.att.net

or

call The New Nest BBS at (516) 783-4634 and leave a message for sysop Patrick Mulvey.

Thanks for your attention.

3955. Re: XFormer cable pinouts

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5k2365$eb1@sjx-ixn9.ix.netcom.com>
Source record: 73340

In article <5jq2l4$6qh@sjx-ixn7.ix.netcom.com>,
Robert Smith Ely <rely@ix.netcom.com> wrote:
>Does anybody have the XF cable pinouts? I had then from when Darek sent out the PCXf Win95 upgrade notice, but seem to have misplaced it. I could really use the info. This is the cable for the PC to an Atari 8
>it floppy drive (XF551), not the SIO2PC/APE cable. Obviously, I'd need all connections for the SIO and PC-Parallel port. Thanx in advance for any help!
>
>Robert S Ely --- Communications Systems Technician
>rsely@dhs.state.nj.us -or- rely@ix.netcom.com
>====|||====Atari 8-bit user since 1982====|||=====
>===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
>
>
Nevermind! Darek has it posted now. The following is it infor from <A HREF"http://www.emulators.com"> Emulators.com. </A>:

PC Xformer 8-bit Peripheral Cable

In 1988 we designed a special cable to allow ST Xformer users to connect Atari 8-bit disk drives to their Atari ST computers. The same cable, with a minor modification can also be used on your PC for use with PC Xformer.

The cable, pictured here, plugs on one end into an Atari 8-bit disk drive such as an 810, 1050, Rana, Indus GT, or XF551, and on the other end plugs into your ST's or PC's printer port. Other Atari SIO devices, such as the color plotter and dot matrix printer are also supported, so go dig them up out of your closets!

We no longer manufacture the cables ourselves. Atari dealers such as B & C Computervisions and Toad Computers do still make them for about $25.

Or make your own for about $5 in parts. All you need is a one half of a black Atari SIO cable (with the 13-pin connector on one end, bare wires on the other), a DB-25 male connector, and a 4.7K pull up resistor. Of course, a soldering iron and experience with soldering also helps.

The PC Xformer cable pinout is slightly different from the ST Xformer cable pinout. This was due to the fact that pin 1 on the
Centronics port behaves differently on the ST and PC. For that we added a pull up resistor on pin 11. The modified cable is
compatible with the ST, so one cable can work with both PC Xformer and ST Xformer.

DB-25 pin numbers are pretty standard. Data output pins are pins 2 through 9, and the printer busy pin is pin 11. Ground is pin 18.
On the Atari side, I'm going by the pin numbers published in the Atari Technical Reference

Manual. The pins are as follows:

pin 2 - clock out
pin 3 - data in
pin 4 - ground
pin 5 - data out
pin 7 - command
pin 10 - +5 volts

Ok, now the old ST Xformer cable pinout goes like this (Atari DB-13 pins on the left, DB-25 on the right):

pin 2 - clock out - pin 3
pin 3 - data in - pin 11
pin 4 - ground - pin 18
pin 5 - data out - pin 5
pin 7 - command - pin 7
pin 10 - +5 volts - pin 1

For the new PC Xformer cable, you move the +5V line from pin 1 on the DB-25 to any of the unused data output pins (2, 4, 6, 8 or 9).
I chose pin 9 just to keep the spacing of the wires 2 pins apart. Then run the 4.7K pull up resistor from the data in pin (pin 11) to any
of the unused data out pins. I chose pin 2 which gives you lots of room for the resistor.
The new pinout is:

pin 2 - clock out - pin 3
pin 3 - data in - pin 11
pin 4 - ground - pin 18
pin 5 - data out - pin 5
pin 7 - command - pin 7
pin 10 - +5 volts - pin 9

Place the 4.7K pull up resistor between pins 2 and 11 on the DB-25. That's it! Download the PC Xformer 3.6 software and follow the
directions for calibrating and using the cable.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3956. FS: Ton O' Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: eacurtis@nortel.ca
Message-ID: <5k2qf9$nam@crchh327.rich.bnr.ca>
Source record: 73341

Two Atari computers - Atari 130XE and Atari 800 - with tons of
accessories:

Atari A/B printer Switch
Touch tablet with software (model CX77)
Numeric Keypad (model CX85)
Cassette Recorder (model 410)
2 standard Joy Sticks
3 'cool' joysticks
2 Interface Cards (model 850) (provides 1 paralleal & 4 serial ports)
1020 Plotter w/ paper
1050 Diks Drive with some chip enhancement
810 disk drive w/ Happy 810
2 joystick paddles
6 interface cables
2 monitor cables (Atari to CGA)
2 Parallel Printer Cables (15 pin -> centronix)
2 Taxon CGA monitors
Indus GT Drive w/ carrying case
Vaious other cables
~300 disks of software (in 5 1/4" case) (some bootleg'ed)
Cartriges: Monkey Wrench, Basic XE, Action, Star raders, Pacman,
M.S. Basic II, Atari Logo, Atari Artist
All manuals (I think) along with the Atari Users magazines from 1983-1988
or so.

The monitors are probablly not worth shipping anywhere, but I'll give
it all up for $100 bux (plus shipping). If you live in the Dallas
area, I'll meet you somewhere with it all. If that price is to high,
let me know... if its to low, you can pay me more if you want! ;)
(I will piece it out, but only if no one takes the whole lot within a
week. Make a fair offer.)

eacurtis@nortel.com
work: 972.684.2081
home: 872.881.2270

Eric Curtis

3957. Happy Drive Info Required

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: Douglas Campbell <campbell@edrtech.com>
Message-ID: <01bc540d$86466680$22d385a2@dougc>
Source record: 73342

Hello Atarians!

Does anyone here have any information about the Happy drive modification to
the Atari 810 - 1050 drives?
I am interested in any additional SIO commands that are available.

Why do I ask?
Well, a few years ago I made cable that connected the serial port to the
Atari SIO cable (TTL <-> RS232). I used it to archive several hundred
disks worth of Atari software. But there were problems with protected
software. I figure if I could use the Happy to get more information about
the protection on the disk then I could reproduce the result when I tried
to run the game.

I came across XL-IT on the internet, that made me interested in my Atari
again. Am I just wasting my time going in this direction? Can XL-IT run
software that was on protected disks?

Any help would be greatly appreciated!

Thank You,

campbell@edrtech.com

3958. Re: Spelunker (was: re: XLit! and Ulima series)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <5k2ikq$4t5@nut.ucsb.edu>
Source record: 73343

rsg0910@iglou.com (Robert Goodwin) writes:

>Janice in NYC (Sapphire@moc.cynonni) wrote:

>: That reminds me.....I remember once while playing Spelunker on the
>: Pyramid (I think that's the name) level, I did something by accident
>: (don't remember exactly what it was) and got something like 20 or 25
>: free lives. (Still didn't finish teh game, tho....)
>: Has this happened to anybody else, and was this like a bug in the game
>: or an actual secret thing that you could do?

>It's possible. I played the thing for hours years ago. I would have
>remembered where, but I don't. There was one section that drove me nuts,
>was the elevator that went down this shaft on its own, and you had to wait
>for it. The ghost would drive you nuts, your timing would be right off,
>and so on. Lives would be lost galore here. Then you had the bird that was
>shooting at you. If you shot him, he'd become a star, and come straight
>down to either kill you or miss you.

That section is called The Shaft.

To take care of the bat (not bird) that's dropping...well, dropping
guano at an alarming rate, you can shoot a flare from _anywhere_ on the
screen, and it's _the flare_ that turns into a fireball (it is a flare,
after all) and falls toward you. The bat simply disappears while the
flare is present. So, just walk over to where you don't want to stand,
shoot a flare, then walk back to the edge of the shaft and wait for the
fountain/gondola to come back.

Cake.

Actually, it's the hardest part in the game--much easier all the way up
to the end.

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.TG-16.cycling.PWEI.Tit Wrench.Battle of the Planets.Star Wars.
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN.LEGO.
The Jitterbug.Bill Gibson.Robot Wars.Tim Burton.The Cult.fried cheese.

3959. if you have 5 minutes, just read it, you can earn a fortune!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: dong-ha kwak <kwak@calva.net>
Message-ID: <33652EC2.3CCA@calva.net>
Source record: 73344

From Mac Gyver (Apr28 14:33):

****Make up to $50,000 in 4 weeks! 100% legal!*****No Scam!!!

MAKE 50, 000 IN 4 WEEKS

THIS SYSTEM WORKS! NOT A SCAM...READ THE TEXT!

This is the fairest, most honest way I have seen to share in the
wealth of the world.! This works so well that all of my friends are
trying it!
Take five minutes to read this and it WILL change your life. If you
want to
know how to make thousands of dollars quickly, and legally with NO
CATCH,
then keep reading.

The internet has grown tremendously. It doublesTake five minutes to
read this and it WILL change your life. If you want to
know how to make thousands of dollars quickly, and legally with NO
CATCH,
then keep reading.

The internet has grown tremendously. It doubles one was calling it a
scam, but there are so many new users from AOL, NETCOM, etc., that
they
will join in and make it work for you.

Well, two weeks after my initial posting of this article, I began
receiving an unprecedented amount of dollars in the mail. I could
not believe my eyes. Not just a little, I mean BIG BUCKS!
At first only a few hundred dollars, then a week later, a couple of
thousand, then the system exploded into thousands of dollars.
By the end of the fourth week, I had received almost $47,000.00. It
came from all over the world, Holland,Germany,England,Australia,Italy,
Russia,India,Bangkok etc.

STEPONE

Invest your $5 by writing your name and address on five separate
sheets of paper along with the words: "PLEASE ADD ME TO YOUR MAILING
LIST." (In this way you are not just sending a dollar bill to
someone,
you are paying for a legitimate service.) Also on each of the sheets
of
paper indicate the number of the person. Fold a $1 bill inside eachONE

Invest your $5 by writing your name and address on five separate
sheets of paper along with the words: "PLEASE ADD ME TO YOUR MAILING
LIST." (In this way you are not just sending a dollar bill to
someone,
you are paying for a legitimate service.) Also on each of the sheets
of
paper indicate the number of the person. Fold a $1 bill inside
eachpiece of paper with your name and address on it.Ensure that when
the
dollar is folded in between the paper and it is held up to light...THE
DOLLAR SHOULD NOT BE VISIBLE!Mail 5 of these letters to the following
5 addresses:
(Only U.S. Dollar Bills should be used,so as to maintain uniformity in
the system)

1) Michel Lemieux
123 Mullins C.P 1179
Bromptonville, QC CANADA
2) Peter Kjoge
Camino de la Condesa 9, 5-A
E-29640 Fuengirola SPAIN

3) Alexander Axelsson
N&#65533;sselgatan 7
262 52 &#65533;ngelholm
SWEDEN

4) Gihara Joza
Goblez sr1287
547 40 Kairo
Egypt

5) Danny Kwak
15. rue du Champs de Mars
75007 Paris France

Step2

Now remove the top name from the list, and move the other names up.
This way , #5 becomes #4 and so on. Put your name as the fifth one
on the list.

STEP 3:

Post the article to at least 250 newsgroups. There are at least
19000 newsgroups at any given moment in time. Try posting to as
many newsgroups as you can. Remember, the more newsgroups you post
to, the greater your audience and cash flow from all these
subscribers.

STEP 4:

You are now in business for yourself, and should start seeing
returns within 7 to 14 days! Remember, the Internet is new and

awesome
in its size. There is no way you can lose.

Now here is how and why the system works:

Out of every block of 250 posts I made, I got back 5 responses.
YES! THAT'S RIGHT ONLY 5. You make $5 in cash, not checks or money
orders, but real cash with your name at #5.

Each additional person who sent you $1.00 now will also make 250
additional postings with your name at #4, 1000 postings. On average
then, 50people will send you $1.00 with your name at #4,.....$50.00
in your pocket!
Now these 50 new people will make 250 postings each with your name
at #3 or 10,000 postings. Average return, 500 people = $500.00.
They make 250 postings each with your name at #2 = 1000,000
postings = 5000 returns at $1.00 each = $5,000.00 in cash!

Finally, 5,000 people make 250 postings each with your name at #1
and you get a return of $50,000 before your name is dropped from
the list. And that's only if everyone down the line makes 250
postings each!! Your total income for this cycle is $50,000.

When you see your name is no longer on the list, you take the latest
posting and start all over again.

The end result depends largely on you.You must follow through and
repost this article everywhere you can think of. The more postings
you make, the more cash ends up in your mail box. It's too easy and
too cheap to pass up!!

So that's it. Pretty simple sounding workingconcept, don't you think?

But believe me, this really works. There are millions of people
surfing
the net every day, all day, all over the world. And 100,000 new
subscribers every day eager to access your newsgroup. You know that,
because you have read the facts in the newspaper and seen for yourself
on TV. So, my dear little 'fortune seeker,' read carefully the
instructions and play fair and square with your endeavors.
Remember, YOU CAN ONLY TAKE OUT WHAT YOU PUT IN!! That's the key to
success in any venture. Print these pages out NOW so that you may
refer
to this article at a later date. Try to keep an eye on all the
postings you made to make sure everyone is playing fairly.
You know where your name should be.

If you're really not sure or still hesitant if this is for real,
then I suggest don't do it. But please print this article and pass
it along to someone who really needs the bucks, and just see for
yourself
how remarkably well this works.

REMEMBER....HONESTY IS THE BEST POLICY. YOU DON'T NEED TO CHEAT
THE BASIC IDEA TO MAKE BIG BUCKS!! GOOD LUCK TO ALL, AND PLEASE PLAY
FAIR AND YOU WILL BE MORE THAN GENEROUSLY REWARDED

P.S. If you try to deceive people by posting the messages with
your name in the list and not sending the buck
alreadyincluded, you will not get much. I know someone who did this
and only
got about $150 (and that's after two months.) Then he sent the 5
bills
and was added to their lists. In 4 - 5 weeks, he had in excess of
$10,000.

_

3960. Re: ATR format details?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5k32hd$9ts@freenet-news.carleton.ca>
Source record: 73345

Kevin (kevin@dcs.exeter.ac.uk) writes:
> Hi all,
>
> I`m currently looking into writing a cut down APE type program for my
> Amiga, I having a difficult time tracking down the spec for the ATR
> format and also details on SIO commands (got a bit not much).
>
> Could someone mail me details or point me in the right direction?!

You can get both at http://www.dejanews.com. I recently posted a complete description of the ATR header (including APE extensions).

There was a thread a few months ago about the various SIO commands in relation to a hard disk project, also try the ATari Technical Manual thats available online. Good start at least.

Steve

3961. look for: utility for alphab. sorting files on mydos disks

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: Sven Gleich <sgl@hrz.tu-chemnitz.de>
Message-ID: <3364AA2A.1D70@hrz.tu-chemnitz.de>
Source record: 73346

hi everybody,

i am looking for a utility for my atari xl/xe which
can sort the files on a mydos disk or megaimage
in alphabetic order.
does anybody know of such a tool ?
i have disk wizard, but it's just for dos 2.5 compatible
disks and not for use with these huge 1 MB images you
know from jellystone.
as far as I know from dos 2.5 every file on a dos disk
has got a filenumber (stored in every sector which the file uses)
- so if you want to sort the filenames
you have to move the files on the disk around, not just re-
arrange the directory. the same in mydos ?

regards, sven.

3962. Atari Connection BBS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: James King <jeking@xmission.xmission.com>
Message-ID: <5k3jci$nk6@xmission.xmission.com>
Source record: 73347

```
The Atari Connection
300-19.2k
Running on: Atari 256k 800xl, 256k MIO, Hayes ULtra 9600, MUX 3gig array
Atascii Toons
Online Games (Have you tried Nebula elite lately?)
Tons of file downloads
Networked messages
Your offline Internet source of information (not Internet connected)

801-280-7486

24 Hours/Day

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
```

3963. Re: Atari equipment must sell!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E9DEt3.978@iglou.com>
Source record: 73348

Kenneth Jennings (kenneth@daffy.aatech.com) wrote:

: If anything, the post is useful for historical purposes since it posts
: the original prices for the hardware when they were originally
: released. ;-)

Not quite. He's selling a 400 for around $50. It was around that price
about 1985-87. Today, it goes for maybe $10. The ATR mentioned is way too
high, a discount of maybe 65-75% would be better.

A 400 sold for about $260 in 1981. I should know, as I paid that much at
that time. A 1050 was around $150-200, I believe.

He should read what everyone's selling their stuff for, and go for around
those prices. I once emailed him about it, and got toasted to a crisp.

--
Homepage: http://members.iglou.com/rsg0910 (Now updated!)

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

3964. Re: ball blaster questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970428171446.24286D-100000@fissure.scar>
Source record: 73349

> Somewhere along this thread I lost track of who is saying what, but from
> my understanding, Ballblaster was actually developed by another company
> independant of Lucusgames and actually saw a limited commercial release
> before Lucus and company snatched it up and re-invented it as Ballblazer.
>
> And while we're one the subject of Lucusfilm Games, I recently played
> Maniac Mansion on my PC and the whole game looks like it was developed
> for an Atari. The graphics and the gameplay are extremely Atari-like. I'm
> speculating that the game may have been developed on an Atari and then
> ported to the PC when the Atari market crashed.

maniac mansion would one of myu favorite games on the old C64... to my
bestknowledge it was NEVER released for the 8bit at all..

Alan

3965. Re: Atari Connection BBS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970428173219.541B-100000@fissure.scar>
Source record: 73350

On 27 Apr 1997, James King wrote:

> I'm proud to announce that I've revived the Atari Connection BBS. A BBS
> Express Pro! dial-up system for the 8bit Atari computer.
>
> Whats online? Hundreds of meg worth of 8bit Atari files, online games,
> messages, tips, cartoons and more.
>
> 801-280-7486 (300-19.2k)
>
> Not Internet accessible, but will be providing Internet related material
> online (usenet news, ftp'd files, etc..)

Here! Here! That's great to see an Atari 8bit go ONLINE instead what has
been happening in the past few years of Atari 8bit boards going offline
(permanently) Good luck with your board. The majority of your callers
will probably be non-Atarians though..

Alan

3966. Games For sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: Chet <chet@eagnet.com>
Message-ID: <01bc541c$3733f260$76ce4cc7@chesters>
Source record: 73351

Over 2500 games for sale.
Sega, SNES, Nintendo, Gameboy, Gamegear, Lynx, Neo Geo, Sega CD,
Playstation, Sega Saturn, Jaguar, and Nintendo 64.
E-Mail me with the name of the game you want and the system and I will
tell you it's current availability and price.

3967. Re: Where can I find a used pair of working Joysticks????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: Patrick Mulvey <pmulvey@li.net>
Message-ID: <Pine.SUN.3.95.970428221709.19908B-100000@linet01>
Source record: 73352

On Sat, 26 Apr 1997, Randy Kramer wrote:

> Hi. I was wondering if anybody had a used pair of joysticks for sale?
> (In good working order, of course). If so, please email
> rhkramer@fast.net.
>
>
>
You can use a Sega Genesis controller. The "b" button is the fire button,
but all else works as expected. Don"t know if you can use the 3rd market
pads for the Genesis that have auto-fire capacity, never got the
opportunity to check that out...

3968. Atari 1200xl problem & questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: Larry Anderson & Diane Hare <foxnhare@goldrush.com>
Message-ID: <33659321.88B@goldrush.com>
Source record: 73353

Hi there, I'm just now collecting some Atari stuff and woud appreciate any help you can offer, so far the FAQs have been great but they can't answer everything...

I finally found a Power Supply for an Atari Computer (I have aquired an 800, 1200xl and 1050 all sans Power Supplies). Soooo.. now I was able to plug the buggers in one by one:

The 800, powered up like a champ! Got the Atari FAQs up and determined I have an 800 (48k on board) with a GITA and the BASIC cartridge is Revision A.

The 1200XL is a different matter, Powered up, got the logo, went to diagnostics, sound O.K., Memory looks good, but the keyboard... I can get
the top row (reset,start,select,option, & help) working but the other keys seem dead. The strange thing is I boot up BASIC and I press a letter and the computer responds with it's 'click' sound but no character
(maybe something in the decoding logic???) Any of you old-hack Atarians got a clue??

Since I only have the one power supply I had to power up the 1050 as a standalone, the head did a quick back-fourth motion and the activity light stopped so that seems to be a promising sign. Second request: When I get a second supply I gonna kinda need a disk or two to run on this
thing, can anyone help set me up with some essential disks (DOS, utilities, maybe some common games, etc.) I can trade for some fine classic
Commodore Programs and such. (=))

Larry Anderson

-+-+-+

3969. Re: Atari equipment must sell!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: kenneth@daffy.aatech.com
Message-ID: <336441e8.185105019@news.aatech.com>
Source record: 73419

On Sat, 26 Apr 1997 16:05:17 GMT, rsg0910@iglou.com (Robert Goodwin)
wrote:

>Greg Miller (uglmiller@cc.memphis.edu) wrote:

>: Um, is this a serious post or a joke?

>It's a serious post, all right. However, the guy is selling them for
>prices you've only seen in the late 80s. If he sold them for around
>$200-250 for the entire package, then good. He overprices everything. He's
>had this reputation for not even bothering to send out what you ordered,
>and has been raided by the Illinois State Police for a few things. I don't
>have the full info, but it's around the net somewhere. Just ask in some of
>the misc.forsale groups, and you'll get horror stories galore.

If anything, the post is useful for historical purposes since it posts
the original prices for the hardware when they were originally
released. ;-)

Kenneth Jennings -- SyntheToonz
Miami, FL -- kenneth@daffy.aatech.com

3970. Re: StarRaiders / XL-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: kenneth@daffy.aatech.com
Message-ID: <33644471.185754211@news.aatech.com>
Source record: 73420

On Fri, 25 Apr 1997 06:32:31 -0400, Lord Spatula
<Urchlay@bell***south.net> wrote:

>Keatah wrote:

>> Anyone know how to correct the colors in star raiders when running it on
>> xl-it 0.20 ??

>> The stars should be a light blue/white, not green.. :-(

>> Keith

>No clue... it could be that your TV was out of adjustment when you
>played this game years ago.. though in that case mine was too...

>I wouldn't worry about... at least the game works! :)

Ummmm. When shields are on the entire display of space is greenish.
Turn off the shields and space is black with white stars.

Kenneth Jennings -- SyntheToonz
Miami, FL -- kenneth@daffy.aatech.com

3971. Re: StarRaiders / XL-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: kenneth@daffy.aatech.com
Message-ID: <33644292.185274735@news.aatech.com>
Source record: 73421

On Fri, 25 Apr 1997 05:37:17 GMT, "M. Diepenhorst" <pokey@dds.nl>
wrote:

>> Anyone know how to correct the colors in star raiders when running it on
>> xl-it 0.20 ??

>That isn't possible yet. I guess those stars are colored with some
>player/missile technique. The p/m is almost perfect in XLIT, but there are
>still any bugs. This is one of these bugs I guess.

The stars look like a graphics mode 6 display to me. The photons and
the bad guys are P/M AFAIK.

Kenneth Jennings -- SyntheToonz
Miami, FL -- kenneth@daffy.aatech.com

3972. Re: Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-28 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970428005100.UAA22607@ladder01.news.aol.com>
Source record: 73422

from: Richard { niteporter@imailbox.com }

You will also require a disk drive with DOS 2 and the RS232 bootcode.

I have a manual for the interface and can pass on details of what you require of it...

IN THE DARK AGES of COMMAND LINE INTERFACES...

I wrote a BASIC program to transfer data to PC and an ATARI PORTFOLIO, plus it could print files in sections to a single sheet serial printer. I may be able to get the program still but I sold my D.Drive to a colleague at work... He probably doesn't know what it does, and I'm certain he still has it.

drop me a note if you wish.

Richard.

>Subject: Re: Atari 850?

3973. Re: Retriving old Atari Writer files to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: hale@onet.net
Message-ID: <335dfcd4.1727890@news.on-net.net>
Source record: 73354

SpencerH@cc.usu.edu wrote:
>
> I have a quick question. Back in the old days we had a Atari 800xl and a
> program called atariwriter. My mom gave the old computer away, but we
> still have the discs that we saved everything on. She wote her Journal on
> these disks and I was wondering if there is any way to retrive that data
> from the old atari disks and change the atari format into a fomat that I
> can save and use on a PC like a text file or something. Any Help would be
> greatly apreciated.

If you have internet access, you might want to try
http://www.emulators.com/index.html, the site for Emulators, Inc.
They provide both 8-bit emulators for the PC and instructions for a
cable that allows you to hook up an Atari 8-bit floppy drive to your
PC. You could then transfer the 8-bit files from the Atari floppy to
your PC's hard drive. You could then either use the emulator to run
AtariWriter to edit or printout these files, or (if AtariWriter does
this, it's been a long time!), use AtariWriter to do ASCII text saves
that then any PC word processor could use.

John Hale

3974. Re: Spelunker (was: re: XLit! and Ulima series)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: morbid@best.com
Message-ID: <33657308.16923079@nntp.best.com>
Source record: 73355

How many sections are there, anyway? I only got as far as the ropes
(the second part)...

3975. Any Atari Fans in Ireland?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: djmcgrath@fab10.intel.com
Message-ID: <862294458.11061@dejanews.com>
Source record: 73356

Hi, I'm looking for any atari user groups based in Ireland, where we can Exchange games etc. I have looked through most Faqs and the nearest one seems to be in the UK. Don't tell me I'm the only person in Ireland who still loves those 8bit machines.

DJ

djmcgrath@fab10.intel.com

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

3976. Re: Looking for APEX Eastern Front Developers book.

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <336e81e1.22019620@news.earthlink.net>
Source record: 73357

On 22 Apr 1997 20:43:14 GMT, elhyman@aol.com (Elhyman) wrote:

>
>After Eastern Front was released by APEX, but before the cartridge was
>released by Atari proper, APEX published a book by Chris Crawford, which
>included the source code to the game and discussion of his methods.
>
You reminded me of the time (I used to work a few cublcles from Chris Crawford) when Chris thought he was done with Eastern Front and passed out copies to get beta tested inhouse. He had several "artificial intelligence" routines. The first one was very simple and could complete in a second. The more elaborate ones used idle cpu time (when you were thinking of your move), to plan ahead. A human player could program many moves ahead simply by directing forces several spaces at once.
My strategy was to send all my forces to Moscow on my first move, and simply hold down the start key, and keep it down. The AI had no time to think as my forced plowed their way to Moscow. Chris accused me of cheating.

I thought all was fair in love and war!

ZZyzx

"We're not flying....we're falling with style."
(Buzz Lightyear)

3977. Re: Maniac Mansion

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: morbid@best.com
Message-ID: <33657290.16802976@nntp.best.com>
Source record: 73358

Howerton <howerton@inet-direct.com> wrote:

>> And while we're one the subject of Lucusfilm Games, I recently played
>> Maniac Mansion on my PC and the whole game looks like it was developed
>> for an Atari. The graphics and the gameplay are extremely Atari-like.
>> I'm speculating that the game may have been developed on an Atari and
>> then ported to the PC when the Atari market crashed.
>
>It *may* be a port from the NES. My son has this game for that system.
>A lot of the NES games have an Atari sort of look about them. When the
>NES was the "system to have" I convinced him to get an XEGS. The next
>year he got the NES 'cause that's what "everyone else" had. However,
>he *did* get "cool points" from his buddies since he had a computer.
>
>__Darryl__

Actually, the NES is a port from the PC. (not to mention C64/Apple)

3978. Re: ATR format details?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: davepat@total.net
Message-ID: <336590fa.0@news.total.net>
Source record: 73359

In an article dated Mon, 28 Apr 1997 09:55:11 GMT, someone named Kevin
says...
>
>Hi all,
>
>I`m currently looking into writing a cut down APE type program for my
>Amiga, I having a difficult time tracking down the spec for the ATR
>format and also details on SIO commands (got a bit not much).
>
>Could someone mail me details or point me in the right direction?!
>
>ta
>
>aleph

Try looking for the SIO2PC .zip at Umich - that's where the .ATR standard
comes from originally.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
If you pick up a stray dog, feed it and take care of it,
it will not bite you. This is the principal difference
between a man and a dog. - Mark Twain

3979. Atari Computer Items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5k4jkljmq1@news3.voicenet.com>
Source record: 73360
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers

Atari Items for Sale plus shipping

Atari 850 Interface no power supply..... $39
Atari XMM801 printer..... $24
Atari 1020 Printer..... $15
Atari XM301 Modem..... $15
Atari 410 Program Recorder (tape deck) (2)..... $14
Atari 400 Program Recorder (tape deck)..... $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ..... $ 8 each
Paddles (2 sets)..... $12 each
DVE Printer Power Supply Model DV-2412A..... $10
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50
.....
Wishbringer from Infocom on Disktte w/box & docs.... $18
.....

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software

Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions

PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor Donkey Kong
Missile Command Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs

.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

3980. Re: StarRaiders / XL-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bc5430$b342e3c0$284337a6@default>
Source record: 73361

Kenneth Jennings <kenneth@daffy.aatech.com> wrote in article
<33644292.185274735@news.aatech.com>...
> The stars look like a graphics mode 6 display to me. The photons and
> the bad guys are P/M AFAIK.

They look like mode 7 to me...I say that because the targeting cross-hair color is different than the stars' color. The cross-hair is painted on the background like the stars...

3981. Re: FS: Ton O' Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: eacurtis@bnr.ca
Message-ID: <5k4r67$c1q@crchh327.rich.bnr.ca>
Source record: 73362

Its all gone except for:

410 Cassette Recorder
2 Standard joysticks
2 'cool' joysticks
Atari 800
1020 Plotter
Atari 800 Keyboard
2 Paddles
2 Taxon CGA monitors (1 broken?)

If you want any of it, make an offer.

In article <5k2qf9$nam@crchh327.rich.bnr.ca>,
I <eacurtis@nortel.ca> wrote:
>Two Atari computers - Atari 130XE and Atari 800 - with tons of
>accessories:
> [...]
>The monitors are probablly not worth shipping anywhere, but I'll give
>it all up for $100 bux (plus shipping). If you live in the Dallas
>area, I'll meet you somewhere with it all. If that price is to high,
>let me know... if its to low, you can pay me more if you want! ;)
>(I will piece it out, but only if no one takes the whole lot within a
>week. Make a fair offer.)
>
>eacurtis@nortel.com
>work: 972.684.2081
>home: 972.881.2270
>
>Eric Curtis

3982. FS: 2 Remote Control Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: main@appstate.edu
Message-ID: <862325808.29875@dejanews.com>
Source record: 73363
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

I have 2 remote control joysticks for sale. Base unit plugs into
the joystick port on the computer/game system and requires a 9V DC
power supply (not included). Each Joystick requires a 9V battery
(included!). The unit is in good condition and works well. Please
e-mail offers to me directly.
Thanks,
Thomas Main
main@appstate.edu

----------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

3983. Re: Atari Computer Items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: jeepdude@aol.com
Message-ID: <33660433.3521713@NEWS.ml.com>
Source record: 73364
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers

This is a great deal! I'll take everythig for $10,000. Do I get free shipping? Guarantee?

I especially want the modem. I hear that the Atari 300 baud BBS's are all the rage.

I hate this kind of spam. Why don't you just post that you have Atari parts for sale and then e-mail the catalog to whoever cares instead of posting this every week.

I'm sure that there are still novelty collectors out there but you don't need to spam up 10 newsgroups to get your point across.

Sorry if I'm being too cruel...

On Tue, 29 Apr 1997 10:50:05 GMT, gene@ehrich.com (Gene Ehrich) wrote:

>Atari Items for Sale plus shipping
>
>Atari 850 Interface no power supply..... $39
>Atari XMM801 printer..... $24
>Atari 1020 Printer..... $15
>Atari XM301 Modem..... $15
>Atari 410 Program Recorder (tape deck) (2)..... $14
>Atari 400 Program Recorder (tape deck)..... $12
>Double Atari Cable - two joysticks to one port etc.. $ 9
>Cables for Atari etc from Chelco (6) ..... $ 8 each
>Paddles (2 sets)..... $12 each
>DVE Printer Power Supply Model DV-2412A..... $10
>50 5-1/4 diskettes $10
>50 3-1/2 diskettes..... $12.50
>.....
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>
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> Most have box & docs
>
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>ALA Software - G-Men
>ALA Software - Assasins Cove
>Animation Station from Designlab (no box)
>Atari Program Exchange - Alien Egg (no box)

>Atari Program Exchange - Pre-School Games (no box)
>Bond Analysis
>Castle Wolfenstein (plastic envelope)
>Con*Putation
>Cranston Manor Adventure (no box)
>Cross Fire from OnLine Systems (no Box)
>DataPerfect (no box)
>Dogfight
>Dr Seuss - Fix-Up The Mix-Up Puzzler
>Graphic Generator by DataSoft w/box & docs
>Leader Board Golf Game (no box)
>MatchBoxes
>MegaFont II from XLEnt Software
>Mission Asteroid from On-Line Systems (no box)
>My First Alphebet (no box)
>Page Designer from XLEnt Software
>Reading Skills
>Rubber Stamp - collection XLEnt Creative utilities
>Sands of Egypt from DataSoft
>Sesame Street Astro-Glover (3-6)
>Sesame Street Print Kit for Atari & Commodore
>Spinnaker Alphabet Zoo (3-8)
>Spinnaker Hey Diddle Diddle (3-10)
>Spinnakers Kids on Keys (3-9)
>Spinnaker Kindercomp (3-8)
>Star Voyage Series - Star Voyage 1 & Star Voyage 2
>The Big Math Attack
>The Jar Game & Chaos
>The Halley Project - A Mission in Our Solar System (no box)
>Tinks Adventure (4-8)
>Tonk in the Land of Buddy-Bots (4-8)
>Tuk Goes to Town (4-8)
>Upper Reaches of Apshai
>Wizzard & The Princess (no box) Hi-Res Adventure #2
>.....
>Diskette Software for Atari Computers $8 each (4 for $28)
> most have box and docs
>
>Age of Adventure from Atlantic Arts
>DeBug by Childware
>Hard Hat Mack by Electronic Arts
>Master Diskette 3 (no box)
>Murder on The Zinderneuf
>Print Shop w/docs, no box
>Software Protections Techniques from Alpha Systems (no box)
>Spellakazam - The Magic Spelling Game (shrinkwrapped)
>Spellicopter - The Action Spelling Game (shrinkwrapped)
>The Seven Cities of Gold by Electronic Arts
>Turtle Tracks - learn Programming
>Word Flyer by Electronic Arts (2)

>
>...
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> diskette only
>
>Adventure 1.2.3 from Adventure International
>Adventure 7.8.9 (2)
>Analog Disk #57
>Analog Disk #73 June 1989
>Andromeda Conquest
>Cardware High Tech Expressions
>Caverns of Mars
>Compute Disk October-December 1986
>Compute Disk January-March 1987
>Computer Crosswords for Atari or Commodore
>DISKEY from Adventure International
>Jingle Disk High Tech Expressions
>PartyWare High Tech Expressions (2)
>Print Shop Graphics Library Disk 1
>Print Shop Graphics Library Disk 2
>Print Shop Graphics Library Disk 3
>Printer Driver Construction Set from APX
>Walt Disney Picture Show - Cave Lord
>Warp Speed Software (2)
>XE Term
>...
>Antic Diskettes from Atari $2.50 each (8 for $17)
> Titles on Request
>
>Volume 3 - Numbers 9, 11, 11
>Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
>Volume 5 - Numbers 3, 8, 9
>Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
>Volume 7 - Numbers 1, 8, 10, 12
>Volume 8 - Numbers 2
>Volume 9 - Numbers 2
>...
>Cartridges for Atari Computers $6.50 each (4 for $24)
>
>Atari Writer Word Processor Donkey Kong
>Missile Command Music Composer
>
>Pilot w/Turtle Graphics w/box & docs
>...
>Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)
>
>Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
>...
>Tape Software for Atari Computers $3.50 each (4 for $11)
>

>Atari Progr Exch - Counter (3-8)
>Atari Program Exchange - Midas Touch
>Talk & Teach Business Communications 4 tapes (counts as two)
>Talk & Teach Basic Psychology 4 tapes (counts as two)
>Talk & Teach Basic Sociology 4 tapes (counts as two)
>Figure Fun
>Ghost Hunter w/docs
>Hickory Dickory Dock/Baa, Baa Black Sheep
>Joystick Sketchpad
>Jumpman by Epyx 2 tapes w/box & docs
>Jungles Rainbow w/docs
>List, General List, List Customizer
>Original Adventure
>States & Capitals
>Temple of Apshai from Epyx
>The Haley Project from Mindscape w/box & doc
>Touch Typing
>Walt Disney - Mickey In The Great Outdoors w/box & docs
>Zaxxon w/box & docs
>.....
>
>Atari Books $6.95 each (4 for $25)
>
>An Atari for Kids by Boren, Hovey, Hovey
>Atari Basic by Albrecht, Finkel & Brown
>Atari Program Exchange - A guide to Effective Programming
>Atari 410 Program Recorder Owners Guide
>Atari 440 Programmer Owners Guide
>Atari 800 Home Computer Owners Guide
>Atari 1020 Color Printer Owners Guide
>Atari 1050 Disk Drive Owners Guide
>Atari XM301 Modem Owner's Manual
>Atari Assebler Editor Users Manual
>Atari Joystick Sketchpad Instruction Guide
>Basic Conversions Handbook
>Captain 80 Book of Basic Adventures
>Computes First Book of Atari Games
>Consumers Guide Users Guide to Atari
>Data Perfect Manual from LJK Enterproses (computer printed)
>Print Shop
>Simply VisiCalc by Barbara s Chirlian
>The Atari Assembler by Inman
>Users Handbook to the Atari by Weber/Szczecinski
>Visicalc Software Manual (minus diskettes) (2)
>Your Atari Computer by Poole, McNiff & Cook
>
>.....
>Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
> printers. Black and some colors. (8)
>16 single sided double density disks..... $ 6

>10 Nashua single sided double density disks..... $ 6
>19 Single sided single density disks for..... $ 5
>14 Double side double density disks for..... $ 5
>.....
>
> Pre-paid only
> Shipping $3 each, add $1 for each additional.
> Except disk drives/computers/monitors $9 each
> Diskettes $2 total first 10 diskettes then $1 each 10
>
>Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209
>
>atari@ehrich.com gene@ehrich.com generic@voicenet.com
>
>

3984. PCXformer for Win95

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5k4k79$5bb@dfw-ixnews4.ix.netcom.com>
Source record: 73365

Here is a response from Darek Mahocka to e-mail from me about the Windows 95 version of PC Xformer. Hope this helps!

----------Reply starts here----------

From: "Mihocka Darek"
<emulators@msn.com>
Subject: RE: PCXformer for Win95
Create Date: Monday, April 28, 1997 1:32
PM
Send Date: Wednesday, December 31, 1969
8:00 PM
Attach:
Certify: N

For various reasons I won't get into detail here
(but mainly scheduling
related and the fact that Gemulator brings in far
more money than Xformer) I
won't be releasing it as a separate commercial
product. It's being rolled in
to the Gemulator 97 product so that one product
does Atari 8-bit, Atari ST,
and Mac emulation in one product instead of trying
to market 3 separate
products. People who wish to buy a Windows version
of Xformer will be able to
buy Gemulator 97 this summer, or else keep using
the free 3.6 version which I
made freeware simply because I didn't have the
time to keep supporting it as a
commercial product. People who sent in a disk for
an upgrade to Xformer 96
either got a pre-release beta of Xformer sent to
them in November, or their
disk is still here and what they'll get is a
Gemulator 97 disk this summer.

Also, please note that a bunch of the people on
the net who are complaining
about not receiving either Gemulator 96 or Xformer
96 update disks didn't
follow the upgrade instructions - they didn't
respond by Nov. 15th, or they
didn't send back their old disk, or they didn't

include a return disk mailer,
or they didn't put return postage on the mailer,
etc. and those people simply
will not receive an upgrade, no apologies. Maybe
this summer when I have more
free time I'll go through the pile and send those
people upgrades anyway, I
don't know.

The web page should make things clear. If it
doesn't, I'm sorry, but again at
this point you're looking July or August for the
Gemulator 97 release.

- Darek

-----Original Message-----
From: Robert S Ely
Sent: Friday, April 25, 1997 1:07 PM
To: Mihocka Darek
Subject: PCXformer for Win95

Darek,
What happened to the Win 95 version of PC
Xformer? I can't find any
reference to it anywhere on you web page anymore.
I'd really like to get
my update as I sent in the v3.0 disk way back in
October ('96). I have
downloaded the 3.6 version and really like it. I
am running it from an
Iomega Zip drive. Works great! I know many who are
curious about the
Win95 version from comp.sys.atari.8bit. Please
make some sort of
statememt in that newsgroup as to the ststus of
this product.
Eagerly waiting...

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

Robert S Ely
rsely@dhs.state.nj.us -or- rely@ix.netcom.co

3985. Re: ball blaster questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <5k550l$5ae@nut.ucsb.edu>
Source record: 73366

Alan Christie <94chrisv@scar.utoronto.ca> writes:
> Somebody else wrote...

>> And while we're one the subject of Lucusfilm Games, I recently played
>> Maniac Mansion on my PC and the whole game looks like it was developed
>> for an Atari. The graphics and the gameplay are extremely Atari-like. I'm
>> speculating that the game may have been developed on an Atari and then
>> ported to the PC when the Atari market crashed.

>maniac mansion would one of myu favorite games on the old C64... to my
>bestknowledge it was NEVER released for the 8bit at all..

Howdy

There's a delightful little 1-page article in an old issue of Wired
magazine written by the guy who translated Maniac Mansion to the NES.

Nintendo kept making him revise, edit, and modify the game and conversations
so there could be no hint of semi-adult ambiguities or insinuations. The
fractured English they rcommended for his changes were a riot.

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.TG-16.cycling.PWEI.Tit Wrench.Battle of the Planets.Star Wars.
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN.LEGO.
The Jitterbug.Bill Gibson.Robot Wars.Tim Burton.The Cult.fried cheese.

3986. Re: Spelunker (was: re: XLit! and Ulima series)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <5k553q$5bv@nut.ucsb.edu>
Source record: 73367

morbid@best.com (The Morbid Guy) writes:

>How many sections are there, anyway? I only got as far as the ropes
>(the second part)...

From memory:
Elevator
Ropes
Falls
Shaft
Pyramid

Doesn't sound quite right--I think there might be something in between
Shaft & Pyramid, and there might be a part called Treasure...

too much beer...

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.TG-16.cycling.PWEI.Tit Wrench.Battle of the Planets.Star Wars.
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN.LEGO.
The Jitterbug.Bill Gibson.Robot Wars.Tim Burton.The Cult.fried cheese.

3987. Re: StarRaiders / XL-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bc54da$30b36c40$674337a6@default>
Source record: 73368

Keatah <Keatah@worldnet.att.net> wrote in article
<336432CF.3011@worldnet.att.net>...
>
> Almost, the stars are a very light light green. They should be
> blue-white. And the display should be a blueish - haze shade with shields

> on.

When shields are on, the background color is green!!!

> The alert when coming out of hyperspace into a battle should be red, not
> violet.
>
> The long range scan is also too green. yeck!
>
> Keith
>

I don't remember the rest of the game in enough detail to comment on the
rest. I have the star raiders cart in storage for sentimental reasons but
I don't have my Atari 800 anymore :-)

3988. Re: Atari 1200xl problem & questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <33664AFD.1D5E@mail.utexas.edu>
Source record: 73369

larry,

a few months ago i ran into a similar problem..

in this case the board had been exposed to moisture. only the
f-key was functioning.

great if i want an 'f'-letter or a series of 10 in hex.

anyway, i ended up buying a new keyboard from b & c in california.
they charged $25.00 for a new mitsumi keyboard (direct replacement).

i couldn't bear to part with the 1200xl, so i bought one...works
great!!

if you need their address let me know, i'll forward it.

another option is a guy named bob klaas. he has offered in the past to
fix my 1200xl, and is quite reasonable...as well as honest.
don't know what he would charge, might give him a try. he posts quite
abit to this group.

cheers,
robert

3989. Re: Atari Computer Items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <3366304F.6AFCFCCF@cc.memphis.edu>
Source record: 73370
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers

George Tell wrote:
>
> This is a great deal! I'll take everythig for $10,000. Do I get free
> shipping? Guarantee?
>
> I especially want the modem. I hear that the Atari 300 baud BBS's are
> all the rage.
>
> I hate this kind of spam. Why don't you just post that you have Atari
> parts for sale and then e-mail the catalog to whoever cares instead of
> posting this every week.
>
> I'm sure that there are still novelty collectors out there but you
> don't need to spam up 10 newsgroups to get your point across.
>
> Sorry if I'm being too cruel...
>

Personally, I prefer that people post a list to the newsgroups. It's
just the
repeated posting with little, if any, change. And if you think someone's
posting something
too large, it's generally considered smart to not quote the whole thing.

--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm

3990. Re: Atari Connection BBS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6VnDhB6$zHB@peter.soemtron.sb.sub.de>
Source record: 73371

In article <Atari Connection BBS!>, jeking@xmission.xmission.com (James King) wrote:

Howdy James,

> I'm proud to announce that I've revived the Atari Connection BBS. A BBS
> Express Pro! dial-up system for the 8bit Atari computer.
>
> Whats online? Hundreds of meg worth of 8bit Atari files, online games,
> messages, tips, cartoons and more.
>
> 801-280-7486 (300-19.2k)
>
> Not Internet accessible, but will be providing Internet related material
> online (usenet news, ftp'd files, etc..)

imho GREAT NEWS!

Anyone interested in a german "Atari Connection BBS"?

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

3991. Re: ball blaster questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: John Collins <bosco@user1.inficad.com>
Message-ID: <Pine.BSI.3.96.970429125039.3623A-100000@user1.inficad.com>
Source record: 73372

On Mon, 28 Apr 1997, Alan Christie wrote:

> > And while we're one the subject of Lucusfilm Games, I recently played
> > Maniac Mansion on my PC and the whole game looks like it was developed
> > for an Atari. The graphics and the gameplay are extremely Atari-like. I'm
> > speculating that the game may have been developed on an Atari and then
> > ported to the PC when the Atari market crashed.
>
> maniac mansion would one of myu favorite games on the old C64... to my
> bestknowledge it was NEVER released for the 8bit at all..
>

Well that would explain the "8-bit" look to it. I keep forgetting that Lucasgames made C=64 versions of the the Atari games they made. My original question wasn't if it was released in Atari format, just if it was developed on it then dropped and poted to other platforms. C=64 didn't even come to mind. I just may have to get a C=64 one of these days and bear with it. My first two experiences with it... well, the less said the better.

JC

3992. Classic Games for Sale New Item - Space Hawk

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: glens@natinst.com
Message-ID: <5k68ki$994@falcon.natinst.com>
Source record: 73423
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,alt.games.video.classic,rec.games.video.atari,rec.games.video.misc,alt.games.lynx,comp.sys.atari.8bit,comp.sys.atari.st,austin.forsale,dfw.forsale,tx.forsale

I have the following games for sale:
Quantities vary from 20 to 400.

Prices are for 1 to 9 $2.00ea. + Shipping & Handling
10 to 20 1.70ea. + S&H
21 to 50 1.50ea. + S&H
51 to 100 1.25ea. + S&H

For Intellivision:

Space Spartan
Tron Deadly Disks
Star Strike
Beauty & the Beast
Astrosmash
Stampede
Space Armada
Dragonfire
Sharp Shot
Space Hawk

For Coleco:

Fraction Fever
Defender
Tournament Tennis (No box or label, new never wrapped)

Centipede (price is $3.00ea. for this game - quantities limited)

Controllers for Coleco original style -
$2.00ea., 5 or more $1.00ea. No boxes, cables are stretched out.

For Atari 2600: (No Quantities)

Asteriods
Astroblast
Space Attack

For Atari 5200:

Pitfall
River Raid

The next 2 games say 2600 on the boxes but are actually for 5200:
Space Shuttle
Zone Ranger (instructions are for the Atari 400)

For Atari 7800: (No Quantities)

Asteriods (Some have no shrink wrap)
Xevious
Robotron: 2084

Hat Trick (price is $3.00 ea.)

All 7800 games have minor dents in boxes from shrink wrap.

For LYNX:

These games are priced at:
1 to 9 $5.00ea. + S&H
10 to 49 $4.00ea. + S&H
50 to 149 $3.00ea. + S&H
150 or more $2.00ea. + S&H

Double Dragon
Qix

New original LYNX power supplies $10.00ea. + S&H
New Rechargeable Battery Pack & Power Supply By GP
$15.00ea. + S&H
This works on Lynx or Turbo Express

* Special Price *

For Intellivision:
Space Spartan in quantities over 100 are $.50ea + S&H

Shipping & Handling Prices:

1 = $ 2.00
2-3 = 4.00
4-6 = 5.00
7-9 = 6.00
10-13 = 7.00
14-18 = 8.00
19-24 = 10.00
25-32 = 11.00
33-42 = 13.00
43-55 = 15.00

Rhonda from glens@natinst.com

3993. Computer Games for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: glens@natinst.com
Message-ID: <5k6c66$9ch@falcon.natinst.com>
Source record: 73424
Cross-posted to: comp.sys.ibm.pc.games.marketplace,comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.atari,rec.games.video.classic,rec.games.video.misc,alt.games.video.classic,comp.sys.ibm.pc.games.misc,rec.games.computer.puzzle

I have the following games for sale: (Never Used, in sealed boxes)

Prices are $3.00 each plus shipping and handling.

For IBM - Alf's World of Words 1
(256K 2.0 DOS

Alf's Party Kit 4

Dac-Easy LIGHT 1

The Conference Coord. 1

For Comm.64 & Atari 800XL

LA Swat & Panther 1
(2 games in 1)

Math Maze 1

For Comm.64 & Atari 400 w/48K, 800XL, 1200XL, and 130XE w/1050

Print Power 1

Sesame Street Print Pwr 1

For Commodore 64

Pac Man 3
Super Pac Man 4
Ms. Pac Man 2
Victory Road 4
Techno Cop 1
Batman (Caped Cruisader) 4
Hat Trick 1
Pocket Rockets 1
Top Gun 1
Raw Recruit 3
Gun Smoke 1
Bad Dudes 1
Fast Break 1
Tiger Road 1
Rampage 5
Gauntlet 1
Ikari Warriors 1
World Karate Champ. 1

Ultimate Casino Gambling 1
Coconotes 1
Sea Horse Hide-n-Seek 3

Official TV Game Shows
Jeopardy New Edition 9
Jeopardy 2nd edition 7
Jeopardy Sports Edition 4
The $100,000 Pyramid 1
Wipe Out 3
Wheel of Fortune 1
Family Feud 2
High Rollers 1
Classic Concentration 2
Classic Concentration 2 3

3994. A bunch of stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: Asterisk <ampage@geocities.com>
Message-ID: <3366C20B.6E2075CB@geocities.com>
Source record: 73425

I recently got a 400, a 1020, and an 850. The 400 and the 1020 both came with power supplies and the 850 did not. The 1020 was new in the box, but the 400 was loose. For some reason, neither the 400 or the 1020 will turn on. Both apperently use the same power supply, 9vac. The 850 seems to work with my Zip drive power supply, which is 5vdc. Neither of the AC devices work at all. Is this a coincidence or is there something weird here? Oddly, when I first used the 400, it worked fine. I then popped the lid and put in a dfiffernet cartridge. When I closed it, it woudn't turn back on...

Also, I got the 850, but Where do I get the handler for it? In the 1050 manual it says you can use that setup.com program, but I don't have it. Anyone know where I can get an image of the master DOS25 disk? Also, how do I connect a standard external modem with a DB-25 port to it? Do I need a special cable, or can I just use a DB-9 to @B-25 adapter?

Thanks

3995. Re: Happy Drive Info Required

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970429181530.1161B-100000@fissure.scar>
Source record: 73426

> Hello Atarians!
>
> Does anyone here have any information about the Happy drive modification to
> the Atari 810 - 1050 drives?
> I am interested in any additional SIO commands that are available.
>
> Why do I ask?
> Well, a few years ago I made cable that connected the serial port to the
> Atari SIO cable (TTL <-> RS232). I used it to archive several hundred
> disks worth of Atari software. But there were problems with protected
> software. I figure if I could use the Happy to get more information about
> the protection on the disk then I could reproduce the result when I tried
> to run the game.
>
> I came across XL-IT on the internet, that made me interested in my Atari
> again. Am I just wasting my time going in this direction? Can XL-IT run
> software that was on protected disks?
>
> Any help would be greatly appreciated!
>
> Thank You,
>
> campbell@edrtech.com

Xlit runs XFD or ATR files.. I dont think it can run protected 8bit
software.. even with the hardware hack APE.. but XLIT is quite useful I
have run games like WHO DARES WINS 2, Zybex even worked.. and a lot of old
atari stuff runs okay..

Alan

3996. Re: Modem > Atari Comp

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970429181218.1161A-100000@fissure.scar>
Source record: 73427

On Mon, 28 Apr 1997, Bill Marcum wrote:

> In article <Pine.GSO.3.95.970427124148.21568B-100000@fissure.scar>, Alan Christie wrote:
> >You need the appropriate software and hardware to run a 14.4K modem on an
> >Atari XE. The Atari XE GS runs all regular Atari 8bit hardware/software,
> >99% of it any way. I would recommend Bobterm for the software and a Black
> >box or MIO with cables for the modem. They are a little tricky to get
> >now. Either buy them used or maybe try a few of the lone Atari vendors
> >that are scattered throughout north America..
> >
> The GS does not have a PBI or ECI port to use a Black Box or MIO! You could
> use an 850 or PR Connection.
>
Whhoops... i forgot the XE GS is basically a 65XE.. and a 65XE can't use
a Black Box either... 850 or PR or an equivalent...

Alan

3997. Re: Where can I find a used pair of working Joysticks????

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: eeun@hookup.net
Message-ID: <eeun-2904971757030001@eeun.tor.hookup.net>
Source record: 73428

In article <5jt1v9$llh@news1.fast.net>, rhkramer@fast.net (Randy Kramer) wrote:

> Hi. I was wondering if anybody had a used pair of joysticks for sale?
> (In good working order, of course). If so, please email
> rhkramer@fast.net.

Randy;

Check out your local Amity, Salvation Army or whatever non-profit equivalent is near you. At the Amity here in Hamilton, Ont. there's almost always an 8-bit computer system or 2600 system with several joysticks sitting in a dusty box. I'm sure it's the same elsewhere.

Also try garage sales. Good hunting!

3998. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: lvt-cfc@cyber2.servtech.com
Message-ID: <5k50q2$611@cyber2.servtech.com>
Source record: 73429

In article <33631170.1677132@news.abest.com>,
Janice in NYC <Sapphire@moc.cynonni> wrote:
>I have an Indus GT, but how do I tell if it has Synchromesh II, or is
>it just a different Synchromesh driver (i.e. software only)?

For that matter, how do I know whether I have "Synchromesh" at ALL? I think I do have the original Indus boot disk(s) around somewhere, but I acquired the drive, and then the disks, USED and SEPARATELY, so am not really sure what's what -- I also can't even remember one way or the other whether I have ANY DOCS WHATEVER for the Indus... anybody got copies they'd be willing to share?

E-mail even if you also post, please, as my ISP expires articles so fast that I rarely see the same thread twice, let alone responses to my OWN postings. I'll be happy to e-mail YOU someday if YOU request it.

Thanks in advance,
Chris Chiesa
lvt-cfc@servtech.com

3999. Attach 1200XL kb to 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: lvt-cfc@cyber2.servtech.com
Message-ID: <5k51ec$6bv@cyber2.servtech.com>
Source record: 73430

Anybody know if it's possible, or how, or where I can find instructions,
to replace an 800XL's keyboard with the nicer keyboard from a 1200XL? It
would be nice if the two keyboards can simply be 'swapped' without having
to otherwise modify either machine -- but is that so?

Please respond via e-mail even if you also post; my ISP expires articles
so fast that I rarely see the same thread twice, let alone responses to my
OWN postings.

Thanks in advance,
Chris Chiesa
lvt-cfc@servtech.com

4000. Re: Hip Mode (was: ATTN MARKUS: "official" gtia-bug...)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: lvt-cfc@cyber2.servtech.com
Message-ID: <5k5074$5m1@cyber2.servtech.com>
Source record: 73431

In article <6Vf8dr-$zHB@peter.soemtron.sb.sub.de>,
Thomas Havemeister <peter@soemtron.sb.sub.de> wrote:
>In article <ATTN MARKUS: "official" gtia-bug...>, nadkar@zeus.fh-pforzheim.de (nadkar)
wrote:
>
>> i dont know if we spoke about the new "hip-mode" which
>> depends on a gtia-bug... i dont know if there
>> is any existing xl-emulator which handles this mode
>> correct... (btw. how does xl-it handle interlace-pictures?)
>
>btw, hip-mode! Can anyone send me a demonstration sample of this
>mysterious picture format? Are there any good hip viewer and picture-
>converter?

Would this "hip-mode" be the more-than-16-shades-of-gray mode that only
works on "some" systems? (If so, the test/demo program posted here a year
or two back, did NOT work on ANY of MY systems, more's the pity... :-( )

Chris
lvt-cfc@servtech.com

4001. Re: Introducing SID-LOAD: an utility to load games from the PC harddisk into XL-IT.

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: lvt-cfc@cyber2.servtech.com
Message-ID: <5k4vfr$587@cyber2.servtech.com>
Source record: 73432

In article <Pine.GSO.3.95.970424093111.23810E-100000@fissure.scar>,
Alan Christie <94chrisv@scar.utoronto.ca> wrote:
>On Tue, 22 Apr 1997, Sidney Cadot wrote:
>
>>...
>>
>> begin 644 sidload.atr
>> ...
>> end
>>
>I am interested in your program but my internet provider chokes when
>people post files directly into the message base.

Then it's time to complain to your Internet provider -- NOT to this newsgroup! "Embedding the (UUencoded) program directly into the message base" is a much longer-standing method than "attaching" the file, and some of us can still ONLY do it the FIRST way. I conclude from your naivete that you are a relative newcomer to the Internet and/or to Usenet News, so I'll refrain from chewing you out TOO badly -- but I suggest you become aware that not EVERYBODY does things the way YOU do them, and that it is exceedingly rude of YOU to show up years late and blithely demand that age-old ways of doing things be changed for YOUR convenience. Would you arrive two hours late for a formal dinner, then insist that they change the menu to something you liked better? I hope not.

Please forgive the "tone" of this message, but this sort of behavior irritates me wherever it appears, here and in many other places. It behooves us to insist on as widely-usable posting mechanisms as possible -- even if that means using the "lowest common denominator" of functionality! -- so that even those with the most primitive of facilities can continue to participate fully in this forum. There are too few of us left (and probably fewer every day, sorry to say) for us to be able to afford to shut ANYONE out of the game.

We now return to our regularly-scheduled discussion, already in progress.

Chris Chiesa
lvt-cfc@servtech.com

4002. Speaking of power supplies: the 2600

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: lvt-cfc@cyber2.servtech.com
Message-ID: <5k4vp7$5e3@cyber2.servtech.com>
Source record: 73433

The subject line pretty much says it all: what power supply (cat no., voltage/current/type (AC?DC?) does the Atari 2600 (actually its Sears clone, if that's different somehow) use?

Pls. e-mail even if you also post, as my ISP expires articles so quickly that I rarely get to see even my OWN articles, let alone the followups...

Chris
lvt-cfc@servtech.com

4003. Re: Historical accuracy

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5k5lhmass2@triglav.iwaynet.net>
Source record: 73434

On 1997-04-23 Urchlay@bell***south.net said:
>Path: triglav.iwaynet.net!odin.oar.net!mercury.oar.net!malgudi.oar.
>net!news.iac.net!news.oru.edu!news.uoregon.edu!tezcat!cam-new
>Newsgroups: comp.sys.atari.8bit
>Date: Wed, 23 Apr 1997 21:29:46 -0400
>Organization: *** is to confuse bots
>Lines: 19
>References: <19970412050500.BAA22806@ladder01.news.aol.com>
><6VLw4xVKzHB@peter.soemtron.sb.sub.de>
>NNTP-Posting-Host: host-207-53-1-33.atl.bellsouth.net
>Mime-Version: 1.0
>Content-Type: text/plain; charset=us-ascii
>Content-Transfer-Encoding: 7bit
>X-Mailer: Mozilla 3.01 (Win95; I)
>Xref: triglav.iwaynet.net comp.sys.atari.8bit:39763
>Thomas Havemeister wrote:
>> In article <Re: Historical accuracy>, cvendel@aol.com (Cvendel)
>wrote: >
>> Howdy Cvendel,
>> > You info about the Candy/Colleen release is correct, at the
>>1978 CES the > 400/800 were shown along with DOS 1.0 which is
>>HORRIBLE (I'm fortunate > enough to have a copy) OSS was signed
>on to do DOS 2.0 >
>> do you mean the command-line based DOS1.0?
>> has anyone a manual for it? I discovers just the "DIR" command :)
>Command-line DOS 1.0 would be either Sparta or DOS XL (though I
>never heard of Sparta 1.0 being released... I had 1.1)
>What he's talking about is Atari DOS 1.0, which is a menu driven DOS
>like Atari DOS 2.0 (but with lots of bugs and problems)

I kinda liked it.It had a command to make a alias for a device.
(so if you had a RS232 printer,you could re-define P: as R:)
And the menu didn't have to load everytime you went to DOS.
(they could've made that a option in DOS 2!)

Net-Tamer V 1.08 - Test Drive

4004. Re: Jellystone

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5k5lhvass3@triglav.iwaynet.net>
Source record: 73435

On 1997-04-24 svegi@fly.cc.fer.hr(SasaVegi) said:
>Path: triglav.iwaynet.net!odin.oar.net!mercury.oar.net!malgudi.oar.
>net!news.iac.net!newsgate.cistron.nl!het.net!newsgate.unisour
>Newsgroups: comp.sys.atari.8bit
>Date: 24 Apr 1997 15:10:40 GMT
>Organization: CARNet, CROATIA
>Distribution: world
>NNTP-Posting-Host: fly.cc.etf.hr
>Mime-Version: 1.0
>Content-Type: text/plain; charset=US-ASCII
>Content-Transfer-Encoding: 7bit
>X-Newsreader: TIN [version 1.2 PL2]
>Lines: 9
>Xref: triglav.iwaynet.net comp.sys.atari.8bit:39774
>On Jellystone : ftp.hackerz.com/hackerz/atari/jellystone/
>There is a directory binnary full with *.exe files.
>I thought they were PC executables, but I was wrong.
>Can someone explain to me , how to run 'em on PC.

They're Atari COM files.Why they're called EXE I have no idea.

>What emmulator do I need,...

Well a Atari one,obviously.But you're better off getting a real Atari.
(I know of at least one Tetris-like game (by Itay Chamiel,no less) that uses 64
colours/brightnesses,which will obviously not work with emulators(uses interlacing))

Net-Tamer V 1.08 - Test Drive

4005. Re: XLIT question

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5k5lipass5@triglav.iwaynet.net>
Source record: 73436

On 1997-04-25 rsg0910@iglou.com said:
>Newsgroups: comp.sys.atari.8bit
>Path: triglav.iwaynet.net!odin.oar.net!malgudi.oar.net!echoes.
>wittenberg.edu!stdio!iglou!not-for-mail
>X-Nntp-Posting-Host: iglou2
>X-Nntp-Posting-User: rsg0910
>Sender: news@iglou.com (News)
>Organization: IgLou
>X-Newsreader: TIN [UNIX 1.3 950824BETA PL0]
>References: <5jek8g$ea8$2@news.atl.bellsouth.net> <E8z64A.AAp@iglou.
>com> <5jj6glhbi1@news.atl.bellsouth.net> <E93wvK.Luz@iglou Date:
>Fri, 25 Apr 1997 19:19:04 GMT Lines: 34
>Xref: triglav.iwaynet.net comp.sys.atari.8bit:39795
>Lord Spatula (Urchlay@bell***south.net) wrote:
>: What BBS did you run? I used to call all around the country in
>bout 84 : or so...
>It was in the dorms in Rochester, NY, at the Rochester Institute of
>Technology, where I was a National Technical Institute for the Deaf
>student. I called it the Triv-Atari, on a 130XE with, at its best, 4
>1050s at the time, down on the weekends. The most amazing thing is
>that I had the *SAME* dorm room and the *SAME* phone number the
>entire time - 716-475-4617. I must request that no one call that
>number, as you'll get a confused student, who will answer in either
>voice or TTY.

For those who don't know,he probably means one of those weird deaf terminals.
A kerboard with a LITTLE LED screen and a acoustic modem hook-up.Really slow!

(as oppossed to a tele-typwriter,a kind of terminal but with a printer instead of a CRT)

>: I guess my "favorite" would actually be Ultima IV, though I have
>lost : the spell lists... It runs fine in XL-it, though the
>artifacting still : doesn't look quite right
>I never did get a chance to play it. I may have come across the
>lists, and archived them, but I don't think so.

I played the Ultimas on the atari (1-4) in reversed order.I liked 2 the best.
(you time/space traveled)

>: I finished that game... took forever, but you never really got
>killed, : just sent back to the last red cross you passed, so it
>wasn't all that : hard...

Too damn hard for me!
I got far enough to see those hot air balloons.Too long enough,though.

Net-Tamer V 1.08 - Test Drive

4006. Re: StarRaiders / XL-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-29 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5k5libass4@triglav.iwaynet.net>
Source record: 73437

On 1997-04-24 Keatah@worldnet.att.net said:
>Path: triglav.iwaynet.net!news2.planetc.com!news.planetc.
>com!newsfeed2!feed1.news.erols.com!worldnet.att.net!newsadm
>Newsgroups: comp.sys.atari.8bit
>Date: Thu, 24 Apr 1997 18:39:06 -0700
>Organization: Piles of stuff in the basement.
>Lines: 6
>NNTP-Posting-Host: 207.146.169.202
>Mime-Version: 1.0
>Content-Type: text/plain; charset=us-ascii
>Content-Transfer-Encoding: 7bit
>X-Mailer: Mozilla 2.01E (Win16; I)
>Xref: triglav.iwaynet.net comp.sys.atari.8bit:39785
>Anyone know how to correct the colors in star raiders when running
>it on xl-it 0.20 ??
>The stars should be a light blue/white, not green.. :-(

uh,you do know that the force field IS green?

Net-Tamer V 1.08 - Test Drive

4007. Re: ball blaster questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: Rich Link <ral@iglou.com>
Message-ID: <3366B224.524B@iglou.com>
Source record: 73438

bosco@inficad.com wrote:
>
> Somewhere along this thread I lost track of who is saying what, but from
> my understanding, Ballblaster was actually developed by another company
> independant of Lucusgames and actually saw a limited commercial release
> before Lucus and company snatched it up and re-invented it as Ballblazer.
>
> And while we're one the subject of Lucusfilm Games, I recently played
> Maniac Mansion on my PC and the whole game looks like it was developed
> for an Atari. The graphics and the gameplay are extremely Atari-like. I'm
> speculating that the game may have been developed on an Atari and then
> ported to the PC when the Atari market crashed.
>
> John Collins
>

I think that Maniac Mansion was first released on the Apple II. If you
like the game, check out Day of the Tentacle. Its a PC CD that is the
"sequel" to Maniac Mansion. It even has a full copy of the first game
on a "computer" inside the game.

4008. Re: Modem > Atari Comp

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: Rich Link <ral@iglou.com>
Message-ID: <3366B443.51F8@iglou.com>
Source record: 73439

Jeff Davidson wrote:
>
> Right now, I have a 14.4 modem hooked up to my Apple][(which I'm
> using right now). Anyway, with the appropriate cable, can I hook this
> modem up to my Atari XE GS ??
>
>
> Jeff

You'll need either an MIO or Black Box to get full speed out of the modem. The 850 just won't handle all of that speed. I don't know if an R:P: Connector will handle it or not?

BTW, how are you getting an 14.4K to work with an Apple][? I've got a][+ and a Laser 128 (half way between an][e and][c). I tried using it with an 14.4 modem using Ascii Express and ProTerm. No luck with either.

4009. FS: Rare 5200 cart: Meteorites

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <3378c17b.16075306@news.earthlink.net>
Source record: 73440

From Electra Concepts Int'l Corp:

Meteorites The rarest of 5200 carts. See a pix at:

http://bbs.prowlers.net/stever/meteror.gif

This one has a little wear on the label. (no tears,

just a bit of ink missing here and there.)

Call it "good". This is the game we all
know as Asteroids. Underneath the company

name it says " copyright 1983 Wyner Bros."

Do you think this was a joke and a pun on Warner
Bros.???

Looking for offers for a week or 2.

ZZyzx

"We're not flying....we're falling with style."
(Buzz Lightyear)

4010. FS: Complete 5200 plus lots of carts

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <3377b10d.11868804@news.earthlink.net>
Source record: 73441

I will sell the carts seperately. Orders must be $15 minimum. Please make me an offer on any item. After a short while I will either sell to the top offer, or withdraw the item.

Complete 5200 system.

Includes the console, power supply, 2 joysticks, and the 2 different owners manuals. Everything works well, with the following exceptions:

The joysticks had problems with the buttons. I disassembled them, and cleaned the contacts (with a pencil eraser). They all came to life except the lower fire button on on the left side. I could see no reason for this ...everything looked good, but that contact was dead. However, that button os duplicated on the right side of the joystick, so it shouldn't be a problem. The other defect is on the other joustick, where the rubber neck at the bottom of the stick is torn. This is from use and has no effect on the use of the joustick. The unit is in excellent condition.

I used it to test the following carts which all work fine, except Star Raiders. All carts are the cart only; no box or manual.

Official Atari 5200 carts:

Centipede A very clean cart except somebody made an "x" on the graphic with what looks like clear nail
polish, which has darkened slightly.

Defender Very good Condition

DigDug Very good condition

Galaxian Excellent Condition

Jungle Hunt A nice cart with an "x" across the graphic in grey

paint.

Kangaroo A nice cart with an "x" across the graphic in grey

paint. Also has a "clearance $1.99" price tag on
the back that won't easily come off.

Kangaroo A nice cart , no "x" but it does have a small line of

grey paint on the graphic.

Ms. Pac-Man many very small "pin pricks" in the label. call it almost good

Pac-man Excellent condition

Pac-man Excellent condition

Pac-man Excellent condition

Pengo Good condition

Pole Position Very good condition

Qix Very Good Condition

Real Sports Tennis Excellent Condition (almost mint)

Robotron 2084 Excellent Condition

Star Raiders Defective...doesn't work. graphic is very good

Super Breakout Excellent Condition

Super Breakout Excellent Condition

Vanguard This is the rare version. They forgot to print
"Vanguard" anywhere on the cart. It has no

name.

From Activision:

River Raid Very Good Condition

Pitfall Very Good Condition

From Sega:

Congo Bongo Excellent except a few monor scratches on back side.

From Electra Concepts Int'l Corp:

Meteorites The rarest of 5200 carts. See a pix at:

http://bbs.prowlers.net/stever/meteror.gif

This one has a little wear on the label. (no tears,

just a bit of ink missing here and there.)

Call it "good". This is the game we all
know as Asteroids. Underneath the company

name it says " copyright 1983 Wyner Bros."

Do you think this was a joke and a pun on Warner
Bros.???

ZZyzx

"We're not flying....we're falling with style."
(Buzz Lightyear)

4011. Looking for game: Abuse

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: lafleurh@aol.com
Message-ID: <19970430050001.BAA10063@ladder01.news.aol.com>
Source record: 73442

Hello all,
I am a former Atari'er looking for information on a game called
Abuse. The object of the game was to insult the computer and the computer
would insult you back. I am looking for information on who made the game
and if it was made for any other platform (like a modern platform: PC,
UNIX, etc.) and what kind of availability there is for it. If anyone can
give me any information it would be greatly appreciated. Thanks.
Henry Lafleur
hal5250@usl.edu

4012. FS: 520ST + SF354

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: RaymondP@cris.com
Message-ID: <5k6jvb$rho@chronicle.concentric.net>
Source record: 73443

```
$35 INC shipping for a 520ST,SF354 drive, power supplies + cables
one keycap missing
```

4013. Re: The Ark BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: Andrew Buckle <andrew@roobox.demon.co.uk>
Message-ID: <01bc5502$9d0b72c0$8533989e@roobox.demon.co.uk>
Source record: 73444

Geoff McHugh <gmchugh@enterprise.net> wrote
> >What was your handle?
>
> Andrew, your handle was Roo or something was it??? Your name is ringing
> bells here :)

Dead right there Geoff, I used the handle Roo and I've moved that over to
the domain
name of my demon net connection, hence roobox !!!! (sad really!!!)

I've been looking at my capture files from the sessions since I've
re-discovered my old Atari kit, it's amazing what an 850 and an 800XL could
do !!!!!

We should track Bastable down, he was quite a role model to me as far as
the 8 bit scene was concerned...

Regards,

Andrew.

4014. Re: Attach 1200XL kb to 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: rfunk@peri.acs.ohio-state.edu
Message-ID: <5k7hf6$m3r$1@charm.magnus.acs.ohio-state.edu>
Source record: 73445

In article <5k51ec$6bv@cyber2.servtech.com>,
christopher f. chiesa <lvt-cfc@cyber2.servtech.com> wrote:
>Anybody know if it's possible, or how, or where I can find instructions,
>to replace an 800XL's keyboard with the nicer keyboard from a 1200XL? It
>would be nice if the two keyboards can simply be 'swapped' without having
>to otherwise modify either machine -- but is that so?

http://er4www.eng.ohio-state.edu/~funkr/Atari/1200xlkb.html

>Please respond via e-mail even if you also post; my ISP expires articles
>so fast that I rarely see the same thread twice, let alone responses to my
>OWN postings.

Posted and mailed.

--
============= R o b F u n k =============|=========> funk+@osu.edu <=========
"A microscope locked in on one point | rfunk@peri.acs.ohio-state.edu
Never sees what kind of room that it's in"| rfunk@marvin.uts.ohio-state.edu
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

4015. Re: Hip Mode (was: ATTN MARKUS: "official" gtia-bug...)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: kenneth@daffy.aatech.com
Message-ID: <3367d857.156907084@news.aatech.com>
Source record: 73446

On Sun, 27 Apr 1997 22:19:54 -0700, Keatah <Keatah@worldnet.att.net>
wrote:

>Thomas Havemeister wrote:
>>
>> In article <ATTN MARKUS: "official" gtia-bug...>, nadkar@zeus.fh-pforzheim.de (nadkar)
wrote:
>>
>> Howdy nadkar,
>>
>> > i dont know if we spoke about the new "hip-mode" which
>> > depends on a gtia-bug...

GTIA bug?

>> > i dont know if there
>> > is any existing xl-emulator which handles this mode
>> > correct... (btw. how does xl-it handle interlace-pictures?)

The 8-bit hardware can not produce a proper interlaced signal unless
everyone has been adding some kind of hardware hack to do it.

>And there's and
>annoying (but proper) interlace flicker to 'em. Just like on my amiga in
>320x400 interlace mode. :-)

Amiga interlace is properly interlaced video. It sounds like what
people are talking about on the Atari is just page flipping. I recall
seeing (and writing ;-) number of demos in the Last Days that swapped
two GTIA displays during each VBI.

One 60th sec the first screen is displayed, next 60th sec the second
screen is displayed. Back and forth like this. (But this is not
interlacing.) Putting different shades/colors at the same pixel
positions on both screen results in a blended color/shade.

Kenneth Jennings

Kenneth Jennings -- SyntheToonz
Miami, FL -- kenneth@daffy.aatech.com

4016. Re: A bunch of stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <E9Go63.9D8@iglou.com>
Source record: 73447

In article <3366C20B.6E2075CB@geocities.com>, Asterisk wrote:
>I recently got a 400, a 1020, and an 850. The 400 and the 1020 both came
>with power supplies and the 850 did not. The 1020 was new in the box,
>but the 400 was loose. For some reason, neither the 400 or the 1020 will
>turn on. Both apperently use the same power supply, 9vac. The 850 seems
>to work with my Zip drive power supply, which is 5vdc. Neither of the AC
>devices work at all. Is this a coincidence or is there something weird
>here? Oddly, when I first used the 400, it worked fine. I then popped
>the lid and put in a dfiffernet cartridge. When I closed it, it woudn't
>turn back on...
>
Maybe the switch on the lid is broken. You could probably bypass it.

>Also, I got the 850, but Where do I get the handler for it? In the 1050
>manual it says you can use that setup.com program, but I don't have it.
>Anyone know where I can get an image of the master DOS25 disk? Also, how
>do I connect a standard external modem with a DB-25 port to it? Do I
>need a special cable, or can I just use a DB-9 to @B-25 adapter?
>
You can probably get a DOS 2.5 image from atari.archive.umich.edu or
ftp.hackerz.com . You will need a special cable for the 850; I think one
of the FAQs for this newsgroup should have the pinouts. You probably won't
be able to do much with the 400 and 850 unless the 400 has been expanded
to 48K memory. A standard 400 only had 8k or 16k.

>Thanks

--
Bill Marcum bmarcum at iglou dot com
If gnus are outlawed, only outlaws will have gnus.

4017. Colourspace

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: Stephen Anderson <stephen@imperium.net>
Message-ID: <336796B6.7513@imperium.net>
Source record: 73448

Does anybody have the instructions for Jeff Minter's "Colourspace" for the Atari 8-bit? I have fiddled with the keyboard commands, but I would really love to see the manual. Thanks for the help!

P.S.
It's maazing to see how far technology (as well as Minter's programming ability) has increased in the past 15 years! I hope his new project makes the VLM look as dated as the VLM made Colourspace look!

Stephen Anderson
stephen@imperium.net

4018. Re: ATR format details?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: Trevin Beattie <*trevin*@*xmission*.*com*>
Message-ID: <5k87necnf1@news.xmission.com>
Source record: 73449

Steven J. Tucker wrote:
>
> Kevin (kevin@dcs.exeter.ac.uk) writes:
> > I`m currently looking into writing a cut down APE type program for my
> > Amiga, I having a difficult time tracking down the spec for the ATR
> > format and also details on SIO commands (got a bit not much).
>
> You can get both at http://www.dejanews.com. I recently posted a complete
> description of the ATR header (including APE extensions).

This raises some more questions: what is the format of the rest of the file, after the headers? Is it simply raw data in sequential sectors? What are paragraphs and extended paragraphs (same thing as sectors, perhaps?) What, exactly, is the signature? What is the APE authentication CRC? (I looked at the APE home page, but couldn't find documentation on it.) What does the 'sealed' bit mean?

Also, does anybody have the format of .PRO files used by APE? I was wondering how completely it simulates the physical surface of a floppy disk.
--
Trevin Beattie "Do not meddle in the affairs of wizards,
*To*reply*to*this* for you are crunchy and good with ketchup."
*message,*remove*the* --unknown
*asterisks*from*my*email*address.*

4019. Re: Antic Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: texrattlr@aol.com
Message-ID: <19970430203500.QAA27202@ladder01.news.aol.com>
Source record: 73450

by the way, also have two fully functional Atari 800's with Disk drives, printers, hayes modems, and lots of program,,,,,,,let me know if they are of interest to you

4020. Atari cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: Brian <Darkwing@ica.net>
Message-ID: <336772F7.6824@ica.net>
Source record: 73451

I was wondering if someone knows if there is a way to copy content out
of cartridge to a disk and than use it with emulator.

I have one program that i like and use on my 130xe. Atari boots right in
to it when turned on and it reads information saved on disk so it
restarts and runs automaticaly. I could not find simmilar program for
IBM
machines so i was wondering if it is possible to extract this one for
use with emulators.

4021. FS: Atari 2600 items--LAST DAY!!![UPDATE 8]

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: djc126@alf.usask.ca
Message-ID: <5k8f9m$a53@tribune.usask.ca>
Source record: 73452
Cross-posted to: alt.atari.2600,rec.games.video.atari,rec.games.video.marketplace,comp.sys.atari.8bit,alt.forsale

```
---------------------------------------------------------------
Atari 2600 items/8-bit Auction #4
---------------------------------------------------------------
Hi Everyone. Here is my listing and a few simple rules:
Feel free to bid on any item(s).
Buyer pays post office shipping from Canada.
All prices in USD. Canadians can pay in equivalent $CDN.
I will keep you posted on the current high bid(s).
All items are in good working condition(unless noted)
but sold AS IS.
Bidders must supply full name, address, and phone number.
Tentative end of auction is 11 PM CST April 30, 1997.

NOTE: Preference will be given to someone who bids on a majority of
the items. Amount for bulk bids must exceed combined bids.

I reserve the right to sell cartridges separately.
This will result in the min. bid on that cartridge(s)
being subtracted from the bulk bid.

The Double-Ender will only be sold separately and should not be
included in a bulk bid.

Thanks.
David
-------------------------------------------------------------------------
-------------------------------------------------------------------------
Here are the complete details of the system(no box, no docs).
-------------------------------------------------------------------------
Atari CX-2600 Jr.(black with silver trim) $15 <min> $9 ADebater
4 switch model with power adapter (Part of Bulk Bid)
channel selector, separate RF cable
Pair of Joysticks.
Combat cartridge.
-------------------------------------------------------------------------
Cartridges(Atari 2600)
-------------------------------------------------------------------------
Activision(worn end labels)
----------
Frostbite $2 <min>
Grand Prix $2 <min> $2 ADebater
Keystone Kapers $2 <min> $5 S. Jacobs
Oink! $2 <min> $2 writer
Pitfall! $2 <min> $4 S. Spare
```

Atari

Asteroids $1 <min> $4 S. Spare
Berzerk $1 <min> $1 ADebater
Centipede $1 <min>
Defender $1 <min> $3 S. Spare
E.T. $1 <min> $1 ADebater
Mario Bros. $2 <min> $2 ADebater
Missile Command $1 <min> $1 ADebater
PAC-MAN $1 <min> $1 ADebater
Real Sports Football $1 <min> $1 ADebater
Space Invaders $1 <min> $1 ADebater
Star Raiders $1 <min> $1 ADebater
Sword Quest: Earthworld $1 <min> $1 ADebater
Yar's Revenge $1 <min> $1 ADebater

Coleco

Donkey Kong $2 <min> $4 S. Spare

M-Network

Astroblast $1 <min> $1 ADebater
Space Attack $1 <min> $1 ADebater
Tron Deadly Discs $1 <min> $1 ADebater

XONOX

Robin Hood/Sir Lancelot DOUBLE ENDER $7 <min> $40 AVE

Atari 8-bit Cartridge(metal/plastic casing)

Asteroids $3 <min>
Basic $3 <min>
PAC-MAN $3 <min>

I also have Atari ST 16/32 bit MIDI Computer hardware/software for sale.
Also some IBM hardware/software. Please email for a listing. Thanks.
Updated 04/30/97(#8)

--End--

4022. More Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <3367D604.C10@tcd.net>
Source record: 73453

```
1 Ea. Qix
1 Ea. Donkey Kong
1 Ea Football
1 Ea Pac-Man
1 Ea Dig Dug
1 Ea Miner 2049er
1 Ea Star Raiders
1 Ea K-Razy Kritters
1 Ea Popeye
1 Ea Joust
1 Ea Qbert...in addition to first post
1 Ea 3-D Tic-Tac-Toe
1 Ea Gorf
1 Ea Centipede
1 Ea ET Phone Home
1 Ea Moon Patrol
1 Ea Astroids
More later in the month of May.

bob
```

4023. Re: Spelunker (was: re: XLit! and Ulima series)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: "John M. Vogel" <jvogel@crl6.crl.com>
Message-ID: <5k8ki5$lq2$1@nnrp1.crl.com>
Source record: 73454

ut.ucsb.edu>
Organization: CRL Dialup Internet Access (415) 705-6060 [Login: guest]
Distribution:

Jason D. Bardis <jasonbar@nut.ucsb.edu> wrote:
: morbid@best.com (The Morbid Guy) writes:

: >How many sections are there, anyway? I only got as far as the ropes
: >(the second part)...

: From memory:
: Elevator
: Ropes
: Falls
: Shaft
: Pyramid

There was another section called the ATPII; I have no idea what that
referenced.

John
jvogel@crl.com

4024. Re: Is Atari back?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <3367d44d.2643289@news.injersey.com>
Source record: 73455

On Wed, 30 Apr 1997 22:05:35 GMT, ddahl@tiac.net (David G. Dahlstrom)
wrote:

-I was reading a press release for the Hercules 128/3D graphics
-accelerator and noticed that they listed "Atari Games" as one of
"over
-250 developers that have joined the 3Dfx Interactive developer
-program..." Does this mean Atari still exists?

Atari Games does, they are the arcade division of atari, existing as a
subsidiary of WMS.

Atari Computers is a subsidiary of JTS.

4025. Re: Atari Connection BBS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6VrDp0e4zHB@peter.soemtron.sb.sub.de>
Source record: 73456

In article <Re: Atari Connection BBS!>, PETER@SOEMTRON.sb.sub.de (Thomas Havemeister) wrote:

> > 801-280-7486 (300-19.2k)
> > Not Internet accessible, but will be providing Internet related material
> > online (usenet news, ftp'd files, etc..)
> imho GREAT NEWS!
>
> Anyone interested in a german "Atari Connection BBS"?

runs your BBS on a real Atari? What soft&hardware do I need to do so? And where to get it?

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

4026. Re: Spelunker (was: re: XLit! and Ulima series)

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: jasonbar@bolt.ucsb.edu
Message-ID: <5k8t18$e7a@bolt.ucsb.edu>
Source record: 73457

John M. Vogel <jvogel@crl6.crl.com> writes:

>Jason D. Bardis <jasonbar@nut.ucsb.edu> wrote:

>: >How many sections are there, anyway? I only got as far as the ropes
>: >(the second part)...

>: From memory:
>: Elevator
>: Ropes
>: Falls
>: Shaft
>: Pyramid

>There was another section called the ATPII; I have no idea what that
>referenced.

Actually, nope, that's all there is, plus the Treasure.

I pulled it out and played a full game last night--got all the way through
on my first try (on my last man, too!). Netted around 682,000 points,
if I recall.

Anyway, nope, I was right before the 6 sections above are all the sections
I saw playing through the whole game.

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.TG-16.cycling.PWEI.Tit Wrench.Battle of the Planets.Star Wars.
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN.LEGO.
The Jitterbug.Bill Gibson.Robot Wars.Tim Burton.The Cult.fried cheese.

4027. All writers seeking publication

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: Rich@aol.com
Message-ID: <5k90b6$m6c@chile.earthlink.net>
Source record: 73458

Now*accepting <new> and <previously published> writers for publication.
We are a NEW=YORK based international literary agency with three
offices: 2 in NEW=YORK and one in <FLORIDA.>
<Please follow guidelines for submission:>
For ALL fiction, including screenplays for TV & Movies: Send us a <brief synopsis>,
the first chapter, and include a self-addressed, stamped envelope=S.A.S.E.
Short Stories: Send brief synopsis, 3 pages, S.A.S.E.
Poetry: Send 3 poems, S.A.S.E.
For ALL nonfiction: Send us a <brief synopsis>, the first chapter, and include a S.A.S.E.
Do not send complete manuscript unless invited.
<WOODSIDE=INTERNATIONAL=LITERARY=AGENCY>
<Thirty Three Twenty Nine 58 St.>
<Wood-Side, New York>
<zip: 1.1.3.7.7>
<(Tel)=={718}=651=8145>

4028. Atari 800, 400, 850, Percom drive, etc. Sale or give

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: Pete Norloff <"Pete Norloff">
Message-ID: <33680EF8.6417@os2bbs.com>
Source record: 73459

I have a collection of Atari equipment including an 800, a 400, an 850 interface, a Percom diskette drive, and a large box full of documentation. There are a number of cartridges, game controllers, etc. but I haven't inventoried everything lately.

(If someone is interested in this equipment, I may even be able to add another 800 with an Atari disk drive (810?) and possibly a daisy wheel printer.)

I'm looking for any offers for the lot. If the highest offer is to cover shipping, I'll give it all away for the cost of the shipping. Everything goes in one batch, I can't part this out right now.

It would be simplest if someone in the Fairfax, VA (Washington DC suburbs) area could just drop by and pick it up some time but I'd be willing to box it up and ship it via UPS.

Please send email responses to pnorloff@os2bbs.com, I don't regularly monitor this newsgroup.

Pete Norloff

4029. Re: Colourspace

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc559c$585732a0$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 73460

Stephen Anderson <stephen@imperium.net> wrote in article
<336796B6.7513@imperium.net>...
> Does anybody have the instructions for Jeff Minter's "Colourspace" for
> the Atari 8-bit? I have fiddled with the keyboard commands, but I would
> really love to see the manual. Thanks for the help!

On Yogi's archive there should be two discs for Colourspace. One with the
manual, the other with the program.

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

4030. Re: Retriving old Atari Writer files to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: homer@sirius.com
Message-ID: <homer-ya02408000R3004972101570001@news.sirius.com>
Source record: 73461

In article <335dfcd4.1727890@news.on-net.net>, hale@onet.net wrote:

>SpencerH@cc.usu.edu wrote:
>>
>> I have a quick question. Back in the old days we had a Atari 800xl and a
>> program called atariwriter. My mom gave the old computer away, but we
>> still have the discs that we saved everything on. She wote her Journal on
>> these disks and I was wondering if there is any way to retrive that data
>> from the old atari disks and change the atari format into a fomat that I
>> can save and use on a PC like a text file or something. Any Help would be
>> greatly apreciated.
>
>If you have internet access, you might want to try
>http://www.emulators.com/index.html, the site for Emulators, Inc.
>They provide both 8-bit emulators for the PC and instructions for a
>cable that allows you to hook up an Atari 8-bit floppy drive to your
>PC. You could then transfer the 8-bit files from the Atari floppy to
>your PC's hard drive. You could then either use the emulator to run
>AtariWriter to edit or printout these files, or (if AtariWriter does
>this, it's been a long time!), use AtariWriter to do ASCII text saves
>that then any PC word processor could use.
>
>John Hale

I was poking around some old mac floppies I had and found a hypercard stack
I had written to convert atariwriter files to RTF (rich text format), which
can be imported into MS Word, and probably most other word processors. This
way, you can retain some of the formatting, such as underlining and
italics. It even handled chains of files... Of course, you'd need a way to
get the files from the atari drive to a macintosh.

Anyway, if anyone's interested, I could send it to an archive somewhere.
Its a very bare-bones program...

--
<mailto:homer@REMOVEsirius.com>
<http://www.sirius.com/~homer/>
Note: If you wish to send me email, you must remove the 'REMOVE'
from the return address of this message. This extra step is required
due to the excess amount of mail spam I have been receiving. Your
patience in this matter is appreciated.

4031. Re: A bunch of stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: Asterisk <ampage@geocities.com>
Message-ID: <3367A392.3863772E@geocities.com>
Source record: 73462

Bill Marcum wrote:
> Maybe the switch on the lid is broken. You could probably bypass it.
I checked that, it seems fine... Also, the brand new 1020 which uses an
identical power supply doesn't work either.

> You can probably get a DOS 2.5 image from atari.archive.umich.edu or
> ftp.hackerz.com . You will need a special cable for the 850; I think one
> of the FAQs for this newsgroup should have the pinouts. You probably won't
> be able to do much with the 400 and 850 unless the 400 has been expanded
> to 48K memory. A standard 400 only had 8k or 16k.
>
Thanks, I'll try that. I also have a 130xe.

4032. Re: A bunch of stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5k841f$oaf@freenet-news.carleton.ca>
Source record: 73463

Asterisk (ampage@geocities.com) writes:
> I recently got a 400, a 1020, and an 850. The 400 and the 1020 both came
> with power supplies and the 850 did not. The 1020 was new in the box,
> but the 400 was loose. For some reason, neither the 400 or the 1020 will
> turn on. Both apperently use the same power supply, 9vac. The 850 seems
> to work with my Zip drive power supply, which is 5vdc. Neither of the AC
> devices work at all. Is this a coincidence or is there something weird
> here? Oddly, when I first used the 400, it worked fine. I then popped
> the lid and put in a dfiffernet cartridge. When I closed it, it woudn't
> turn back on...

All three devices use 9vAC, not 5vDC. You might be getting the red light
to come on in the 850, but I doubt it will actually work. Check the switch
on the cartridge door of the 400, if it is not pressed down right the
computer wont come on.

> Also, I got the 850, but Where do I get the handler for it? In the 1050
> manual it says you can use that setup.com program, but I don't have it.

The 850 interface contains its own handler. If you use BobTerm it will
download the handler for you when it starts. If you use another terminal
program that does not do it automatically, you can get a small file
called BOOT850.COM that will download the handler for you. Run it before
starting your terminal program.

> Anyone know where I can get an image of the master DOS25 disk?

gopher://gopher.archive.umich.edu:7055/59/atari/8bit/Dos

> Also, how
> do I connect a standard external modem with a DB-25 port to it? Do I
> need a special cable, or can I just use a DB-9 to @B-25 adapter?

The pinout is not a standard db9. There are diagrams in the FAQ (i think)
or you can order a premade cable from places like American Technavision,
listed in the dealer faq.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4033. Is Atari back?

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: ddahl@tiac.net
Message-ID: <3367c175.2310534@news.tiac.net>
Source record: 73464

I was reading a press release for the Hercules 128/3D graphics accelerator and noticed that they listed "Atari Games" as one of "over 250 developers that have joined the 3Dfx Interactive developer program..." Does this mean Atari still exists?

See http://www.hercules.com/presale/release/s1283d-022597.htm

Dave Dahlstrom

4034. Cartridges For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <3367D463.4906@tcd.net>
Source record: 73465

```
1 Ea. Qbert
1 Ea. Delta Drawing Learning Program
1 Ea. Caverns of Mars
1 Ea. Tennis Computer Game
1 Ea. Music COmposer.

Original Cartridges not Copies.
```

4035. Compatibility with XLit

Newsgroup: comp.sys.atari.8bit
Date: 1997-04-30 00:00:00 UTC
From: Paul Cawley <Paul.Cawley@btinternet.com>
Message-ID: <01bc55bb$4811c260$272f63c3@default>
Source record: 73466

Has anyone got Landscape, Polar Pierre, Mr Robot or Ballblazer to work with XLit, all the images and binaries I have from jellystone will either not boot (PP/MrR), have no display (Ballblazer - although Ballblaster works OK) or in the case of Landscape - one of my fave 8-Bit games, there is no tower and you ship explodes for no reason (energy also runs out too fast :-(
Also has anyone seen an image/disk etc of English Software's Mediator, I can@t find it anywhere and my cassette is knackered!
Cheers
Paul

4036. Re: Crossassembler?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-01 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bc563c$a04da1c0$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 73273

Thomas Havemeister <peter@soemtron.sb.sub.de> wrote in article
<6W2GhAVKzHB@peter.soemtron.sb.sub.de>...
> Yesterday I found some really nice amiga macro assembler (like ASM one).

> These programms work like a dream. Good atari assemblers (like MAC64)
look
> quite simple compared. I'm just a beginner in programming the 6502 and
> I'm Amiga and PC spoilt.

Try and find the ATMAS-II assembler for the Atari. It was a bit similar to
ASMone... Although I had (and still have) a MAC/65 cartridge, I used
ATMAS-II almost exclusively back then.

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

4037. Re: Happy Drive Info Required

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-01 00:00:00 UTC
From: Matthias Schwarz <matthias@roguewave.com>
Message-ID: <5kac3qlhs1@wave.roguewave.com>
Source record: 73274

Don't wait for a Happy or Speedy drive to copy you *really* (hm...)
protected stuff. I cracked a couple of game disks (such as DRACONUS), and
especially all the amazing games from Poland in the early 90s are all
protected more ore less the same way: Sectors are doubled or tripled on the
same track with usually just one byte being altered; impossible to
determine which sector you're reading in a regular read process. What the
protection does is just creating a very odd access timing - meaning that it
roughly knows when the next sector with the same number should be "there".
Obviously, speed enhancements that read the whole track into a buffer will
never meet the timing requirements.
There is an easy workaround if you have the means to *really* image the
disk (including the multiple sectors): Just flip the switch while the copy
protection gets active and deactivate your enhancement for a moment while
loading that part of the program.

Matthias.

Matthias Schwarz
http://www.orst.edu/~schwarma
"...para que continue viviendo al 100%..." - Y.S.S.

4038. Re: Atari Connection BBS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-01 00:00:00 UTC
From: idavis@comland.com
Message-ID: <862506172.24538@dejanews.com>
Source record: 73275

In article <5k9qf6nmh2@cobweb.aracnet.com>,
d_troy@spnt.com (Donna Troy) wrote:
> >runs your BBS on a real Atari? What soft&hardware do I need to do so? And
> >where to get it?
> >
> You can find MrAtari01@AOL.COM lurking in these parts. He is the author of
> the still supported Carina BBS System. You will need at least an 800xl, and a
> hard drive and modem. Of course you will also need a hard drive interface.
>
> I think he has released Carina as shareware, someone here should be able to
> tell you where you can pick up a copy of it.

You can run a bbs on an 800 and a couple of floppies. I did it for years. There are quite a few BBS programs out there. And to run just a basic BBS like I did, most of them worked just fine.

While we are on the subject of resurrecting a BBS, I have been toying with the idea of bringing mine back online. 1) Should I leave all of the graphics as it was, or should I make new screens and things like that? I kind of want to keep the old look, but also feel it needs a little sprucing up, maybe even a new name. 2) One of the BBS programs I ran was Bulletin Board Construction Set for the MPP modem, which ran fine for me, no lockups or anything. I now have an 850, and a 2400 baud modem. Can I modify BBCS for the MPP to work with the 850, or do I need to buy the BBCS for the 850? If this is too much of a hassle, I might use another BBS program, but BBCS was awesome. It even supported the MPP mod to hang up the phone after a caller logged off. 3) I think, for the purpose of maintaining a classic system, trying to squeeze 19.2K baud, is not even worth trying. I ran my bbs for years at 300 baud, and it had a number of callers. I think that the highest I will go is 2400 baud. I think that firing it back up to be of real use isn't a good idea, the internet serves us much better. I will be firing it back up for nostalgia. If you want to see what it was like back in the early 80's, drop your 28.8 modem down to 2400 or 1200 or better yet 300, and call an old bbs, that is why I will put my bbs back online, not to be the hottest and fastest bbs since sliced bread. As soon as I get another phone line, I will put my old bbs up one way or another. Isaac Davis Austin, Texas
idavis@comland.com indavis@juno.com

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4039. Re: Is Atari back?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-01 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <3368d1af.699055@news.abest.com>
Source record: 73276

On Wed, 30 Apr 1997 22:05:35 GMT, ddahl@tiac.net (David G. Dahlstrom) wrote:

>I was reading a press release for the Hercules 128/3D graphics
>accelerator and noticed that they listed "Atari Games" as one of "over
>250 developers that have joined the 3Dfx Interactive developer
>program..." Does this mean Atari still exists?

Atari Games, which is the company that makes the arcade games, is a seaparte company from Atari Corp. (which made the home video game and computer systems), and last I heard, Atari Games is doing quite well. Their game Area 51 was one of the top-played games for quite a while.....

4040. ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-01 00:00:00 UTC
From: rscolaro@sprynet.com
Message-ID: <3369247f.2256961@news.sprynet.com>
Source record: 73277

Everyone,

Hello, I was hoping there was someone out there who knows if I can put Atari disk images onto useable Atari-format floppies. I have been wanting to play Alternate Reality : The Dungeon for the longest time. The emulators out right now do not live up to the actual Atari machines, and I would also like to ask if anyone might have an Atari 8-bit machine they would part with. The last Atari I owned was a 130XE, and everyone knows the advantages of having just 64K more memory. I will monitor this newsgroup and appreciate any feedback on these things. Thanks.

Rick Scolaro
rscolaro@sprynet.com

4041. Re: Crossassembler?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-01 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5kb1vn$86g@freenet-news.carleton.ca>
Source record: 73278

Thomas Havemeister (peter@soemtron.sb.sub.de) writes:
> Howdy !
>
> Yesterday I found some really nice amiga macro assembler (like ASM one).
> These programms work like a dream. Good atari assemblers (like MAC64) look
> quite simple compared. I'm just a beginner in programming the 6502 and
> I'm Amiga and PC spoilt. Isn't there any good crossassembler on Amiga/PC?
>
> Programming on the PC, testing with XL-It ... !

I've been using TASM, a table driven cross assembler that includes support
for a bunch of CPU's and thier variants, including the 6502.

Goto http://ftpsearch.unit.no and search for tasm301 to find it near you.
There is also a really first class assembler called 'xa' but according
to what I read, its not been ported to the PC yet.

Anyone else using TASM?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4042. Re: Atari cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-01 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0105972214000001@port306.bitstream.net>
Source record: 73279

In article <336772F7.6824@ica.net>, Brian <Darkwing@ica.net> wrote:

> I was wondering if someone knows if there is a way to copy content out
> of cartridge to a disk and than use it with emulator.
>
> I have one program that i like and use on my 130xe. Atari boots right in
> to it when turned on and it reads information saved on disk so it
> restarts and runs automaticaly. I could not find simmilar program for
> IBM
> machines so i was wondering if it is possible to extract this one for
> use with emulators.

If you can boot DOS with the cart in (normal language carts for instance), you can can copy the cart to disk by doing a binary save from DOS of the cart address range ($A000 thru $BFFF for 8k; $8000 thru $BFFF for 16k). The image file can be run as is by an emulator that can load cart images.

Carts that prevent DOS from loading (i.e., games) cannot be copied this way. However, there are a number of programs both commercial (The Pill, The Impersonator, others) and noncommercial (DMPCRT from Compuserves 8-bit library, and others) which can. Techniques vary, but often it involves inserting the cart after booting and starting the copy program--not for the faint-hearted :-). Also, the commercial products usually prepend or append some extra code which must be stripped out before using with an emulator. The commercial ones tend to be more reliable in my experience.

Note: Many of the later carts used bank-select techniques and cannot be copied using the techniques outlined above. It's presumably possible, but I personally don't know how. Rainbow (Mac or Windows) can run (at least) OSS SuperCarts which used this scheme.

Mark

4043. Re: US Doubler ROM Code -- or something like it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-01 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970501204814104118@rainbow05.descon.com>
Source record: 73280

Fredrik Lundholm <d1dol@dtek.chalmers.se> wrote:

> Hmm, could we make an ROM-extension to the jogi-site?

I think that would be a totally cool idea!

> Would be nice if we could put pal/prom/eprom/rom images on the
> archive for grabs. opinions?
> Please feel free to upload the image or email it to me :)

I have no problems sending you the image, only problem is I dont
remember which disk I have it on, so bear with me :)

Also, the image was made on a PC, by a friend of mine, will that have
any compatibility problems with other ROM burners?

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

4044. Re: Crossassembler?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-01 00:00:00 UTC
From: fachat@galileo.rhein-neckar.de
Message-ID: <E9InJ7.vu@galileo.rhein-neckar.de>
Source record: 73281

```
Thomas Meyer (i03a@zfn.uni-bremen.de) wrote:
: Thomas Havemeister <peter@soemtron.sb.sub.de> wrote in article
: > Yesterday I found some really nice amiga macro assembler (like ASM one).

: Try and find the ATMAS-II assembler for the Atari. It was a bit similar to
: ASMone... Although I had (and still have) a MAC/65 cartridge, I used
: ATMAS-II almost exclusively back then.

Maybe you have a look at Dan Fandrich's list of 6502 cross assembler/tools.
I don't have the URL here, but you can find it from my homepage under
http://www.tu-chemnitz.de/~fachat/c64/links/

My pages are more Commodore stuff, but Dan's list is 6502 in general.

hope it helps
Andre

--
Email address may be invalid. Use "fachat AT physik DOT tu-chemnitz DOT de"
-----------------------------------------------------------Thanks, spammers...
Andre Fachat, Institute of physics, Technische Universit�t Chemnitz, FRG
http://www.tu-chemnitz.de/~fachat
```

4045. Components for XL/XE still made?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-01 00:00:00 UTC
From: "DAVID P. LOEWEN" <produnl2@teleport.com>
Message-ID: <5kb8tvabf3@nadine.teleport.com>
Source record: 73282

I was wondering if any of the components that make up the
Atari XL/XE computers are still being made today?
If so, are they used in other electronic devices? and, would they
still be the same size, or miniaturized? If they are, is it
possible that someone could put together a pocket-sized Atari?

Just an idea.

David P. Loewen
Salem, OR U.S.A.
produnl2@teleport.com

4046. Re: Is Atari back?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-01 00:00:00 UTC
From: Will Dwinnell <76743.1740@CompuServe.COM>
Message-ID: <5kai09$ap3$4@mhadf.production.compuserve.com>
Source record: 73283

'I was reading a press release for the Hercules 128/3D graphics accelerator and noticed that they listed "Atari Games" as one of "over 250 developers that have joined the 3Dfx Interactive developer program..." Does this mean Atari still exists?'

My understanding is that Atari split into Atari and Atari Games quite some time ago.

--
Will Dwinnell
Commercial Intelligence

4047. Re: FS: Complete 5200 plus lots of carts

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-01 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <336ff300.2085794@news.earthlink.net>
Source record: 73467

Hold the fort. I stopped at a thrift store tonite on the way home
while I was waiting for a pizza. I found another 5200 system (no
joysticks or power supply BUT it had the 5200 trackball which also had
2 keypads and 2 sets of joystick triggers

If 5200 (working) joysticks are as rare as some say, I might now sell
one joystick with each console. And I'll keep my eyes open for a power
supply.

>I will sell the carts seperately. Orders must be $15 minimum. Please
>make me an offer on any item. After a short while I will either sell
>to the top offer, or withdraw the item.

>5200 console box only. No Power supply or joysticks

>Atari 5200 Tracball. Includes trackball, 2 keypads, and 2 sets of trigger buttons.
>
>Complete 5200 system.
>
>Includes the console, power supply, 2 joysticks, and the 2 different
>owners manuals. Everything works well, with the following exceptions:
>
>The joysticks had problems with the buttons. I disassembled them, and
>cleaned the contacts (with a pencil eraser). They all came to life
>except the lower fire button on on the left side. I could see no
>reason for this ...everything looked good, but that contact was dead.
>However, that button os duplicated on the right side of the joystick,
>so it shouldn't be a problem. The other defect is on the other
>joustick, where the rubber neck at the bottom of the stick is torn.
>This is from use and has no effect on the use of the joustick. The
>unit is in excellent condition.
>
>I used it to test the following carts which all work fine, except
>Star Raiders. All carts are the cart only; no box or manual.
>
>
>
>Official Atari 5200 carts:
>
>Centipede A very clean cart except somebody made an "x" on the
> graphic with what looks like clear nail
> polish, which has darkened slightly.
>
>Defender Very good Condition
>

>DigDug Very good condition
>
>Galaxian Excellent Condition
>
>Jungle Hunt A nice cart with an "x" across the graphic in grey
>
> paint.
>
>Kangaroo A nice cart with an "x" across the graphic in grey
>
> paint. Also has a "clearance $1.99" price tag on
> the back that won't easily come off.
>
>Kangaroo A nice cart , no "x" but it does have a small line of
>
> grey paint on the graphic.
>
>Ms. Pac-Man many very small "pin pricks" in the label. call it
> almost good
>
>Pac-man Excellent condition
>
>Pac-man Excellent condition
>
>Pac-man Excellent condition
>
>Pengo Good condition
>
>Pole Position Very good condition
>
>Qix Very Good Condition
>
>Real Sports Tennis Excellent Condition (almost mint)
>
>Robotron 2084 Excellent Condition
>
>Star Raiders Defective...doesn't work. graphic is very good
>
>Super Breakout Excellent Condition
>
>Super Breakout Excellent Condition
>
>Vanguard This is the rare version. They forgot to print
> "Vanguard" anywhere on the cart. It has no
>
> name.
>
>From Activision:
>
>

>River Raid Very Good Condition
>
>Pitfall Very Good Condition
>
>
>From Sega:
>
>Congo Bongo Excellent except a few monor scratches on back side.
>
>
>From Electra Concepts Int'l Corp:
>
>Meteorites The rarest of 5200 carts. See a pix at:
>
> http://bbs.prowlers.net/stever/meteror.gif
>
> This one has a little wear on the label. (no tears,
>
> just a bit of ink missing here and there.)
>
> Call it "good". This is the game we all
> know as Asteroids. Underneath the company
>
> name it says " copyright 1983 Wyner Bros."
>
> Do you think this was a joke and a pun on Warner
> Bros.???
>
>
>
>
> ZZyzx
>
>"We're not flying....we're falling with style."
> (Buzz Lightyear)

ZZyzx

"Me, indecisive? I'm not so sure about that."

4048. Re: ATR format details?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-01 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5k8u0a$79t@freenet-news.carleton.ca>
Source record: 73468

Trevin Beattie (*trevin*@*xmission*.*com*) writes:
> Steven J. Tucker wrote:
>>
>> Kevin (kevin@dcs.exeter.ac.uk) writes:
>> > I`m currently looking into writing a cut down APE type program for my
>> > Amiga, I having a difficult time tracking down the spec for the ATR
>> > format and also details on SIO commands (got a bit not much).
>>
>> You can get both at http://www.dejanews.com. I recently posted a complete
>> description of the ATR header (including APE extensions).
>
> This raises some more questions: what is the format of the rest of the
> file, after the headers? Is it simply raw data in sequential sectors?

Yes.

> What are paragraphs and extended paragraphs (same thing as sectors,
> perhaps?)

Paragraphs are 16 byte segments, and the extended byte just adds
8 high bits to the number of paragraphs. 24bits total. There just
to show how big the image is. Some dos calls allocate stuff like that
so I guess thats why Nick used it.

> What, exactly, is the signature? What is the APE
> authentication CRC? (I looked at the APE home page, but couldn't find
> documentation on it.) What does the 'sealed' bit mean?

Look at: http://www.nacs.net/~classics/authatr

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4049. Re: look for: utility for alphab. sorting files on mydos disks

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-01 00:00:00 UTC
From: d_troy@spnt.com
Message-ID: <5k9q2knmh1@cobweb.aracnet.com>
Source record: 73469

In article <3364AA2A.1D70@hrz.tu-chemnitz.de>, Sven Gleich <sgl@hrz.tu-chemnitz.de> wrote:
>hi everybody,
>
>i am looking for a utility for my atari xl/xe which
>can sort the files on a mydos disk or megaimage
>in alphabetic order.
>does anybody know of such a tool ?
>i have disk wizard, but it's just for dos 2.5 compatible
>disks and not for use with these huge 1 MB images you
>know from jellystone.
>as far as I know from dos 2.5 every file on a dos disk
>has got a filenumber (stored in every sector which the file uses)
>- so if you want to sort the filenames
>you have to move the files on the disk around, not just re-
>arrange the directory. the same in mydos ?
>
>regards, sven.

Why not just use a menu program that will sort them before displaying them,
but otherwise leaves them as they are on the disk.

4050. Re: Atari Connection BBS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-01 00:00:00 UTC
From: d_troy@spnt.com
Message-ID: <5k9qf6nmh2@cobweb.aracnet.com>
Source record: 73470

In article <6VrDp0e4zHB@peter.soemtron.sb.sub.de>, peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:
>In article <Re: Atari Connection BBS!>, PETER@SOEMTRON.sb.sub.de (Thomas
> Havemeister) wrote:
>
>> > 801-280-7486 (300-19.2k)
>> > Not Internet accessible, but will be providing Internet related material
>> > online (usenet news, ftp'd files, etc..)
>> imho GREAT NEWS!
>>
>> Anyone interested in a german "Atari Connection BBS"?
>
>runs your BBS on a real Atari? What soft&hardware do I need to do so? And
>where to get it?
>
You can find MrAtari01@AOL.COM lurking in these parts. He is the author of the still supported Carina BBS System. You will need at least an 800xl, and a hard drive and modem. Of course you will also need a hard drive interface.

I think he has released Carina as shareware, someone here should be able to tell you where you can pick up a copy of it.

4051. SpartaDOS NN Tools Disk 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-01 00:00:00 UTC
From: Nelson Nieves <Nelson@cybernetworking.com>
Message-ID: <01bc5634$1fadc020$038508cf@Computer2.cybernetworking.com>
Source record: 73471

The SpartaDOS 8-bit NN Tools Disk 1 is still available over the Internet via autoresponse e-mail.

Disk 1 includes the best unerase program ever written for the SpartaDOS 8-bit computer, features include the ability to unerase directories.

Send e-mail to these autoresponse mail boxes to receive the file:

For the complete Disk set:

nntools@cybernetworking.com (165,825 bytes in length).

For e-mail boxes with less buffer space, receive the file in three parts:

nn1arc@cybernetworking.com (65,251 bytes),
nn2arc@cybernetworking.com (60,233),
nn3arc@cybernetworking.com (45,712)

To receive just the unerase program:

undel@cybernetworking.com (16,555 bytes)

AOL, CompuServe, EROLS and MSN users note: If you don't receive a response from the cybernetworking.com SMTP server, please understand that the mail servers on these networks could be overloaded, again, and do not respond to the Cyber Networking's SMTP server. My advice is to just try again within 3 days.

Nelson Nieves
System Administrator
Cyber Networking

http://www.cybernetworking.com

4052. Crossassembler?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-01 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6W2GhAVKzHB@peter.soemtron.sb.sub.de>
Source record: 73472

Howdy !

Yesterday I found some really nice amiga macro assembler (like ASM one).
These programms work like a dream. Good atari assemblers (like MAC64) look
quite simple compared. I'm just a beginner in programming the 6502 and
I'm Amiga and PC spoilt. Isn't there any good crossassembler on Amiga/PC?

Programming on the PC, testing with XL-It ... !

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

4053. Re: FS: Complete 5200 plus lots of carts

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-02 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <338058e7.7700603@news.earthlink.net>
Source record: 73284

On Thu, 01 May 1997 01:40:09 GMT, zzyzx97@earthlink.net wrote:

>Hold the fort. I stopped at a thrift store tonite on the way home
>while I was waiting for a pizza. I found another 5200 system (no
>joysticks or power supply BUT it had the 5200 trackball which also had
>2 keypads and 2 sets of joystick triggers
>

Now that I have tried to get the other 5200 working I can't find a way
to power the thing. Unlike the unit with the external power supply
(which has 2 joystick ports), this unit has 4 joystick ports.
Will somebody please clue me in?

ZZyzx

"Me, indecisive? I'm not so sure about that."

4054. Re: Speaking of power supplies: the 2600

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-02 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5kc2dq$t3m$1@news.atl.bellsouth.net>
Source record: 73285

christopher f. chiesa wrote:
>
> The subject line pretty much says it all: what power supply (cat no.,
> voltage/current/type (AC?DC?) does the Atari 2600 (actually its Sears
> clone, if that's different somehow) use?
>
> Pls. e-mail even if you also post, as my ISP expires articles so quickly
> that I rarely get to see even my OWN articles, let alone the followups...
>
> Chris
> lvt-cfc@servtech.com

The 2600 used a 9V DC supply, but I can't remember which was positive..
I *think* it's center-positive, shield-ground, but not absolutely
sure... the same power supply was used for the SX212 modem.. and I've
used them to run my delay pedal for my bass guitar...

hope this helps (if I had one to look at I'd go get it... but my bass
rig is about 30 miles away from here!)

4055. printer cable settings

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-02 00:00:00 UTC
From: dgh <**dgh2010**@netsync.net>
Message-ID: <33697346.7AD2@netsync.net>
Source record: 73286

Looking for dip switch settings on the Xetec Graphix AT parallel printer cable for the Atari 800. There are eight dip switches that I have forgotten how to set-the book is long gone-and would like to print out a program.
Please E-mail if possible (it would be faster for me)!

dgh2010@netsync.net

4056. Re: Atari cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-02 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5kc338$t3m$2@news.atl.bellsouth.net>
Source record: 73287

Mark L. Simonson wrote:
>

>
> If you can boot DOS with the cart in (normal language carts for instance),
> you can can copy the cart to disk by doing a binary save from DOS of the
> cart address range ($A000 thru $BFFF for 8k; $8000 thru $BFFF for 16k).
> The image file can be run as is by an emulator that can load cart images.
>

Actually, this technique won't work... There is a thing called
burst-mode I/O on Atari drives, and what it means (among other things)
is that DOS will write the sector link information to memory (3 bytes at
the end of each sector), then save the sector (rather than copy it to a
buffer and then save it from there), then copy the original 3 bytes back
to memory.. this won't work with ROM, since DOS can't write its sector
link info. into ROM (read-only, stet)... Bill Wilkinson gives a method
for turning off burst I/O mode under Atari DOS 2.0, in "Mapping the
Atari", revised edition (Compute! Books).. and if I could find my copy
of that book right now I'd post it for you (sorry...)

> Carts that prevent DOS from loading (i.e., games) cannot be copied this
> way. However, there are a number of programs both commercial (The Pill,
> The Impersonator, others) and noncommercial (DMPCRT from Compuserves 8-bit
> library, and others) which can. Techniques vary, but often it involves
> inserting the cart after booting and starting the copy program--not for
> the faint-hearted :-). Also, the commercial products usually prepend or
> append some extra code which must be stripped out before using with an
> emulator. The commercial ones tend to be more reliable in my experience.
>

Also note that the XL/XE series can't use most of these utilities... and
on the 800 you have to hold down the cartridge door switch with tape or
a pencil or something in order to insert a cart. with the power on...

> Note: Many of the later carts used bank-select techniques and cannot be
> copied using the techniques outlined above. It's presumably possible, but
> I personally don't know how. Rainbow (Mac or Windows) can run (at least)
> OSS SuperCarts which used this scheme.
>
> Mark

4057. Re: look for: utility for alphab. sorting files on mydos disks

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-02 00:00:00 UTC
From: Sven Gleich <sgl@hrz.tu-chemnitz.de>
Message-ID: <3369AB06.48B7@hrz.tu-chemnitz.de>
Source record: 73288

hi donna !

thank you for the reply.

> Why not just use a menu program that will sort them before displaying them,
> but otherwise leaves them as they are on the disk.

sorry, but this doesn't help in my case. i am using the menu.atr
from yogi's site and this menu doesn't sort the filenames.
sometimes it's annoying to find a file on a megaimage.
second: i am printing the directories of my megaimages to find
doubles of software. if they are not sorted it is hard to find
them easy (but here i could use a dos-menu with sorting feature,
you are right).

thanks & regards, sven.

4058. Game Colours

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-02 00:00:00 UTC
From: frobozz@eyrie.org
Message-ID: <5kcce2$ln1$2@nntp.Stanford.EDU>
Source record: 73289

I've recently picked up an Atari 800XL for a little nostalgia game playing. I read the Atari 8 bit FAQ and looked for some resources on the web, but now I'm stuck. I found Asteroids and would love to play it, but unfortunately its colours are nearly impossible for me to see (I have a colour vision problem).
Is there a way to adjust the colours on a cart? Or am I stuck? If there's a resource somewhere on the web that details a fix for this sort of problem, I'd love to be pointed towards it.

Thanks!

-Chris
http://www.eyrie.org/~frobozz

4059. Re: Game Colours

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-02 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <3369E5D6.6D81@worldnet.att.net>
Source record: 73290

Frobozz wrote:
>
> I've recently picked up an Atari 800XL for a little nostalgia game
> playing. I read the Atari 8 bit FAQ and looked for some resources on the
> web, but now I'm stuck. I found Asteroids and would love to play it, but
> unfortunately its colours are nearly impossible for me to see (I have a
> colour vision problem).
> Is there a way to adjust the colours on a cart? Or am I stuck? If
> there's a resource somewhere on the web that details a fix for this sort
> of problem, I'd love to be pointed towards it.
>
> Thanks!
>
> -Chris
> http://www.eyrie.org/~frobozz

there is a color adjustment in the form of either variable resistor or
capacitor inside your unit. it will require major dissassembly to reach
it. but that might help ya' out. it shifts the whole output throughout a
range of colors..

4060. NTSC vs. PAL (Euro TV)

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-02 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970502114800.HAA26234@ladder01.news.aol.com>
Source record: 73291

```
Hi!,
if any one out there could enter the following program
and give me feedback as to the results,
I would be very grateful. I only require US Atari's to test this.

It will disable NMI's and just setup one POKEY timer interrupt.
What I'm looking for is screen sync of the colours, my 65xe
shows 6 or 7 bands and they do not scroll or jitter.

5 GRAPHICS 0
6 T=0:I=0:RESTORE 50
10 READ B:IF B<0 THEN GOTO 20
15 POKE 1536+I,B:I=I+1
16 T=T+B:GOTO 10
20 POSITION 5,9:?"TV FLAG REGISTER =";:?PEEK(53268)

24 REM ** ALTER THESE VALUES ONLY!! **
25 POKE 1578,32:REM // 32 = 64 Khz, 33= 15Khz
26 POKE 1604,35:REM // 35 = WIDE PF, 34 = STANDARD
27 REM ********************************

30 IF PEEK(1578)=32 THEN POKE 1573,116:?"64Khz base freq"
31 IF PEEK(1578)=33 THEN POKE 1573,36:?"15Khz base freq"
32 REM
33 IF PEEK(1604)=35 THEN ?"WIDE PLAYFIELD"
35 IF PEEK(1604)=34 THEN ?"STANDARD PLAYFIELD"
40 IF I<>75 THEN ?"ERROR IN DATA":STOP
41 IF T<>7896 THEN ?"CHECKSUM ERROR":STOP
44 POSITION 8,15:?"RESET TO STOP"
45 X=USR(1536)

50 DATA 76,16,6,173,11,212,41,243
55 DATA 141,24,208,141,09,210,104,64
60 DATA 120,169,248,37,16,133,16,141
65 DATA 14,210,160,32,140,14,212,162
70 DATA 160,142,1,210,169,116,141,0
75 DATA 210,160,32,140,8,210,169,03
80 DATA 141,16,2,169,6,141,17,2
85 DATA 140,9,210,169,193,133,16
90 DATA 141,14,210,88,162,35,142,0
95 DATA 212,76,72,6,-1

TESTS REQUIRED...
[ Alter lines 25 and 26 Only ]
64Khz Wide Playfield
64Khz Standard PF
```

15Khz Wide & Standard also.

Feedback appreciated, Thanks!

>> no spamming please!! <<

4061. Re: look for: utility for alphab. sorting files on mydos disks

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-02 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5kcm2f$6oa@dfw-ixnews4.ix.netcom.com>
Source record: 73292

In article <3369AB06.48B7@hrz.tu-chemnitz.de>,
Sven Gleich <sgl@hrz.tu-chemnitz.de> wrote:
>hi donna !
>
>thank you for the reply.
>
>> Why not just use a menu program that will sort them before displaying them,
>> but otherwise leaves them as they are on the disk.
>
>sorry, but this doesn't help in my case. i am using the menu.atr
>from yogi's site and this menu doesn't sort the filenames.
>sometimes it's annoying to find a file on a megaimage.
>second: i am printing the directories of my megaimages to find
>doubles of software. if they are not sorted it is hard to find
>them easy (but here i could use a dos-menu with sorting feature,
> you are right).
>
>thanks & regards, sven.
>

Sven,
One thing you could do is to write a BASIC program that gathers all of the directory info into a file that can index on file name or type (entension) or creation date or creation time or attributes or file size. Since MyDOS doesn't use all of these, just filename, type and sectors, this should be very easy. You'd wind up with the mani file and 3 index files. Just run it whenever you make changes. If you want I could build something for you then e-mail it to you. Let me know.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4062. Re: US Doubler ROM Code -- or something like it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-02 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <5kcs6s$qf3@star.cs.vu.nl>
Source record: 73293

Lord Spatula <Urchlay@bell***south.net> writes:

>Fredrik Lundholm wrote:
>> hmm, is the eprom the same size as the atari-basic rom?
>> In that case you could plug in the eprom the basic-socket and
>> make a basic loop like: for i = 0 to 8192; a[i]= peek[base+i]; next i;
>> (well in some disk/cart-based language naturally :)
>>
>> Or am I way off here ?? ;)
>>
>> Fredrik Lundholm
>> d1dol@dtek.chalmers.se

>uhhh... I kind of doubt it... but maybe...

It works. I have done it many times in the past. The ROMS are 4KB in size. If you plug it into the basic socket, half of the 8KB region is the EPROM and the other half contains $ff, i.e. there's nothing connected there.

Ivo

--
Ivo van Poorten
ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage

4063. Atari Fair in Hanau(GER)

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-02 00:00:00 UTC
From: schallt@worms.fh-rpl.de
Message-ID: <5kckl0hna1@widukind.fh-worms.de>
Source record: 73294

Hi,

In the next weeks is another Atari 8 Bit fair in Hanau(Germany).

The fair is held on 25th (So.) in this month.

The organisation is done by Ke-Soft who was the number one in
importing XL games.

Following groups and user will be there:

Ke-Soft - develloper of many games ...

Highlander Soft - has coded a few little and nice Turbo Basic XL prg`s.

Kaiser Soft - makes the Top Mag, has many polen games and other soft.

A M S - the man behind the news in many german magazines...

AMS(C)/ Porttronic - as every year. (hard- and soft made in Germany).

King kong (me) - hardware maker, tester of the new Power Drive 351 XF...

Mr. Sio2PC (Germany) Grassel - developper of power units for the Atari 8 Bit
that only power the XL/E not your house, and more...

Some ABBUC groups - ABBUC = 100 activ members , 400 passiv and many
friends

IF you are from Germany and want to sell or show something on the fair
E-Mail me or look at Marek Tomczyk ARGS Atari 8 Bit Resort Homepage.

King kong - schallt@fh-worms.de

Marek Tomczyk
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.htm

Ich seh euch da

Gru

King kong

4064. !!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-02 00:00:00 UTC
From: hinda ann kolansky <ayala20@prodigy.net>
Message-ID: <5kd56d$5sm$7254@newssvr07-int.news.prodigy.com>
Source record: 73295

****Make up to $50,000 in 4 weeks! 100% leagal**** NO SCAM!!!

Make $50,000 in 4 weeks!

This system works! NOT A SCAM... Read the text!

This is the fairest, most honest way I have seen to share in the wealth of the world! This works so well that all of my friends are trying it!

Take five minutes to read this and it IT'LL change your life if you want to know how to make thousands of dollars quickly, and leagally with NO CATCH, then keep reading.

THe internet has grown tremendously. it doubles in size every 4 months.

Think about it. YOu see those "make money fast" postings more and more.

Thats becasue it works! So I thought, all those new users might make it work. And I decided to try it out, a few months ago. Besides, whats $5 and a little effort on your behalf?? Everyone was calling it a scam, but there are soany new users from AOL, NETCOM, etc. that they will join in and make it work for you.

just follow these simple steps:

STEP ONE
Invest your $5 by writing your name and address on five seperate sheets of paper along wit the words: "PLEASE ADD ME TO YOUR MAILING LIST." (in this way you are not just sending a dollar bill to someone, you are paying for a legimate service.) Also on each of the sheets of paper indicate the number of the person. Fold a $1 bill inside each piece of paper with your name and address on it. Ensure that when the dollar is folded in between the paper and it is held up to light, THE DOLLAR SHOULD NOT BE VISABLE! Mail 5 of these letters to the following 5 addresses: (only U.S. Dollar bills should be used)

1) Odd Hilsen
Avda Espana 93
Sitio de Calahonda
Mijias Costa- Malaga SPAIN

2) Peter Kjoge
Camino de la Condesa 9, 5-A
E-29640 Fuengirola SPAIN

3) Bob Tomlinson
3208 21st
Sioux City, La 51105 USA

4) Alex Tikhanoff
1636 n. Verdugo rd.
Glendale Ca. 91208 apt.202

USA
5) hinda kolansky
49-35 167 st
flushing ny 11365 usa

STEP TWO
Now remove the top name from the list, and move the other names up. This way, #5 becomes #4 and so o. Put your name as the fifth one on the list.

STEP 3
Post the article to at least 250 newsgroups. There are at least 19000 newsgroups at any given moment in time. Try posting to as many newsgroups as you can. Remember, the more newsgroups you post to, the greater your audience and cash flow from all these subscribers.

STEP 4
You are now in business for yourself, and should start seeing returns within 7 to 14 days! Remember, the internet is new and awesome in its size. There is no way you can lose.

now here is how and why the system works:

Out of every block of 250 posts i made, i got back 5 responses. YES! THATS RIGHT ONLY 5. You make $5 in cash, not check or money orders, but real cash with your name at #5.

Each additional person who sent you $1 now will also make 250 additional postings with your name at #4, 1000 postings. On average then, 50 people will send you $1 with your name at #4....$50 in your pocket!

Now these 50 new people will make 250 postings each with your name at #3 or 10,000 postings. Average returns, 500 people=$500.00. they make 250 postings each with your name at #2=100,000 postings=5000 returns at $1 each=$5,000 in cash!!
Finally, 5,000 people make 250 postings each with your name at #1 and you get a return of $50,000 before your name is dropped from the list. And thats only if everyone down the line makes 250 postings each! Your total income for this cycle is $50,000.00

When you see your name is no longer on the list, you take the latest posting and start all over again.

The end result depends largely on you. You must follow through and repost this article everywhere you can think of! The more postings you make, the more cash ends up in your mailbox. Its too easy and too cheap to pass up!!

So thats it. Pretty simple sounding working concept, dont you think?

But believe me, this really works. There are millions o people surfind the net every day, all day, all over the world. And 100,000 new subscribers everday eager to access your newsgroup. Youknow that because you have read the facts in the newspaper and seen for yourself on T.V. So, my dear little 'fortne seeker.' read carefully the instructions and play fair and swuare with your endeavors.. remember, YOU CAN ONLY TAKE OUT WHAT YOU PUT IN!! thats the key to success in any venture. Print these pages out now so that you may refer to this article at a later date. try to keep an eye on all the postings you made to make sure everyone is playing fairly. You know where your name should be!

REMEMBER....HONESTY IS THE BEST POLICY. YOU DON'T NEED TO CHEAT THE BASIC IDEA TO MAKE BIG BUCKS!! GOOD LUCK TO ALL, AND PLEASE PLAY FAIR AND YOUW ILL BE MORE THAN GENEROUSLY

REWARDED!

P.S. if you try to decieve people by posting the messages with your name in the list and not sending the bucks to the people already included, you will not get much. I know someone who did this and only got about $150 (and thats after 2 months) then he sent the five bills and was added to their lists. In 4-5 weeks, he had in excess of $10,000.

Good luck!

<Picture>

4065. Re: Is Atari back?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-02 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <mcurrent-0205971503460001@mcmdc.library.carleton.edu>
Source record: 73296

In article <3367c175.2310534@news.tiac.net>, ddahl@tiac.net (David G. Dahlstrom) wrote:

>program..." Does this mean Atari still exists?

Atari Corp. still exists, as a tiny subsidiary of JTS Corp.
See: http://www.atari.com

Atari Games, which your reference refers to, also still exists, as a subsidiary of Midway Games, which is in turn a division of WMS.
See: http://www.atarigames.com

The original Atari, Inc. was split into Atari Corp. (the piece the Tramiels bought, which has brought us the ST/TT/Falcon, Lynx, Portfolio, and Jaguar) and Atari Games Corp. (producer of coin-operated arcade games) way back in 1984.

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4066. Re: Game Colours

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-02 00:00:00 UTC
From: frobozz@eyrie.org
Message-ID: <5kdtl9$7t1$2@nntp.Stanford.EDU>
Source record: 73297

Thanks to everyone who responded, either by here or mail. I'm going to
give looking for the register a try, and if it turns out to be beyond me,
I'll just play on a B&W TV like someone suggested. ;->

-Chris
http://www.eyrie.org/~frobozz

4067. Re: Compatibility with XLit

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-02 00:00:00 UTC
From: not@home.right.now
Message-ID: <862609831.696.0@kwll.demon.co.uk>
Source record: 73298

In article <01bc55bb$4811c260$272f63c3@default>, "Paul Cawley"
<Paul.Cawley@btinternet.com> wrote:
>Has anyone got Landscape, Polar Pierre, Mr Robot or Ballblazer to work with
>XLit, all the images and binaries I have from jellystone will either not
>boot (PP/MrR), have no display (Ballblazer - although Ballblaster works OK)
>or in the case of Landscape - one of my fave 8-Bit games, there is no tower
>and you ship explodes for no reason (energy also runs out too fast :-(
>Also has anyone seen an image/disk etc of English Software's Mediator, I
>can@t find it anywhere and my cassette is knackered!

I'm in the process of creating the definitive compatibility list. I've already
tested 600+ titles.... check www.kwll.demon.co.uk soon for more details!

I can be E-mailed at: monkfish "at" kwll "dot" demon "dot" co "dot" uk
and I hope this cuts down on the ammount of junk mail I get each week!

4068. Re: Game Colours

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-02 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <336A3A80.47E8@kawo2.rwth-aachen.de>
Source record: 73299

Keatah wrote:
>
> Frobozz wrote:
> >
> > I've recently picked up an Atari 800XL for a little nostalgia game
> > playing. I read the Atari 8 bit FAQ and looked for some resources on the
> > web, but now I'm stuck. I found Asteroids and would love to play it, but
> > unfortunately its colours are nearly impossible for me to see (I have a
> > colour vision problem).
> > Is there a way to adjust the colours on a cart? Or am I stuck? If
> > there's a resource somewhere on the web that details a fix for this sort
> > of problem, I'd love to be pointed towards it.
> >
> > Thanks!
> >
> > -Chris
> > http://www.eyrie.org/~frobozz
>
> there is a color adjustment in the form of either variable resistor or
> capacitor inside your unit. it will require major dissassembly to reach
> it. but that might help ya' out. it shifts the whole output throughout a
> range of colors..

Think, you dont have to dissassemble it. My have little hole downside
all ...

Matt

4069. Re: Atari cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-02 00:00:00 UTC
From: Trevin Beattie <*trevin*@*xmission*.*com*>
Message-ID: <5ke90l$ji1$1@news.xmission.com>
Source record: 73300

```
Lord Spatula wrote:
>
> Mark L. Simonson wrote:
> > If you can boot DOS with the cart in (normal language carts for instance),
> > you can can copy the cart to disk by doing a binary save from DOS of the
> > cart address range ($A000 thru $BFFF for 8k; $8000 thru $BFFF for 16k).
> > The image file can be run as is by an emulator that can load cart images.
>
> Actually, this technique won't work... There is a thing called
> burst-mode I/O on Atari drives, and what it means (among other things)
> is that DOS will write the sector link information to memory (3 bytes at
> the end of each sector), then save the sector (rather than copy it to a
> buffer and then save it from there), then copy the original 3 bytes back
> to memory.. this won't work with ROM, since DOS can't write its sector
> link info. into ROM (read-only, stet)...

Ah, but it would work under DOS 3, since that version doesn't save
sector links in the data sectors. That's just one of the reasons I
prefer DOS 3 over DOS 2. :-)
--
Trevin Beattie "Do not meddle in the affairs of wizards,
*To*reply*to*this* for you are crunchy and good with ketchup."
*message,*remove*the* --unknown
*asterisks*from*my*email*address.*
```

4070. Carina 1 BBS...

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-02 00:00:00 UTC
From: ken@condor.circa.ufl.edu
Message-ID: <ken.1354.000DDE6A@condor.circa.ufl.edu>
Source record: 73301

I was wondering if anyone had a copy of Carina 1 (circa 1985-86), not Carina 2.

Thanks,

Ken

4071. Re: Colourspace

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-02 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970502114456.3612B-100000@fissure.scar>
Source record: 73302

On Wed, 30 Apr 1997, Stephen Anderson wrote:

> Does anybody have the instructions for Jeff Minter's "Colourspace" for
> the Atari 8-bit? I have fiddled with the keyboard commands, but I would
> really love to see the manual. Thanks for the help!
>
> P.S.
> It's maazing to see how far technology (as well as Minter's programming
> ability) has increased in the past 15 years! I hope his new project
> makes the VLM look as dated as the VLM made Colourspace look!

Was COLOUR SPACE released by Antic software? If so, I think I have the docs on disk somewhere... only catch is I don't have a null modem (or any modem or modem cable) for my XL)... no way to upload the files.. but you could try Yogi's Jellystone Site...

Alan

4072. Re: Is Atari back?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-02 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970502114816.3612C-100000@fissure.scar>
Source record: 73303

On Wed, 30 Apr 1997, David G. Dahlstrom wrote:

> I was reading a press release for the Hercules 128/3D graphics
> accelerator and noticed that they listed "Atari Games" as one of "over
> 250 developers that have joined the 3Dfx Interactive developer
> program..." Does this mean Atari still exists?
>
> See http://www.hercules.com/presale/release/s1283d-022597.htm
>
> Dave Dahlstrom

Atari Games, I think, are a group of great programmers but have nothing to do with Atari.. remember way back in tyhe 80s, AtariSoft released all the Atari classics on PC, C64 and other platforms. But AtariSoft never made >Atari 8bit, ST or others titles.

Atari is officially dead, apart from the users that keep it alive with this message base, dial up BBSs and home pages...

4073. Looking for . . .

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-02 00:00:00 UTC
From: "Miguel A. Ortiz" <Longevity@accesspro.net>
Message-ID: <336A7D08.8FE96CD7@accesspro.net>
Source record: 73304

A way to connect an IDE hard drive to the Atari 800XL.

4074. Looking for . . .

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-02 00:00:00 UTC
From: "Miguel A. Ortiz" <Longevity@accesspro.net>
Message-ID: <336A7F62.7DD634BA@accesspro.net>
Source record: 73305

I still have an ATARI 800XL in my closet. I want to resurrect it. So,
I am looking for all kinds of stuff, drives, COMM programs, BBS #s, all
of that old stuff. Any info will be appreciated.

4075. A Newbie's Initial Introduction

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-03 00:00:00 UTC
From: fxites@aol.com
Message-ID: <19970503043201.AAA06012@ladder01.news.aol.com>
Source record: 73306

Hello All,

I am new to comp.sys.atari.8bit, and I thought it might be nice to introduce myself before I start to flame people and post completly irrelavant informaiton to the group.

My name is Jon Savory, I am 19 years old, a part-time line cook, and full time Atari geek. However, since I am 19, I missed most Atari's glory years. But I am now trying to make up for lost time. My first Atari was, of course, a 2600Jr. It was purchased for me when I was about 8 years old. I thought it was far and away the most incredible piece of $40 electronics ever made, and even today, I think I might have been right. After years of experimenting with my first 2600, such as wedging pennies and other conductive material between the pins of the AV chip, I managed to actually fry my unit. I believe it was pouring a mixture of water and air-brush propelant over the majority of the components that cast the fatal blow. I quickly bought another 2600 and continued to explore the posabilities of rearranging its circuitry.

Moving ahead to the past few months, I got caught by Atari fever again when I purchased an Atari Jaguar for about the same price as my original 2600. This time, my interest in all things Atari was unstoppable. I am now the owner of at least five 2600s, all in different states of (de)construction, two 5200s, a 7800, a Lynx, and my original Atari ST1040 computer which has been with me since 1992.

The other day, I bought my first 8-bit, a 1200XL - in desperate need or repair. I have sinced cleaned it inside and out, removed a long series of corrosion marks accross much of the chassis, cleaned the pins on the socketed chips, and all the contacts on the sockets and cleaned what appeared to be grape jelly out of the keyboard. And now the 1200XL works like new. Just that I don't know how to use it! So that is why I am here, on c.s.a.8bit. I am reading through the FAQ, and searching computer junk-yards for additional parts.

I hope that everyone will bear with me as I ask stupid questions, and will make an attempt to give me some credit, dispite my AOL domain. :)

Thanks for reading,
Jon Savory

And the #1 most frequently asked Atari 2600 question is... <drumroll>
"What kind of power adpater do I need for my 2600?"
The answer? 9 volt @ 500 mA with a 1/8 inch, possitive-tipped plug!

4076. WTB: Mosaic 64K RAM select boards

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-03 00:00:00 UTC
From: richczeta@aol.com
Message-ID: <19970503053101.BAA10221@ladder01.news.aol.com>
Source record: 73307

Looking for 2 Mosaic 64K RAM select boards, complete with docs and cable(s), for my 800.

Thanks, Richard
richczeta@aol.com

4077. Re: look for: utility for alphab. sorting files on mydos disks

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-03 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <336aa046.6582632@news.injersey.com>
Source record: 73308

On Fri, 02 May 1997 10:51:18 +0200, Sven Gleich
<sgl@hrz.tu-chemnitz.de> wrote:

-sorry, but this doesn't help in my case. i am using the menu.atr
-from yogi's site and this menu doesn't sort the filenames.
-sometimes it's annoying to find a file on a megaimage.
-second: i am printing the directories of my megaimages to find
-doubles of software. if they are not sorted it is hard to find
-them easy (but here i could use a dos-menu with sorting feature,
- you are right).
-

Use ADIR on the pc and port the output through | SORT
There are no duplicates. Where there seem to be duplicates, they are
actually different version of the software (Except for picnic
paranoia, I think the lower # mega image one is bad d/l, have to hit
reset to get it to run on my 800 xl)

I had planned on redoing the menu program when I have time, and/or
redoing the megas so that each one is in alpha order with the max 64
entries. I find it difficult to use them this way also, but it was the
easiest way to archive them (for me).

Imagine if they were on a 90k SD atari disk to make everyone happy!
There'd be over 100 disks......

-thanks & regards, sven.

4078. Atari 8bit sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-03 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <3374fd10.18332556@news.earthlink.net>
Source record: 73309
Cross-posted to: rec.games.video.marketplace,comp.sys.atari.8bit

ATARI INVENTORY 5/97

Please make offers on any items of interest

HARDWARE:

ATARI INVENTORY 5/97

STAR MICRONICS UNIVERSAL/ATARI PARALLEL INTERFACE
Excellent

Atari 1050 Floppy drive.
Excellent

16 K RAM- ATARI CX853 memory module
Excellent

POINTMASTER JOY STICKS (2)
Very Good

WICO COMMAND CONTROL TRACBALL Excellent

RGA REMOTE CONTROL JOY STICKS 2 joystics plus control box
Excellent

GEMSTICK Joystick

ROM CARDS FOR THE 400/800 COMPUTER

ATARI LOGO including manual (xerox) plus cart from Atari
plus the box
Good

PACMAN, plus manual, plus old syyle box, with cute graphics.
rare box.
Excellent

PACMAN

PACMAN

ASSEMBLER EDITOR cart plus manual
Excellent

STAR RAIDERS plus manual plus old stlye box with great graphics
Excellent

STAR RAIDERS

BASIC Plus Manual
Excellent

BASIC

VIDEO EASEL

QIX cart,box, manual, registration card
Excellent

CENTIPEDE, plus manual plus old syyle box
Excellent

DEFENDER, plus manual plus old stlye box with nice graphics
Excellent

DEFENDER

MISSILE COMMAND plus Manual plus old style box with nice graphics
Excellent

REAL SPORTS FOOTBALL CART, MANUAL PLAYCARD and Box
Excellent

SUBMARINE COMMANDER from Thorn EMI ,inc. box and manual (a beta vcr tape box converted for software)
Excellent

KICKBACK from Thorn EMI

JUMBO JET PILOT from Thorn EMI,inc. box and manual (a beta vcr tape box converted for software)
Excellent

DIAMOND MINE from Roklan

MILLIPEDE . Game box, cart, maunal, warranty card
Good

ATARIWRITER Release software. Cart, manual, warranty card, box
Excellent

ROBOTRON 2084 manual and box plus cart
Excellent

DOCUMENTS ONLY

$5.00 COUPON from Atari. Offers a check for $5.00 if you buy
something and fill out coupon. Don't try it.
Mint

DATASOFT catalog from 1983. 6 colorful pages of stuff.
Excellent

DATASOFT 8 1/2 by 11" glossy color game announcements
ZAXXON
Mint
PACIFIC COAST HIGHWAY, CANYON CLIMBER< CLOWNS AND BALLOONS ,
SHOOTING ARCADE
Mint
ATLANTIS from Imagic. Manual, catalog box, and warranty
registration card.
Mint

POOL 400 from IDSI. Box only
Excellent

POLE POSITION from Atari. Manual and box only
Mint

E.T. PHONE HOME. Box only
` Excellent

MISSILE COMMAND. Box only. old style box with nice graphics
Excellent

QIX from Atari. Manual and box only
Excellent

CENTIPEDE from Atari. Manual plus box. This is the "old style"
box with a beautiful graphic of an old man sitting on muchrooms
looking at a centipede.
Excellent

ATARI LOGO box only
Excellent

ATARI MAILING LIST. Box only
Good

DONKEY KONG by Nintendo for the Atari 800. Manual plys box
only.
Mint

APX (Atari Program Exchange) Product Catalog. Winter Edition
1983-84> Complete with address label to Me. Screen shots of the 14
games offered. I'll bet you never heard of any of them!
Mint

Atari 800 Mailing List (computer program manual).
Excellent

MUSIC COMPOSER manual and Box only
Excellent

Q*bert from Parker Bros. Box and Manual only
Excellent

Koala Ware Coloring Series 1 box
Excellent

Koala WareMicro Illustrator box
Excellent

Atari Microsoft Basic Instruction Manual copyright 1981
Excellent

Disk Compare Program Version 2.0.....This is a 1 page
typewritten instruction guide for the program whose files are:
DISKCOMP.OBJ and DISKCOMP.SRC
Excellent

HITCHHIKER'S GUIDE TO THE GALAXY HINT BOOK from Infocom.
Rub a yellow magic marker over page to reveal answers. 2/3 of the book
has been "used" with a marker.
Excellent

FONTEDIT from IRIDIS. 56 pagr manual for an interesting
package that was on Cassette tape..I think I have the program on
diskette.I'll check if I get any interest in the package.
Excellent

PENGO box only
Excellent

F-15 STRIKE EAGLE FLIGHT OPERATIONS MANUAL. 36 pages. cheap
printing job
Good

LODE RUNNER USER'S GUIDE cheaply printed guide to a
good game. 4 copys. 1 is FAIR, 3 are
Excellent

ATARI MUSIC CONSTRUCTION SET REFERENCE CARD xerox of about 10
pages
Good

SPIDER EATER Just the box from Koala Ware . "turn your
touch tablet into a musical instrument."
Good

ATARI BASIC REFERENCE MANUAL
Good

ATARI MACRO ASSEMBLER MANUAL
Excellent

K-RAZY SHOOT-OUT manual and box from CBS
Excellent

K-RAZY ANTICS manual and box from CBS
Excellent

BOULDERS AND BOMBS box from CBS
Excellent

PENGO manual from Atari
Fair

MATCHBOXES instruction card from Broderbund
Very Good

4 8 1/2 by 11" color display sheets announcing new products
from Sierra On-Line:
APPLE CIDER SPIDER
Mint
FROGGER
Excellent
MR. COOL
Mint
SAMMY LIGHTFOOT
Mint

EPYX 1983 catalog 8 pages fold out. 8 1/2 by 11" color
brochure
Mint

PLANE WRAP SOFTWARE box from Rantom Software. This box doesnt
say what was inside cause they used the same box for all their
products. I forget how you were supposed to figure out what was in the
box
Good

FLOPPY SOFTWARE

-

VEGAS POKER User's Guide plus floppy of the same game. One
floppy stamped "Atari Company Trade Secrets Enclosed". I guess I had
one of those stamps.This is the program I wrote at night while a Game
tester. It led to my being promoted to programmer, but I refused to
"give" it to the company so it never got published. User's Guide is 1
page printout. The game is the first Poker Slot Simulation ever
written (to my knowledge)
Excellent (naturally)

MICRO ILLUSTRATOR from Koala by Steve Dompier. Floppy plus
manual
Excellent

CARTOON MAKER 1982 by me. 5 page instructions for a
stupid little software toy I put together using routines I had written
for the PLAYER MISSILE EDITOR. Floppy plus manual
Good

ATARI MUSIC II. Release software. 2 diskettes, manual,
warranty card, box Excellent

FAMILY FINANCES 1 & 2. Official Atari release on 2 floppys.
User's Guide included.
Excellent

PREPPIE II. Floppy plus Very colorful cover to manual, plus
very colorful plastic box.
Excellent

SOUND AND MUSIC TRICKY TUTORIAL #6 manual and casette tape
from Educational Software
Excellent

CROSSFIRE Floppy Disk in official dust jacket plus manual
from ONLINE SYSTEMS (later became Sierra OnLine)
Excellent

REALM OF IMPOSSIBILITY by Mike Edwards from Electronic
Arts.......Floppy only
Excellent

THE E FACTOR Floppy and manual and box from Cosmi
Excellent

SWEAT SYSTEM Rev #3 Serial #24 stamped "Atari Company Private
Trade Secrets Enclosed". There are 5 floppys in the set. The trade
secret stamp is on a sticker that has been removed from disks 1 and 2
only. Disks are labeled as follows:
disk 1: Screen, Dledit, and Sstrans
disk2: Screen, Cedit and Sstrans
disk3: Pmedit and Sstrans
disk4: Sound and Sstrans
disk 5:P/M Animation Driver
Excellent

EXCALIBUR 1.0 the official floppy by Crawford, Summers,
Atkinson, from APX (Atari Program Exchange)
Excellent

A.E. floppy from Broderbund. Stamped Dealer Demo, not for
resale. In a Broderbund dust jacket plus manual
Excellent

BANK STREET WRITER floppy from Broderbund. Stamped Dealer
Demo, not for resale.
Excellent

LABYRINTH floppy from Broderbund. Stamped Dealer Demo, not for
resale.
Excellent

SKY BLAZER floppy from Broderbund stamped "dealer demo, not
for resale:" in Broderbund dust jacket Excellent.

GENETIC DRIFT floppy from Broderbund stamped "dealer demo,
not for resale:"
Excellent.

S.A.M. serial # 19722 from Don't Ask Software. Speech
synthesis
Excellent

SEA FOX floppy from Broderbund stamped "dealer demo, not for
resale:" in Broderbund dust jacket
Fair

CASTLE WOLFENSTEIN floppy from Muse Software.
Excellent

MICKEY IN THE GREAT OUTDOORS. From Walt Disney Personal
Computer Software. in Dust Jacket, plus manual and box. The box is
about 8x10", plastic, with Mickey on both sides (and as with many
games from this period, is the best part of the package).
Mint

COIN-OP CONSOLE PLASTIC TITLE PLATES

I'm sure there is a more official way to describe these. They would
have been part of the game console, except they must have made too
many, so they sold them in the company store. They are all from 1 1/2
to 2 feet long and 5 to 6" wide, and are made of 1/4" plastic. They
have decals on the backside and are meant to have a light shining
through them to announce what game it is.

SKYRAIDER from 1977...this one has a little bit of the paint
(decal on back) chipped off.
Good

BATTLEZONE from 1980....this one also has a little bit of the
paint (decal on back) chipped off.
Very Good

SUPER BUG from KEY Games, copyright Atari, Inc. 1977
Good

ZZyzx

"Me, indecisive? I'm not so sure about that."

4079. FS: Ultima III on eBay

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-03 00:00:00 UTC
From: feldman@ecf.toronto.edu
Message-ID: <E9L6Kw.D4L@ecf.toronto.edu>
Source record: 73310

Complete Atari 400/800 version of Ultima II, in box for sale. Go to:

http://www.ebay.com/aw/item.cgi?item=feq7025

--

Howard Feldman
Author of The Search for Freedom, Fantasy RPG for DOS
visit its Homepage at http://www.ecf.toronto.edu/~feldman/

4080. All you need is to invest $5 for a FORTUNE!!! ACT NOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-03 00:00:00 UTC
From: Peter Sung <fantasia@hula.net>
Message-ID: <336B1881.3EC4@hula.net>
Source record: 73311

A little while back, I was browsing these newsgroups, just like you are now, and came across an article similar to this that said you could make thousands of dollars within weeks with only an initial investment of $5.00! So I thought, "Yeah, right, this must be a scam," but like most of us I was curious, so I kept reading. Anyway, it said that you send $1.00 to each of the 5 names and address stated in the article. You then place your own name and address in the bottom of the list at #5, and post the article in at least 200 newsgroups. (There are thousands) No catch, that was it.

So after thinking it over, and talking to a few people first, I thought about trying it. I figured what have I got to lose except 5 stamps and $5.00, right?

Like most of us I was a little skeptical and a little worried about the legal aspects of it all. So I checked it out with my country Post Office, and others had with US Post (1-800-725-2161) and they confirmed that it is indeed legal!

Then I invested the measly $5.00.....

Well GUESS WHAT!!... with in 7 days, I started getting money in the mail! I was shocked! I still figured it would end soon, and didn't give it another thought. But the money just kept coming in. In my first week, I made about $20.00 to $30.00 dollars. By the end of the second week I had made a total of over $1,000.00!!!!!! In the third week I had over $10,000.00 and it's still growing. This is now my fourth week and I have made a total of just over $42,000.00 and it's still coming in .....

It's certainly worth $5.00, and 5 stamps, I spent more than that on

the lottery!! Let me tell you how this works and most importantly, Why it works....also, make sure you print a copy of this article NOW, so you can get the information off of it as you need it. The process is very simple and consists of 3 easy steps:

STEP 1: Get 5 separate pieces of paper and write the following on each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST." Now get 5 $1.00 bills and place ONE inside EACH of the 5 pieces of paper so the bill will not be seen through the envelope to prevent thievery. Next, place one paper in each of the 5 envelopes and seal them. You should now have 5 sealed envelopes, each with a piece of paper stating the above phrase and a $1.00 bill. What you are doing is creating a service by this. THIS IS PERFECTLY LEGAL!

Mail the 5 envelopes to the following addresses:

#1 B.C. Smith

P.O. Box 170

Greenland, AR 72703

#2 Beddingfield, Bobby

12404 Nokesville Road

P.O. Box 40

Nokesville, Va 22123

#3 Keen, Callye

44181 Bristow Circle

Ashburn, VA 20147

#4 Tom, BDB.

Via Damiano Chiesa 10

00010 Marcellina (Roma)

Italy

#5 H. J. Sung

1839 Keeaumoku St.

Honolulu, HI 96822-3004

STEP 2: Now take the #1 name off the list that you see above, move the

other names up (5 becomes 4, 4 becomes 3, etc...) and add YOUR Name as number 5 on the list.

STEP 3: Change anything you need to, but try to keep this article as close to original as possible. Now, post your amended article to at least 200 newsgroups. (I think there is close to 25,000 groups) All you need is 200, but remember, the more you post, the more money you make!

Don't know HOW to post in the newsgroups? Well do exactly the following:

FOR NETSCAPE USERS:

1) Click on any newsgroup, like normal. Then click on "To News", which is in the top left corner of the newsgroup page. This will bring up a message box.

2) Fill in the SUBJECT with a flashy title, like the one I used, something to catch the eye!!!

3) Now go to the message part of the box and retype this letter exactly as it is here, with exception of your few changes. (remember to add your name to number 5 and move the rest up)

4) When your done typing in the WHOLE letter, click on 'FILE' above the send button. Then, 'SAVE AS..' DO NOT SEND YOUR ARTICLE UNTILL YOU

SAVE IT. (so you don't have to type this 200 times :-)

5) Now that you have saved the letter, go ahead and send your first copy! (click the 'SEND' button in the top left corner)

6) This is where you post all 200! OK, go to ANY newsgroup article and click the 'TO NEWS' button again. Type in your flashy subject in the 'SUBJECT BOX', then go to the message and place your cursor here. Now click on 'ATTACHMENT' which is right below the 'SUBJECT BOX'. Click on

attach file then find your letter wherever you saved it. Click once on your file then click 'OPEN' then click 'OK'. If you did this

right,

you should see your filename in the 'ATTACHMENT BOX' and it will be

shaded.

NOW POST AWAY!

FOR INTERNET EXPLORER:

It's just as easy, holding down the left mouse button, highlight this

entire article, then press the 'CTRL' key and 'C' key at the same time

to copy this article. Then print the article for your records to have

the names of those you will be sending $1.00 to.

Go to the newsgroups and press 'POST AN ARTICLE' type in your flashy

subject and click the large window below. Press 'CTRL' and 'V' and the

article will appear in the message window. **BE SURE TO MAKE YOUR

ADDRESS CHANGES TO THE 5 NAMES.** Now re-highlight the article and

re-copy it so you have the changes.... then all you have to do for

each newsgroup is 'CTRL' and 'V' and press 'POST'. It's that easy!!

THAT'S IT! All you have to do is jump to different newsgroups and post

away, after you get the hang of it, it will take about 30 seconds for

each newsgroup!

**REMEMBER, THE MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU WILL

MAKE!! BUT YOU HAVE TO POST A MINIMUM OF 200**

**If these instructions are too complex to follow, try Forte's "Free

Agent." It is freeware for noncommercial use. To download it, simply

use a search utility and type "Forte Free Agent". You should be able

to find it.**

That's it! You will begin receiving money from around the world within

days! You may eventually want to rent a P.O. Box due to the large

amount of mail you receive. If you wish to stay anonymous, you con

invent a name to use, as long as the postman will deliver it.

JUST MAKE SURE ALL THE ADDRESSES ARE CORRECT.

Now the WHY part:

Out of 200 postings, say I receive only 5 replies (a very low example). So then I made $5.00 with my name at #5 on the letter. Now, each of the 5 persons who just sent me $1.00 make the MINIMUM 200 postings, each with my name at #4 and only 5 persons respond to each of the original 5, that is another $25.00 for me, now those 25 each make 200 MINIMUM posts with my name at #3 and only 5 replies each, I will bring in an additional $125.00! Now, those 125 persons turn around and post the MINIMUM 200 with my name at #2 and only receive 5 replies each, I will make an additional $626.00! OK, now here is the fun part, each of those 625 persons post a MINIMUM 200 letters with my name at #1 and they each only receive 5 replies, that just made me $3,125.00!!! With a original investment of only $5.00! AMAZING! And as I said 5 responses is actually VERY LOW! Average is probable 20 to 30! So lets put those figures at just 15 responses per person. Here is what you will make:

at #5 $15.00

at #4 $225.00

at #3 $3,375.00

at #2 $50,625.00

at #1 $759,375.00

When your name is no longer on the list, you just take the latest posting in the newsgroups, and send out another $5.00 to names on the list, putting your name at number 5 again. And start posting again. The thing to remember is that thousands of people all over the world are joining the Internet and reading these articles everyday, JUST LIKE YOU are now!! So can you afford $5.00 and see if it really works?? I think so... People have said, "what if the plan is played out and no one sends you the money? So what! What are the chances of that happening when there are tons of new honest users and new honest people who are joining the Internet and newsgroups everyday and are willing to give it a try? Estimates are at 20,000 to 50,000 new users,

every day, with thousands of those joining the actual Internet.
Remember, play FAIRLY and HONESTLY and this will work. You just have to be honest. Make sure you print this article out RIGHT NOW, also. Try to keep a list of everyone that sends you money and always keep an eye on the newsgroups to make sure everyone is playing fairly.
Remember, HONESTY IS THE BEST POLICY. You don't need to cheat the basic idea to make the money!!
GOOD LUCK to all and please play fairly and reap the huge rewards from this, which is tons of extra CASH. **By the way, if you try to deceive people by posting the messages with your name in the list and not sending the money to the rest of the people already on the list, you will NOT get as much. Someone I talked to knew someone who did that and he only made about $150.00, and that's after seven or eight weeks! Then he sent the 5 $1.00 bills, people added him to their lists, and in 4-5 weeks he had over $10k.
This is the fairest and most honest way I have ever seen to share the wealth of the world without costing anything but our time!!!
Don't listen to the people that don't trust it and continue to say it's
illegal and don't work... They are just too much skeptics.
You also may want to buy mailing and e-mail lists for future dollars.
Please remember to declare your extra income. Thanks once again...

4081. Re: Atari cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-03 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <E9M7IB.JM5@cix.compulink.co.uk>
Source record: 73312

In article <336772F7.6824@ica.net>, Darkwing@ica.net (Brian) wrote:

> I was wondering if someone knows if there is a way to copy content out
> of cartridge to a disk and than use it with emulator.
>
> I have one program that i like and use on my 130xe. Atari boots right in
> to it when turned on and it reads information saved on disk so it
> restarts and runs automaticaly. I could not find simmilar program for
> IBM
> machines so i was wondering if it is possible to extract this one for
> use with emulators.

What is the program? Chances are it's already been copied.

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+--+

4082. AUCTION OVER: Atari 2600 items/Double-Ender...[UPDATE 9]

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-03 00:00:00 UTC
From: ad300@sfn.saskatoon.sk.ca
Message-ID: <5kfvejoih1@missing.link.ca>
Source record: 73313
Cross-posted to: alt.atari.2600,rec.games.video.atari,rec.games.video.marketplace,comp.sys.atari.8bit,alt.forsale

```
---------------------------------------------------------------
Atari 2600 items/8-bit Auction #4
---------------------------------------------------------------
Hi Everyone. Here is my listing and a few simple rules:
Feel free to bid on any item(s).
Buyer pays post office shipping from Canada.
All prices in USD. Canadians can pay in equivalent $CDN.
I will keep you posted on the current high bid(s).
All items are in good working condition(unless noted)
but sold AS IS.
Bidders must supply full name, address, and phone number.

AUCTION IS NOW OVER as of 11:59 PM CST April 30, 1997.

ATTN BIDDERS: Please email me as I don't have access to your old messages.

NOTE: Preference will be given to someone who bids on a majority of
the items. Amount for bulk bids must exceed combined bids.

I reserve the right to sell cartridges separately.
This will result in the min. bid on that cartridge(s)
being subtracted from the bulk bid.

The Double-Ender will only be sold separately and should not be
included in a bulk bid.

Thanks.
David
-------------------------------------------------------------------------
-------------------------------------------------------------------------
Here are the complete details of the system(no box, no docs).
-------------------------------------------------------------------------
Atari CX-2600 Jr.(black with silver trim) $15 <min> $9 ADebater
4 switch model with power adapter (Part of Bulk Bid)
channel selector, separate RF cable
Pair of Joysticks.
Combat cartridge.
-------------------------------------------------------------------------
Cartridges(Atari 2600)
-------------------------------------------------------------------------
Activision(worn end labels)
----------
Frostbite $2 <min> -----------
Grand Prix $2 <min> $2 ADebater
Keystone Kapers $2 <min> $5 S. Jacobs
```

Oink! $2 <min> $3 S. Lubinski
Pitfall! $2 <min> $4 S. Spare

Atari

Asteroids $1 <min> $4 S. Spare
Berzerk $1 <min> $1 ADebater
Centipede $1 <min> -----------
Defender $1 <min> $3 S. Spare
E.T. $1 <min> $1 ADebater
Mario Bros. $2 <min> $2 ADebater
Missile Command $1 <min> $1 ADebater
PAC-MAN $1 <min> $1 ADebater
Real Sports Football $1 <min> $1 ADebater
Space Invaders $1 <min> $1 ADebater
Star Raiders $1 <min> $1 ADebater
Sword Quest: Earthworld $1 <min> $1 ADebater
Yar's Revenge $1 <min> $1 ADebater

Coleco

Donkey Kong $2 <min> $4 S. Spare

M-Network

Astroblast $1 <min> $1 ADebater
Space Attack $1 <min> $1 ADebater
Tron Deadly Discs $1 <min> $1 ADebater

XONOX

Robin Hood/Sir Lancelot DOUBLE ENDER $7 <min> $40 AVE

Atari 8-bit Cartridge(metal/plastic casing)

Asteroids $3 <min> --------
Basic $3 <min> --------
PAC-MAN $3 <min> --------

I also have Atari ST 16/32 bit MIDI Computer hardware/software for sale.
Also some IBM hardware/software. Please email for a listing. Thanks.
Updated 05/03/97(#9)

--End--

4083. Re: A Newbie's Initial Introduction

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-03 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <336BCC50.5F22@worldnet.att.net>
Source record: 73314

Fxites wrote:
>
> Hello All,
>
> I am new to comp.sys.atari.8bit, and I thought it might be nice to
> introduce myself before I start to flame people and post completly
> irrelavant informaiton to the group.
>
> My name is Jon Savory, I am 19 years old, a part-time line cook, and full
> time Atari geek. However, since I am 19, I missed most Atari's glory
> years. But I am now trying to make up for lost time. My first Atari was,
> of course, a 2600Jr. It was purchased for me when I was about 8 years old.
> I thought it was far and away the most incredible piece of $40 electronics
> ever made, and even today, I think I might have been right. After years of
> experimenting with my first 2600, such as wedging pennies and other
> conductive material between the pins of the AV chip, I managed to actually
> fry my unit. I believe it was pouring a mixture of water and air-brush
> propelant over the majority of the components that cast the fatal blow. I
> quickly bought another 2600 and continued to explore the posabilities of
> rearranging its circuitry.
>
> Moving ahead to the past few months, I got caught by Atari fever again
> when I purchased an Atari Jaguar for about the same price as my original
> 2600. This time, my interest in all things Atari was unstoppable. I am now
> the owner of at least five 2600s, all in different states of
> (de)construction, two 5200s, a 7800, a Lynx, and my original Atari ST1040
> computer which has been with me since 1992.
>
> The other day, I bought my first 8-bit, a 1200XL - in desperate need or
> repair. I have sinced cleaned it inside and out, removed a long series of
> corrosion marks accross much of the chassis, cleaned the pins on the
> socketed chips, and all the contacts on the sockets and cleaned what
> appeared to be grape jelly out of the keyboard. And now the 1200XL works
> like new. Just that I don't know how to use it! So that is why I am here,
> on c.s.a.8bit. I am reading through the FAQ, and searching computer
> junk-yards for additional parts.
>
> I hope that everyone will bear with me as I ask stupid questions, and will
> make an attempt to give me some credit, dispite my AOL domain. :)
>
> Thanks for reading,
> Jon Savory
> ---
> And the #1 most frequently asked Atari 2600 question is... <drumroll>

> "What kind of power adpater do I need for my 2600?"
> The answer? 9 volt @ 500 mA with a 1/8 inch, possitive-tipped plug!

i wonder if running an enulator and introducting random viruses would
have the same effect as cruising a penny across the pcb with power on?

4084. Update on the ICD US Doubler ROM Quest...

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-03 00:00:00 UTC
From: robindhood@geocities.com
Message-ID: <336bbe43.84514208@news.mindspring.com>
Source record: 73315

Well, to say the least my drives are still in shambles... I tried
requesting the roms in a.b.atari.. I was not "well received" there as
follows:

Did I flame in return? No. At the end of the message is my reply....

By the way, I'm just posting this to show how it's going, It's not...

Path:
mindspring!firehose.mindspring.com!gatech!news-out.communique.net!communique!mr.net!news.r
adio.cz!CESspool!europa.clark.net!cpk-news-hub1.bbnplanet.com!news.bbnplanet.com!newsxfer3
.itd.umich.edu!newsxfer.itd.umich.edu!qiclab.scn.rain.com!news.teleport.com!not-for-mail
From: atari@teleport.com (Rich Tietjens)
Newsgroups: alt.binaries.atari
Subject: Re: REQ: Please post ICD US Doubler Rom Code
Date: 3 May 1997 18:52:50 GMT
Organization: Atari Computing USA
Lines: 38
Message-ID: <5kg1i2$fp8$1@nadine.teleport.com>
References: <336917a8.16865137@news.mindspring.com>
NNTP-Posting-Host: ip-pdx03-01.teleport.com
To: Postmaster@geoscities.com,
abuse@mindspring.com
X-Newsreader: NEWSie Version 0.72 (Atari)

On 1 May 1997 22:23:11 , Brave, Brave Sir Robin wrote:
>
(In Subject header: Please post ICD US Doubler Rom Code)

Requests for copyrighted software are a specific violation of the
alt.binaries.atari charter, as well as illegal. In the event that the

requsted code is posted, the copyright holder (ICD, Inc.) will be
notified, and the postmaster of the poster will be notified and
requsted
to terminate the account of the person violating the charter and
copyright law.

Headers of the original message follow; the newsgroup charter is
appended following the dot:

Path:
news.teleport.com!nntp.teleport.com!netnews1.nwnet.net!netnews.nwnet.net!uunet!in3.uu.net!
192.239.17.140!cpk-news-hub1.bbnplanet.com!news.bbnplanet.com!news.mindspring.com!usenet
From: robindhood@geocities.com (Brave, Brave Sir Robin)
Newsgroups: alt.binaries.atari

Subject: REQ: Please post ICD US Doubler Rom Code Image
Date: Thu, 01 May 1997 22:23:11 GMT
Organization: Grail Seekers, Inc.
Lines: 1
Message-ID: <336917a8.16865137@news.mindspring.com>
Reply-To: robindhood@geocities.com
NNTP-Posting-Host: user-37kbvhb.dialup.mindspring.com
Mime-Version: 1.0
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit
X-Server-Date: 1 May 1997 22:19:36 GMT
X-Newsreader: Forte Agent 1.0/32.390
Xref: news.teleport.com alt.binaries.atari:1017

Here is my reply... mean guy, aren't I?

My appologies. I do not wish to violate the intentions of this
newsgroup. And, I will not repeat my request in this group.

I did attempt a search via hotbot and via altavista for a FAQ
concerning this group, but did not find one - had I known, I would not
have posted the request..

Just to let you know:

I have repeatedly attempted to contact ICD Inc. to obtain a
set a US Doublers. They said they had some but could not legally sell
them without the proper packaging (some old contract stipulation..)
But they would contact me as soon as they located the packaging. I've
been checking back with them about every two months. That was six and
a half months ago..

My original request in comp.sys.atari.8bit explained this in
more detail. Again, my appologies. Also included in my original post
was the request that if anyone knew where I could PURCHASE legitimate
US Doublers, I would be grateful for any information. I've checked
with Toad Computers, and every other Atari dealer I could find. Toad
said they get them in once in a while. However they haven't gotten
any in in months..

I'd also like to state that I OWN two sets of US Doublers
which were killed in a lightning spike. Which is why I'd like to
repair them. Again, ICD has no facility to do such a thing. I've
thoroughly checked.

If YOU know of a place where I can PURCHASE a set of Doublers,
or a Happy 1050, or a Duplicator, and they ACTUALLY HAVE SOME IN
STOCK, I'd LOVE to hear about!! This was a last ditch effort...
Again my appologies and sincere regrets.

-Hood-

Thought I'd let everyone know since several folks have emailed saying
that they would like the ROM images emailed to them if I do find them.

4085. Re: Atari equipment must sell!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-03 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970503233400.TAA15019@ladder01.news.aol.com>
Source record: 73316

That idiot has been trying to sell that stuff for 3 years, if you go on the CSS BBS (Bob Puff's BBS) you'll see the same stuff at the same prices that he's still trying to sell.

I've spoken with several people who all say the same thing, that Terry Ortman is being investigated for mail fraud and some other crimes. Let anyone you that they should stay clear of that guy, he's nothing but a fraud.

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

4086. B&C ATARI SALES & SERVICE WEB SITE

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-03 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970503234000.TAA15420@ladder01.news.aol.com>
Source record: 73317

B&C ATARI SALES & SERVICE

http://www.myatari.com

They have a huge inventory of Atari games, systems, parts, books,
manuals, chips, ANYTHING
for all of the Atari systems.

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

4087. Re: 8-bit forever

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-03 00:00:00 UTC
From: Larry Anderson & Diane Hare <foxnhare@goldrush.com>
Message-ID: <336BE8C6.3DDA@goldrush.com>
Source record: 73318

Garry wrote:
>
> Hello. Just found your group!
>
> A lot of people just don't get it... why have an interest in such
> old and less powerful computers? I get alot of grief from my co-workers
> about my C-64, C-128d, and Atari 5200. What they don't understand is
> that this is just another hobby or special interest.

You are not alone there. Ususally it's from the other BBS sysops &
users in the area, as I run a BBS on a Commodore 64. (yes, 64s run BBSs
and quite well I might add.)
>
> For the first time in... about 9 years or so... I got my 5200 working
> and played some games. I built a simple, but sinister-looking converter
> which allows the use of an IBM joystick with the 5200. (Big step for a
> non-hardware guy). A keypad built into the converter box makes it look
> like a bomb. Anyways, the games brought back memories. And they were
> even fun. They don't take 32 MB of RAM to run, operation is fast, and
> I've never seen a game "hang" on the 5200. The Atari also costs about
> $2,000 less than your average new IBM clone, too.

Some of the games have an element that the new ones lack too... like
originality or playability. I went to an arcade recently and most of
the games were 'jump and beat the daylights out of people' and road race
games. Fortunately I can boot up Asteroids, Pac Man, and a whole slew
of games never to be seen in an arcade or by a IBM computer (without
emulation and a REALLY fast processor).
>
> What about doing work? Ok, I use a Pentium at home. How about at work?
> SGIs, SUNs, and a Paragon. Sure they are great, but with complexity
> comes problems: compatability, high costs, and BUGs. Try playing a game
> on a Pentium and feel good about the fact that you've dropped $2,000+
> on a gaming system, with games costing $100 and up.
>
I've got an Amiga and a Mac, here, slowly building a 'Beamer unit (from
hand-me-downs and thrift store finds). But the hardware/software
manufacturers make it hard to enjoy your computer nowadays as they keep
telling you to spend more money on this or that. (not to mention IBMers
having to reconfigure their systems each time to play some of the
games...)

> I think the old 8-bit machines are still a lot of fun. And they'll be
> around for a long time.
>

As long as we are using em they will be around, darn the rest of em...
What really gets me is when they upgrade, toss out their old system, and
then whine on the newsgroups about not being able to play game X on
emulator Y, etc. Get a real 8-bit... On second thought, don't, cause
there would be less for us to snap up. ;)

> There. Just wanted to get that out.

Just had to reply. Hey, have you joined the Classic Computers Mail List
yet?

Larry Anderson
--
-+-
Visit our web page at: http://www.goldrush.com/~foxnhare
Call our BBS (Silicon Realms BBS 300-2400 baud) at: (209) 754-1363
-+-

4088. Re: 8-bit forever

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-03 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <336BF41C.8B30E1A2@cc.memphis.edu>
Source record: 73319

Larry Anderson & Diane Hare wrote:

> Some of the games have an element that the new ones lack too... like
> originality or playability. I went to an arcade recently and most of
> the games were 'jump and beat the daylights out of people' and road race
> games. Fortunately I can boot up Asteroids, Pac Man, and a whole slew
> of games never to be seen in an arcade or by a IBM computer (without
> emulation and a REALLY fast processor).

I'm rather fond of fighting games because of the depth of play--I would
like to
see a lot more variety, tho. BTW: Even a cheap Pentium can emulate old
machines
at full speed.

> >
> > What about doing work? Ok, I use a Pentium at home. How about at work?
> > SGIs, SUNs, and a Paragon. Sure they are great, but with complexity
> > comes problems: compatability, high costs, and BUGs. Try playing a game
> > on a Pentium and feel good about the fact that you've dropped $2,000+
> > on a gaming system, with games costing $100 and up.

Ummmm, what country are you in? PC games start cheaper than that, even
in Canadian
money.

> >
> I've got an Amiga and a Mac, here, slowly building a 'Beamer unit (from
> hand-me-downs and thrift store finds). But the hardware/software
> manufacturers make it hard to enjoy your computer nowadays as they keep
> telling you to spend more money on this or that. (not to mention IBMers
> having to reconfigure their systems each time to play some of the
> games...)

On old games, but now that DOS has gone the way of the Dodo bird, this
problem
has been solved.

--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm

4089. Metrics

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-03 00:00:00 UTC
From: Great Sites <janesw@ix.abmcom.net>
Message-ID: <527cd$153333.117@NEWS>
Source record: 73320

```
Great Site URL:http://www.psrinc.com/metsys.htm
```

4090. Re: Hip Mode (was: ATTN MARKUS: "official" gtia-bug...)

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-03 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5kfc5qmil1@triglav.iwaynet.net>
Source record: 73321

On 1997-04-30 kenneth@daffy.aatech.com said:
>Path: triglav.iwaynet.net!news2.planetc.com!news.planetc.
>com!newsfeed2!news.aatech.com!not-for-mail
>Newsgroups: comp.sys.atari.8bit
>Date: Wed, 30 Apr 1997 23:47:44 GMT
>Organization: SyntheToonz, Inc.
>Lines: 39
>References: <3360022B.5603@zeus.fh-pforzheim.de> <6Vf8dr-$zHB@peter.
>soemtron.sb.sub.de> <3364337A.7384@worldnet.att.net>
>NNTP-Posting-Host: client89.aatech.com
>X-Newsreader: Forte Agent .99e/32.227
>Xref: triglav.iwaynet.net comp.sys.atari.8bit:39815
>On Sun, 27 Apr 1997 22:19:54 -0700, Keatah <Keatah@worldnet.att.net>
>wrote:
>>Thomas Havemeister wrote:
>>> In article <ATTN MARKUS: "official" gtia-bug...>, nadkar@zeus.
>fh-pforzheim.de (nadkar) wrote: >>
>>> Howdy nadkar,
>>> > i dont know if we spoke about the new "hip-mode" which
>>> > depends on a gtia-bug...
>GTIA bug?
>>> > i dont know if there
>>> > is any existing xl-emulator which handles this mode
>>> > correct... (btw. how does xl-it handle interlace-pictures?)
>The 8-bit hardware can not produce a proper interlaced signal unless
>everyone has been adding some kind of hardware hack to do it.
>>And there's and
>>annoying (but proper) interlace flicker to 'em. Just like on my
>>amiga in 320x400 interlace mode. :-)
>Amiga interlace is properly interlaced video. It sounds like what
>people are talking about on the Atari is just page flipping. I
>recall seeing (and writing ;-) number of demos in the Last Days
>that swapped two GTIA displays during each VBI.
>One 60th sec the first screen is displayed, next 60th sec the second
>screen is displayed. Back and forth like this. (But this is not
>interlacing.) Putting different shades/colors at the same pixel
>positions on both screen results in a blended color/shade.

The HIP mode uses a horizontal interlacing to produce higher horizontal resolution,as I understand.
(the pixels jump back and forth rather than up and down like on a T.V. broadcast)
This is not to be confused with FlickerTerm,which adds no resolution.(it's still 320x200)

Net-Tamer V 1.08 - Test Drive

4091. Re: A Newbie's Initial Introduction

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-04 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E9n1Iv.K05@iglou.com>
Source record: 73223

Fxites (fxites@aol.com) wrote:

: I am new to comp.sys.atari.8bit, and I thought it might be nice to
: introduce myself before I start to flame people and post completly
: irrelavant informaiton to the group.

Welcome to the group, Jon. Newbies and oldbies alike are welcome. We answer tech questions and then some, going into the regular mundanes and harp on the little things of games.

: I am now the owner of at least five 2600s, all in different states of
: (de)construction, two 5200s, a 7800, a Lynx, and my original Atari ST1040
: computer which has been with me since 1992.

heh... Someone could say you're one of those 2600 hackers who know the innards of the 2600 system. I got mine around the time it was introduced, about 1975, I think. It was still working when we donated it. But of course, everyone's got at least one Atari system in shambles, disassembled. I got two 520STs raided for their power supplies, and other parts. An STE has a PC keyboard on it, and will soon have an external power supply, as soon as I extend the power leads from a foot to about 3 feet, as not to cause the monitor above it trouble.

: like new. Just that I don't know how to use it! So that is why I am here,
: on c.s.a.8bit. I am reading through the FAQ, and searching computer
: junk-yards for additional parts.

All you have is the 1200XL. You will need a floppy drive, and some 5.25 disks that will have one of many DOSes that came out for the 8bits. I can't even begin to list them all. Just the other day, I came across a DOS that I'd never seen before.

Maybe you could assist us in a few things. Maybe in comp.sys.atari.st, you could tell us how to repair the ST's power supply. I'm currently attempting to do this, and have gotten it partway up.

: I hope that everyone will bear with me as I ask stupid questions, and will
: make an attempt to give me some credit, dispite my AOL domain. :)

You're here for educational reasons. So what? We'll teach you. AOL or not, you have to be motivated to learn. Looks like you are.

How much electronics experience do you have?

--
Homepage: http://members.iglou.com/rsg0910 (Now updated!)

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

4092. Re: A Newbie's Initial Introduction

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-04 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970504145601.KAA07859@ladder01.news.aol.com>
Source record: 73224

In article <19970503043201.AAA06012@ladder01.news.aol.com>, fxites@aol.com (Fxites) writes:

>I hope that everyone will bear with me as I ask stupid questions, and will
>make an attempt to give me some credit, dispite my AOL domain. :)

Hey, my AOL domain shows sometimes, as does my AT&T Worldnet domain (both are equally hated by some.)

I can't help it, but I like the way AOL handles newsgroups.

About dumb questions -- the dumbest question is the one that doesn't get asked. Some people in any setting (this ng is only one example) have low tolerance for dumb questions or will fill you with tech stuff that you find hard to follow because you don't have the background (yet!) Others will shy away and not answer the question. But there will be enough people around who care about spreading the word and will help you.

BTW, did you know that your 1200XL was the subject of a series of articles in Atari Classics Magazine, in which Bob Woolley, who does get into this ng from time to time, installs an IDE hard drive in a 1200XL?

So, stick with the newsgroup. Join a user group if you wish. Use your modem to call a BBS that supports the Fidonet National Atari Echo (an 8-bit discussion group.) Or, look at the list of BBSs that are part of the IAN/IMR and run BBS Pro on a real Atari 8-bit, or the list of BBSs in the Carina network running that software on a real Atari 8-bit.

And don't give up on the 1200XL! Sure, there are computers that are more modern, that can do things the 1200XL can't do (again, yet!), but Atari 8-bits have a charm that's hard to describe but infectious.

4093. FS: Indus GT Floppy Disk Drive for Atari 8 bit.

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-04 00:00:00 UTC
From: jonart@ix.netcom.com
Message-ID: <5ki9s6$o6k@sjx-ixn10.ix.netcom.com>
Source record: 73225

Indus GT Disk Drive manufactured by Future Systems Inc. for Atari 8
bit computers.

This is the last day for the aution...

Go Here:

http://206.184.213.45/aw/itemfast.cgi?item=lrx214976

4094. CTH Has Gone Internet!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-04 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5kiah3$d69@cletus.bright.net>
Source record: 73226

I am happy to announce that the Closer To Home BBS, aka CTH, now has an internet site. One of the oldest bbses in the world (1987) has been upgraded and modernized. The dial-up bbs is gone, and it has been replaced by the following:

http://CloserToHome.dyn.ml.org

ftp://CloserToHome.dyn.ml.org

CTH is still featuring Atari 8bit and Win95 downloads. I will have to admit that the download area is rather spartan at the moment, but please give it time. The site will be changing rapidly over the next few weeks, as more features and downloads are added.

Planned enhancements to the site include: Web Board message bases, a Mirc server, a real telnetable bbs, and much more.

4095. Re: Is Atari back?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-04 00:00:00 UTC
From: Asterisk <ampage@geocities.com>
Message-ID: <336CBF24.F8A0BA8F@geocities.com>
Source record: 73227

Alan Christie wrote:

> Atari Games, I think, are a group of great programmers but have nothing to
> do with Atari.. remember way back in tyhe 80s, AtariSoft released all the
> Atari classics on PC, C64 and other platforms. But AtariSoft never made
> >Atari 8bit, ST or others titles.
>
> Atari is officially dead, apart from the users that keep it alive with
> this message base, dial up BBSs and home pages...

AtariSoft was a division of Atari, Inc. before it was split into two companies. It published Atari games for other platforms. The Atari 8-bit versions were published directly by Atari. Atari Games and Atari Corp. are both still in existence, Atari Games is owned by WMS, and Atari Corp. is owned by JTS. From what I hear, Atari Games and Atari Corp. both still have rights to all the classic games.

4096. Cross-posting never hurts...

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-04 00:00:00 UTC
From: rodneys433@aol.com
Message-ID: <19970504175800.NAA21309@ladder01.news.aol.com>
Source record: 73228

Hi all,

Just wanted to let everyone know that my new page is available:
http://members.aol.com/rodneys433/rw/rs.htm
Yes, all the old crap is still there (including the Polo artwork I mocked up for the Carol Shaw game). But at least you now have the pleasure of seeing it rehashed in a newer, yet better light. I also added my for sale / trade list so be sure and check it out. No earth-shattering finds to be had, but still worth a look. At most you'll have the pleasure of knowing you help raise my web counter. And please, no hard critiquing of the cart prices (I really tried to use my best judgement - honest)! Besides, it would hurt my feelings. 8^)

Thanks,
Rodney
rodneys433@aol.com

4097. Re: The Ark BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-04 00:00:00 UTC
From: Geoff McHugh <gmchugh@enterprise.net>
Message-ID: <01bc58d6$bb446a80$c8c348c2@bawn.enterprise.net>
Source record: 73229

Andrew Buckle <andrew@roobox.demon.co.uk> wrote in article
<01bc5502$9d0b72c0$8533989e@roobox.demon.co.uk>...
>
>
<snip>

> I've been looking at my capture files from the sessions since I've
> re-discovered my old Atari kit, it's amazing what an 850 and an 800XL
could
> do !!!!!
>
Wish I'd captured everything... I'd love to read back at some of the stuff
I was up to back then... I have disks full of downloads somewhere - must
dig out the 1050 and pray it still works after all these years :)

> We should track Bastable down, he was quite a role model to me as far as
> the 8 bit scene was concerned...
>
I'll have to agree with you there... If it wasn't for James, I'd probably
never have done half the things I did with the Atari.. once the City
vanished and I got a pc, I basically lost the habit of coding altogether..
I'm only starting to get the same enthusiasm for the pc as I had with the
130XE...

I tried using the email search engine from Yahoo, but couldn't find
anything... I can't believe that James wouldn't be on the 'net though

> Regards,
>
> Andrew.
>

Cheers
Geoff

4098. NEW on "Beco Tel's HomePage" (Inter. Msg. Relay)

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-04 00:00:00 UTC
From: Bernard Kok <bernard@becotel.demon.nl>
Message-ID: <1511.7063T1384T93@becotel.demon.nl>
Source record: 73230

Hello ALL Atari XL/XE/XEGS Freaks and WebSurfers,

Maybe you already know but there is already some month a Atari 8bit
support HomePage called : Beco Tel's HomePage.

But NOW the NEWS :

There some BBSses that run a message network around the world called :
International Message Relay (I.M.R.) and they network the message from
Canada, Usa, Germany and The Netherlands.
Now you can READ the message on the Internet, If you like to reply to the
message you have to take a look in the nodelist and find a BBS near you..

So GO and take a look.... :

International Message Relay (IMR)
I.M.R. : http://www.becotel.demon.nl/imr/

If the Network is running oke you will see every Monday the NEW
message from the Network on the internet.

And you can also take a look to the HomePage :

Home Page : http://www.becotel.demon.nl/
Last Updated : 4 May 1997

Gtx. Bernard Kok (Sysop of BECO TEL bbs)

--

Bernard Kok BECO TEL (XL/XE support)
bernard@becotel.demon.nl Online : every day from 17-06 GMT
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

Last Updated : 4 May > Home Page : http://www.becotel.demon.nl/

International Message Relay (IMR)
I.M.R. : http://www.becotel.demon.nl/imr/

... Lotto: ������ <- Scratch here for your price

4099. Re: A Newbie's Initial Introduction

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-04 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970504142425.3994A-100000@fissure.scar>
Source record: 73231

Hi there!

You just have a portion of Atari history.. the 1200XL is one of the rare (not the rarest though) Atari 8bit. The 8bits are quite easy to use, just takes a little practice. the Atari-style doses are almost all menu driven which is quite easy to use. If you want something that resembles MS-DOS i would recommend SpartaDos (version 2.3 or newer) They give uyou the familar D1: prompt (equivalent to MSDOS C: prompt)

There are also windows-type environments, but I dont recommend them because they are weak on the 8bit. (unless you have a cartridge version) Anyway, apart from reading the FAQs, and this message base you will have a blast with the greatest 8bit computer ever conceived!

Alan
University of Toronto, Computer Science

4100. Atari 8-bits for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-04 00:00:00 UTC
From: bchermma@bluffton.edu
Message-ID: <862801838.16685@dejanews.com>
Source record: 73232

I have many Atari 800XLs for sale as well as a couple of XEs
I also have many game carts which I have to many doubles of and need to
part with.
Thanks!
DOWNLOAD PH#419 358 0913

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4101. Games 400 Carts Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-04 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A41.3.95.970504210850.125028B-100000@fn2.freenet.edmonton.ab.ca>
Source record: 73233
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

Welcome to Peppers May Auction
E-Mail me to get on the e-mail list or check out my web page for current updates.
http://www.freenet.edmonton..ab.ca/~pepper

Rules Follow the Auction
Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

Atari 400/Ect. Carts (all loose unless stated)
****
Alphabet Zoo no label $3 Min
Centipede With inst. $3 Min
Computer Chess $3 bensonj
Crossbow $5 cmoore
Crystal Castles $5 cmoore
Dig Dug $3 Min
Donkey Kong $3 tidycat
Droids $5 bensonj
E.T. Phone Home Complete $3 bensonj
Final Legacy $3 bensonj
Fraction Fever With inst. $3 bensonj
Joust With inst. $3 bensonj
Jungle Hunt $5 bensonj
Linking Logic $3 bensonj
Moon Patrol $3 bensonj
Mountain King $5 bensonj
Star Raiders With inst. $3 Min

400 Manual Package (9 Manuals, No carts) $2 mjbeau
Fun with Art Pole Position Choplifter Zenji Centipede
Fight Night Missile Command Galaxian Pac Man

Atari XE Laser Gun $5 ccoffin

Atari 400 Computer with Joystick, Power supply $10 Min
and 3 games Pac-man, Centipede & Dig Dug

Atari 410 Program Recorder Complete in Box $5 ccoffin

Other Items in Peppers Auction

Turbo Grafx Games/System 19 items Colecovision 8 items
Sega Master Games/Systems 33 items Genesis 10 items

Atari 400 Games/System 21 items Nintendo/Famicom 41 items
Atari 2600 Games/Systems 61 items C64 30 items
Atari 5200 Games 5 items Vic-20 31 items
Atari 7800 Games 5 items Misc. 7 items
Intellivision Games 31 items CD-I 77 items

Rules:
The 1st part of the auction ends May 15/97
Then a G1, G2, Sold format will occur May 16/97
One update per day or until bidding slows down...
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All items are tested and work, unless stated otherwise..

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

E-Mail bids to

E-Mail pepper@freenet.edmonton.ab.ca
=-
Pepper's Videogame Homepage
http://www.freenet.edmonton..ab.ca/~pepper
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

4102. what became of GOE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-04 00:00:00 UTC
From: bchermma@bluffton.edu
Message-ID: <862802468.17290@dejanews.com>
Source record: 73234

What ever became of GOE?
I have a simple demo if it, but never saw or heard of a complete verion, which is exactly what this computer needs!
Also I am curios if anyone has bothered to write a Graphic interface for the NET? Or how about software that will support Atari's with the speed upgrade mention partly in Atari Classics?
Finally I'd like to get a copy of Dimond OS for the 8-BIT, I know it sucks, so please get in touch and I'll take it off your hands for you (Grin)!!

I'd like to add that there IS a better way of making money than working 64 hour shifts in the factory, It is called Mag-net telecomm, and is a division of Uni-NEt from Calafornia. I myself grossed income and am not much af a sales man which says a lot. If you own a Business or would like to work towards your own financial independence then give me a ring!

Thanks!
Chris PH# 419 358 0913

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4103. Re: Atari cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-04 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970504212006199939@rainbow07.descon.com>
Source record: 73235

Trevin Beattie <*trevin*@*xmission*.*com*> wrote:

> Ah, but it would work under DOS 3, since that version doesn't save
> sector links in the data sectors. That's just one of the reasons I
> prefer DOS 3 over DOS 2. :-)

egad! Use spartados! It doesnt save sector links in the data sectors
like Dos 2, and can read/write DOS 2 disks much easier than dos 3 can!

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

4104. Re: CTH Has Gone Internet!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-04 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970504212014200400@rainbow07.descon.com>
Source record: 73236

Tom Hunt Sr. <tomhunt@bright.net> wrote:

> Planned enhancements to the site include: Web Board message bases, a Mirc
> server, a real telnetable bbs, and much more.

I am really curious about the telnet feature, as this would be very cool
as a gateway for a Pro! BBS. Do you know of any software that will act
as a Telnet server on a PC, and gateway to a serial port null-modemed to
the 8-bit BBS? In effect, your 8-Bit BBS would be REALLY on the
internet! :) I'll check out the site!

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

4105. MUX For Sale:

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-04 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <5kia9l$jua@main.freenet.hamilton.on.ca>
Source record: 73237

I am going to Europe this year. I need to pay for my trip, and figure I
will sell off some 8 bit stuff to do so.

I have a MUX with 3 carts I am taking offers on.
A Sweet 16 from FTe (really!) in a 256k 800XL
A Black Box and Case which needs a power supply.

This is just a start. I will have an extensive list soon. If you are
interested, leave me Email.

Willy

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

4106. ATARI equipment MUST SELL!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-04 00:00:00 UTC
From: terry.ortman@mustang.com
Message-ID: <862798410@mustang.com>
Source record: 73238

cc: comp.sys.atari.8bit@brushtail.hna.com.au
cc: comp.sys.atari.8bit@myriad.alias.net
cc: no.comp.sys.atari.8bit@news.uninett.no

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $50.00 or best offer. These SELL AT Video 61 for $49.95 used.

ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4 disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5 floppies, any IBM compatible printer, modem port for using any RS232C compatible external modem, includes Auto-Term Disk for Atari computers, CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS master Disk, CP/M Supplement Manual, modem cable, printer cable, original cost $695.00 for the ATR8000 Basic system, printer cable $39.95, Modem cable $39.95, asking $90.00.

Dual Floppy Disk Drives in case with power supply and cooling fan, connecting cable, for above ATR8000 or any IBM compatible computer. Case can hold 4 half height 5.25 floppies, original cost $895.00, Case alone is worth $89.95 at most supply companies, asking $55.00.

Both ATR8000 and Dual Disk Drives, $125.00

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $100.00 for both of them. Again, these sell, each $49.95 at Video 61.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes power supply, original cost $179.95, asking $75.00. These sell at Video 61 for $74.95, same price.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks, valued at $25.00 each. Asking $250.00 for the entire package. These

are not currently available anywhere else that I know of.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific programs, already wired for Turbo-816 installation, just need to re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the 256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for $59.95.

Supra External 2400 Baud Modem, includes powewr supply, no manual, Hayes Compatible, requires 850/P:R:/ATR8000, asking $30.00

ATARI RELATED MAGAZINES, Found this unopened box that I had boxed up for a person, but then he never sent the order in:

ATARI EXPLORER, February 1985, Cover Price $3.00
ATARI EXPLORER, April/May 1985, Cover Price $3.00
ATARI EXPLORER, Summer 1995, Cover Price $3.00, $3.95 Canadian
ATARI EXPLORER, Winter 1986, Cover Price $3/$3.95 Canadian

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Sept/Oct 1986, Cover Price $2.95 $3.95 Canadian

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Nov/Dec 1986, Cover Price $2.95 $3.95 In Canada

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Spring 1987, Cover Price $2.95 $3.95 In Canada

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Summer 1986, Cover Price $2.95 $3.95 In Canada

The Above Magazines are in good/fair confition. They are from the same collection the above 1027, 1050, are from, the previous owner suffered a stroke and asked me to dispose of these for him, as he has moved, and I am asking FAIR MARKET VALUE, as can be seen from the prices sent to me by Video 61, who seem to use the Internet and stocks and sells Atari equipment, Video 61 may send me an offer on these then, as I need the cash.

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE BADLY someone has to have one, or a trak double-sided slave drive. MAKE OFFERS!!

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

4107. Temple Of Apshai question..

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-04 00:00:00 UTC
From: wookie@hawaii.choice.net
Message-ID: <336D4D1C.32F7@hawaii.choice.net>
Source record: 73239

I'm trying to save my created character, but I having some problems
with xformer and my disk image. The disk image works fine, but i've
tried to "create" a blank floppy by copying my dos25.xtd to savegame.xtd
and then using that disk as my save disk, but temple just seems to sit
there..i've tried to let temple format a new save disk using another
blank i created, but it just set there as well.

1) is this a problem with intermixing xtd and atr images?

2) is this a problem with XFormer?

3) or is this some kind of disk image/copy protection error..

4) or does it just take 30 minutes for temple to create a save disk?

any input appreciated...
(thanks in advance)

4108. Old Floppy/Game Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-04 00:00:00 UTC
From: wookie@hawaii.choice.net
Message-ID: <336CFD3A.7C0D@hawaii.choice.net>
Source record: 73240

I'm trying to recall the title of an Atari 8 bit game:

was a flight game that featured a collection of 3 flight games,
believe Microprose was maker, thought name was "top <something>" or
"<something> ace <something>", was released for all 8 bits, original
release was around 1983.

Game 1 was a straight WWII flight game (1942?) solo player.

Game 2 was (possible sequel) that featured option of playing a friend
(you dogfought using a split screen setup).

Game 3 was some Helicopter rescue game (no big deal) played more
like Fort Apocolypse than Choplifter.

The box that it came in was light blue..does this info jar anyones
memory? I've been trying to recall the title name so I could start
hunting for another copy.

Thanks (in advance)

4109. Re: 8-bit forever

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-04 00:00:00 UTC
From: "John M. Vogel" <jvogel@crl12.crl.com>
Message-ID: <5kh0c4$7ud$1@nnrp1.crl.com>
Source record: 73322

Larry Anderson & Diane Hare <foxnhare@goldrush.com> wrote:

: Some of the games have an element that the new ones lack too... like
: originality or playability. I went to an arcade recently and most of
: the games were 'jump and beat the daylights out of people' and road race
: games. Fortunately I can boot up Asteroids, Pac Man, and a whole slew
: of games never to be seen in an arcade or by a IBM computer (without
: emulation and a REALLY fast processor).

Umm, I can play those and more (MS Arcade, MS Return of Arcade, C64
emulator, Vectrex emulator, PacifiST, Williams Arcade Classics, Dave
Spicer's emulator, MSX emulator, Kong emulator, Crazy Climber emulator)
on this "archaic" 486 :)

telling you to spend more money on this or that. (not to mention IBMers :
having to reconfigure their systems each time to play some of the :
games...)

It's not that difficult :) A boot disk makes it quick and easy.

John
jvogel@crl.com

4110. Re: Atari cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <336D73AC.71C4ADEE@cc.memphis.edu>
Source record: 73241

Ryan Goolevitch wrote:
>
> Trevin Beattie <*trevin*@*xmission*.*com*> wrote:
>
> > Ah, but it would work under DOS 3, since that version doesn't save
> > sector links in the data sectors. That's just one of the reasons I
> > prefer DOS 3 over DOS 2. :-)
>
> egad! Use spartados! It doesnt save sector links in the data sectors
> like Dos 2, and can read/write DOS 2 disks much easier than dos 3 can!
>

Of course, there are times when you have to run software that won't work
with Sparta... BTW: Anyone got SpartaDOS X for sale/trade?
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm

4111. StarRaiders 2 and XL-it! .20

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: dmilhem@husc.harvard.edu
Message-ID: <336d743d.15815590@news.fas.harvard.edu>
Source record: 73242

Hi. I've been unable to get Star Raiders 2 to work with XL-it .20. I'm kind of bummed because this was my favorite XL game. Has anyone else had any success with this? I got it to work with PCXformer, but the sound is disappointing!
Thanks!


```
==========================================================================
Damon R. Milhem - dmilhem@husc.harvard.edu
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\| \/ |/
Immunology Program - Harvard Medical School
==========================================================================
```

4112. Cavelord in english?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5kk463$j8b@freenet-news.carleton.ca>
Source record: 73243

Anyone have a copy of Cavelord in ENGLISH?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4113. Game screen shots (05/05/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <336dbdee.27268944@nntp.ix.netcom.com>
Source record: 73244
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

I have just added 36 new game screen shots for the Magnavox Odyssey2
to my WWW site. This brings the total number of ORIGINAL screen
shots on-line to 1582, for the following systems:

Atari 2600, Atari 5200, Atari 7800, Colecovision, Mattel
Intellivision, Magnavox Odyssey2, Emerson Arcadia 2001, Bally
Astrocade, Atari 8-bit computer, Commodore 64 computer, Commodore
Vic-20 computer, Texas Instruments TI 99/4a computer, Radio Shack
Color Computer, Tomy Tutor computer, 3DO, Sony Playstation, SMS, NES,
SNES, TurboGrafx-16 / TG CD / Duo, Sega Genesis, Nintendo 64, Sega
Saturn, Atari Jaguar, Philips CD-i, and Nintendo Game Boy.

More will be added as I have time. Eventually, I will have my entire
collection on-line (hopefully before the turn of the century :)

Next, I'll probably finish up the Atari 7800, Colecovision, and Atari
2600 sections.

If this is of interest to you, the URL is listed in my sig.

Michael

P.S. And before anyone else asks; if the game isn't on one of my FS/T
lists, it isn't FS/T :)

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

4114. Re: Crossassembler?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <336d97d0.1754818@news.tudelft.nl>
Source record: 73245

Hi Thomas,

>I've been using TASM, a table driven cross assembler that includes support
> for a bunch of CPU's and thier variants, including the 6502.

>Goto http://ftpsearch.unit.no and search for tasm301 to find it near you.
> There is also a really first class assembler called 'xa' but according
> to what I read, its not been ported to the PC yet.

>Anyone else using TASM?

Yep, I am using it to document the Atari ROMs. I like it a lot, only
the way it handles local labels is not too nice. Then again, most
other cross assemblers don't even have local labels...

Regards, Sidney

4115. Re: A Newbie's Initial Introduction

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <336d9728.1586391@news.tudelft.nl>
Source record: 73246

Hi,

>about 1975, I think. It was still working when we donated it. But of
>course, everyone's got at least one Atari system in shambles,
>disassembled.

All too true... Nemisis came for my first 800 XL when I hooked her up
to a CBM64 power supply....

Understandably, she passed out and hasn't regained consciousness
since...

I mean, of all things, a CBM64 power supply!

Regards,
Sidney Cadot

4116. Re: Crossassembler?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <336E2887.D79@zeus.fh-pforzheim.de>
Source record: 73247

i have tested several amiga-cross assemblers but most of them
are "just" cli-versions... what i am searching for is an 6502-
assembler which gui...or just menu-driven...

best would be if there is any possibility to connect my 1050 direct
to my amiga 1200... that whould be a dream...

i dont use on my st the our 5ofts 6502-cross assembler because
all of the cross-assemblers are lacking of "using" time...

i dont mean the assembling-time... but i mean the transfer-time to
real xl...

on amiga i have no way to assemler direct to xl...

on atari st the same... i have to transfer the object-files via
fxp.prg and stxformer 3.0 to xl... and this sux... because as coder
i dont want to spend so much time just transfering the files and
debugg them on real xl...

so at the moment my solution is just in using macroass xe by thorsten
karwoth and coding direct on xl... :) best would be coding
with a mac/65-cardridge (or any other...) because i dont needed
to load the whole assembler ;)))

bye heaven/taquart

4117. WTB: Transkey-Interface...

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: Stephan Pollok <pollok@urz.uni-wuppertal>
Message-ID: <336DC50A.446B@urz.uni-wuppertal>
Source record: 73248

Hi !
I'm looking for a transkey-interface to connect a PC-Keyboard to my
800XL ! I prefer the plug-in version, but the other would be fine too.
Where can I find one ? Make your offers !

Stephan

4118. Re: MUX For Sale:

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: robinhood@iname.com
Message-ID: <336dd32b.58340928@news.mindspring.com>
Source record: 73249

On 4 May 1997 15:34:13 GMT, af332@freenet.hamilton.on.ca (William Moeller) wrote:

>
>I am going to Europe this year. I need to pay for my trip, and figure I
>will sell off some 8 bit stuff to do so.
>
>I have a MUX with 3 carts I am taking offers on.
>A Sweet 16 from FTe (really!) in a 256k 800XL
>A Black Box and Case which needs a power supply.
>
>This is just a start. I will have an extensive list soon. If you are
>interested, leave me Email.
>
>Willy
>
>
>--
> William M. Moeller
>af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca
>

I'm what some might call a serious buyer. Let me know what you've got and what price range you want for it. I'll watch for the list here or just e-mail it to me.

-Hood

4119. Re: CTH Has Gone Internet!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: James King <jeking@xmission.xmission.com>
Message-ID: <5kkugc$gc@xmission.xmission.com>
Source record: 73250

Tom Hunt Sr. <tomhunt@bright.net> wrote:

: I am happy to announce that the Closer To Home BBS, aka CTH, now has an
: internet site. One of the oldest bbses in the world (1987) has been
: upgraded and modernized. The dial-up bbs is gone, and it has been replaced
: by the following:

: http://CloserToHome.dyn.ml.org

Cant get to it, Tom!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

4120. FS: Rana 1000 & Atari 1027

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: jmc1@cyberramp.net
Message-ID: <5kl7hk$28j$1@newshost.cyberramp.net>
Source record: 73251

For sale: Rana 1000 disk drive (condition unknown -- was working last time I connected it to my 800, but I sold my 800 about 2 yrs ago and you know what time has a tendancy to do. At this point, it lights up and seeks the head, track display shows the head moving then waits for a command from the non-existent Atari computer). Due to recent move I can't find the power pack, but it takes the standard Atari floor wart.

Also: Atari 1027 printer, with power box.

Best offer on both before 5/15, plus shipping.

Email jmc1@cyberramp.net

Thanks
Mike

4121. Re: Old Floppy/Game Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <5klcqe$m5v$1@news.wco.com>
Source record: 73252

In article <336CFD3A.7C0D@hawaii.choice.net>, wookie@hawaii.choice.net wrote:
>
>I'm trying to recall the title of an Atari 8 bit game:
>
>was a flight game that featured a collection of 3 flight games,
>believe Microprose was maker, thought name was "top <something>" or
>"<something> ace <something>", was released for all 8 bits, original
>release was around 1983.

Top Gunner Collection

>Game 1 was a straight WWII flight game (1942?) solo player.

Hellcat Ace

>Game 2 was (possible sequel) that featured option of playing a friend
>(you dogfought using a split screen setup).

MiG Alley Ace

>Game 3 was some Helicopter rescue game (no big deal) played more
>like Fort Apocolypse than Choplifter.

Air Rescue, AKA Chopper Rescue

4122. Re: CTH Has Gone Internet!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5kl297$im2@cletus.bright.net>
Source record: 73253

James King wrote in article <5kkugc$gc@xmission.xmission.com>...
>
>Cant get to it, Tom!
>
I'm still tweeking the server settings. Give it another try.

4123. Re: Update on the ICD US Doubler ROM Quest...

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <336E67BB.4625@tcd.net>
Source record: 73254

Well maybe some sunshine can come up..First of all I can fix your US
Doubled disk drive..

Secondly ICD does not at this time own the Copyrights to the US Doubler!
All their Atari 8-Bit rights were sold to Mike Hohman who was/is
FTE..But at presant time is unreachable by phone.

Mike I know your out there probably reading this post..Please call me
collect..have a couple deals to discuss with you.

Bob

4124. Atari 8-BIT questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: bchermma@bluffton.edu
Message-ID: <862880144.5481@dejanews.com>
Source record: 73255

My first question is how do I tell the RD.Com program, for Sparta DOS, that I have 572Kb Ram rahter than the 200 some it thinks I have?
Was Pole Postion 2 ever made for the Atari 8-BIT?
Is it true that you can connect a 1050 to an Atari 2600?
Is there a clone of Warlords, from the 2600, for the 8-BIT?
and finally, does anyone know how to get in touch with David R. Sullivan?

P.S. Ever check out the regesters on the Atari Numeric key pad? It uses Stick(0)+ values! Now how come we do not have Joysticks and games that support a controller with 12 or less buttons?

Dee-Lusion

send adres to receive a free issue of DOWNLOAD.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4125. I NEED TO KNOW! PLEASE READ!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: Rick Scolaro <rscolaro@sprynet.com>
Message-ID: <336E1BF7.1A41@sprynet.com>
Source record: 73256

Everyone,

1) I really need to know if there is a way to write an Atari 8-bit disk image from a my PC to an Atari-formatted disk.

2) Also, if this is not possible, I need to know if anyone has a working copy of Datasoft's Alternate Reality:The Dungeon. I would like to buy it from someone.

Rick Scolaro
rscolaro@sprynet.com

4126. Atari XE551/Black BOX; want!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: bchermma@bluffton.edu
Message-ID: <862884883.9551@dejanews.com>
Source record: 73257

I badly need an XF551 or else a use Black BOX for my Atari 8-BIT. I
anyone is up for trades, then I can offer a lot of 800XL's a couple XE's,
two 850's, one 1040, a lot of 1050, two happy 1050's, carts ect.

Or if you are into Amiga, then I have a lot of software for that too,
that is if it does not sale first.
I have Monkey Island 1&2, Final write v3, Soundstudio, Personal paint,
ect. I do have a bit of hardwhere too, E.G. external disk drives, external
Hard drive.

The Amiga was designed by the same guys who did up the Atari 8-Bit, and
the rights were recently purchased by Gateway 2000 No offence to user of
the Falcon, TT, and ST's).

For a free issue of DOWNLOAD respond.

Thanks!

Dee-Lusion

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4127. Atari more questions and ideas

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: bchermma@bluffton.edu
Message-ID: <862886246.11676@dejanews.com>
Source record: 73258

O.K. I want to know how to install an Atari 130XE/800XL into a minitower along with a black box, I.B.M. hard/disk/cd drives, and one 1050.
Two where can I find recent Atari hacks for both 8, 16, and 32 bits, it does not seem if anyone is donating towards 8-BIT hacks lately, all I see are old ones I.E. how to upgrade your 600XL to 64k, GREAT!
HOw come there are not many programs written to utilize 8-BITS with a lot of RAM??
Is it possible to upgrade a Genesis or SuperNES's 68000 to 68010 or better?

Why do many people get pissed over piracy when more and more original disks go bad every day. We need back ups people, at least when the originals are hard to come across I.E. the ultima series. We could also use some new software, perhaps some of you coders could lay off the impresive demos and make some inpresive games for a while (not to say I hate your Demos or anything).
Is it possible to install both a Pal and NTSC chip into the 8-BIt, and have a switch to select between the two? How?

Ok, I think that is it.

Dee-Lusion

For free issue of DOWNLOAD, get in touch!

Sorry I don't post all questions in one add, but the ideas keep coming too late.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4128. Re: Atari 8-bits for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: slinberg@spambait.crocker.com
Message-ID: <slinberg-0505971937390001@iplink011.crocker.com>
Source record: 73259

In article <862801838.16685@dejanews.com>, bchermma@bluffton.edu wrote:

> I have many Atari 800XLs for sale as well as a couple of XEs
> I also have many game carts which I have to many doubles of and need to
> part with.

How about a list?

Steve Linberg, Excellent Tech Nerd remove "spambait." to reply
---
http://www.crocker.com/~slinberg slinberg@spambait.crocker.com

4129. ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: HOWARD25 <HOWARD25@Prodigy.Net>
Message-ID: <336EBC80.1A32@Prodigy.Net>
Source record: 73260

hey yogi, hey how can i get in touch with you to get all your atari 8bit collection of software. i cant d/l off your ftp because it too busy. i mean all those file are really small and fast to copy, can i have it on cd rom recorder, im willing to pay you for your time. please email me soonest on how

4130. (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: HOWARD25 <HOWARD25@Prodigy.Net>
Message-ID: <336EBC5E.5A0A@Prodigy.Net>
Source record: 73261

hey yogi, hey how can i get in touch with you to get all your atari 8bit collection of software. i cant d/l off your ftp because it too busy. i mean all those file are really small and fast to copy, can i have it on cd rom recorder, im willing to pay you for your time. please email me soonest on how

4131. (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: HOWARD25 <HOWARD25@Prodigy.Net>
Message-ID: <336EBC1E.4D1A@Prodigy.Net>
Source record: 73262

hey yogi, hey how can i get in touch with you to get all your atari 8bit collection of software. i cant d/l off your ftp because it too busy. i mean all those file are really small and fast to copy, can i have it on cd rom recorder, im willing to pay you for your time. please email me soonest on how

4132. Re: Atari 8-BIT questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <336EB2D5.3265@tcd.net>
Source record: 73263

You need a special patched RD.Com, that will know you have a 512k
upgrade

What upgrade was installed? Better yet in which computer?

bob

4133. Atari 8-bit Hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <336EB506.64AF@tcd.net>
Source record: 73264

3 800XL, in excellant working condition..$25.00ea shipped comes with
video cable and power supply..30day gurantee..(used of course)

1-800XL upgraded to 256k..Make offer..30day gurantee..

3-130XE's in excellant working conditon..$35.00ea shipped

4-1050 Disk Drives..in excellant working condition..stock, power supply
and sio cable...$20.00ea shipped. 30day gurantee..

2-XF551 Disk drives, in excellant working condition..$41.00ea shipped
30day gurantee.

Supra 2400 baud modem..with power supply.. make offer.

4134. A GUARANTEED MONEY MAKER!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: inet97@ameritech.net
Message-ID: <5l19ipsck4623@nntp0.cleveland.oh.ameritech.net>
Source record: 73265

E-Mail Your Way To Riches!

Dear Friend,

We all know E-mail is here to stay. It's fun, easy and exciting! Would you be interested if we could show you a way to make well over $1,000 per week doing it?

This is not a joke. You may have seen many people trying to tell you that you can make money by joining this or that scheme! Guess what, you decide to go for it and then you get nothing but frustration and disappointment! We are here to take your frustration and disappointment into an Electrifying Adventure!

We have been marketing on-line for almost 2 years now! We have never spent one red penny on advertising and made nothing but profits. We can show you how to make money every day of the year. Many people may think this is untrue or it just can't be done. We are here to tell you that it is absolutely not true. The biggest mistake people make about marketing on-line is that they sit and wait for people to contact them. You will never make it if this is your approach and we'll tell you why. There are over 60 MILLION people on-line right now, and seven new people logging on every minute of the day world-wide and everyone is offering something. So how do you get a potential client or a new customer before your competition does? The answer is simply " Creative E-mailing" and it WORKS! I'll tell you why. You're taking your product, service or idea directly to the market instead of waiting for the market to come to you!

Here are a few testimonials we'd like to share with you (They're all 100% TRUE!):

Internet Communications, my wife and I owe you so much. We ordered your Creative E-mail System and within the first week we received over $1,150 in orders for my Internet Consulting business!
--Charles -- California

I have bought two so-called E-mail programs that cost me over $600.00 when I received them. They were extremely difficult to operate and it took me about two weeks to figure them out. Once I did, they were so time consuming it just wasn't worth my time. When I received your course it took me about four minutes to install and I was in business! Within the first 24 hours of my first E-mailing I received over $580.00 in sales over the phone. That first week I grossed over $2,000.00! I really can't believe how easy you made this, anyone can do it! Thanks!
--Dennis -- Illinios

Hello, I'm a divorced mother of two children. I wanted to thank you for helping me out. This was my first time buying anything on the Internet. I was skeptical at first but I figured I'd take a chance. This was the best chance I've ever took! My part-time business is now a full-time home-business, thanks to your

Creative E-mail System. I had to hire my two family members to help me out!
This is GREAT, thanks so much! I'd recommend this for anyone!
--Ellen -- Florida

You may have seen other people offering products "E-mail Programs, E-mail Addresses, Extractors, Etc." The vast majority of these products are very over-priced and very difficult to even use. None of them even supply you with current, up-to-date, FRESH & RESPONSIVE E-mail addresses! Our Creative E-mail System puts everything into one package to make your profits soar immediately! Even if you do not have a product or service to offer, we are going to give you over 500 how-to reports that you will have full reprint rights to! What makes our course different from anything else being offered anywhere is that we're dedicated to your success! We do not succeed unless you succeed! All of our E-mail Address Databases are created in house. We do not trade our databases with anyone because people are selling extremely bad lists on the Internet. Many of other people's databases are filled with duplicate addresses and many of them are undeliverable. We keep our own database so we know exactly what we have and we keep nothing but the best. There's no other way. We believe in producing high quality products that should be priced reasonably for your success! Read on to see the special bonuses you will receive.

******** SPECIAL 10 DAY BONUS ********

If you order within the next 10 days we will include:

1) 500 How-To Reports (You may resell these at any price)

2) Your Personal Complete Guide To The Internet -- This 175 page e-book covers every single aspect of the internet. You will never have to buy another internet book! When you complete this book, you will know more about the internet than 90% of the people online right now.

3) When you purchase our 8 MILLION SUPER responsive E-mail list we will include Mega-Mailer. It sends 250,000 E-mails per hour! All other orders will receive Pegasus Mail. It mails about 30,000 per hour.

Here's how to get the Creative E-Mail System:

All orders are delivered on CD-ROM or 100mb Zip Disk (Iomega).

==========> E-Mail Databases <==========

2 Million FRESH E-mail Addresses only $ 99.95
4 Million FRESH E-mail Addresses only $179.95
6 Million FRESH E-mail Addresses only $249.95
8 Million FRESH E-mail Addresses only $299.95

You will be sending your Marketing Letter to 2, 4, 6 or 8 MILLION People! To mail to 2 MILLION People by U.S. Mail at $.32 per stamp would cost $640,000.00, not including envelopes or paper! The price of 2 MILLION E-mail Addresses isn't even a fraction of the cost. And the great thing is that if you have 10 products, you can E-mail to your list as many times as you want to! Your profits will never stop soaring! Don't pay someone else to send your

advertisement out, do it yourself and save big money! The average cost right now to send your ad one time to ONE MILLION people is $1,400.00. You can send it 100 times to EIGHT MILLION people for only $299.95 and that includes Mega-Mailer that sends 250,000 per hour!

==========> Order Form <==========

Yes, Internet Communications Inc., I wish to take you up on your SPECIAL 10 DAY OFFER FOR YOUR CREATIVE E-MAIL SYSTEM, INCLUDING THE TWO SPECIAL BONUSES: "Complete Internet Guide Book" and "500 How-To-Reports". I understand I have to completely fill out the order form so you can fulfill my order.

Name:_____

Address:_____

City:_____

State:_____

Zip Code:_____

Country:_____

E-mail Address:_____

Phone Number:_____

I wish to pay by: (Check One)

Check:____ Money Order:_____

(Check One)

2 Million_____ 4 Million_____ 6 Million_____ 8 Million_____
*Remember the 8 MILLION Includes Mega-Mailer!

Zip Disk:_____ CD-ROM:_____Total:_____

Pegasus Mail (WIN 3.1) (WIN 95) (MAC) (Circle One)

==========

We Accept Checks By Fax Simply Tape Your Check Here With
The Above Order Form And Fax It To: 1-216-895-1930

If you have any questions please call customer service at: 1-216-895-1919

Fax: 1-216-895-1930 Phone: 1-216-895-1919

==========

Make check or money order payable to: Internet Communications

Mail check or Money Order to:

Internet Communications
30628 Detroit Ave. Suite 295
Westlake, Ohio 44145

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4135. Re: atari 800XL and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <336ED528.65FB@tcd.net>
Source record: 73266

The Indus Gt does have the same controler WD2797 as the Rana Disk Drive.
But does not have the built in diagnostics that the Rana drive has
avilable.

bob

4136. Make Money With Your Computer!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-05 00:00:00 UTC
From: inet97@ameritech.net
Message-ID: <5l2kjgipl4636@nntp0.cleveland.oh.ameritech.net>
Source record: 73267

E-Mail Your Way To Riches!

Dear Friend,

We all know E-mail is here to stay. It's fun, easy and exciting! Would you be interested if we could show you a way to make well over $1,000 per week doing it?

This is not a joke. You may have seen many people trying to tell you that you can make money by joining this or that scheme! Guess what, you decide to go for it and then you get nothing but frustration and disappointment! We are here to take your frustration and disappointment into an Electrifying Adventure!

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--Charles -- California

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Creative E-mail System. I had to hire my two family members to help me out!
This is GREAT, thanks so much! I'd recommend this for anyone!
--Ellen -- Florida

You may have seen other people offering products "E-mail Programs, E-mail Addresses, Extractors, Etc." The vast majority of these products are very over-priced and very difficult to even use. None of them even supply you with current, up-to-date, FRESH & RESPONSIVE E-mail addresses! Our Creative E-mail System puts everything into one package to make your profits soar immediately! Even if you do not have a product or service to offer, we are going to give you over 500 how-to reports that you will have full reprint rights to! What makes our course different from anything else being offered anywhere is that we're dedicated to your success! We do not succeed unless you succeed! All of our E-mail Address Databases are created in house. We do not trade our databases with anyone because people are selling extremely bad lists on the Internet. Many of other people's databases are filled with duplicate addresses and many of them are undeliverable. We keep our own database so we know exactly what we have and we keep nothing but the best. There's no other way. We believe in producing high quality products that should be priced reasonably for your success! Read on to see the special bonuses you will receive.

******** SPECIAL 10 DAY BONUS ********

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Address:_____

City:_____

State:_____

Zip Code:_____

Country:_____

E-mail Address:_____

Phone Number:_____

I wish to pay by: (Check One)

Check:____ Money Order:_____

(Check One)

2 Million_____ 4 Million_____ 6 Million_____ 8 Million_____
*Remember the 8 MILLION Includes Mega-Mailer!

Zip Disk:_____ CD-ROM:_____Total:_____

Pegasus Mail (WIN 3.1) (WIN 95) (MAC) (Circle One)

==========

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==========

Make check or money order payable to: Internet Communications

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4137. Re: CTH Has Gone Internet!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-06 00:00:00 UTC
From: James King <jeking@xmission.xmission.com>
Message-ID: <5kn3lt$jd1@xmission.xmission.com>
Source record: 73173

Tom Hunt Sr. <tomhunt@bright.net> wrote:
: >
: I'm still tweeking the server settings. Give it another try.

Got to it yesterday.. Sad to say, I liked the dial up interface better.
Theres something to be said for your average BBS.

Web pages get boring so fast..

Will keep posted to see if it gets any charm.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

4138. Atari 8 bit cart question

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-06 00:00:00 UTC
From: Kathy Williams <kathy.c.williams@vanderbilt.edu>
Message-ID: <336F4EAD.402@vanderbilt.edu>
Source record: 73174
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Just curious...upon thrifting the other day, I came across a 400/800 cart by INHOUSE called Captain Beeble. Has anyone heard of thie cart? I could not find it on the cart listing, but thought someone out there might have some knowledge on these games. Thanks in advance for any help that you all can give!! :)

Kathy

kathy.c.williams@vanderbilt.edu

4139. Re: Atari cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-06 00:00:00 UTC
From: Darkwing <darkwing@ica.net>
Message-ID: <336F4DBB.5993@ica.net>
Source record: 73175

Iain Laskey wrote:

> What is the program? Chances are it's already been copied.
>

It is program that works same as your local cable company information channal. It has over 100 pages that you can adjust speed and dwelling of display and it has a scroll message on bottom of screen.It displays time and date and You can adjust collors and fonts with different sizes and insert your own graphics.

It is wery nicely done and i use it as character generator for displaying information on screen of TV set in motel. My 130 xt is giving me problems so i was trying to get it going on IBM emulator

4140. re: software for atari 8bit computer i need printshop and graphics to go with it. also software for internet. contact larry5@webtv.net

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-06 00:00:00 UTC
From: lawrence chapman <larry5@webtv.net>
Message-ID: <5knvm2crp1@newsd-104.bryant.webtv.net>
Source record: 73176

[No readable article body recovered]

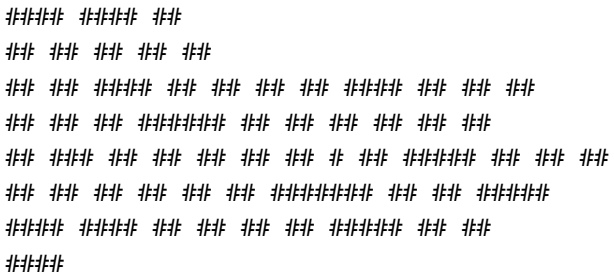
4141. Re: ATARI equipment MUST SELL!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-06 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <5kmadr$8a3@main.freenet.hamilton.on.ca>
Source record: 73177

Terry Ortman (terry.ortman@mustang.com) wrote:
:
: ATARI Equipment, MUST SELL!!!
:
: ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
: connector, original cost $599.00, Joysticks $19.95 each, asking $50.00
: or best offer. These SELL AT Video 61 for $49.95 used.

<other stupid prices snipped>

Hey Terry!



4142. 5200 ROMS ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-06 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@athena.fciencias.unam.mx>
Message-ID: <336F7155.41C6@athena.fciencias.unam.mx>
Source record: 73178

```
--
Hi !!
I'm intersted in crack the old 5200 games, I've heard that systems are
compatible except by keyboard handler, there is a guide to make the ROMS
run?
TNX
-----------------------------------------
Mariano Dominguez Molina
Laboratorio de Multimedia y Graficacion.
Facultad de ciencias, UNAM
http://graf.fciencias.unam.mx/~mariano/
```

4143. Re: WTB: Transkey-Interface...

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-06 00:00:00 UTC
From: redraven@worldnet.fr
Message-ID: <5koaul$5e1$1@storm.worldnet.net>
Source record: 73179

In article <336DC50A.446B@urz.uni-wuppertal>, pollok@urz.uni-wuppertal says...
>
>Hi !
>I'm looking for a transkey-interface to connect a PC-Keyboard to my
>800XL ! I prefer the plug-in version, but the other would be fine too.
>Where can I find one ? Make your offers !
>
>Stephan

Me too!!!
If you have something just tell me too.
Thanks a lot

4144. Public domain or shareware cassettes

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-06 00:00:00 UTC
From: ernest@pi.net
Message-ID: <336fb2a7.17881145@news.pi.net>
Source record: 73180

I am looking for public domain or shareware or freeware games or programs on cassette. Do any of these exist at all? Any libririans out there know of any? I have been working on a program to store cassette tapes on the PC hard disk. This will allow you to store most of your cassette tapes on a hard disk or a single High Density diskette. I am trying to get this program up on the Umich archive soon. Please note that this newsgroup does not always get updated 100 per cent at my provider, so if I do not post a reply to any of your remarks, feel free to send me E-mail.

Are there still people out there that like cassettes on the Classic Atari? I do not really like cassettes, since they are so slow, but we do have a collection of some 350 tapes. Unfortunately, all of these are commercial games, so there is no material I could provide for people to test this stuff.

Any software written by anyone themselves in basic or so would be just as good, so if any of you wrote some game, saved it on a cassette tape way back when, and would like to release this as PD or so, let us hear about it.

Keep those XL's/XE's humming..
Ernest.

4145. Yogi's ATR!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-06 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6WMQR3ppzHB@peter.soemtron.sb.sub.de>
Source record: 73181

Howdy !

I just downloaded some ATR diskimages from the Jellystone FTP site. I love my real 8-bit so I would change those .ATR Files into a real Atari 8-bit disk. BUT that's a problem! I didn't found any working version to do so.

I contacted Steve with this problem. But he couldn't help me. For example: the "T34_A.ATR" file won't work with IMG2DISK. NO WAY! (the program has some fatal bugs in writing the sector to disk)

Any comments? How can I turn a .atr diskimage into a real diskette? (in acceptable speed)

Damn, what's about a PC Programm like "ATR2DCM" ??

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

4146. Re: Atari 8-bits for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-06 00:00:00 UTC
From: bchermma@bluffton.edu
Message-ID: <862964412.6090@dejanews.com>
Source record: 73182

```
In article <slinberg-0505971937390001@iplink011.crocker.com>,
slinberg@spambait.crocker.com (Steve Linberg) wrote:
>
> In article <862801838.16685@dejanews.com>, bchermma@bluffton.edu wrote:
>
> > I have many Atari 800XLs for sale as well as a couple of XEs
> > I also have many game carts which I have to many doubles of and need to
> > part with.
>
> How about a list?
>
> Steve Linberg, Excellent Tech Nerd remove "spambait." to reply
> ------------------------------------------------------------------------
> http://www.crocker.com/~slinberg slinberg@spambait.crocker.com
```

Here is a recent list of my Atari library. I have most of these titles
in mu possesion, though there are a few (mostly Jaguary $ Lynx) that I'd
have to special order.

```
Atari XL/XE: Make offer or trade (I need midi support for my Atari, or
XF551, hint,hint)!

Pac Man
River Raid
K-Razy shoot out
Dig Dug (old version)
Dug Dug (updated vesion)
Qix
Star Raiders
Galaxian
Up & Down
Space Invaders
Donkey Kong
Super Breakout
Missile Command
Ms. Pac Man
Fight Night
Hardball
Centipede
Joust
E.T.
Frogger
Crime Buster (lightgun)
Bug Hunt (light gun)
Super Cobra
```

Robotron 2024
Popeye
Basketball
Pitfall
UTIL/KIDS/
Kindercomp
Memory manor
Logic levels
Master type
Koala paint
Atari writer
Atari Basic

5200: (make offer or trade (once again I need MIDI or XF551 (grin)!
PacMan (no box)
Berserk (no box)
Qbert
centipede
galaxian
super breakout
star raiders
space invaders
defender
counter measure (not sure if I'll part with it).

JAGUAR:

Jaguar System, 1 controller, AC Adaptor, RF Switch $55new(with Cybermorph) Jaguar System, 1 controller, AC Adaptor, RF Switch $50(no game)NEW Jaguar System, 1 controller, AC Adaptor, RF Switch $35(no game)used Jaguar Core system $28new(no AC, no RF, no controller) Jaguar CD system With 4 CD's $85new (Myst demo,VidGrid, Blue Lightning,Tempest Music) Jaguar CD system With 4 CD's $75used (Myst demo,VidGrid, Blue Lightning,Tempest Music) Jaguar CD Memory Track $30new

Jaguar used games 4 for $40, $12each(box, instruction)
Cybermorph new(no box) Kasumi Ninja Trevor McFur
Wolfenstein 3d

Jaguar games $16each USED
Dragon Bruce Lee Raiden Club Drive

Jaguar Games NEW $16each; $12 Each USED(box, instruction)
Brutal Sports Football Checkered Flag
Double Dragon V WHITE MEN CAN'T JUMP with team tap

Jaguar games $20each NEW: $14each USED(box, instruction) Club Drive
Dragon Bruce Lee Evolution:Dino Dudes Flashback Flipout Theme Park
Super Burnout Wolfenstein 3D Kasumi Ninja Trevor McFur Syndicate Zool
2

Jaguar games $24each NEW; $20 USED(box, instruction)

Bubsy Iron Soldier
Tempest 2000 Troy Aikman Football

Jaguar games $32each NEW; $24USED(box, instruction) Attack of the Mutant
Penguins Defender 2000 Hover Strike Doom I-War Missile Command 3D
Power Drive Rally Pinball Fantasies Supercross 3D Ultra Vortek Val
D'lsere Skiing& Snowboarding Ruiner Pinball Pitfall Zoop

Jaguar games $38each NEW; $32used
Alien vs Predators Fight for Life Fever Pitch Soccer NBA Jam TE

Composite Cable $20new
S-Video Cable $20new
Jaguar RF Adaptor $12new
Jaguar AC Adaptor $12new
Jaguar Controller $22new; $16used

Jaguar CD games
Baldies $30new
Battlemorph $30new
Blue Lightning $10new
Dragon's Lair $22new
Highlander $32new
Hover Strike $22new
Myst $30new
Space Ace $32new
Tempest Music CD $10new
Vidgrid $10new

LYNX:

Lynx system with 4 games $70new
(Klax, Bill& Tedd, Ishido, Chip's Challenge)

Lynx Games $18 each NEW
APB Awesome Golf Baseball Heroes
Basketbrawl Bill and Ted Blokout
Chips Challenge Crystal Mines 2 Cyberball
Dinolympics Dirty Larry Dracula
Gauntlet Gates of Zendicon Gordo 106
Hokey Hydra Ishido
Jimmy Connors Tennis Joust Klax
Kung Food Malibu Bikini Volleyball Ms. Pacman
Ninja Gaiden 3 Pacland Paperboy
Pinball Jam Pitfighter Power Factor
Rampage Rampart Road Blasters
Robo Squash Robotron 2084 Rygar
Scrapyard Dog Shanghai Shadow of the Beast
Todd in Slime World Steel Talons Stun Runner
Super Sqweek Switchblade 2 Toki
Turbo Sub Viking Child Xybots
Lynx Games $24 each new

Super Asteroids/Missile Command

Lynx AC Adaptor $12new Lynx Battery Pak
$12new
Lynx Screen Sun Visor $12new Lynx large Carry Case $22new

XL/XE Hardware:

Atari Light gun 1050 Drives 1050 drives with Happy upgrade and expanded density (only two) Atari Numeric Keypad 810 Modem/printer interfaces (only two) (810 might not be the right number on these, but you get the idea). Power Packs for 1050s, XL/XEs, 2600s, ect. Atari 800XLs, 130Xe, 65XE (no keyboard), 800 (with BASIC) Joysticks Drawing mouse and the like...

AMIGA: Make offer or trade, I would like to get rid of it all, all at once, and would gladly trade it for an Amiga 1200, 3000, or maybe 2000 with at least 3 ro 4 MB of Ram. I may also consider trading it for a Black BOX with nice sized hard drive, or maybe even for a couple of XF551s Preferably expanded!

Amiga 600 3MB RAM External drives (only two) External 120MB IDE hard drive with Casing Commodore stereo, RGB monitor Amiga 500 (needs repair, I think it is only a couple of ICs that I can get a hold of) 1200 Keyboard Tons of Role Playing Games, and Utilities I.E. Monkey Island 1 and 2, Final Writer, Sound Studio, Personal Paint. ect.

I hope these prices are alright for you, though I am afraid that at present Ican not drop any lower.

Thank You!
Dee-LUSION PH# 419 358 0913

P.S. call for business oppertunity if you are 18 or above!

Send home adress for free issue of DOWNLOAD.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4147. Atari Ideas

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-06 00:00:00 UTC
From: bchermma@bluffton.edu
Message-ID: <862969098.10250@dejanews.com>
Source record: 73183

Here are a couple of questions and ideas.

But, first I'd like to state that my comment about Diamond was only sarcasm, for it is quite impossible to create something that suits all, though it would be nice if this program were enhanced some day!

1.How do I get Sparta DOS to use my 576k for my Ram Drive. I think it only uses 64k.
2. Why doesn't anyone write software for Atari's with lots of RAM I.E. 576k?
3. How come no body but me seems to realize that there are more than 5 STICK values. This is unfortunate because I can not program on the Atari too well, and would really like to see games that support joypads with 12 or less buttons. Test you Atari numeric keypad to see waht I mean.
4. Where is David R Sullivan?
5. How does one go about placing an Atari 130 or 800XL into a tower with the Black BOX, and potential PC drives, and Hard Drives?
6. Has anyone ever wrote a clone of the old 2600 game Warlords?
7.Is it possible to replace the 68000 of a Genesis or Super NES with a 68010 or better?
8. Hey Germans, if you can get ahold of a 800XE or whatever you call them , I would gladly buy it off of you!
9. How to you convert the power of a Euro Atari to use US power?
10 Was Pole Position2, or Counter Measure ever ported to the Atari XL/XE?

Dee-Lusion

For free issue of DOWNLOAD the Atari/Amiga/ non-sence mag. send home adress.
For great business oportunity with Mag-Net/Uni-Net contact me by phone at:

PH#419 358 0913

Thanks!

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4148. Re: Temple Of Apshai question..

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-06 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970506212212604686@rainbow04.descon.com>
Source record: 73184

<wookie@hawaii.choice.net> wrote:

> I'm trying to save my created character, but I having some problems
> with xformer and my disk image. The disk image works fine, but i've
> tried to "create" a blank floppy by copying my dos25.xtd to savegame.xtd
> and then using that disk as my save disk, but temple just seems to sit
> there..i've tried to let temple format a new save disk using another
> blank i created, but it just set there as well.

My first thought is that a dos25 image would mean the 23 sector per
track/133K format.. Have you tried a normal Single Density (90K) image?

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

4149. Re: Update on the ICD US Doubler ROM Quest...

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-06 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970506212215604898@rainbow04.descon.com>
Source record: 73185

BobKlaas <bobkla19@tcd.net> wrote:

> Secondly ICD does not at this time own the Copyrights to the US Doubler!
> All their Atari 8-Bit rights were sold to Mike Hohman who was/is
> FTE..But at presant time is unreachable by phone.

More like unreachable by ANY means! :)

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

4150. Re: A Newbie's Initial Introduction

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-06 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <5zB6WN8.tandrews16@delphi.com>
Source record: 73186

My 800XL worked great for years with the original power supply, a CO 61982 "brick". Then, two years after installing a RAMBO 256k upgrade, the supply died on me. I found a Commodore supply at a computer fair (cheap!) and spliced the DIN connector from the dead supply to the 5V line. I also tapped the 9VAC line for my XF551 so I had one less box and set of cables running around. The specs printed on the supply were the same as those on the Atari supply for the 5V line, and it, too gave up after only two years. I now suspect the RAMBO upgrade makes the 800XL use a bit more power than the "brick" is designed to give.

Soon after the Commodore supply quit I got a chance at a water-damaged 320k 130XE with supply for $12. I bought it for the supply, but after letting the XE dry out thoroughly I found it worked perfectly. That is what I use now. Five years, and still going strong!

TJ

Workin' 5 to 9, what a way to make a livin'...

4151. Atari Carts Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-06 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A41.3.95.970506230731.84396H-100000@fn2.freenet.edmonton.ab.ca>
Source record: 73187
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

Peppers May Auction
E-Mail me to subscribe to this auction

Rules Follow the Auction
Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

Atari 400/Ect. Carts (all loose unless stated)
****
Alphabet Zoo no label $3 Min
Centipede With inst. $3 Min
Computer Chess $3 bensonj
Crossbow $5 cmoore
Crystal Castles $8 jschloss
Dig Dug $3 Min
Donkey Kong $3 tidycat
Droids $6 arizona
E.T. Phone Home Complete $3 bensonj
Final Legacy $3 bensonj
Fraction Fever With inst. $3 bensonj
Joust With inst. $3 bensonj
Jungle Hunt $6 tidycat
Linking Logic $3 bensonj
Moon Patrol $3 bensonj
Mountain King $5 bensonj
Star Raiders With inst. $3 Min

400 Manual Package (9 Manuals, No carts) $2 mjbeau
Fun with Art Pole Position Choplifter Zenji Centipede
Fight Night Missile Command Galaxian Pac Man

Atari XE Laser Gun $8 adinwood

Atari 400 Computer with Joystick, Power supply $10 fxites
and 3 games Pac-man, Centipede & Dig Dug

Atari 410 Program Recorder Complete in Box $7 fxites

Other Items in Peppers Auction

Turbo Grafx Games/System 19 items Colecovision 8 items
Sega Master Games/Systems 33 items Genesis 10 items
Atari 400 Games/System 21 items Nintendo/Famicom 41 items
Atari 2600 Games/Systems 61 items C64 30 items

Atari 5200 Games 5 items Vic-20 31 items
Atari 7800 Games 5 items Misc. 7 items
Intellivision Games 31 items CD-I 77 items

Rules:
The 1st part of the auction ends May 15/97
Then a G1, G2, Sold format will occur May 16/97
One update per day or until bidding slows down...
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All items are tested and work, unless stated otherwise..

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

E-Mail bids to

E-Mail pepper@freenet.edmonton.ab.ca
=-
Pepper's Videogame Homepage
http://www.freenet.edmonton..ab.ca/~pepper
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

4152. Re: A Newbie's Initial Introduction

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-06 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <xrPbuv1.tandrews16@delphi.com>
Source record: 73188

Gee, I never did introduce myself here. Should I?

TJ

Workin' 5 to 9, what a way to make a livin'...

4153. Re: CTH Has Gone Internet!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-06 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5kp08q$24g$1@nnrp01.primenet.com>
Source record: 73189

In article <19970504212014200400@rainbow07.descon.com>,
Ryan Goolevitch <ryang@computerhelp.ca> wrote:
>I am really curious about the telnet feature, as this would be very cool
>as a gateway for a Pro! BBS. Do you know of any software that will act
>as a Telnet server on a PC, and gateway to a serial port null-modemed to
>the 8-bit BBS? In effect, your 8-Bit BBS would be REALLY on the
>internet! :) I'll check out the site!

Hopefully you have a multiplexer and three or four systems.

You could have several nodes running to telnet, and you would rule.

Perhaps even Commodore 64 users would gather there. Then you'd need the
full complement of eight. That's the limit I suppose, so we can't invite
the Apple][or TRS-80 people...

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 [THIS SPACE UNDER CONSTRUCTION]

4154. Re: Temple Of Apshai question..

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-06 00:00:00 UTC
From: wookie@hawaii.choice.net
Message-ID: <336F4FBA.5E42@hawaii.choice.net>
Source record: 73190

Ryan Goolevitch wrote:
>
> <wookie@hawaii.choice.net> wrote:
>
> > I'm trying to save my created character, but I having some problems
> > with xformer and my disk image. The disk image works fine, but i've
> > tried to "create" a blank floppy by copying my dos25.xtd to savegame.xtd
> > and then using that disk as my save disk, but temple just seems to sit
> > there..i've tried to let temple format a new save disk using another
> > blank i created, but it just set there as well.
>
> My first thought is that a dos25 image would mean the 23 sector per
> track/133K format.. Have you tried a normal Single Density (90K) image?

Good thought, but ya I've tried single density images..

4155. Re: A Newbie's Initial Introduction

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-06 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E9qoxB.26I@iglou.com>
Source record: 73268

Sidney Cadot (sidney@ch.twi.tudelft.nl) wrote:

: All too true... Nemisis came for my first 800 XL when I hooked her up
: to a CBM64 power supply....

How much power does this C64 power supply give out? I suspect more than
what the XL requires.

: Understandably, she passed out and hasn't regained consciousness
: since...
:
: I mean, of all things, a CBM64 power supply!

hehe... I've seen the effects of insufficient voltage on a TTY unit I
have. It acts real weird. Then again, I'd say you just blew a couple chips
just doing that.

--
Homepage: http://members.iglou.com/rsg0910 (Now updated!)

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

4156. Re: A Newbie's Initial Introduction

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-06 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <E9qqF8.3vL@iglou.com>
Source record: 73269

In article <E9qoxB.26I@iglou.com>, Robert Goodwin wrote:
>Sidney Cadot (sidney@ch.twi.tudelft.nl) wrote:
>
>: All too true... Nemisis came for my first 800 XL when I hooked her up
>: to a CBM64 power supply....
>
>How much power does this C64 power supply give out? I suspect more than
>what the XL requires.
>
The C64 power supply puts out 5VDC and 9VAC. I'm not sure what the pinout is, but it's definitely wrong for an Atari. Of course, one could modify the power cord to put the +-5V on the proper pins. For years I've been using a modified Colecovision supply on my Atari. If someone did modify a C64 PS that way, they better label it carefully to avoid frying a C64!

--
Bill Marcum bmarcum at iglou dot com
If gnus are outlawed, only outlaws will have gnus.

4157. FS: XE and 400/800/1200 carts

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-06 00:00:00 UTC
From: jdixon@ruf.rice.edu
Message-ID: <5kmpa3$36$3@joe.rice.edu>
Source record: 73270
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

For Sale:

Atari XE carts: Archon, One on One

Atari 400/800/1200 carts:

Atari -- Pilot, Missile Command, Eastern Front (1941)
Big Five -- Miner 2049er
Imagic -- Demon Attack
Microbits Peripheral Products -- Smart Terminal
Thorn/EMI Video -- Jumbo Jet Pilot, Kickback, Soccer,
and one unlabeled cart.

I don't own an Atari XE or computer to test on, so I
cannot guarantee performance. I prefer to sell as a
group but will certainly consider individual offers
if group offers are not high enough.

References available on request.

Send any questions or offers to
jdixon@ruf.rice.edu

Jeff Dixon

4158. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-06 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_862911537@rtfm.mit.edu>
Source record: 73271
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 12, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 800XE, 65XE, 130XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

4159. Atari HW & SW sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-06 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5kn180dre1@news2.voicenet.com>
Source record: 73272
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers

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Atari Items for Sale plus shipping

Atari 850 Interface no power supply..... $39
Atari XMM801 printer..... $24
Atari 1020 Printer..... $15
Atari XM301 Modem..... $15
Atari 410 Program Recorder (tape deck) (2)..... $14
Atari 400 Program Recorder (tape deck)..... $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ..... $ 8 each
Paddles (2 sets)..... $12 each
DVE Printer Power Supply Model DV-2412A..... $10
50 5-1/4 diskettes ..... $10
50 3-1/2 diskettes..... $12.50
.....

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
```

Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1

Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term

.....

Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2

.....

Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor Donkey Kong
Missile Command Music Composer

Pilot w/Turtle Graphics w/box & docs

.....

Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)

.....

Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs

.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

4160. atari 800XL and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: teej213360@aol.com
Message-ID: <19970507002500.UAA17236@ladder01.news.aol.com>
Source record: 73191

I have an atari 800XL and an Indus GT. I see all this software online but I have no way of getting it from my PC to my Atari. I tried a couple of programs that are supposed to be able to write to atari disks but i couldn't get them to work. On the atari I have old versions of DOS. I have DOS-XL 2.35i and Atari DOS 2.5. DOS-XL can format single density and double density (180K). Atari DOS can only format single density.

4161. Re: CTH Has Gone Internet!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: Bill Himmelstoss <whimmelNOSPAM@southeast.net>
Message-ID: <01bc5a98$11a18c60$b30c35cf@yakko>
Source record: 73192

> I am really curious about the telnet feature, as this would be very cool
> as a gateway for a Pro! BBS. Do you know of any software that will act
> as a Telnet server on a PC, and gateway to a serial port null-modemed to
> the 8-bit BBS? In effect, your 8-Bit BBS would be REALLY on the
> internet! :) I'll check out the site!

You can probably use OS/2 on the PC with Ray Gwinn's SIO serial driver and
his VMODEM "virtual modem" software.

--
Bill Himmelstoss
http://users.southeast.net/~whimmel
mailto:whimmel@southeast.net or remove NOSPAM

4162. C compiler

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: Bill Himmelstoss <whimmelNOSPAM@southeast.net>
Message-ID: <01bc5a9a$637c5f90$b30c35cf@yakko>
Source record: 73193

Is there a such thing as a C compiler for the XL and family? If so, how useful is it?

--
Bill Himmelstoss
http://users.southeast.net/~whimmel
mailto:whimmel@southeast.net or remove NOSPAM

4163. For Sale: Atari ST/MIDI Software

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: Jed Weaver <serotta@interport.net>
Message-ID: <336FC8D9.1270@interport.net>
Source record: 73194

For Sale: Atari ST/MIDI Software

Editor/Librarians: (boxed, w/ orig. docs, dongles, etc.)☐

- Dr.T Roland D50 Ed/Lib $30
- Dr.T Ensoniq ESQ Ed/Lib $30
- Command Dev. D50-Command Ed/Lib $35
- Command Dev. M1-Command Ed/Lib $35
- Big Noise Korg M1/M1r Ed/Lib $30
- Big Noise Korg M3r Ed/Lib $30
- Drumware Kawai K1/K1r Ed/Lib $30

Also for sale:ROLAND D50 -- Custom-made German 256-voice (!) sound card. 4 banks of cool Euro sounds on one card ! (4x64=256)☐Cost over $150 new -- SALE $70

If interested reply via email (not via reply).

4164. Re: 5200 ROMS ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5koua4$2lb@freenet-news.carleton.ca>
Source record: 73195

Mariano Dominguez Molina (mariano@athena.fciencias.unam.mx) writes:
> --
> Hi !!
> I'm intersted in crack the old 5200 games, I've heard that systems are
> compatible except by keyboard handler, there is a guide to make the ROMS
> run?

There is a document that describes the memory configuration of the
5200 as opposed to the Atari 400, but you will find all the
titles on the 5200 are available on the 8-bit either as better
versions, or as already ported 5200 versions.

If you really want the 5200 document e-mail me.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4165. USDoubler ROM Here!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970507002153750732@rainbow04.descon.com>
Source record: 73196

I found it, and I've put it on the web page for my BBS. Go to
http://www.trideja.com/lasthope/ and download the image.

In order to upgrade a 1050 you need an additional RAM chip as well as
this eeprom.. I dont remember the part number, but it is not easily
availabe, but can be scavanged from another dead 1050..

Does anyone have an electronic version of the USD Docs? I have them
someplace, but I doubt I'll have any time to type it in or anything like
that..

So hopefully, those who have experience with the USDoubler can use this
image! I know it's the real ICD code because if you look at the file it
actually has (C) 1984 ICD Inc or something in the ROM..

Enjoy!

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

4166. Atari 8-bit to IBM emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: eternal@gte.net
Message-ID: <5kpbvlhah1@news7.gte.net>
Source record: 73197

Hi! I am looking for an emulator so that I can play "Castle Quest", a BASIC game encoded and programmed in Atari BASIC on my 486 IBM-PC. If anyone has one, please email me and let me know, and/or post it as a binary file on this conference. Thanks so much!

Ryan Ball
ryanball@juno.com

4167. Re: Jellystone

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: thepo55um@aol.com
Message-ID: <19970507074401.DAA21421@ladder01.news.aol.com>
Source record: 73198

You forgot the quotation marks. ;) Let me have a stab at it...
<A HREF="http://myst.slcc.edu/~markus">Click me</A>

>>lets see if this works..

>>http://myst.slcc.edu/~markus/

>>If I did that right you should be able to click there & go straight to
>>the site (I dunno, I just now learned HTML)

4168. Re: A Newbie's Initial Introduction

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-0705970158230001@tsb-25.ucsc.edu>
Source record: 73199

In article <5zB6WN8.tandrews16@delphi.com>, Thomas J. Andrews
<tandrews16@delphi.com> wrote:

>I now suspect the RAMBO upgrade makes the 800XL use a bit more power than
>the "brick" is designed to give.

I kind of doubt that. The power needed to run the handful of 74xx chips
on the RAMBO PCB is miniscule, and the replacement RAM chips shouldn't use
much more power than the original. (They might use less, in fact.) Even
if the upgrade caused the 800XL to draw too much current, the effect
wouldn't be a dead PS, but rather a depressed output voltage. The meaning
of the power rating is usually how much power the PS *can* supply, as
opposed to a level above which the PS gets hurt.

More likely you just had a couple supplies go bad. It happens.

BTW, you can improve RAMBO's compatability with a simple hack. I found
that some games didn't like it, so I figured out how to connect a switch
to disable it.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

4169. Re: Jellystone

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <33703E59.C4F967E3@cc.memphis.edu>
Source record: 73200

ThePo55um wrote:
>
> You forgot the quotation marks. ;) Let me have a stab at it...
> <A HREF="http://myst.slcc.edu/~markus">Click me</A>
>
> >>lets see if this works..
>
> >>http://myst.slcc.edu/~markus/
>
> >>If I did that right you should be able to click there & go straight to
> >>the site (I dunno, I just now learned HTML)

It also isn't enclosed in an HTML block, so that doesn't really help.
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm

4170. Game screen shots (05/07/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <33707f5a.233156@nntp.ix.netcom.com>
Source record: 73201
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

I have just added 87 new game screen shots for the Sony Playstation, Sega Saturn and Colecovision to my WWW site. This brings the total number of ORIGINAL screen shots on-line to 1669, for the following systems:

Atari 2600, Atari 5200, Atari 7800, Colecovision, Mattel Intellivision, Magnavox Odyssey2, Emerson Arcadia 2001, Bally Astrocade, Atari 8-bit computer, Commodore 64 computer, Commodore Vic-20 computer, Texas Instruments TI 99/4a computer, Radio Shack Color Computer, Tomy Tutor computer, 3DO, Sony Playstation, SMS, NES, SNES, TurboGrafx-16 / TG CD / Duo, Sega Genesis, Nintendo 64, Sega Saturn, Atari Jaguar, Philips CD-i, and Nintendo Game Boy.

More will be added as I have time. Eventually, I will have my entire collection on-line (hopefully before the turn of the century :)

Next, I'll probably finish up the Atari 7800 and Atari 2600 sections.

If this is of interest to you, the URL is listed in my sig.

Michael

P.S. And before anyone else asks; if the game isn't on one of my FS/T lists, it isn't FS/T :)

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

4171. Re: Atari 8 bit cart question

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <5kq0tv$p4m$1@earth.execpc.com>
Source record: 73202
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <336F4EAD.402@vanderbilt.edu>,
Kathy Williams <kathy.c.williams@vanderbilt.edu> wrote:
>Just curious...upon thrifting the other day, I came across a 400/800
>cart by INHOUSE called Captain Beeble. Has anyone heard of thie cart? I
>could not find it on the cart listing, but thought someone out there
>might have some knowledge on these games. Thanks in advance for any help
>that you all can give!! :)

It is on the list, and it is and ER cart. I have the publisher listed as
INHOME though. Is it really INHOUSE?

You can find the latest Atari 8-bit list at:
http://www.execpc.com/~krieg/VidGames.htm

--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

4172. Re: C compiler

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bc5afa$58487a40$a64437a6@default>
Source record: 73203

I remember seeing a C compiler for Atari in the Apex catalog long ago. It was called Deep Blue C. For those that don't know what apex software was, it was third party software developed independently of Atari but marketed by Atari. The Deep Blue C compiler was developed by an Atari programmer but was not officially an Atari product :-)

Bill Himmelstoss <whimmelNOSPAM@southeast.net> wrote in article <01bc5a9a$637c5f90$b30c35cf@yakko>...
> Is there a such thing as a C compiler for the XL and family? If so, how
> useful is it?
>
> --
> Bill Himmelstoss
> http://users.southeast.net/~whimmel
> mailto:whimmel@southeast.net or remove NOSPAM
>

4173. FS/T: Atari 8-bit hardware and cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: Marlin Bates <mbates@jarl.cs.uop.edu>
Message-ID: <Pine.SUN.3.91.970507081428.4212C-100000@jarl.cs.uop.edu>
Source record: 73204
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

Feel free to make an offer. I am also looking for a 3DO so would be more
than willing to entertain a trade or partial trade for one!

Atari 800 XL and power supply $30 plus $13 shipping via USPS priority
Atari XF 551 DSDD disk drive and power supply $35 plus $10 shipping
Atari 850 Interface Module $20 plus $5 shipping
Atari 410 Tape drive $10 plus $5 shipping
Atari 1050 Disk Drive and power supply $20 plus $10 shipping

Atari 8-bit carts for sale $7 each plus $0.50 per cart shipping

Hardball
Atariwriter
Kids on Keys
Gateway to Apshai
BASIC
Logic Levels
Defender
Pac-Man
Music COmposer
Alphabet Zoo
AtariLab Temperature Module
Space Invaders
Atari Artist (no label)
Kindercomp

FEEL FREE TO MAKE OFFERS. I am also looking for a 3DO and games for
trade if you are interested. We could do a straight trade, trade + your
cash or trade + my case!

-Marlin
mbates@cs.uop.edu

4174. Re: software for atari 8bit computer i need printshop andgraphics to go with it. also software for internet.contact larry5@webtv.net

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bc5afb$16d23fa0$a64437a6@default>
Source record: 73205

Believe it or not, Print shop was one of the last pieces of software that continued to be manufactured and sold by Electronic Arts long after the Atari 8-bit market died. The last time I checked with an EA rep (5 years ago) it was still a product you could order directly from them (including the graphic disks). Of course, that could have changed by now. You have to call them to find out for sure.

lawrence chapman <larry5@webtv.net> wrote in article
<5knvm2crp1@newsd-104.bryant.webtv.net>...
>
>

4175. Re: Atari more questions and ideas

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bc5afc$71a61720$a64437a6@default>
Source record: 73206

bchermma@bluffton.edu wrote in article <862886246.11676@dejanews.com>...
> Why do many people get pissed over piracy when more and more original
> disks go bad every day. We need back ups people, at least when the
> originals are hard to come across I.E. the ultima series. We could also
> use some new software, perhaps some of you coders could lay off the
> impresive demos and make some inpresive games for a while (not to say I
> hate your Demos or anything).

Atarians against piracy? Thats ironic :-) Atari probably had the biggest
piracy problems of any computer. Also, there is no one to take our money
anymore...so how else are you going to get software unless you copy it?
Just my opinion :-)

4176. Re: Atari Ideas

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <E9tM1t.JB0@iglou.com>
Source record: 73207

In article <862969098.10250@dejanews.com>, bchermma@bluffton.edu wrote:
> Here are a couple of questions and ideas.
>
>
> But, first I'd like to state that my comment about Diamond was only
>sarcasm, for it is quite impossible to create something that suits all,
>though it would be nice if this program were enhanced some day!
>
> 1.How do I get Sparta DOS to use my 576k for my Ram Drive. I think it
>only uses 64k.
> 2. Why doesn't anyone write software for Atari's with lots of RAM I.E.
>576k?
> 3. How come no body but me seems to realize that there are more than 5
>STICK values. This is unfortunate because I can not program on the Atari
>too well, and would really like to see games that support joypads with 12
>or less buttons. Test you Atari numeric keypad to see waht I mean.
Do you mean the CX85 keypad or the 12-button 2600 keypad? With the 2600
keypad, you can't read all 12 buttons with STICK(x). You need a program
that sets the joystick pins as outputs and reads the paddle and trigger
inputs. There was an example of this in the original 400/800 Basic manual.

> 4. Where is David R Sullivan?
> 5. How does one go about placing an Atari 130 or 800XL into a tower with
>the Black BOX, and potential PC drives, and Hard Drives?
> 6. Has anyone ever wrote a clone of the old 2600 game Warlords?
> 7.Is it possible to replace the 68000 of a Genesis or Super NES with a
>68010 or better?
I thought the Super NES used a 65816. I don't know about Genesis or
N64.

> 8. Hey Germans, if you can get ahold of a 800XE or whatever you call them
>, I would gladly buy it off of you!
> 9. How to you convert the power of a Euro Atari to use US power?
Just plug in a US power supply. The European Atari models use 5VDC or 9VAC
like the US versions.

> 10 Was Pole Position2, or Counter Measure ever ported to the Atari XL/XE?
>
>
> Dee-Lusion
>
> For free issue of DOWNLOAD the Atari/Amiga/ non-sence mag. send home
>adress.
> For great business oportunity with Mag-Net/Uni-Net contact me by phone
>at:

>
> PH#419 358 0913
>
> Thanks!
>

--
Bill Marcum bmarcum at iglou dot com
If gnus are outlawed, only outlaws will have gnus.

4177. Re: Attach 1200XL kb to 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: clyde@obwon.kodak.com
Message-ID: <5kql25lsi1@kodak.rdcs.Kodak.COM>
Source record: 73208

HIGH CHRIS!

In article <5k51ec$6bv@cyber2.servtech.com>, lvt-cfc@cyber2.servtech.com (christopher f. chiesa) writes:
+-
+-Anybody know if it's possible, or how, or where I can find instructions,
+-to replace an 800XL's keyboard with the nicer keyboard from a 1200XL? It
+-would be nice if the two keyboards can simply be 'swapped' without having
+-to otherwise modify either machine -- but is that so?
+-
+-Please respond via e-mail even if you also post; my ISP expires articles
+-so fast that I rarely see the same thread twice, let alone responses to my
+-OWN postings.
+-
+-Thanks in advance,
+- Chris Chiesa
+- lvt-cfc@servtech.com
+-

4178. Re: C compiler

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc5b07$e7acee20$3bced5c1@vidar>
Source record: 73209

I think there's one in the Atari archive at the University of Michigan. Try
: gopher://gopher.archive.umich.edu:7055/11/atari/8bit/ and see if you find
it under languages! It's called CC65 or something! Good luck and take
Atarian care ;-)

Bill Himmelstoss <whimmelNOSPAM@southeast.net> wrote in article
<01bc5a9a$637c5f90$b30c35cf@yakko>...
> Is there a such thing as a C compiler for the XL and family? If so, how
> useful is it?
>
> --
> Bill Himmelstoss
> http://users.southeast.net/~whimmel
> mailto:whimmel@southeast.net or remove NOSPAM
>

4179. Re: C compiler

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970507110826.24892H-100000@fissure.scar>
Source record: 73210

On 7 May 1997, Bill Himmelstoss wrote:

> Is there a such thing as a C compiler for the XL and family? If so, how
> useful is it?
>
> --
> Bill Himmelstoss
> http://users.southeast.net/~whimmel
> mailto:whimmel@southeast.net or remove NOSPAM

There is a C65 version of C as well as other spawns... either way you go
the Atari versions of C are plain vanilla and are lacking. I wanted to
use my 8bit to do C programming for school but no luck. There is no
BORLAND C++ equivalent for the 8bit. (that I know of anyway(

Alan

4180. Re: what became of GOE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970507103851.24892D-100000@fissure.scar>
Source record: 73211

On Sun, 4 May 1997 bchermma@bluffton.edu wrote:

> What ever became of GOE?
> I have a simple demo if it, but never saw or heard of a complete verion,
> which is exactly what this computer needs!
> Also I am curios if anyone has bothered to write a Graphic interface for
> the NET? Or how about software that will support Atari's with the speed
> upgrade mention partly in Atari Classics?
> Finally I'd like to get a copy of Dimond OS for the 8-BIT, I know it
> sucks, so please get in touch and I'll take it off your hands for you
> (Grin)!!

I know that Diamond OS released a few 64k catrirdges that were supposed to
be FAST. I have the Diamond OS demo disk and the 10 page manual for it.

Diamond OS by Reeve Software
29W150 Old Farm Lane
Warrenville, IL 60555
(312) 393-2317

(that's the info on the back of the manual)
I would be surprised if Reeve Software is still around.
CompuServe ID 71521,220 and on GEnie it is REEVESOFT

Good luck! I doubt you would want to buy this manual and the demo disk.
(It's slow and doesn't do that much, the disk is dubbed STjr gives you a
windows like OS on the 8bit.

Alan

4181. Re: Atari 8 bit cart question

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970507104731.24892E-100000@fissure.scar>
Source record: 73212
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

On Tue, 6 May 1997, Kathy Williams wrote:

> Just curious...upon thrifting the other day, I came across a 400/800
> cart by INHOUSE called Captain Beeble. Has anyone heard of thie cart? I
> could not find it on the cart listing, but thought someone out there
> might have some knowledge on these games. Thanks in advance for any help
> that you all can give!! :)
>
> Kathy
>
> kathy.c.williams@vanderbilt.edu

I have heard of Captain Beeble (there is also Captain beeble 2 out!) It
was a simple but very enjoyable game for the 8bit) The cartridge version
may be quite rare, because I have NEVER heard of it on cartridge until
your post.

Alan

4182. Re: C compiler

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: buesch@srv.net
Message-ID: <m2u3kf7zo1.fsf@caligula.srv.net>
Source record: 73213

About Deep Blue C: this is a member of the family of ACE C compilers. They compile to bytecode and use (nearly?) interchangeable bytecode interpreters. The best of the bunch and most recent is cc8, which probably is a *little* closer to K&R C than CC65. There are no ANSI C compilers for the 8-bit that I know of. With a RAMdisk or a hard disk, the speeds of cc8 and of CC65 are comparable to running Turbo C++ 3.0 on a 386 (they are both admittedly probably less complex compilers than TC). Compiling on a floppy I imagine they would both be pretty slow. Both work pretty well (I think, it's been a while, definitely cc8 does) with TextPro and SpartaDOS. The libraries are not terribly complete for either compiler. The cc8 libs contain a decent subset of stdlib and a bunch of stuff for using the graphics and sound of the Atari. I think there's been a lot more hacking on the CC65 libraries.

The hugest omission in both is the lack of support for dynamically allocated memory. (malloc and free). Also, floats are not supported in either as a type, but there are libraries to use char arrays for floats and call the floating point ROM routines.

I learned C by sitting down with cc8 and K&R, so yeah, they're useful. *I* haven't written anything useful with it, but I imagine one could. Haven't done any coding on the Atari in about five years now, either, come to think of it.

Brent

4183. Re: StarRaiders / XL-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: dlw@bridge.net
Message-ID: <3370fd35.3199307@news.bridge.net>
Source record: 73214

On 29 Apr 1997 20:26:51 GMT, dklugh@iwaynet.net wrote:

>
>On 1997-04-24 Keatah@worldnet.att.net said:
> >Path: triglav.iwaynet.net!news2.planetc.com!news.planetc.
> >com!newsfeed2!feed1.news.erols.com!worldnet.att.net!newsadm
> >Newsgroups: comp.sys.atari.8bit
> >Date: Thu, 24 Apr 1997 18:39:06 -0700
> >Organization: Piles of stuff in the basement.
> >Lines: 6
> >NNTP-Posting-Host: 207.146.169.202
> >Mime-Version: 1.0
> >Content-Type: text/plain; charset=us-ascii
> >Content-Transfer-Encoding: 7bit
> >X-Mailer: Mozilla 2.01E (Win16; I)
> >Xref: triglav.iwaynet.net comp.sys.atari.8bit:39785
> >Anyone know how to correct the colors in star raiders when running
> >it on xl-it 0.20 ??
> >The stars should be a light blue/white, not green.. :-(
>
>uh,you do know that the force field IS green?
>
>Net-Tamer V 1.08 - Test Drive

On a real Atari computer the force field is blue.

4184. MIO Formatting

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc5b16$2729f300$16ced5c1@vidar>
Source record: 73215

I got my Adaptec 4000A and a 40MB HD today (Thanks James King). How can I partition it ? Do the formatting program format the whole disk and then you make partitions ? How big partitions can the MIO handle ? All info on the MIO and harddisks appreciated! Take Atarian care everybody and thanks in advance!

4185. Re: Atari 8-bit to IBM emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: dmilhem@husc.harvard.edu
Message-ID: <33710554.9674927@news.fas.harvard.edu>
Source record: 73216

All you need to do is go to http://www.kwll.demon.co.uk/area51/area51.html. There's a lot of info on Atari Emulation here, and a link so you can download XL-it, a fine emulator. If don't have Web access, let me know and can E-mail it to you (does Juno let you receive attachments? If not, I can UUEncode it.)

On 7 May 1997 07:45:57 GMT, eternal@gte.net (.) wrote:

>Hi! I am looking for an emulator so that I can play "Castle Quest", a
>BASIC game encoded and programmed in Atari BASIC on my 486 IBM-PC. If
>anyone has one, please email me and let me know, and/or post it as a
>binary file on this conference. Thanks so much!
>
>Ryan Ball
>ryanball@juno.com
>

4186. Meet your Atari idols

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5kr2n1$m73$1@nnrp01.primenet.com>
Source record: 73217
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari

I'm looking for a few volunteers/guests to be with me when I shoot in the SF Bay area for about 1-5 days in early June. Video experience a plus, but not vital. No need to commit for the whole shoot, you can just stop by if you like.

I'm essentially making this offer to allow some of the more ravenous Atari fans a chance to meet some of the most famous names in Atari history. People like Al Alcorn, Joe Decuir, Warren Robinett, Doug Neubauer, Rob Fullop, and more. Mostly 2600-related, but some 8-bit talk.

I don't want to turn it into an outright convention, but I do think it would be nice to let some people meet their "idols" so to speak, and if you want to assist in the interviewing, I could use the help.

Please e-mail me if you want to attend and spread the word at your user group meetings...

Glenn Saunders
krishna@primenet.com

4187. Re: Atari Ideas

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5krbpk$65c$1@nnrp01.primenet.com>
Source record: 73218

The mortal wrote:
: 2. Why doesn't anyone write software for Atari's with lots of RAM I.E.
: 576k?

Because it's tricky. But these days it's hard enough to get anyone to write ANY software for the Atari.

: 7.Is it possible to replace the 68000 of a Genesis or Super NES with a
: 68010 or better?

The Genesis would probably work, but who knows what it will do to it. The Super NES uses a 65816 which is incompatible with the 68K.

4188. Re: MIO Formatting

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: James King <jeking@xmission.xmission.com>
Message-ID: <5kri67$b9d@xmission.xmission.com>
Source record: 73219

Vidar Olavesen <olavese@online.no> wrote:
: I got my Adaptec 4000A and a 40MB HD today (Thanks James King). How can I
: partition it ? Do the formatting program format the whole disk and then you
: make partitions ? How big partitions can the MIO handle ? All info on the

Yep, format the entire HD, then partition into as many partitions as you
like. The usual layout will be:

D1: 1-65535 (16mb)
D2: 65535-131070 (16mb)
D3: 131070-xx (remainder)

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

4189. Re: Atari Ideas

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-07 00:00:00 UTC
From: kmosiejc@lcp.********.com
Message-ID: <5kpuoc$8uh@tlpnews.tlp.com>
Source record: 73220

> bchermma@bluffton.edu writes:
> Here are a couple of questions and ideas.

Okay... let's hear them.

> 1.How do I get Sparta DOS to use my 576k for my Ram Drive. I think it
> only uses 64k.
Well, I can't say for sure which one you would need. But I KNOW that there
are versions that support a 576K machine. Supposedly SpartaDOS X supports
"all" memory configurations, but few have it (I do :)). Look around for
some of the utilities on the net, I am sure you can find something.

> 2. Why doesn't anyone write software for Atari's with lots of RAM I.E.
> 576k?

Like...? We're lucky to have people writing stuff to use the extra 64K on
the 130XE and other upgraded machines. Fact is, many still don't have more
than 64K. (Although I suspect most serious 8-bitters have upgraded)

> 3. How come no body but me seems to realize that there are more than 5
> STICK values. This is unfortunate because I can not program on the Atari
> too well, and would really like to see games that support joypads with 12
> or less buttons. Test you Atari numeric keypad to see waht I mean.

> 4. Where is David R Sullivan?
> 5. How does one go about placing an Atari 130 or 800XL into a tower with
> the Black BOX, and potential PC drives, and Hard Drives?
> 6. Has anyone ever wrote a clone of the old 2600 game Warlords?

Can't help you with these....

> 7.Is it possible to replace the 68000 of a Genesis or Super NES with a
> 68010 or better?

I would say no. I did some working on a 68010 for a CS course, and the 68010
behaves differently than the 68000. These differences make it work better for
multitasking, but would require rewriting of software for it. I would think
the same would hold true for later 680x0 chips. Not really doable for a
game console.

> 8. Hey Germans, if you can get ahold of a 800XE or whatever you call them
> , I would gladly buy it off of you!
> 9. How to you convert the power of a Euro Atari to use US power?
> 10 Was Pole Position2, or Counter Measure ever ported to the Atari XL/XE?

Countermeasure wasn't, but there is a 5200 conversion floating around.
>
>

> Dee-Lusion
>

--Kurt Mosiejczuk

4190. Re: StarRaiders / XL-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <33720D18.7BCF@worldnet.att.net>
Source record: 73123

David L Webster wrote:
>
> On 29 Apr 1997 20:26:51 GMT, dklugh@iwaynet.net wrote:
>
> >
> >On 1997-04-24 Keatah@worldnet.att.net said:
> > >Path: triglav.iwaynet.net!news2.planetc.com!news.planetc.
> > >com!newsfeed2!feed1.news.erols.com!worldnet.att.net!newsadm
> > >Newsgroups: comp.sys.atari.8bit
> > >Date: Thu, 24 Apr 1997 18:39:06 -0700
> > >Organization: Piles of stuff in the basement.
> > >Lines: 6
> > >NNTP-Posting-Host: 207.146.169.202
> > >Mime-Version: 1.0
> > >Content-Type: text/plain; charset=us-ascii
> > >Content-Transfer-Encoding: 7bit
> > >X-Mailer: Mozilla 2.01E (Win16; I)
> > >Xref: triglav.iwaynet.net comp.sys.atari.8bit:39785
> > >Anyone know how to correct the colors in star raiders when running
> > >it on xl-it 0.20 ??
> > >The stars should be a light blue/white, not green.. :-(
> >
> >uh,you do know that the force field IS green?
> >
> >Net-Tamer V 1.08 - Test Drive
>
> On a real Atari computer the force field is blue.

Yep. a light hazy blue almost. Any plans on fixing this 'bug' in xlit ??

4191. Re: Jellystone

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33700671.2665414@news.injersey.com>
Source record: 73124

On 29 Apr 1997 20:26:39 GMT, dklugh@iwaynet.net wrote:

-They're Atari COM files.Why they're called EXE I have no idea.
-

Because one of the first menus I ever used on the atari called them
that....
EXE for EXEcutable I guess.
COM is more for "COMmand" (I.e. OS routines) files.
BAS for basic, etc. etc. etc.
I prefer to have the actuall name of the game fit in 11 characters
rather than 8 and 3

4192. Re: ATARI equipment MUST SELL!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33700761.2905900@news.injersey.com>
Source record: 73125

On 6 May 1997 04:00:59 GMT, af332@freenet.hamilton.on.ca (William
Moeller) wrote:
-<other stupid prices snipped>
-
-Hey Terry!
-
-
- ##### ##### ##
-## ## ## ## ##
-## ## ##### ## ## ## ## ##### ## ## ##
-## ## ## ######## ## ## ## ## ## ##
-## #### ## ## ## ## ## # ## ###### ## ## ##
-## ## ## ## ## ## ######### ## ## ######
- ##### ##### ## ## ## ## ###### ## ##
- #####
-

Cant read this? whats it say? (I cant see those 3d/2d images either!)

4193. Back On The Market 520ST

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: raymondp@cris.com
Message-ID: <5krpkj$n7r@chronicle.concentric.net>
Source record: 73126

Back on the market ... though I had it sold.

520ST, SF354 DD, cables and power supplies included

$35 INC postage ...

4194. Re: 5200 ROMS ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <337007f5.3053425@news.injersey.com>
Source record: 73127

On Tue, 06 May 1997 12:58:45 -0500, Mariano Dominguez Molina
<mariano@athena.fciencias.unam.mx> wrote:

-Hi !!
-I'm intersted in crack the old 5200 games, I've heard that systems
are
-compatible except by keyboard handler, there is a guide to make the
ROMS
-run?
-TNX

Theres no keyboard handler (as such) in a 5200
The joysticks are read as paddles, (on the 5200) so you have to
convert those inputs to stick inputs, and also any games that measure
the speed of the paddles have to be rewritten. Also a few zero page
and other vector stuff is a different location on the memory map.

My idea is to disassemble the stuff and change the system equates
(with a "smart" disassembler)

Anyone know how to get the 5200 carts read in by the 8 bit? I thought
that taking them out of the plastic case would work, but the board is
bigger.

4195. WTB: Pooyan

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: rayrite@blue.engin.umich.edu
Message-ID: <5krtv7$grf@srvr1.engin.umich.edu>
Source record: 73128

I would like to buy Pooyan for my atari 8-bit computer.
I heard that this is a good conversion of the arcade which I loved.

I have an Atari 600XL with 64K ram and a 1010 Program Recorder
so I will be using the tape version (although I'll take both
tape and disk together).

I have some Atari 8-bit carts I will to let go for those who
will consider to trade (mostly commons though). Email me
for details on that.

Email me at rayrite@engin.umich.edu no reasonable offer refused!

4196. Re: CTH Has Gone Internet!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970508001006113173@rainbow11.descon.com>
Source record: 73129

Nick S Bensema <nickb@primenet.com> wrote:

> Hopefully you have a multiplexer and three or four systems.
>
> You could have several nodes running to telnet, and you would rule.
>
> Perhaps even Commodore 64 users would gather there. Then you'd need the
> full complement of eight. That's the limit I suppose, so we can't invite
> the Apple][or TRS-80 people...

Who needs them anyway? :) I know this would be a cool idea, because even with two nodes, that would mean that you can be on the internet, as well as dialup, not just one at a time... I have considered getting a multiplexer for running multiple nodes, but the price CSS is asking to do it is just not worth it...

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

4197. Re: Yogi's ATR!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970508001001112870@rainbow11.descon.com>
Source record: 73130

Thomas Havemeister <peter@soemtron.sb.sub.de> wrote:

> Damn, what's about a PC Programm like "ATR2DCM" ??

Yes! There is a program Called Image Magic 95, that converts between ATR, Scopy, Diskcom, and XFD and direction! Its for windows 95, and I THINK i saw it on yogis site (someone please post the direct URL, its been a while since I was there!)

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

4198. Re: ATARI equipment MUST SELL!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: radgod@nether.net
Message-ID: <863078977.27408@dejanews.com>
Source record: 73131

In article <5kmadr$8a3@main.freenet.hamilton.on.ca>,
af332@freenet.hamilton.on.ca (William Moeller) wrote:
>
> Terry Ortman (terry.ortman@mustang.com) wrote:
> :
> : ATARI Equipment, MUST SELL!!!
> :
> : ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
> : connector, original cost $599.00, Joysticks $19.95 each, asking $50.00
> : or best offer. These SELL AT Video 61 for $49.95 used.
>
> <other stupid prices snipped>
>
> Hey Terry!
>
> ##### ##### ##
> ## ## ## ## ##
> ## ## ##### ## ## ## ## ##### ## ## ##
> ## ## ## ####### ## ## ## ## ## ##
> ## #### ## ## ## ## ## # ## ###### ## ## ##
> ## ## ## ## ## ## ######### ## ## ######
> ##### ##### ## ## ## ## ###### ## ##
> #####

It would be even better Terry, if you would just:

##
##
##
##
##
##
##

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4199. Re: MIO Formatting

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5kscti$s9a@sjx-ixn9.ix.netcom.com>
Source record: 73132

In article <5kri67$b9d@xmission.xmission.com>,
James King <jeking@xmission.xmission.com> wrote:
>Vidar Olavesen <olavese@online.no> wrote:
>: I got my Adaptec 4000A and a 40MB HD today (Thanks James King). How can I
>: partition it ? Do the formatting program format the whole disk and then you
>: make partitions ? How big partitions can the MIO handle ? All info on the
>
>Yep, format the entire HD, then partition into as many partitions as you
>like. The usual layout will be:
>
>D1: 1-65535 (16mb)
>D2: 65535-131070 (16mb)
>D3: 131070-xx (remainder)
>
>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
>

One addition to this. Once the low level format and partitioning is complete, you still have to high level format (notmal disk format like you would a floppy) each partition, as each partition will look like a seperate disk to the computer. Each partition will have itsown drive ID. (Ex.: Partition 1 might be D3:(C: if you are using SpartaDOS X) partition 2 could be D4: (D: w/SDX not to be confused with the AtariDOS D: as D1:)...
If you have D3: set as the current default drive and you are running from BASIC and enter RUN"D:filename.ext, you'll probably get a file on D3: root directory, provided a file by that name exists ot a 170 error "file not found". So be sure to us the Dn: drive number to specify the drive specifically.

Have fun and good luck with the new hard drive!

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4200. Re: Atari 8 bit cart question

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <5krge6$lk1@main.freenet.hamilton.on.ca>
Source record: 73133
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Andrew Krieg (krieg@earth.execpc.com) wrote:
: In article <336F4EAD.402@vanderbilt.edu>,
: Kathy Williams <kathy.c.williams@vanderbilt.edu> wrote:
: >Just curious...upon thrifting the other day, I came across a 400/800
: >cart by INHOUSE called Captain Beeble. Has anyone heard of thie cart? I
: >could not find it on the cart listing, but thought someone out there
: >might have some knowledge on these games. Thanks in advance for any help
: >that you all can give!! :)

: It is on the list, and it is and ER cart. I have the publisher listed as
: INHOME though. Is it really INHOUSE?

No, it is "INHOME". They were a local outfit (to Hamilton) based in
Missisauga Ontario. The guys who ran it lived in Burlington, and were
members of the Hamilton, Burlington, Oakville Atari Users Group (which
just folded)...

They did the "B Key" replacement keyboard for the 400......I have one, and
it is pretty good. they also did a Baseball....the first one for the Atari
computer......it LOOKED promising, but was a Basic program compiled. It
was not a good game, and although highly anticipated, was panned....tons
of them were made, as it was expected to do well.....by everyone...I
remember seeing the prototype at the HBOAUG one night it 1983.

The company was mismanaged, and lost a ton of cash after making a ton of
cash.....I think it was one of the first Atari software companies to bite
the big one...
--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

4201. Re: StarRaiders / XL-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: dlw@bridge.net
Message-ID: <3371c7ff.33508263@news.bridge.net>
Source record: 73134

On Sun, 27 Apr 1997 22:17:03 -0700, Keatah <Keatah@worldnet.att.net>
wrote:

>Kenneth Jennings wrote:
>>
>> On Fri, 25 Apr 1997 06:32:31 -0400, Lord Spatula
>> <Urchlay@bell***south.net> wrote:
>>
>> >Keatah wrote:
>>
>> >> Anyone know how to correct the colors in star raiders when running it on
>> >> xl-it 0.20 ??
>>
>> >> The stars should be a light blue/white, not green.. :-(
>>
>> >> Keith
>>
>> >No clue... it could be that your TV was out of adjustment when you
>> >played this game years ago.. though in that case mine was too...
>>
>> >I wouldn't worry about... at least the game works! :)
>>
>> Ummmm. When shields are on the entire display of space is greenish.
>> Turn off the shields and space is black with white stars.
>>
>> Kenneth Jennings -- SyntheToonz
>> Miami, FL -- kenneth@daffy.aatech.com
>
>Almost, the stars are a very light light green. They should be
>blue-white. And the display should be a blueish - haze shade with shields
>on.
>
>The alert when coming out of hyperspace into a battle should be red, not
>violet.
>
>The long range scan is also too green. yeck!
>
>Keith

Also, the photons don't 'sparkle' like they do in the original (I
loved that effect).

Actually the colors being out of whack are really just a minor
problem. The real problem is with the random generation of the
starfield. In earlier versions of xl-it, the starts would line up in

a diagonal line from bottom left to top right. This also caused a big problem with the asteroids, because they would line up with the stars and there was no way to avoid them they kept coming right at you (which made for very short games). He did some tweaking of the random generator bug in xl-it 2.0 and it is better but the stars and asteroids still are not being placed correctly.

If he can fix that bug and get the photons to sparkle, then I wouldn't care if the shields are in day-glo lime green.

4202. UK: 8 bit carts/CX40 wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: Martin G <marting@dircon.co.uk.nospam>
Message-ID: <01bc5bbf$6f698a00$262570c2@martin>
Source record: 73135

If anyone has any 8 bit carts to sell or a working CX40 (the Atari standard joystick) please mail me at marting@dircon.co.uk

Cheers

Martin

4203. Re: Atari chip music format & player

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5kt16a$3o2@m1.cs.man.ac.uk>
Source record: 73136

In article <01bc5344$a6fe5aa0$0e3210c2@t-ballz>, "Robert Hagenstr&#65533;m" <rob@ksk.sala.se> writes:
>Greetings!
>
>I am not well orientated in newsgroups nor the web. However I have found
>some nifty little win95 proggies that play .dat (c64 sid files) and .ym
>(atari st chip music) file formats. I am now wondering if there exists or
>will exist such a program for the Atari 8-bit computer? (And if I will be
>able to rip music from .xfd or .atr files...

Ah! I was wondering about something similar myself. I have PlaySID for my STE,
which plays C64 music, and I think it would be possible to emulate the POKEY
chip quite easily since it only has square waves. The thing is, a fair amount
of XL/XE music is converted from the C64 anyway, but it would be nice to
have a PlayXL/XE... so where are the music files? I have seen a whole website
dedicated to SID music but never heard of anything like it for the XL/XE :-(

I haven't been on c.s.a.8 for *ages* since my newsreader decided to unsubscribe
me from everything. I did wonder why I had so much more free time lately ;-)
Nice to see everything is alive and kicking as before!

S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
----
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/

4204. Re: Atari 800XL joysticks wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5kt1ov$3v0@m1.cs.man.ac.uk>
Source record: 73137

In article <33618b38.7237773@news.aatech.com>, kenneth@daffy.aatech.com (Kenneth Jennings) writes:
>Digital joysticks for the Amiga (and I assume the Atari ST) are pinned
>out the same s the atari sticks.

True.

>There may be problems with extra buttons on the joystick which I think
>use resistors on the pot lines, but otherwise, Atari 8-bit <-> Amiga
>joysticks are the same thing.

What extra buttons? Any extra buttons are just hardwired to the same pin. In the case of Sega Master System/Megadrive controllers, they work too but the extra buttons really are extra buttons, in the sense they are wired differently and so don't do anything on an Atari.

S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/

4205. Re: Happy Drive Info Required

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5kt2aj$41p@m1.cs.man.ac.uk>
Source record: 73138

In article <5kac3qlhs1@wave.roguewave.com>, "Matthias Schwarz" <matthias@roguewave.com>
writes:
>Don't wait for a Happy or Speedy drive to copy you *really* (hm...)
>protected stuff. I cracked a couple of game disks (such as DRACONUS), and
>especially all the amazing games from Poland in the early 90s

Draconus? Cracked? Why did you have to do this? I have an original copy and was
able to make a fully working back up. As for these Polish games, I have heard of
them but have been out of touch with the 8-bit scene for a while since my
New Atari User subscription ran out (about the time I got an ST, and was buying
three magazines a month for it). Is NAU still around, and where might I get some
of these Polish games, recommendations etc. I mainly like arcade style action
games, especially platformers and shooters.

Cheers,

S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
----
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/

4206. Re: Atari 8 bit cart question

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: Marlin Bates <mbates@jarl.cs.uop.edu>
Message-ID: <Pine.SUN.3.91.970508134823.23388A-100000@jarl.cs.uop.edu>
Source record: 73139
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I have that cart as well. In my listing (which I have posted here at
various times) I have it listed there as well. I am not sure if it is
difficult to find of if the games by INHOME tened to be over looked.
They also put out a Basesball cart on the 8-bit.

-Marlin

My list of known 8-bit carts is on my web page.

http://www.sonnet.com/Fujidom/

On Tue, 6 May 1997, Kathy
Williams wrote:

> Just curious...upon thrifting the other day, I came across a 400/800
> cart by INHOUSE called Captain Beeble. Has anyone heard of thie cart? I
> could not find it on the cart listing, but thought someone out there
> might have some knowledge on these games. Thanks in advance for any help
> that you all can give!! :)
>
> Kathy
>
> kathy.c.williams@vanderbilt.edu
>
>

4207. EGA monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: bchermma@bluffton.edu
Message-ID: <863133786.3033@dejanews.com>
Source record: 73140

Is it possible to do some sort of hack that will allow an Atari 8-BIT
I.E. an XE, to use an EGA, Amiga RGB, or a Tandy RGB?
I have done such a thing with my Agima 600 which allowed me to use a VGA,
but then again the Amiga is quite a bit different when it comes to
monitors.
As for pinouts all I have right now is the one for the Tandy RGB, though
I am not sure this will do any good.

CM-8 Connector

1-Ground
2-Ground
3-RED
4-GREEN
5-BLUE
6-Polarity (no PIN)
7-Audio
8-SYNC (horizontal)
9-Sync (vertical)
10-NO connection

```
_________________
| 1 3 5 7 9 |
| 2 4 8 10 |
-----------------
```

Thanks again!
Dee-Lusion

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4208. Re: Atari Ideas

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: bchermma@bluffton.edu
Message-ID: <863136109.4589@dejanews.com>
Source record: 73141

In article <5krbpk$65c$1@nnrp01.primenet.com>,
Glenn Saunders <krishna@primenet.com> wrote:
>
> The mortal wrote:
> : 2. Why doesn't anyone write software for Atari's with lots of RAM I.E.
> : 576k?
>
> Because it's tricky. But these days it's hard enough to get anyone to
> write ANY software for the Atari.
>
> : 7.Is it possible to replace the 68000 of a Genesis or Super NES with a
> : 68010 or better?
>
> The Genesis would probably work, but who knows what it will do to it. The
> Super NES uses a 65816 which is incompatible with the 68K.

Thanks! Though I have heared that over in Europe there is a lot more
being done for the 8-BIT than there has been in the past 5 years. I have
heard rumors of multi-tasking, More drives (cd, disk, hard) CD-ROM
drives, Towers, Spart DOS upgrade, ect.! As for the Genesis upgrade, do
you know of anyone who has performed this experiment, I'd like to
dupolicate it!

Dee-Lusion

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4209. Neede: Resellers for Adv. Comp. Products.(only serious replies).

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: Ruben <amocomp@dds.nl>
Message-ID: <5ktjve$39h@guust.globalxs.nl>
Source record: 73142

This message is being brought to you by Dynamic Mail - the easier and faster's
way to explodes your business on the internet. For more information please visit
our web site at : http://www.australia.net.au/~apexpi/dynamail.htm
---

I need Software developers who can program highly advanced graphic programs.
The Software needs to run on Unix Workstations and Windows NT/95 environment.

It is not a one person project. You will be working with multiple people.
So you have to know(or learn fast) how to work in a team.
It doesn't matter were you live. 'Cause we can have contact through the Internet.

If you think you can do this, PLease ReMail this message and tell me something
about yourself and your work(not neccesary). And I will send you some more information.

Sincerely

Ruben Daniels

4210. Free: Make 3D scan from real object to virtual object

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: Ruben <amocomp@dds.nl>
Message-ID: <5ktnb7$39h@guust.globalxs.nl>
Source record: 73143

This message is being brought to you by Dynamic Mail - the easier and faster's
way to explodes your business on the internet. For more information please visit
our web site at : http://www.australia.net.au/~apexpi/dynamail.htm
----

The CAD industry is a very delicate industry.
Everything has to be precies sometimes as precise as a 10th or 1/100 of a mm.
This is iin some case impossible to do with a computer cad program.

Companies that have these problems for instance people in the designing industry have to make everything perfect.
For them is it impossible and much to time costly to use a computer fo this purpose.

Well I have got the best thing for you.

It is an machine developed in Denmark.
There is still only one prototype of it.
It is a laser wich can scan any object and make it into a dxf format file.

Of course you can see that this machine has unlimited possiblities to use it.

We offer now, 'cause we still have to refine and test it, a free use of the machine.
The only thing you have to pay are the transportation of the object you want to scan to send to Denmark.

It has an accuracy of about 1/10 mm but if the machine is ajusted just right it cen be even more accurate.
In the future we expect it to be as accurate as 1/100 of a mm.

Of course the objects cannot be very large. If they are they must scanned in a couple of times.
Of course this is no problem.

It can save tens of thousands of dollars because else someone had to make it with the computer which is impossible to do with a precision of a 10th mm.

The speed of this machine is incredible of course you can control this but it can be done in 5 minutes. Of course the scan will be better if you let it take more time to scan.

Please remail this message for more information. Please tell me what kind of object you want to use it with etc. If you want to make use of the testing we will bring you in contact with the developer of the 3D laser.

When you remail lthis message please answer the following questions.

Thank you

- If this machine was brought to the market what would you be willing to pay for it?

$10.000 - $20.000
$20.000 - $30.000
$30.000 - $40.000
$40.000 - $50.000
Another value please type it yourself

- What would you use it for and what do you think it can be used for?

- Do you know people who could use this product? (Do you want us to contact them)

Sincerely

Ruben Daniels

amocomp@dds.nl

4211. Re: C compiler

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6WUW6kEKzHB@peter.soemtron.sb.sub.de>
Source record: 73144

In article <Re: C compiler>, olavese@online.no (Vidar Olavesen) wrote:

Howdy Vidar,

> I think there's one in the Atari archive at the University of Michigan. Try
> : gopher://gopher.archive.umich.edu:7055/11/atari/8bit/ and see if you find
> it under languages! It's called CC65 or something! Good luck and take
> Atarian care ;-)

CC65 is too complex if you ask me. I would recommend ACE-C and the ACE-C
libraries. You can also find it somewhere in the UMich Atari archive.

It's a "sort-of-ansi-C" compiler for our 8-bit. It has some really good
functions integrated and uses the special capabilities of the 8-bit
hardware using some simple c functions (i.e. player/missile was never so
easy to program). It uses a really good compile/link package. A minus is
perhaps the size of the executables, created with ace-c and there isn't a
program enviroment, like in Kyan Pascal.

imho an easy program to "play" with 'C' with your atari. Funny, all
programs written in ANSI-C will work as well. (i.e. "UNRAR"? I never tried
it)

> Bill Himmelstoss <whimmelNOSPAM@southeast.net> wrote in article
> <01bc5a9a$637c5f90$b30c35cf@yakko>...
> > Is there a such thing as a C compiler for the XL and family? If so, how
> > useful is it?

C is really nice, but GOOD programs must be written in ASM. Or is there a
"C" Compiler that uses the extended ram? (WOW, programs larger than 64k!!)

--
6502 R&#65533;SC power! ||| &#65533;ntel Outs&#65533;de! | ,- _ C64 II - alternate
(MEGA) 8-b&#65533;t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b&#65533;t power !

4212. WTB: Atari 800XL Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: johnmcc@gte.net
Message-ID: <5ktogjdtj2@news7.gte.net>
Source record: 73145

```
Looking for the following:
Centipede
Pac Man
Missile Command
Asteroids
Millipede

Not a collector just looking for working cartridges.
```

4213. Re: Atari 800XL joysticks wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: John Hale <hale@onet.net>
Message-ID: <3372963F.7E68@onet.net>
Source record: 73146

Carol Allen wrote:
>
> hi!
>
> anyone know where i can get some working joysticks for my old atari 800xl?
> i once heard that the older Sega joysticks worked . any info would be
> appreciated.
>
> thanks,
> carol

Hi, you might want to try B & C Computer Visions at
http://www.myatari.com/

John H.

4214. FS/T Atari 8-bit,CV and Sega Master System carts

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: Marlin Bates <mbates@jarl.cs.uop.edu>
Message-ID: <Pine.SUN.3.91.970508161833.25613B-100000@jarl.cs.uop.edu>
Source record: 73147
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

```
Atari 8-bit

All are $7 each with $0.75 each shipping

Star Wars: The Arcade Game
Buck Rogers and the Planet of Zoom
Submarine Commander
Pac-Man
AtariLab Temperature Module
Space Invaders
Atari Artist (no label)
Kindercomp
Hardball
AtariWriter
Kids on Keys
Pole Position
Gateway to Apshai
Logic Levels
Defender
Alphabet Zoo
Musci Composer

Sega Master System

Fantasy Star (with box and docs) $20 shipped

ColecoVision
$5 plus $0.75 shipping

Miner 2049er

Thanks
-Marlin
```

4215. Re: Atari 8 bit cart question

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: Kathy Williams <kathy.c.williams@vanderbilt.edu>
Message-ID: <3372953E.6C00@vanderbilt.edu>
Source record: 73148
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Andrew Krieg wrote:
>
> In article <336F4EAD.402@vanderbilt.edu>,
> Kathy Williams <kathy.c.williams@vanderbilt.edu> wrote:
> >Just curious...upon thrifting the other day, I came across a 400/800
> >cart by INHOUSE called Captain Beeble. Has anyone heard of thie cart? I
> >could not find it on the cart listing, but thought someone out there
> >might have some knowledge on these games. Thanks in advance for any help
> >that you all can give!! :)
>
> It is on the list, and it is and ER cart. I have the publisher listed as
> INHOME though. Is it really INHOUSE?
>
> You can find the latest Atari 8-bit list at:
> http://www.execpc.com/~krieg/VidGames.htm
>
> --
> =__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
> =_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
> =_ _ _ ___= WWW: http://www.execpc.com/~krieg =
> =_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =
Thanks for all of your help, y'all!! And I admit to my mistake...I do
not know what on earth possessed me to write INHOUSE, but it was INHOME.
Oh, well! I will chalk it up to grad school distress!!

I found the rarity lists, and it helped a lot. Thanks again!!

Kathy

4216. Re: I NEED TO KNOW! PLEASE READ!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: kf6ddt@pop3.concentric.net
Message-ID: <5kr75j$4pj@chronicle.concentric.net>
Source record: 73221

On 1997-05-05 rscolaro@sprynet.com said:
Everyone, 1) I really need to know if there is a way to
>write an Atari 8-bit disk image from a my PC to an Atari-formatted
>disk. (snipped)
Well, I am relatively new to this game, but I would venture to say that, depending on what kind of disk image, and also depending on what kind of 8-bit and other hardware and software you have, it should not be too difficult.
Starting with the best case scenario, if the disk image is one made with one of the popular programs that people use to link their pc's and their 8-bit machines, sio2pc and ape are two that come to mind, and if you have those programs and the accompanying hardware, it should be no problem to copy the disk image over.
If what you are referring to is a disk image made with one of the 8-bit disk imaging programs, then you need to first get the image to your 8-bit, whether by sio2pc or similar, or null-modem cable, or even two modems and two phone lines. This last is awkward I know, but it will work. After doing this, you need to get whatever disk imager was used in the first place and I confess that here my knowledge is limited. If you know what imaging program was used, and if you post that information, then perhaps one of the more experienced Atarians here can help you with that as well. Hope this is enough to get you started.
Tom
-- http://www.cris.com/~kf6ddt/
"Among other evils which being unarmed brings you,
it causes you to be despised."

-Niccolo Machiavelli

Net-Tamer V 1.09 Beta - Registered

4217. Re: C compiler

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-08 00:00:00 UTC
From: Bill Himmelstoss <whimmelNOSPAM@southeast.net>
Message-ID: <01bc5b53$8ac71f90$6a0c35cf@yakko>
Source record: 73222

> The hugest omission in both is the lack of support for dynamically
> allocated memory. (malloc and free). Also, floats are not supported
> in either as a type, but there are libraries to use char arrays for
> floats and call the floating point ROM routines.

It would probably be quite useful to have a good memory manager in there...
one which recognized extra RAM and automatically switched banks as well as,
perhaps, virtual memory for those with HDs.

Hmm... I need to get this thing running again. Sounds like a project.

--
Bill Himmelstoss
http://users.southeast.net/~whimmel
mailto:whimmel@southeast.net or remove NOSPAM

4218. Re: Atari more questions and ideas

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-09 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <3373BA28.D6B@pacbell.net>
Source record: 73149

bchermma@bluffton.edu wrote:
>
> O.K. I want to know how to install an Atari 130XE/800XL into a minitower
> along with a black box, I.B.M. hard/disk/cd drives, and one 1050.Use a TransKey and extend your cartridge port....

> Two where can I find recent Atari hacks for both 8, 16, and 32 bits, it
> does not seem if anyone is donating towards 8-BIT hacks lately, all I see
> are old ones I.E. how to upgrade your 600XL to 64k, GREAT!Subscribe to Atari Classics magazine! If nothing else, they have major
hacks....

> HOw come there are not many programs written to utilize 8-BITS with a lot
> of RAM??Write some and AC (Atari classics) will print them!

>
> Is it possible to install both a Pal and NTSC chip into the 8-BIt, and
> have a switch to select between the two? How?
> You can run both PAL and NTSC programs in an 8-bit using the PAL ANTIC.
No way or need to switch between them. See AC magazine..... (undisguised promotion for AC :))

> Ok, I think that is it.
>
>

4219. Looking for good home for old ATARI articles :-)

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-09 00:00:00 UTC
From: Richard.Douwes@hcc-lwd.idn.nl
Message-ID: <449_9705090503@idn.nl>
Source record: 73150

Hi,

Recently bought a flatbed scanner, and am now looking for a good home
to upload some of my precious old ATARI articles. Who wants them on
their homepage? I'm afraid I haven't got a homepage (yet).

Just finished the article from Compute! from April 1985 about the
introduction of the XE and ST computers at Winter CES. Cool article
about ao. the 65XEM (!) and the 65XEP (And then I'm talking about P
for Portable!, not the 80-col. thing) In the past I have sent small
parts of this article to this NG, but I'm really looking for somebody
with a few MBs to spare, so I can email all of those cool articles
there, and everybody can read them, wouldn't that be great?

So, who wants them? Ivo van Poorten still alive?

Please send a copy of your reply to my email. (Not sure about my
newsfeed)

Richard Douwes
Richard.Douwes@hcc-lwd.idn.nl

--- Blue Wave/Max v2.20 [NR]
--
| Standard disclaimer: The views of this user are strictly his own.

4220. Re: what became of GOE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-09 00:00:00 UTC
From: davepat@total.net
Message-ID: <3372af5a.0@news.total.net>
Source record: 73151

In an article dated Wed, 7 May 1997 14:42:14 GMT, someone named Alan
Christie says...
>
>I know that Diamond OS released a few 64k catrirdges that were supposed to
>be FAST. I have the Diamond OS demo disk and the 10 page manual for it.
>
>Diamond OS by Reeve Software
>29W150 Old Farm Lane
>Warrenville, IL 60555
>(312) 393-2317
>
>(that's the info on the back of the manual)
>I would be surprised if Reeve Software is still around.
>CompuServe ID 71521,220 and on GEnie it is REEVESOFT
>
>Good luck! I doubt you would want to buy this manual and the demo disk.
>(It's slow and doesn't do that much, the disk is dubbed STjr gives you a
>windows like OS on the 8bit.
>
>Alan

Actually, I believe Alan Reeve is still around - a couple years back I did a
search and found some info online about him. Diamond, by the time it hit
V3.0, was a fairly decent OS... which was when the Atari market hit the
dumps. There were no compelling applications for Diamond, which really
detracted from it. But when you think that one person wrote the whole
thing, it's a fairly impressive achievement - add in the three applications
he wrote, and it's a nice job (Diamond Paint, Write, and Publish).

(Heck, Windows didn't amount to anything until 3.0 either)

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
If you pick up a stray dog, feed it and take care of it,
it will not bite you. This is the principal difference
between a man and a dog. - Mark Twain

4221. Re: ATARI equipment MUST SELL!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-09 00:00:00 UTC
From: Jason Whorton <chesster@pcl.net>
Message-ID: <01bc5c3d$f068ed20$31880fcf@chesster.pcl.net>
Source record: 73152

Where is this Video 61? I can use a big laugh.

4222. Re: Historical accuracy

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-09 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5kugjn$b4h$1@news.atl.bellsouth.net>
Source record: 73153

dklugh@iwaynet.net wrote:
> I kinda liked it.It had a command to make a alias for a device.
> (so if you had a RS232 printer,you could re-define P: as R:)
> And the menu didn't have to load everytime you went to DOS.
> (they could've made that a option in DOS 2!)
>
The trouble with keeping the menu in memory all the time was that it ate
about 6K of your already limited RAM... though it would have been nice
to have it as an option for those with 48K who were writing BASIC
progs...

At least BASIC had the XIO commands... I feel sorry for Commodore users
who had to type something like:

OPEN 15,8,15:PRINT#15,"I0:":CLOSE 15

to format a disk (though XIO255,#7,0,0,"D:" was almost as cryptic...)

note to nitpickers: PLEASE don't waste bandwidth correcting me if these
are the wrong commands, I don't really care...

4223. Re: StarRaiders / XL-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-09 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5kugt0$b8j$2@news.atl.bellsouth.net>
Source record: 73154

```
Keatah wrote:
>
> David L Webster wrote:
> >
> > On 29 Apr 1997 20:26:51 GMT, dklugh@iwaynet.net wrote:
> >
> > >
> > >On 1997-04-24 Keatah@worldnet.att.net said:
> > > >Path: triglav.iwaynet.net!news2.planetc.com!news.planetc.
> > > >com!newsfeed2!feed1.news.erols.com!worldnet.att.net!newsadm
> > > >Newsgroups: comp.sys.atari.8bit
> > > >Date: Thu, 24 Apr 1997 18:39:06 -0700
> > > >Organization: Piles of stuff in the basement.
> > > >Lines: 6
> > > >NNTP-Posting-Host: 207.146.169.202
> > > >Mime-Version: 1.0
> > > >Content-Type: text/plain; charset=us-ascii
> > > >Content-Transfer-Encoding: 7bit
> > > >X-Mailer: Mozilla 2.01E (Win16; I)
> > > >Xref: triglav.iwaynet.net comp.sys.atari.8bit:39785
> > > >Anyone know how to correct the colors in star raiders when running
> > > >it on xl-it 0.20 ??
> > > >The stars should be a light blue/white, not green.. :-(
> > >
> > >uh,you do know that the force field IS green?
> > >
> > >Net-Tamer V 1.08 - Test Drive
> >
> > On a real Atari computer the force field is blue.
>
> Yep. a light hazy blue almost. Any plans on fixing this 'bug' in xlit ??

On my TV it was purple! I was shocked to see it change colors when I got
my C-1701 monitor after playing on a TV for all those years...
```

4224. Re: Jellystone

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-09 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5kugq2$b8j$1@news.atl.bellsouth.net>
Source record: 73155

```
Greg Miller wrote:
>
> ThePo55um wrote:
> >
> > You forgot the quotation marks. ;) Let me have a stab at it...
> > <A HREF="http://myst.slcc.edu/~markus">Click me</A>
> >
> > >>lets see if this works..
> >
> > >><a href=http://myst.slcc.edu/~markus/>http://myst.slcc.edu/~markus/</a>
> >
> > >>If I did that right you should be able to click there & go straight to
> > >>the site (I dunno, I just now learned HTML)
>
> It also isn't enclosed in an HTML block, so that doesn't really help.

Good points, both of you.. Actually my news reader (netscape 3.0) makes
the URL's active without any HTML code at all on my end, I guess it just
recognizes the http: or some such
```

4225. Re: ATARI equipment MUST SELL!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-09 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5kuh9sbdn1@news.atl.bellsouth.net>
Source record: 73156

Yogi wrote:
>
> On 6 May 1997 04:00:59 GMT, af332@freenet.hamilton.on.ca (William
> Moeller) wrote:
> -<other stupid prices snipped>
> -
> -Hey Terry!
> -
> -
> - ##### ##### ##
> -## ## ## ## ##
> -## ## ##### ## ## ## ## ##### ## ## ##
> -## ## ## ####### ## ## ## ## ## ##
> -## #### ## ## ## ## ## # ## ###### ## ## ##
> -## ## ## ## ## ## ######### ## ## ######
> - ##### ##### ## ## ## ## ###### ## ##
> - #####
> -
>
> Cant read this? whats it say? (I cant see those 3d/2d images either!)

It says "Go Away!"

4226. Re: A Newbie's Initial Introduction

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-09 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5kuhmbbdn2@news.atl.bellsouth.net>
Source record: 73157

Thomas J. Andrews wrote:
>
> My 800XL worked great for years with the original power supply, a CO 61982
> "brick". Then, two years after installing a RAMBO 256k upgrade, the supply
> died on me. I found a Commodore supply at a computer fair (cheap!) and
> spliced the DIN connector from the dead supply to the 5V line. I also
> tapped the 9VAC line for my XF551 so I had one less box and set of cables
> running around. The specs printed on the supply were the same as those on
> the Atari supply for the 5V line, and it, too gave up after only two years.
> I now suspect the RAMBO upgrade makes the 800XL use a bit more power than
> the "brick" is designed to give.
>

I used to run a 256K 800XL (no idea what kind of upgrade, but it was
compatible with SpartaDOS 3.2's RAMDISK commands and anything that used
130XE upper RAM) off a modified C-64 power supply for a few years, and
never had any trouble... maybe you fried it using it to power your
XF551? Probably only had one transformer secondary winding in it, with a
tap to get the lower voltage (or no tap, just a regulator)... did it
smoke when it died? :)

4227. UK: 400 Power Supply Needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-09 00:00:00 UTC
From: Martin G <marting@dircon.co.uk.nospam>
Message-ID: <01bc5c4a$49b400c0$022570c2@martin>
Source record: 73158

Has anyone in the UK got a spare 400 power supply they want to get rid of
for a bit of cash or swap for a 1010 recorder?

Help gratefully accepted.

Martin
marting@dircon.co.uk

4228. Atari 400/Ect. Carts Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-09 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A41.3.95.970509084022.72406K-100000@fn2.freenet.edmonton.ab.ca>
Source record: 73159
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

Peppers May Auction
E-Mail me to subscribe to this auction

Rules Follow the Auction
Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

Atari 400/Ect. Carts (all loose unless stated)
****
Alphabet Zoo no label $3 Min
Centipede With inst. $3 Min
Computer Chess $3 bensonj
Crossbow $5 cmoore
Crystal Castles $11 arizona
Dig Dug $3 Min
Donkey Kong $3 tidycat
Droids $6 arizona
E.T. Phone Home Complete $3 bensonj
Final Legacy $3 bensonj
Fraction Fever With inst. $3 bensonj
Joust With inst. $5 mrskimask
Jungle Hunt $6 tidycat
Linking Logic $3 bensonj
Moon Patrol $3 bensonj
Mountain King $5 bensonj
Star Raiders With inst. $3 Min

400 Manual Package (9 Manuals, No carts) $2 mjbeau
Fun with Art Pole Position Choplifter Zenji Centipede
Fight Night Missile Command Galaxian Pac Man

Atari XE Laser Gun $10 uglmiller

Atari 400 Computer with Joystick, Power supply $11 tcarson
and 3 games Pac-man, Centipede & Dig Dug

Atari 410 Program Recorder Complete in Box $7 fxites

Other Items in Peppers Auction

Turbo Grafx Games/System 19 items Colecovision 8 items
Sega Master Games/Systems 33 items Genesis 10 items
Atari 400 Games/System 21 items Nintendo/Famicom 41 items
Atari 2600 Games/Systems 61 items C64 30 items

Atari 5200 Games 5 items Vic-20 31 items
Atari 7800 Games 5 items Misc. 7 items
Intellivision Games 31 items CD-I 77 items

Rules:
The 1st part of the auction ends May 15/97
Then a G1, G2, Sold format will occur May 16/97
One update per day or until bidding slows down...
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All items are tested and work, unless stated otherwise..

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

E-Mail bids to

E-Mail pepper@freenet.edmonton.ab.ca
=-
Pepper's Videogame Homepage
http://www.freenet.edmonton..ab.ca/~pepper
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

4229. Re: Atari XE551/Black BOX; want!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-09 00:00:00 UTC
From: Jack of Hearts <NOSPAM@here.com>
Message-ID: <3373F4D1.205C@here.com>
Source record: 73160

> For a free issue of DOWNLOAD respond.
>
> Thanks!
>
> Dee-Lusion

Responding.

To reply via E-mail the E-ddress is juice@centuryinter.net

4230. vt100 emulator on Atari800XE, need to build cable between atari & tv-set

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-09 00:00:00 UTC
From: pavel@atrey.karlin.mff.cuni.cz
Message-ID: <5kvdtl$1jk$1@ns.felk.cvut.cz>
Source record: 73161

Hello, world.

(Please CC: to me).

I have nice Atari 800XE at home, and would like to use it as vt100
terminal. 5 years ago I was quite experienced atari hacker, but I've
not seen atari for really long time.

I have some questions:

1. Does anyone have vt100 emulation program for atari? Please let me
know if so... (But I'll probably have to write it on my own, since I
would like it to support things like HW scrolling, ISO-Latin 2 font,
PC-like keyboard layout...)

2. Is there some compiler of 6502 assembly? I need either C source or
linux binary...

3. My 800XE misses cable between 800xe and tv-set. I tried to replace
it with plain cabel, but it does not quite work. Seems to me that
there's something in that black box which is on the cable. DOes
someone know WHATS inside that.

4. What is throughput of sio2pc cable?

5. Is there linux software available to create sio2pc 'server'?

6. I would like to connect PC to atari (I do not have even cassete
recorder for that computer!). What is the easiest way to do so? (Well,
I'm not willing to spent > $5 on it...)

Looking forward to your help.

--
--
This is my little buggy signature... Pavel
GCM d? s-: !g p?:+ au- a--@ w+ v- C++@ UL+++ L++ N++ E++ W--- M- Y- R+

4231. Re: CTH Has Gone Internet!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-09 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5kvr02$cf4@cletus.bright.net>
Source record: 73162

James King wrote in article <5kn3lt$jd1@xmission.xmission.com>...
>
>Web pages get boring so fast..
>
>
>Will keep posted to see if it gets any charm.
>

Yep, you are right. But since this is running on my own server, I think
that I will be able to update it more frequently. Plus, I'm working on a
telnetable bbs which will also run on the site. I'd like to start a powwow
chat conference for atari 8bit people to use. I love it's voice-chat
capabilities. I intend to keep supporting the 8bit users for quite a
while, yet.

4232. Re: Looking for . . .

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-09 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc5cad$f8744bc0$39ced5c1@vidar>
Source record: 73163

Check out : http://aegis.mcs.kent.edu/~clisowsk/8bit.html for more info on
the IDE interface! Hope it helps you out! Happy hunting for a hard drive
(I've searched for about 10 years for an Adaptec 4000A with a MFM drive. I
just got one, thanks James King! My MIO is better than ever, I love it!
Take Atarian care ;-)

Miguel A. Ortiz <Longevity@accesspro.net> wrote in article
<336A7D08.8FE96CD7@accesspro.net>...
> A way to connect an IDE hard drive to the Atari 800XL.
>
>

4233. Re: I NEED TO KNOW! PLEASE READ!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-09 00:00:00 UTC
From: Rick Scolaro <rscolaro@sprynet.com>
Message-ID: <33739114.1F21@sprynet.com>
Source record: 73164

kf6ddt@pop3.concentric.net wrote:
>
> On 1997-05-05 rscolaro@sprynet.com said:
> Everyone, 1) I really need to know if there is a way to
> >write an Atari 8-bit disk image from a my PC to an Atari-formatted
> >disk. (snipped)
> Well, I am relatively new to this game, but I would venture to say that,
> depending on what kind of disk image, and also depending on what kind of
> 8-bit and other hardware and software you have, it should not be too
> difficult.
> Starting with the best case scenario, if the disk image is one made with one
> of the popular programs that people use to link their pc's and their 8-bit
> machines, sio2pc and ape are two that come to mind, and if you have those
> programs and the accompanying hardware, it should be no problem to copy the
> disk image over.
> If what you are referring to is a disk image made with one of the 8-bit
> disk imaging programs, then you need to first get the image to your 8-bit,
> whether by sio2pc or similar, or null-modem cable, or even two modems and
> two phone lines. This last is awkward I know, but it will work. After
> doing this, you need to get whatever disk imager was used in the first place
> and I confess that here my knowledge is limited. If you know what imaging
> program was used, and if you post that information, then perhaps one of the
> more experienced Atarians here can help you with that as well. Hope this is
> enough to get you started.
> Tom
> -- http://www.cris.com/~kf6ddt/
> "Among other evils which being unarmed brings you,
> it causes you to be despised."
>
> -Niccolo Machiavelli
>
> Net-Tamer V 1.09 Beta - Registered

Tom, thanks for the reply. The images I am speaking of are in the .ATR
and .XFD formats. They are 90k images which should be able to fit on a
180k diskette, I am not too familiar with the sio2pc and ape imaging
systems, so I am not sure if this type of transfer is possible. I am
not sure if the images will convert back to their original state, but I
will make an attempt to make the switch. Thanks for your insight.

Rick Scolaro
rscolaro@sprynet.com

4234. Re: Historical accuracy

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-09 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5l042o$i5e$1@nnrp01.primenet.com>
Source record: 73165

In article <5kugjn$b4h$1@news.atl.bellsouth.net>,
Lord Spatula <Urchlay@bell***south.net> wrote:
>dklugh@iwaynet.net wrote:
>The trouble with keeping the menu in memory all the time was that it ate
>about 6K of your already limited RAM... though it would have been nice
>to have it as an option for those with 48K who were writing BASIC
>progs...
>
>At least BASIC had the XIO commands... I feel sorry for Commodore users
>who had to type something like:
>
>OPEN 15,8,15:PRINT#15,"I0:":CLOSE 15
>
>to format a disk (though XIO255,#7,0,0,"D:" was almost as cryptic...)
>
>note to nitpickers: PLEASE don't waste bandwidth correcting me if these
>are the wrong commands, I don't really care...

But they are! :) I0: initializes the disk, but to the 1541 that means
"check for a new disk in the drive", not "format". It's a pretty useful
command, and without it one could lose much data if one happens to have
two writable disks with the same disk ID. The 1541's OS is notoriously
buggy. I lost a demo I was writing due to the 1541's bugs in the
save-and-replace methods, which are pretty much the standard on the Atari
8-bit.

Actually, Commodore had an abundance of fastloader cartridges which had,
as a feature, a DOS wedge that could be accessed from BASIC. The command
you described above would become:

@I0:

Simple, yes? And a plain @ would give the status line. And by keeping
channel 15 open, one could send commands and receive stati easily from
BASIC.

This would all be great, if it weren't so bleeding difficult to read a
simple directory listing from BASIC. With the DOS wedge, it's a simple $
command, but in a BASIC program, it's pretty damn weird, especially if you
want to load it into an array of some kind. With Atari, it's just:
OPEN #1,6,0,"D:*.*" and just input strings until you hit the free sectors
line.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 [THIS SPACE UNDER CONSTRUCTION]

4235. Re: Update on the ICD US Doubler ROM Quest...

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-09 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <3373B709.40F2@pacbell.net>
Source record: 73166

Brave, Brave Sir Robin wrote:any in in months..
>
> I'd also like to state that I OWN two sets of US Doublers
> which were killed in a lightning spike. Which is why I'd like to
> repair them. Again, ICD has no facility to do such a thing. I've
> thoroughly checked.
>
> If YOU know of a place where I can PURCHASE a set of Doublers,
> or a Happy 1050, or a Duplicator, and they ACTUALLY HAVE SOME IN
> STOCK, I'd LOVE to hear about!! This was a last ditch effort...
> Again my appologies and sincere regrets.
>
> -Hood-
>
> ----------
>
> Thought I'd let everyone know since several folks have emailed saying
> that they would like the ROM images emailed to them if I do find them.I would expect that
Fte now owns the USDoubler since it seems to own the
rest of the old ICD stuff. I'll ask Mike if we can distribute the code or
at least fix your EPROMs. Fte is pretty cool about this kind of stuff....
Bob Woolley

4236. Re: Looking for . . .

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-09 00:00:00 UTC
From: davepat@total.net
Message-ID: <3373692d.0@news.total.net>
Source record: 73167

In an article dated Fri, 02 May 1997 19:47:21 -0400, someone named Miguel A. Ortiz says...
>
>A way to connect an IDE hard drive to the Atari 800XL.

The last issue of Atari Classics had info on doing just that. It's not a project for the faint of heart, though... kinda complex.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
If you pick up a stray dog, feed it and take care of it,
it will not bite you. This is the principal difference
between a man and a dog. - Mark Twain

4237. Re: USDoubler ROM Here!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-09 00:00:00 UTC
From: Ken Siders <ken_siders@compuserve.com>
Message-ID: <337373A3.6B4B@compuserve.com>
Source record: 73168

Ryan Goolevitch wrote:
>
> I found it, and I've put it on the web page for my BBS. Go to
> http://www.trideja.com/lasthope/ and download the image.
>
> In order to upgrade a 1050 you need an additional RAM chip as well as
> this eeprom.. I dont remember the part number, but it is not easily
> availabe, but can be scavanged from another dead 1050..
>
I think it is a 6810. BG Micro has it for $1.25 last time I checked.
http://www.bgmicro.com.

They also have a lot of other 65xx and 68xx chips, RAM, MAX232's
and other goodies pretty reasonable. They used to have only a $10
minumum order but I don't know if that is still the case.

--Ken

4238. FS: Atari 400/800 Cartirdges and BOOKS

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-09 00:00:00 UTC
From: stever@bbs.prowlers.net
Message-ID: <tcpnntpd.17.5.9.19.59.36.2916987023.1498278@bbs.prowlers.net>
Source record: 73169

```
SteveR's Classic Cartridges 5/05/97
-=-=-=-=-=-=-=-=-=-=-=-=-

FREE SHIPPING on ALL Cartridge orders OVER $30.00 - US and Canada ONLY
^^^^^^^^^ ^^
^^^^^^ ----
>>>>>>> 20% DISCOUNT on All CASH ORDERS <<<<<<<<<<<<<<<<<<<<<
>>>>>>> This does NOT include Checks, MO's or Credit cards!!

>>>> Overseas Shipping Cost More, See End of Files <<<<

--All Prices are in US Funds. Cartridges and Prices Change WEEKLY--
----Visa/Mastercard accepted on ANY Order. E-mail me for Details-----
^^^^^^^^^^^^^^^
For complete list of other Video game systems goto my web site at:
http://prowlers.net/stever or
http://www.ior.com/~stever

ALSO if there's something you really want and I don't have at this
time tell me, and I'll put you on my 'Want-List' and e-mail you
if I get it in.

If you need a LABEL VARIATION, Let me know, I might be able to
help you with what you need, at no extra cost!!!!!!!!!

This is NOT an Auction - all cartridge are sold for the price listed
This is NOT an Auction - all cartridge are sold for the price listed
This is NOT an Auction - all cartridge are sold for the price listed
^^^ ^^^^^^^

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

Codes:
(#) = number available
A,B,C = Condition: A = Nice to minor damage - For the
Collector
B = Notable Damage (Not for
serious collectors)
C = Significant Damage (works,
but that's it)

ATARI 400/800 (CARTRIDGES Only) TESTED and Works
---------------------------------
BOOK: Atari Basic XE 125+ pages $8.00
BOOK: ATARI Games & Recreations 338 pages $12.00
Atari 1027 Printer $5.00 PLUS $8.oo shipping (UNTESTED/No Cables)
Atari Speed Reading $10.00 Plus $5 Shipping
```

205 Pages, 5 Data
Cassettes
Atari XM301 Modem $8.00 - untested -
Atari ARTIST $25.00 Touch Tablet (TESTED)
Atari Writer $5.00 (2)
Assembler Editor $12.00
Astro-Grover $15.00 by CBS
Astro-Grover $40.00 COMPLETE! Box/Case, Docs, For
600/800/1200
2-KeyBoard Overlays, and reference card
Basic Computer Language $2.00
BasketBall $4.00 (2)
Bug Hunt $8.00 (2) Light Gun Used (XE) RX8087
Centipede $4.00 (3)
ChoperLifter $9.00 Broderbund
Computer Chess $9.00
Delta Drawing $3.00
Donkey Kong $4.00 (2)
Donkey Kong $7.00 XE/RX8091
Donkey Kong:JUNIOR $15.00
Eastern Front (1941) $10.00
Educational System $15.00
ET Phone Home $5.00
Face Maker $5.00 NO LABEL
Final Legacy $10.00
Flight Simulator II $12.00 XE/RX8091
Frogger $5.00 (3) Nice Label, Colorful graphics
Journey of the Planets $7.00 (2)
Joust $7.00
Kickback $15.00 by Thorn Emi
Kinder Comp $12.00 Case/Box, Docs inc
Letter-Go-Round $40.00 COMPLETE! Box/Case, Docs, For 600/800
KeyBoard Overlay, and reference card
Missile Command $5.00
Moon Patrol $8.00
Music Composer $4.00 (2)
One on One $8.00 (XE) RX8093
Pac-Man $3.00 (6)
Pitfall $8.00
Pole Position $8.00
Popeye $8.00
Q*Bert $8.00
Q*bert $4.00 No endlabel/tear
River Raid $7.00
Shamus $12.00 (2) by Synapse
Smart Terminal $8.00 by Microbits
Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
Space Shuttle $15.00
Star Raiders $3.00 (6)
Star Trek: S.O.S. $8.00

Submarine Commander $15.00 by Thorm Emi
Submarine Commander $25.00 WITH Very Nice CASE and Docs
Super Cross Force $35.00 Spectravideo
Telelink I $9.00
Telelink $2.00 WASTED Label/Didn't work in testing

Books

Atari Basic Reference Guide for Experienced Programmers
1983 - 14 Pages $5.00

Atari DOS 3 - Reference Manual
1983 - 100 Pages $6.00

Atari Graphics 49 Pages
$7 Plus $2 Postage

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

Atari ST, Owners Manual, 93 Pages $5.00

Compute's Second Book of ATARI (2)
250 pages, Copyright 1982
$8 Plus $3 shipping

Compute's FIRST Book of ATARI GRAPHICS
248 Pages, copyright 1982
$12.00 Plus $3 shipping

Cubabe Lite Manual, for Atari ST, STE 100 pages $4.00

Inside Atari DOS
120 Pages, copyright 1982
some writing in book
$8.00 Plus $3 shipping

Machine Language for Beginners
350 Pages 'a Compute! Book Publication'
$8 Plus $3 shipping

The AtariBASIC SOURCE BOOK (2)
296 Pages 'a COMPUTE! Book Publication'
$8 Plus $3 shipping

Technical Reference Notes - Atari Computers
Includes: Operating System User's manual
Operating System Source Listing
HardWare manual PLUS Schematics
About 500 PAGES in 3-ring binder
$50 or BEST OFFER/TRADE

Magazines

ANALOG - Sept 1985 - 96 pages (1) $3.00
ANALOG - March 1987 - 104 pages (1) $2.00
ANTIC - Jan 1987 - 130 pages $3.00
ANTIC - Nov 1987 - 82 pages $3.00
ATARI EXPLORER - Nov/Dec 1987 - 80 pages $3.00
ATARI INTERFACE - Feb 1990 - 51 pages $3.00
ATARI INTERFACE - March 1990 - 56 pages $3.00
ATARI USER - Oct/Nov 1990 - 75 pages - EUROPE Mag $4.00
ATARI USER - Dec/Jan 1990 -75 pages - EUROPE Mag $4.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
COMPUTE! - Jan 1986 - 128 pages $4.00
COMPUTE! - March 1986 - 128 pages $4.00
COMPUTE! - April 1986 - 128 pages $4.00
COMPUTE! - Feb 1986 - 128 pages $4.00
Home Computer Magazine focuses on Apple, Commodore, IBM and TI ONLY
Home Computer Mag. Vol4,No2 1984 161 pages $5.00
Home Computer Mag. Vol4,No4 1984 130 pages $4.00
Home Computer Mag. August 1984 162 pages $4.00
Home Computer Mag. Vol4,No5 1984 130 pages $4.00
Home Computer Mag. Vol5,No1 1985 138 pages $4.00
Home Computer Mag. Vol5,No2 1985 130 pages $4.00
Home Computer Mag. Vol5,No3 1985 130 pages $4.00
Home Computer Mag. Vol5,No4 1985 130 pages $4.00
Home Computer Mag. Vol5,No5 1985 146 pages (Atari too) $4.00
inCIDER - Aug 1985 - 112 pages (APPLE II Mag) $3.00

WANT LIST: Starpath CD-Rom with Book, Chase the Chuckwagon, Crazy
Climber,
SwordQuest:WaterWorld, X-rated Double-enders, Cakewalk,
Cubicolor, Gas Hog, LockJaw, Master Builder, Q*Bert Qubes
Quadrun, Stronghold, 128 in 1 system, CompuMate,
anything else extremely Rare

SHIPPING USA/Canada ALL Other Countries
1 items $1.50 $3.50
2 items $2.00 $4.00
3 items $2.50 $4.50
4 items $3.00 MAX $5.00 or More for Hardware/Books

All Carts are sold as Working conditions Only (unless otherwise noted),
(UNTESTED Items are sold AS/IS May or may NOT work)
If you have a concern of the Labels Condition Please ask first.
All Boxes/carts will be mailed within 1-4 days after money is recieved!
After I tell you that I've got you down for any certain cart,
you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you

ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Stever@on-ramp.ior.com
http://prowlers.net/stever (Updated Videogame page)
http://www.ior.com/~stever (Classic Cart Web Page)
Call: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Contact: Night Prowler
/**/
/* SteveR */
/* stever@bbs.prowlers.net */
/* */
/* Sent from Prowler's DOMAIN BBS */
/**/

4239. Re: C compiler

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: mhop <mhop@snip.net>
Message-ID: <01bc5c24$88046a20$LocalHost@computer-name>
Source record: 73073

Bill Himmelstoss <whimmelNOSPAM@southeast.net> wrote in article
<01bc5a9a$637c5f90$b30c35cf@yakko>...
> Is there a such thing as a C compiler for the XL and family? If so, how
> useful is it?

What about the Action! cart? While I never learned to program it, I
thought it was suppose to be similar to C.

--
Mike Hopkins
mhop@snip.net

4240. Re: Atari Ideas

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: mhop <mhop@snip.net>
Message-ID: <01bc5c23$912baa60$LocalHost@computer-name>
Source record: 73074

> 2. Why doesn't anyone write software for Atari's with lots of RAM I.E.
> 576k?

MyCopyR is a nice sector copy program that would use all of the available ram, including upgraded memory. I used to love watching an entire double-density disk load into memory at once.

--
Mike Hopkins
mhop@snip.net

4241. Re: Atari 8-bits for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: mhop <mhop@snip.net>
Message-ID: <01bc5c28$5108a6e0$LocalHost@computer-name>
Source record: 73075

> Here is a recent list of my Atari library. I have most of these titles
> in mu possesion, though there are a few (mostly Jaguary $ Lynx) that I�d
> have to special order.
<list snipped>

Much of that list looks suspiciously like Video Game Liquidators.

4242. Atari 8bit items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <E9y709.GHC@iglou.com>
Source record: 73076

If this was posted twice, sorry about that. Seems my provider didn't get the first one out or something.

Got a bunch of Atari 8bit items for sale here, as promised. A couple items have problems, and they're mentioned below. Prices are quite negotiable, buyer pays shipping of $7 for the computers and disk drives, and about $3-5 for the other items, which I believe is quite fair. I will ship via UPS within the United States, and all payment is via cash, money order, or cashier's check. Those with PO Boxes will be sent via the Post Office. I've seen some personal checks bounce when I dropped them. [hehe] Reply via email please, and not the newsgroup.

If I have some people who wish to have an auction, then I will turn the pricing for that item into an auction in email only. I do not wish to have them duke it out in the newsgroup. I will not post this listing daily, rather, weekly, in respect to the users of the group.

All items will come with the power supply. The computers and drives will also be supplied with the serial cable. If you do not want the supply and/or serial cable, let me know, and it will not be included.

If anyone wishes to do a trade of various items, let me know. I'm always on the lookout for some ST items or other items of interest.

410 Tape drives - have 3 - $7 each, or all for $15

800 computers - have two - one has a bad power board that needs replacement, though the rest of the computer works fine, with 48K. The second has what looks like 32K, with the memory expansion boards, without the little enclosures. The 48K one for $15, 32K one for $10, both for $20.

400 computer - 16K, with what sounds like a loose speaker inside. $7

1050 disk drives - have 2 - I believe these are just the regular stock models, no upgrades. One for $25, both for $45.

800XL computers - have 4 - One for $20, all four for $65.

1200XL computer - this thing is getting harder to find. $25.

810 disk drive - A classic item, even harder to find. I'm not even sure if I should part with this or not. $30.

130XE computers - have 2 - one has a bad keyboard connection, not sure if it's the keyboard, or the motherboard connector, though it still works, and I have a wire to make a connection by taking the cover off and touching it to one of the connectors. The other's keyboard is quite yellow, but could easily be cleaned up. $30 for the working, $20 for the one with the flaky

keyboard connection.

CX85 keypad - this has no software that I can find. $5.

1030 300 baud modem - $5

Indus GT disk drive for parts - doesn't even begin to work, no power supply. I tried repairing it some time ago, and smoked it. [sigh] $10 would be fair, I believe.

Koala Touchpad with cart - another item hard to find, I believe. $15

If you want *EVERYTHING*, then it's nearly $300 for all this. I believe a price of $240-250 would be fair, plus the shipping would be pretty high. If you're close by the northern Kentucky/southern Indiana area, we could get together somewhere instead of shipping.

--
Homepage: http://members.iglou.com/rsg0910 (Now updated!)

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

4243. Re: Crossassembler?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970510065000.CAA11306@ladder01.news.aol.com>
Source record: 73077

There's a decent x-asm for 6502 on PC, also separately available there's a

6502 simulator. They work hand in hand, supporting about 5 or six Hex/Bin
formats for down/up loading to eprom programmers.

2500ad Software inc.
109 Brookside Ave, Box 480
Buena Vista, CO 81211

Sales department :(719) 395-8683
or (800) 843 -8144
Technical department : (719) 395-2475

X-assemblers and simulators for a wide range of processors... Please
take note, they are excellent packages, but at around $200-$300 each
they're a serious investment, consider very carefully.

<niteporter@imailbox.com> I am in no way connected with 2500ad SoftCo
They make
great software that I use, A LOT!!

4244. Re: Update on the ICD US Doubler ROM Quest...

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: robinhood@iname.com
Message-ID: <33741ead.9474967@news.mindspring.com>
Source record: 73078

On Fri, 09 May 1997 16:45:13 -0700, rwoolley@pacbell.net wrote:

>I would expect that Fte now owns the USDoubler since it seems to own the
>rest of the old ICD stuff. I'll ask Mike if we can distribute the code or
>at least fix your EPROMs. Fte is pretty cool about this kind of stuff....
> Bob Woolley

Bob -

If you can tell me how to contact Mike, I'd be grateful.. I'd
like to purchase an MIO if one even still exists.. I've got the RAM
chips laying around for a megger... Anyone reselling for Fte???

Thanks-
-Hood

4245. Re: Atari Ideas

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: lmcclure@aristotle.net
Message-ID: <5l1ijp$a6g@socrates.aristotle.net>
Source record: 73079

In article <862969098.10250@dejanews.com> dated Tue, 06 May 1997 20:41:18 -0600, bchermma@bluffton.edu (bchermma@bluffton.edu) says...

> 9. How to you convert the power of a Euro Atari to use US power?

Unless it is an old 400 or 800 or a 1200XL, simply plug in a US power supply. All of the XE series, and the XL series other than the 1200XL, input 5 volts DC into the power jack on the back of the computer.

If fact, given the simple rectifier design of the original 800, 400, and 1200XL, you could likely use a US power supply with the European version of those, as well. No doubt the 10Hz difference in AC frequency would make no difference to their simple rectifiers.

Viewing the PAL output (at least with color) would be another matter, as not only is the video rate different (but some monitors and even some TVs can cope with that), but the color subcarrier frequency is different (meaning any US [NTSC] monitor that could handle the scan frequency would display the picture as only black and white.

==========
lmcclure@aristotle.net

4246. Re: EGA monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: lmcclure@aristotle.net
Message-ID: <5l1jc2$a6g@socrates.aristotle.net>
Source record: 73080

In article <863133786.3033@dejanews.com> dated Thu, 08 May 1997 18:34:10 -0600,
bchermma@bluffton.edu (bchermma@bluffton.edu) says...
>
> Is it possible to do some sort of hack that will allow an Atari 8-BIT
>I.E. an XE, to use an EGA, Amiga RGB, or a Tandy RGB?

There was an article in an old issue of "Atari Classics" that detailed how to attach a RGBI (CGA) monitor to an Atari 8-bit, by tapping the digital output of the chip that determines the 8 luminance levels available. This would provide only 8 colors, and in most every case would not be even close to the colors you would get with the composite output (i.e., both a medium bright red and a medium bright blue might appear as a bright green).

Since the CM-8 expects a lower voltage analog input, it might be advisable to add some resistors inline to knock down the voltage a bit, to be on the safe side.

If you are interested, I can find that issue of AC, and relay the info on which chip, and which pins on it are involved.

BTW, there is a way to be able to set which 8 colors you get, but it would involve finding a video palette DAC (a cheap 16 register version would do fine), and mapping it into the Atari's address space. No docs exist for this, and I suspect no one has done it, but it is possible.

==========
lmcclure@aristotle.net

4247. Where's Yogi's Jellystone?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <33745592.5D071C32@ncweb.com>
Source record: 73081

HI,

Can anyone provide me witht he link (or FTP site) for what was
Yogi's Jellystone Park, an Atari 8bit archive? I've been unable
to find it. Search engines have produced nothing but pages that
would seem to indicate that this source has now "dried up". Is
this true? Any other "mirrors" or other sources of 8 bit software?

Bill
--
****
* It's a BABY; NOT a Choice! * mailto:cooncat@ncweb.com *
* Please Spay or Neuter * http://www.ncweb.com/users/lws *
* your pet cat or dog! * kb8eb @ wa8bxn.oh.usa.na *
****

4248. Atari Recorder questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: buck@grolen.com
Message-ID: <33746e61.0@news.grolen.com>
Source record: 73082

I have a lot of files on tape that I am trying to copy over to disk
but my 410 program recorder has lost all of it's enthusiasm. If I
remember correctly, it never was very reliable anyway. Has anybody
who has used the Atari 1010 or XC-12 found these to be any better?
I recently acquired a Commodore 64 with it's version of a program recorder
and it is almost bulletproof! Certainly makes the 410 look pretty lame.

Any information on the reliability of the 1010 or the XC-12 would be appreciated,
particularly concerning which is best.

Bill
E-mail: buck@grolen.com

4249. problem with TV sound from UK Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <337478ab.2482255@news.tudelft.nl>
Source record: 73083

Hi all,

Today I got a beautiful mint-condition Atari 800 XL, with which I am very happy. However, there is one problem: it doesn't produce sound through the TV speaker.

This is not as bad as it seems: I can still get sound through the monitor plug to my stereo, which sounds a lot better anyway. This of course confirms that the sound hardware of the atari is working properly; furthermore, if I de-adjust the TV set (quite a lot) I can sometimes make out the Atari sound (very badly, though). This seems to indicate that there _is_ a connection from POKEY to the TV-SIGNAL converter.

The Atari is an UK PAL 800 XL, and I myself am living in the Netherlands (using PAL, of course). The connection instructions for PAL TV systems say that UK Ataris are on channel 36 while other European ataris are set up for channel 4. This seems to be correct since I had to adjust the channel when I hooked up the UK Atari.

Can anybody explain how it is possible that I get a good image without getting proper sound (just noise) on channel 36?

Could anybody point out how I could adjust the Atari to channel 4 television output? Is it hard-wired in the computer? I have the weird feeling this would solve the problem...

Regards, Sidney

4250. Atari 8bit downloads on the net!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5l1vmk$6qf@cletus.bright.net>
Source record: 73084

Web browsers, try http://www.CloserToHome.dyn.ml.org/ftp

FTP clients, try ftp.CloserToHome.dyn.ml.org

Coming soon on http://www.CloserToHome.dyn.ml.org , wwwboard message bases.

4251. Re: Atari 8 bit cart question

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: morbid@best.com
Message-ID: <3374a85b.52176015@nntp.best.com>
Source record: 73085
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Kathy Williams <kathy.c.williams@vanderbilt.edu> wrote:

>Just curious...upon thrifting the other day, I came across a 400/800
>cart by INHOUSE called Captain Beeble. Has anyone heard of thie cart? I
>could not find it on the cart listing, but thought someone out there
>might have some knowledge on these games. Thanks in advance for any help
>that you all can give!! :)
>
>Kathy
>
>kathy.c.williams@vanderbilt.edu

hehe... Inhome's Captain Beeble... is that the game where you
supposedly go buzzing around inside a computer?

How many levels are in that game, anyway?

4252. archive mirror

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <3373d8c5.3055161@news.injersey.com>
Source record: 73086

8 bit archive at hackerz down right now
mirror site

http://myst.slcc.edu/~atari/

4253. Re: atari 800XL and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5l146d$sga@freenet-news.carleton.ca>
Source record: 73087

"mhop" (mhop@snip.net) writes:
> Teej213360 <teej213360@aol.com> wrote in article
> <19970507002500.UAA17236@ladder01.news.aol.com>...
>> I have an atari 800XL and an Indus GT. I see all this software online but
>> I have no way of getting it from my PC to my Atari. I tried a couple of
>> programs that are supposed to be able to write to atari disks but i
>> couldn't get them to work. On the atari I have old versions of DOS. I
>> have DOS-XL 2.35i and Atari DOS 2.5. DOS-XL can format single density and
>> double density (180K). Atari DOS can only format single density.
>>

Speaking of the Indus GT, does it have the same controller, a WD2797, as
the Rana drives?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4254. Re: C compiler

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc5d22$017a6140$1bced5c1@vidar>
Source record: 73088

I agree that all programs should be written in assembler too ;-) I've wrote some demos some years ago. I started a crew called Pokey Soft, but it was really only me in it! I will gladly assist in assembler programming if anyone's interested in starting coding! Take Atarian care everyone!

Thomas Havemeister <peter@soemtron.sb.sub.de> wrote in article <6WUW6kEKzHB@peter.soemtron.sb.sub.de>...
> In article <Re: C compiler>, olavese@online.no (Vidar Olavesen) wrote:
>
> Howdy Vidar,
>
> > I think there's one in the Atari archive at the University of Michigan. Try
> > : gopher://gopher.archive.umich.edu:7055/11/atari/8bit/ and see if you find
> > it under languages! It's called CC65 or something! Good luck and take
> > Atarian care ;-)
>
> CC65 is too complex if you ask me. I would recommend ACE-C and the ACE-C
> libraries. You can also find it somewhere in the UMich Atari archive.
>
> It's a "sort-of-ansi-C" compiler for our 8-bit. It has some really good
> functions integrated and uses the special capabilities of the 8-bit
> hardware using some simple c functions (i.e. player/missile was never so
> easy to program). It uses a really good compile/link package. A minus is
> perhaps the size of the executables, created with ace-c and there isn't a
> program enviroment, like in Kyan Pascal.
>
> imho an easy program to "play" with 'C' with your atari. Funny, all
> programs written in ANSI-C will work as well. (i.e. "UNRAR"? I never tried
> it)
>
> > Bill Himmelstoss <whimmelNOSPAM@southeast.net> wrote in article
> > <01bc5a9a$637c5f90$b30c35cf@yakko>...
> > > Is there a such thing as a C compiler for the XL and family? If so, how
> > > useful is it?
>
> C is really nice, but GOOD programs must be written in ASM. Or is there a

> "C" Compiler that uses the extended ram? (WOW, programs larger than
64k!!)
>
>
> --
> 6502 R&#65533;SC power! ||| &#65533;ntel Outs&#65533;de! | ,- _ C64 II - alternate
> *(MEGA) 8-b&#65533;t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b&#65533;t power !
>

4255. repro prints

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: ts@lv
Message-ID: <opdZoISX8GA.117@graylady.usa1.com>
Source record: 73089

Hi, we'll get right to the point. We operate one of the finest
quality custom color labs in the USA. To introduce you to our
service we're offering the following Internet enlargement special:

Your color negatives hand printed on Kodak Supra Professional
16x20 inch paper. All negatives printed full frame.
Exhibition quality and color corrected---send us any size color
negative (35mm up to 4x5 inches).

* * * * * * * * * *
16 x 20 inch color enlargement special
5 identical prints from same negative-------$79
10 identical prints from same negative------$129
* * * * * * * * * *

Most orders 1 to 2 days in the lab. Add $6 priority mail shipping;
international add $10. We accept Visa and Mastercharge.

Mail your negative(s) and payment to:

TSP CUSTOM LAB
P.O. Box 248
Lake Village, IN 46349 USA
phone 219-992-2413 fax 219-992-2644

visit our website http://www.centralcontrolsystems.com/saylordesign/photo/prolab.htm

4256. where is yogi?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: bday@sos.netkonect.co.uk
Message-ID: <bday-1005971944350001@sos.netkonect.co.uk>
Source record: 73090

Does anyone know what's happened to the jellystone page and the 8-bit archive? Just tried to access and have been put thru to a new url which only has a quote from the movie "TRON" on it! All the links are down and the normal ftp address is reported back as unknown.Any info would be appreciated.

bday@sos.netkonect.co.uk

4257. Re: Atari Assembler Editor Cartridge ROM Images????

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: victhorn@ndirect.co.uk
Message-ID: <memo.970511224108.49499A@victhorn.ndirect.co.uk>
Source record: 73091

Could someone please tell me if there is any site where I
can get the ROMS for the Atari Assembler Editor Cartridge
to run with XL-It. I used to use it over 14 years ago, and
would like look at some of the source programs that I wrote
with it (which I have successfully transferred to PC).

I have tried Yogi's site but can't seem to track it down.
Thanks in advance.

4258. FREE at home bussiness

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: Duncan <duncan@mm1.sprynet.com>
Message-ID: <5l2nvf$sjq@lal.interserv.com>
Source record: 73092

```
This is truly a great opportunity. With a little work, you can make a LOT of money!!!!
http://freedomstarr.com/?GR9021010
for details. Just do it!!!

**********************************************************************
This message has been sent using DYNAMIC MAIL. For more Information
and Free Demo: http://www.freeyellow.com/members/concorde/index.html
**********************************************************************
```

4259. A WWW browser for Atari 130xe??

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: davepat@total.net
Message-ID: <337419a6.0@news.total.net>
Source record: 73093

Just checked out the B&C webpage. Under their PD listings is a 1050 format disk for the 130xe, called a WWW browser for the 130xe. Anyone heard of this? Anyone tried this?

For $3.99, I think I'll order a copy!

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
If you pick up a stray dog, feed it and take care of it,
it will not bite you. This is the principal difference
between a man and a dog. - Mark Twain

4260. Re: Is Atari back?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6WbYAUH$zHB@peter.soemtron.sb.sub.de>
Source record: 73094

In article <Re: Is Atari back?>, ampage@geocities.com (Asterisk) wrote:

Howdy Asterisk,

> > Atari is officially dead, apart from the users that keep it alive with
> > this message base, dial up BBSs and home pages...
> AtariSoft was a division of Atari, Inc. before it was split into two
> companies. It published Atari games for other platforms. The Atari 8-bit
> versions were published directly by Atari. Atari Games and Atari Corp.
> are both still in existence, Atari Games is owned by WMS, and Atari
> Corp. is owned by JTS. From what I hear, Atari Games and Atari Corp.
> both still have rights to all the classic games.

absolutely sure?

<Did you hear anyone say "Goodbye"?>

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

4261. Re: where is yogi?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1005971837060001@nntp.netgate.net>
Source record: 73095

In article <bday-1005971944350001@sos.netkonect.co.uk>,
bday@sos.netkonect.co.uk (barrie day) wrote:

> Does anyone know what's happened to the jellystone page and the 8-bit archive?
> Just tried to access and have been put thru to a new url which only has a
quote
> from the movie "TRON" on it! All the links are down and the normal ftp address
> is reported back as unknown.Any info would be appreciated.

The archive has moved. I don't have the URL handy, though.

End of line.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
=================== Softball '97: 6G / 2-4 / .471

4262. Re: A WWW browser for Atari 130xe??

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1005971836170001@nntp.netgate.net>
Source record: 73096

In article <337419a6.0@news.total.net>, davepat@total.net wrote:

> Just checked out the B&C webpage. Under their PD listings is a 1050 format
> disk for the 130xe, called a WWW browser for the 130xe. Anyone heard of
> this? Anyone tried this?

If it's PD, have you checked any of the archives yet? Maybe someone
has already made a .dcm of it somewhere, perchance?

> For $3.99, I think I'll order a copy!

I'd be interested in hearing about this. If it's specifically for the XE,
I guess it needs 128K or more?

Anyway, I'm also curious as to whether it would be any better than
dialing up with FlickerTerm or Ice-T and running Lynx in a shell
session...

If nothing can be made very graphic for the Atari, it seems like it
would be hard to improve on a direct dial-in to a shell account
running pine, tin, lynx, ftp and irc...

...though I would be interested to see if any such animal is a
significant improvement. What I see is this: Typically, the 8-bit
needs to be rebooted with each new app that runs (well, if it's not
a binary load from a DOS prompt, anyway). Would a disconnect and
reboot be required in order to (say) go from a Web browser to checking
e-mail? And from checking e-mail to reading Usenet?

If so, a shell session (if you can get one) seems to be clearly
superior (unless someone builds a GUI for the Atari with a very
low memory footprint...)

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
=================== Softball '97: 6G / 2-4 / .471

4263. Re: nac.net gone? Where is the APE home page?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5l0ii2$kof@freenet-news.carleton.ca>
Source record: 73170

Ernest R. Schreurs (ernest@pi.net) writes:
> I have been trying to reach the APE home page, but nacs.net seems to
> have disappeared.
> Also, my E-mails to Steven Tucker are bouncing because of this.
> Has this server disappeared from the face of the earth?
> If so, is it in orbit? Do they have Internet there?
> After all, it is called cyberspace...

Due to human error entering some DNS records for NACS.NET, it has
become unreachable, unless you specify the IP address.

The problem has been corrected, and when the DNS servers catch up with
the change it will go away. Should happen within 24-48 hrs.

For now, if anyone needs to e-mail me please send try:

mailto:classics@207.166.192.30

..and if you need something from the Ape Homepage you
can access it at http://207.166.192.30/~classics

Thanks

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4264. Re: nac.net gone? Where is the APE home page?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5l0j0l$kv8@freenet-news.carleton.ca>
Source record: 73171

Ernest R. Schreurs (ernest@pi.net) writes:
> I have been trying to reach the APE home page, but nacs.net seems to
> have disappeared.
> Also, my E-mails to Steven Tucker are bouncing because of this.
> Has this server disappeared from the face of the earth?
> If so, is it in orbit? Do they have Internet there?
> After all, it is called cyberspace...

Due to human error entering some DNS records, the entry for
some NACS machines got fuddled up. It has been fixed and when the
DNS servers all get new copies will will be fixed, hopefully
within 48 hours.

For now, I have turned off mail forwarding at ai123@freenet.carleton.ca,
so you can reach me there, instead of classics@nacs.net. If you sent
mail to the freenet address and it bounced, send it again, it will not
bounce this time.

Thanks

Steve

mailto:ai123@freenet.carleton.ca
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4265. Re: atari 800XL and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-10 00:00:00 UTC
From: mhop <mhop@snip.net>
Message-ID: <01bc5c1f$e76308a0$LocalHost@computer-name>
Source record: 73172

Teej213360 <teej213360@aol.com> wrote in article
<19970507002500.UAA17236@ladder01.news.aol.com>...
> I have an atari 800XL and an Indus GT. I see all this software online but
> I have no way of getting it from my PC to my Atari. I tried a couple of
> programs that are supposed to be able to write to atari disks but i
> couldn't get them to work. On the atari I have old versions of DOS. I
> have DOS-XL 2.35i and Atari DOS 2.5. DOS-XL can format single density and
> double density (180K). Atari DOS can only format single density.
>

I would get a modem connected to your 800xl and download them, but there
are other ways of connecting the 8 bit to the pc that I know little about.

--
Mike Hopkins
mhop@snip.net

4266. Re: A Newbie's Initial Introduction

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-11 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970511052700.BAA11973@ladder01.news.aol.com>
Source record: 73097

You can run a whole NETwork of Atari 8bits on just 1 IBM power pack,
What you need to do id cut off the cord to your Atari power brick you
will notice
that one of the lines has a WHITE marker, this is the power line 5volts.
the other is ground. Now on the clone power pack you'll have lots of
lines, the RED lines are 5volts, and BLACK is the ground. Use a
Multi-tester to be safe.

Im running a comeplete LAN 8bit network on 3 IBM power packs :)
Good luck.

Star..

Star NET BBS 407-281-6132 24hrs 500 megs since 1989.

4267. Re: Update on the ICD US Doubler ROM Quest...

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-11 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970511054701.BAA12830@ladder01.news.aol.com>
Source record: 73098

Where can Fte be reached at?? I need to order some stuff COD :)
From what I have heard is he is underground and for good reasons?

4268. Re: I NEED TO KNOW! PLEASE READ!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-11 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <33756050.CBB480D5@cc.memphis.edu>
Source record: 73099

Rick Scolaro wrote:
>
> kf6ddt@pop3.concentric.net wrote:
> >
> > On 1997-05-05 rscolaro@sprynet.com said:
> > Everyone, 1) I really need to know if there is a way to
> > >write an Atari 8-bit disk image from a my PC to an Atari-formatted
> > >disk. (snipped)
> > Well, I am relatively new to this game, but I would venture to say that,
> > depending on what kind of disk image, and also depending on what kind of
> > 8-bit and other hardware and software you have, it should not be too
> > difficult.
> > Starting with the best case scenario, if the disk image is one made with one
> > of the popular programs that people use to link their pc's and their 8-bit
> > machines, sio2pc and ape are two that come to mind, and if you have those
> > programs and the accompanying hardware, it should be no problem to copy the
> > disk image over.
> > If what you are referring to is a disk image made with one of the 8-bit
> > disk imaging programs, then you need to first get the image to your 8-bit,
> > whether by sio2pc or similar, or null-modem cable, or even two modems and
> > two phone lines. This last is awkward I know, but it will work. After
> > doing this, you need to get whatever disk imager was used in the first place
> > and I confess that here my knowledge is limited. If you know what imaging
> > program was used, and if you post that information, then perhaps one of the
> > more experienced Atarians here can help you with that as well. Hope this is
> > enough to get you started.
> > Tom
> > -- http://www.cris.com/~kf6ddt/
> > "Among other evils which being unarmed brings you,
> > it causes you to be despised."
> >
> > -Niccolo Machiavelli
> >
> > Net-Tamer V 1.09 Beta - Registered
>
> Tom, thanks for the reply. The images I am speaking of are in the .ATR
> and .XFD formats. They are 90k images which should be able to fit on a
> 180k diskette, I am not too familiar with the sio2pc and ape imaging
> systems, so I am not sure if this type of transfer is possible. I am
> not sure if the images will convert back to their original state, but I
> will make an attempt to make the switch. Thanks for your insight.
>
> Rick Scolaro
> rscolaro@sprynet.com

OK, ATR: This is the SIO2PC format. You can use SIO2PC or APE, and mount the image,
then run a disk copier. You can also run an emulator and use Disk Communicator to create
a DCM, then export that to a file on the PC.

XFD: This a PC Xformer image. You can strip off the first 16 bytes to make an ATR. There
are utilities to do this for you. You can also use the emulator method.

DCM: Copy this to an Atari disk with one of the ATARIO-based disk utilities (MyUtil, etc)
and run Disk Communicator. Alternatively, import it to an ATR or XFD disk image, run Disk
Comm. on an emulator and extract it onto another disk image, then use SIO2PC or APE. I think
APE can convert these to ATRs without big gyrations, but I don't use APE and don't recall how.
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm

4269. Re: Is Atari back?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-11 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <33756356.6B071F16@cc.memphis.edu>
Source record: 73100

Thomas Havemeister wrote:
>
> In article <Re: Is Atari back?>, ampage@geocities.com (Asterisk) wrote:
>
> Howdy Asterisk,
>
> > > Atari is officially dead, apart from the users that keep it alive with
> > > this message base, dial up BBSs and home pages...
> > AtariSoft was a division of Atari, Inc. before it was split into two
> > companies. It published Atari games for other platforms. The Atari 8-bit
> > versions were published directly by Atari. Atari Games and Atari Corp.
> > are both still in existence, Atari Games is owned by WMS, and Atari
> > Corp. is owned by JTS. From what I hear, Atari Games and Atari Corp.
> > both still have rights to all the classic games.
>
> absolutely sure?
>
> <Did you hear anyone say "Goodbye"?>
>

All of the info he posted seems correct.
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm

4270. Re: what became of GOE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-11 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <33755DBE.F13B77EC@cc.memphis.edu>
Source record: 73101

David A. Paterson wrote:
>
> In an article dated Wed, 7 May 1997 14:42:14 GMT, someone named Alan
> Christie says...
> >
> >I know that Diamond OS released a few 64k catrirdges that were supposed to
> >be FAST. I have the Diamond OS demo disk and the 10 page manual for it.
> >
> >Diamond OS by Reeve Software
> >29W150 Old Farm Lane
> >Warrenville, IL 60555
> >(312) 393-2317
> >
> >(that's the info on the back of the manual)
> >I would be surprised if Reeve Software is still around.
> >CompuServe ID 71521,220 and on GEnie it is REEVESOFT
> >
> >Good luck! I doubt you would want to buy this manual and the demo disk.
> >(It's slow and doesn't do that much, the disk is dubbed STjr gives you a
> >windows like OS on the 8bit.
> >
> >Alan
>
> Actually, I believe Alan Reeve is still around - a couple years back I did a
> search and found some info online about him. Diamond, by the time it hit
> V3.0, was a fairly decent OS... which was when the Atari market hit the
> dumps. There were no compelling applications for Diamond, which really
> detracted from it. But when you think that one person wrote the whole
> thing, it's a fairly impressive achievement - add in the three applications
> he wrote, and it's a nice job (Diamond Paint, Write, and Publish).
>
> (Heck, Windows didn't amount to anything until 3.0 either)

Digital Research was beating MS up until Windows 3.0... I always
wondered why
DRI didn't upgrade GEM to compete.
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm

4271. Re: Jellystone

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-11 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <33755C2D.66A78801@cc.memphis.edu>
Source record: 73102

```
Lord Spatula wrote:
>
> Greg Miller wrote:
> >
> > ThePo55um wrote:
> > >
> > > You forgot the quotation marks. ;) Let me have a stab at it...
> > > <A HREF="http://myst.slcc.edu/~markus">Click me</A>
> > >
> > > >>lets see if this works..
> > >
> > > >><a href=http://myst.slcc.edu/~markus/>http://myst.slcc.edu/~markus/</a>
> > >
> > > >>If I did that right you should be able to click there & go straight to
> > > >>the site (I dunno, I just now learned HTML)
> >
> > It also isn't enclosed in an HTML block, so that doesn't really help.
>
> Good points, both of you.. Actually my news reader (netscape 3.0) makes
> the URL's active without any HTML code at all on my end, I guess it just
> recognizes the http: or some such

Yes, same in 4.0... If you place it in an HTML block, it supports the
full <A> syntax
and all those other bandwidth-wasting
unreadable-on-any-other-mail-reader HTML effects...
Very good mail and newsreaders on NC4, in any event.
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm
```

4272. Re: Historical accuracy

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-11 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <33755BC2.12E94DAF@cc.memphis.edu>
Source record: 73103

> to format a disk (though XIO255,#7,0,0,"D:" was almost as cryptic...)
>

Actually, it was 254 in all versions of DOS AFAIK... DOS 3 also had a
smart
format (253) which allowed you to specify format size... Convenient for
RAMdisk
utilities, etc.
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm

4273. Re: where is yogi?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-11 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <337584d7.1144438@news.abest.com>
Source record: 73104

On Sat, 10 May 1997 18:37:06 -0700, ziggy29@netgate.net (Tim Irvin)
wrote:

>> Does anyone know what's happened to the jellystone page and the 8-bit archive?
>> Just tried to access and have been put thru to a new url which only has a
>quote
>> from the movie "TRON" on it! All the links are down and the normal ftp address
>> is reported back as unknown.Any info would be appreciated.
>
>The archive has moved. I don't have the URL handy, though.

It's ftp://ftp.hackerz.com/hackerz/atari/web/index.html

4274. Re: Old Floppy/Game Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-11 00:00:00 UTC
From: uanrbza@grove.iup.edu
Message-ID: <1997May11.033816.12143@news.iup.edu>
Source record: 73105

In article <336CFD3A.7C0D@hawaii.choice.net>, wookie@hawaii.choice.net writes:
>I'm trying to recall the title of an Atari 8 bit game:
>
>was a flight game that featured a collection of 3 flight games,
>believe Microprose was maker,
>
>Thanks (in advance)

Top Gun Collection
mig alley ace
spitfire ace I believe, and one more
All three were killer two person games.

4275. Another NTSC test vs. PAL

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-11 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970511110401.HAA17584@ladder02.news.aol.com>
Source record: 73106

Ok, so I probably baffled a few people with my last test.

I am looking for assistance from ATARI 8bitters in the U.S.
Could someone do these tests so that I have an ideas as to the EXACT limits of ANTIC, both here in the U.K and over the water in the States.

ANTIC - Limits. (a detailed explanation for yuz.)

All I need to know is exactly how many Scan Lines can ANTIC generate?
On the UK (PAL equipped ATARI's) it is possible to go as high as 238 scan lines, that's 22 scan lines above standard OS modes.
I need the information to calculate 'worst case' DMA (cycle stealing), that way anything less is considered as bonus cycles per frame.

The display has been put.. ON ITS HEAD!! The BLANK 24! Scan-Lines (usually BLACK and above any text area). Are now, AT THE BOTTOM...
AS mode 8 lines.
(1 x mode 8 =1 scan line in height)

ALL Atari display-modes are 192 scan-lines (Vertical) +24 Blank, which is 216 in TOTAL. Wide Playfields require 48 bytes per line so all text get skewed.
I have only fixed the display where I required the text to stay still.

USE the CURSOR KEYS? up/down to INCREASE THE COUNTER......
BEYOND the usual 216!!

There is (hopefully..) , DISPLAYED ON SCREEN, the NUMBER of Scan-Lines.

READ the following VERY CAREFULLY.. otherwise I shall end up with mixed reports on what you get.

If you LOOK at the BOTTOM of the display, where the last blue scan line touches the black background, PRESS the CURSOR UP key
If you Press it fast you will see it EXPANDS by 'ONE' scan-line for every press of the key. { sorry but the flicker is just part of the display updating }
That's one MODE 8 LINE for every press of cursor UP.

Try it with the CURSOR DOWN, and the DISPLAY SHRINKS back up.
DO IT a few times to see what I mean.

THE ACTUAL TEST... (start NORMALLY - SCAN LINES =216)
press the UP key, gradually. UNTIL the display has a BRIGHT (PINK?) BAND at the very bottom { it will probably JUMP or ROLL too}, THAT'S ANTIC... OFF LIMITS!!)

SLOWLY..Press CURSOR DOWN until the display turns to NORMAL AGAIN.

At this point, you SHOULD BE ABLE, with only ONE press of CURSOR UP to flip the display OVER THE LIMIT, and just ONE press with DOWN to bring it back again.

Just TELL ME HOW MANY scan-lines you can achieve WITHOUT the BRIGHT BAND appearing.

I don't really care about the appearance, it's the NUMBER of Lines that I am looking for.

Please give the model of Atari used for the test.

Again, USA machines ONLY

Here's the listing.. [Please do not try with any Emulators]

***** ANTIC LIMITS (HOW MANY SCAN LINES CAN YOU GET ?) ******

```
1 GRAPHICS 0
5 L=PEEK(88):H=PEEK(89)
6 D=L+256*H
7 P=PEEK(560)+256*PEEK(561):P=P-1200
8 PH=INT(P/256):PL=P-(H*256)
10 C=23
15 POKE 1536,66
20 POKE 1537,L:POKE 1538,H
24 REM
25 FOR I=1 TO 22:POKE 1538+I,2:NEXT I
30 POKE 1561,66:POKE 1562,L:POKE 1563,H
34 REM *** DRAW BARS ON SIDE ***
35 LH=D+155:RH=D+195
40 FOR I=0 TO 1151 STEP 48
45 POKE LH+I,66:POKE RH+I,66
50 NEXT I
54 REM *** PUT UP ALIGNMENT CHAR'S ***
55 POS.0,0:?"0123456789ABCDEF012345-X-9ABCDEF0123456789ABCDEF";
60 POS.12,1:?"^":POS.11,2:?"^";
64 REM
65 POKE 1564,79
66 POKE 1565,PL:POKE 1566,PH
69 REM *** MAIN LOOP FOLLOWS ***
70 POKE 559,0
74 FOR I=0 TO C
75 POKE 1567+I,15
80 NEXT I
84 REM
85 M=1568+C
86 POKE M,65:POKE M+1,0:POKE M+2,6
90 POKE 560,0:POKE 561,6
95 POKE 559,35
97 POS.0,10:?"Scan Lines :";193+C;" ";
99 REM ***
100 K=PEEK(764):IF K=255 THEN GOTO 100
```

```
105 POKE 764,255
110 C=C+(K=14 OR K=78 OR K=142)-(K=15 OR K=79 OR K=143)
115 IF C<0 THEN C=0
116 IF C>48 THEN C=48
120 GOTO 70
125 REM *** END ***
```

Thanks to all who responded to the first posting...

<Richard>

4276. Re: Components for XL/XE still made?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-11 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970511110400.HAA17585@ladder02.news.aol.com>
Source record: 73107

1 May 1997
David P. Loewen <produnl2@teleport.com>

wrote.
>I was wondering if any of the components that make up the
Atari XL/XE computers are still being made today?
If so, are they used in other electronic devices? and, would they
still be the same size, or miniaturized? <

I doubt if the custom chips designed by ATARI were continued after 1985/6
but there's enough old stock 'OUT THERE' to keep the Atari 8bits
going until we expire ourselves.
The 6502 and the PIA chips should STILL be in production, albeit in
miniscule quantities. As to their being miniature products of 6502 or
whatever, I personally haven't come across any in the past 10 years!!

It was a feat of genius to even create the portfolio, a cruddy little pc!!
with a limited display of 40x8 in Black and Shite.
I mean let's be realistic here, you can get 240Mhz portables with full
colour and CD and Hard Drives for about $2000. WHO? in their right minds
would consider any portable based on 1978/9 technology, Even if it was
several years ahead of it's time. Also consider the investment required to
develop it, let alone sell enough to see any kind of reward for it. The
Atari Lynx is about as close as you get to a portable colour games machine
that actually had decent games for it <sadly lacking>.

Atari's past record with retail outlets and chains made sure that anything
they released would not recieve support from developers and public alike.
They 'announced' to soon then proceeded to deliver very late, by that time
competitors such as nintendo and sony et al had newer
more powerful hardware for sale...

7800... RIP
XE GAMES SYSTEM... RIP
LYNX... RIP
JAGUAR... RIP
ATARI....??? { Who's fault? J.T. Arrogance over Common Sense }

< niteporter@imailbox.com >

4277. Re: Components for XL/XE still made?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-11 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <3376A13C.36FB@worldnet.att.net>
Source record: 73108

RHart37663 wrote:
>
> 1 May 1997
> David P. Loewen <produnl2@teleport.com>
>
> wrote.
> >I was wondering if any of the components that make up the
> Atari XL/XE computers are still being made today?
> If so, are they used in other electronic devices? and, would they
> still be the same size, or miniaturized? <
>
> I doubt if the custom chips designed by ATARI were continued after 1985/6
> but there's enough old stock 'OUT THERE' to keep the Atari 8bits
> going until we expire ourselves.
> The 6502 and the PIA chips should STILL be in production, albeit in
> miniscule quantities. As to their being miniature products of 6502 or
> whatever, I personally haven't come across any in the past 10 years!!
>
> It was a feat of genius to even create the portfolio, a cruddy little pc!!
> with a limited display of 40x8 in Black and Shite.
> I mean let's be realistic here, you can get 240Mhz portables with full
> colour and CD and Hard Drives for about $2000. WHO? in their right minds
> would consider any portable based on 1978/9 technology, Even if it was
> several years ahead of it's time. Also consider the investment required to
> develop it, let alone sell enough to see any kind of reward for it. The
> Atari Lynx is about as close as you get to a portable colour games machine
> that actually had decent games for it <sadly lacking>.
>
> Atari's past record with retail outlets and chains made sure that anything
> they released would not recieve support from developers and public alike.
> They 'announced' to soon then proceeded to deliver very late, by that time
> competitors such as nintendo and sony et al had newer
> more powerful hardware for sale...
>
> 7800... RIP
> XE GAMES SYSTEM... RIP
> LYNX... RIP
> JAGUAR... RIP
> ATARI....??? { Who's fault? J.T. Arrogance over Common Sense }
>
> < niteporter@imailbox.com >

there's a surface mount version of the 6502 and its about dime-sized. as
for the other non-custom parts they're still being made in a variety of

shapes and sizes :-) the gtia/pokey etc are no longer in production.

Keith

4278. God I miss my Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-11 00:00:00 UTC
From: "Anthony C. Russo" <AnthonyCRusso@webtv.net>
Message-ID: <5l4l8r$2me$1@newsd-105.bryant.webtv.net>
Source record: 73109

This message is dedicated to al those who owned Atari Systems during their Golden Years. Even though it only had 64K and incredibly slow software it was still incredible!!!!! Does anybody remember the title Return of Hercules!!!!!!!!!! That game was an incredible adventure. Did anybody ever play Karateka, this was long before Mortal Kombat and similar titles. It really pioneered the game world that we experience today, sure the graphics and the speed improved but few of todays games are even comparable. If you are a current Atari owner please E-mail or a former one. I actually developed some commercial titles, which you might own!!!

Truly Yours,

Anthony C. Russo

PO Box 341, Union, NJ 07083
E-Mail AnthonyRusso@writeme.com

4279. Re: Another NTSC test vs. PAL

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-11 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <EA13GB.664@iglou.com>
Source record: 73110

On a US 800XL with a Commodore 1701 monitor, I got 238 lines.

--
Bill Marcum bmarcum at iglou dot com
If gnus are outlawed, only outlaws will have gnus.

4280. Re: Looking for . . .

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-11 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <EA1473.74p@iglou.com>
Source record: 73111

In article <01bc5cad$f8744bc0$39ced5c1@vidar>, Vidar Olavesen wrote:
>Check out : http://aegis.mcs.kent.edu/~clisowsk/8bit.html for more info on

I have that pege bookmarked under "nimitz.mcs.kent.edu". Both addresses
seem to work; does it make any difference which one I use?

--
Bill Marcum bmarcum at iglou dot com
If gnus are outlawed, only outlaws will have gnus.

4281. Re: problem with TV sound from UK Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-11 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EA15oJ.n13@cix.compulink.co.uk>
Source record: 73112

In article <337478ab.2482255@news.tudelft.nl>, sidney@ch.twi.tudelft.nl
(Sidney Cadot) wrote:

>
> Hi all,
>
> Today I got a beautiful mint-condition Atari 800 XL, with which I am
> very happy. However, there is one problem: it doesn't produce sound
> through the TV speaker.
>
> This is not as bad as it seems: I can still get sound through the
> monitor plug to my stereo, which sounds a lot better anyway. This of
> course confirms that the sound hardware of the atari is working
> properly; furthermore, if I de-adjust the TV set (quite a lot) I can
> sometimes make out the Atari sound (very badly, though). This seems to
> indicate that there _is_ a connection from POKEY to the TV-SIGNAL
> converter.
>
> The Atari is an UK PAL 800 XL, and I myself am living in the
> Netherlands (using PAL, of course). The connection instructions for
> PAL TV systems say that UK Ataris are on channel 36 while other
> European ataris are set up for channel 4. This seems to be correct
> since I had to adjust the channel when I hooked up the UK Atari.
>
> Can anybody explain how it is possible that I get a good image without
> getting proper sound (just noise) on channel 36?
>
> Could anybody point out how I could adjust the Atari to channel 4
> television output? Is it hard-wired in the computer? I have the weird
> feeling this would solve the problem...
>
> Regards, Sidney
>
There are a couple of types of PAL. The PAL used by Germany has exactly
this effect i.e. a perfect picture but no sound. If you have a
multistandard TV it will be able to handle this. COuld it be you also have
the version of PAL used in Germany?

The sound sub-carriers are on different frequencies I believe but beyond
that I don't know.

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |

+--+

4282. Re: Components for XL/XE still made?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-11 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bc5e66$55a3bb00$334537a6@default>
Source record: 73113

RHart37663 <rhart37663@aol.com> wrote in article
<19970511110400.HAA17585@ladder02.news.aol.com>...
> It was a feat of genius to even create the portfolio, a cruddy little
pc!!
> with a limited display of 40x8 in Black and Shite.
> I mean let's be realistic here, you can get 240Mhz portables with full
> colour and CD and Hard Drives for about $2000. WHO? in their right minds
> would consider any portable based on 1978/9 technology, Even if it was
> several years ahead of it's time. Also consider the investment required
to
> develop it, let alone sell enough to see any kind of reward for it. The
> Atari Lynx is about as close as you get to a portable colour games
machine
> that actually had decent games for it <sadly lacking>.

You turned a simple question about xl/xe parts availability to a rant about the portfolio and lynx. Me thinks you have ADD (attention deficit disorder).

You seem to think that people are trying to find portfolios to replace notebooks. Hello. You have any concept of the timeline we're talking about here? The portfolio is a collector's item. No one (that I know of) would buy it to *use*. Get a hint.

>
> Atari's past record with retail outlets and chains made sure that
anything
> they released would not recieve support from developers and public alike.
> They 'announced' to soon then proceeded to deliver very late, by that
time
> competitors such as nintendo and sony et al had newer
> more powerful hardware for sale...

Nintendo and Sony delivered more powerful hardware before atari could? You sound like you're new to the game market. Jag hit the shelves about 2 years before Sony put out a game system. And longer before Nintendo put out theirs.

You don't sound very knowledgeable about the stuff you're ranting about.

4283. Re: Atari Recorder questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-11 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970511183720.4923B-100000@fissure.scar>
Source record: 73114

On 10 May 1997 buck@grolen.com wrote:

> I have a lot of files on tape that I am trying to copy over to disk
> but my 410 program recorder has lost all of it's enthusiasm. If I
> remember correctly, it never was very reliable anyway. Has anybody
> who has used the Atari 1010 or XC-12 found these to be any better?
> I recently acquired a Commodore 64 with it's version of a program recorder
> and it is almost bulletproof! Certainly makes the 410 look pretty lame.
>
> Any information on the reliability of the 1010 or the XC-12 would be appreciated,
> particularly concerning which is best.
>

Whatis the XC-12? I have never heard of that device? A 3rd party tape
drive for the 8bit?

Speaking of tape drives for the 8bit does anyone know of a Tape backup
(like the 250 MB colorado tape backup I have on my 486) that works on the
8bit? Maybe another hack for bob Puff's black box? I know you can use PC
floppy drives now..

Alan

4284. Re: what became of GOE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-11 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970511182540.4923A-100000@fissure.scar>
Source record: 73115

On 9 May 1997, David A. Paterson wrote:

> In an article dated Wed, 7 May 1997 14:42:14 GMT, someone named Alan
> Christie says...
> >
> >I know that Diamond OS released a few 64k catrirdges that were supposed to
> >be FAST. I have the Diamond OS demo disk and the 10 page manual for it.
> >
> >Diamond OS by Reeve Software
> >29W150 Old Farm Lane
> >Warrenville, IL 60555
> >(312) 393-2317
> >
> >(that's the info on the back of the manual)
> >I would be surprised if Reeve Software is still around.
> >CompuServe ID 71521,220 and on GEnie it is REEVESOFT
> >
> >Good luck! I doubt you would want to buy this manual and the demo disk.
> >(It's slow and doesn't do that much, the disk is dubbed STjr gives you a
> >windows like OS on the 8bit.
> >
> >Alan
>
> Actually, I believe Alan Reeve is still around - a couple years back I did a
> search and found some info online about him. Diamond, by the time it hit
> V3.0, was a fairly decent OS... which was when the Atari market hit the
> dumps. There were no compelling applications for Diamond, which really
> detracted from it. But when you think that one person wrote the whole
> thing, it's a fairly impressive achievement - add in the three applications
> he wrote, and it's a nice job (Diamond Paint, Write, and Publish).
>
> (Heck, Windows didn't amount to anything until 3.0 either)

Yeah, considering it was a one-man effort, Diamond is quite impressive.
Too bad Atari Inc didn't employ him, to make a new (D)OS. That Dos XE was
a nice idea, (ultraspeed skew for Xf551 drive, built in, Atari's first
real DD dos, date/time stamp, etc) The only killer was an incompatible
disk format. Dos XE was too little, too late and was weak compared to
Sparta Dos 3.x/4.x.

Alan

4285. Infusion BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-11 00:00:00 UTC
From: Grant Passmore <skaboy@usa.net>
Message-ID: <33765d08.0@data.wt.net>
Source record: 73116

I just thought I'd let everyone know....

There is finally a BBS Software with all of the great features of OBV/2 and Iniquity, but without the bugs and bad
support. Infusion BBS Software is a new generation in BBS Software, modeled after OBV/2 and Iniquity with everything
that the sysop can imagine..and more.

Some basic features are:

o Multi-node upto 255 concurrent users
o Light-bar support [arrow keys]
o Requires NO Fossil Driver [selectable FOSSIL, ASYNC, and Digiboard for each node]
o Online Configuration [menu editor, string editor, evemt editor, node editor, system editor, etc]
o Pipe Color Codes
o MCI Codes
o Powerful scripting language
o Internal One-Liners, Blacklist, voting booth, etc
o Internal Z-Modem, X-Modem, Y-Modem, Y-modem-g [no limit to external protocols]
o Internal COMM Program with internal protocols, Auto Up/DL
o Great support
o Basically all of the great features of OBV/2 and Iniquity combined

Infusion has been picked up by fuEl [international art group], and Infusion 1.0th will be released June 10th.

Come to the Infusion Home-Page at http://web.wt.net/~sparky/ibbs/ and jump into the JAVA Based Chatroom,
or come to the ANNEX, the official Infusion IRC Server [irc.annex.net] #infusion / #bbs

send the author skaboy101 [Grant Passmore] E-mail at skaboy@usa.net

-lata
skaboy101

4286. Re: Atari 800XL joysticks wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-11 00:00:00 UTC
From: kenneth@daffy.aatech.com
Message-ID: <33755c10.1042730260@news.aatech.com>
Source record: 73117

On 8 May 1997 17:16:15 GMT, lais@cs.man.ac.uk (S94) wrote:

>In article <33618b38.7237773@news.aatech.com>, kenneth@daffy.aatech.com (Kenneth
Jennings) writes:

>>There may be problems with extra buttons on the joystick which I think
>>use resistors on the pot lines, but otherwise, Atari 8-bit <-> Amiga
>>joysticks are the same thing.
>
>What extra buttons? Any extra buttons are just hardwired to the same pin. In the
>case of Sega Master System/Megadrive controllers, they work too but the extra
>buttons really are extra buttons, in the sense they are wired differently and so
>don't do anything on an Atari.

I mean IF there are extra buttons. If they don't just duplicate the
single trigger then they will probably be wired to the
lines the Atari uses for the potentiometers. Whether or not this can
work would depend on your own programming. It's not likely that some
existing game would expect to see inputs there.

Kenneth Jennings -- SyntheToonz
Miami, FL -- kenneth@daffy.aatech.com

4287. MAC/65

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-12 00:00:00 UTC
From: Robert Erickson <dperw@mail.utexas.edu>
Message-ID: <33777009.5E92@mail.utexas.edu>
Source record: 73023

hi all,

i recently purchased a mac/65 cartridge by oss.

on the label it says "with ddt"

what is ddt...is it a development environment?

thanks.

cheers,
robert

4288. 7 cities...

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-12 00:00:00 UTC
From: Christian <lascheck@uni-koblenz.de>
Message-ID: <3377DBCB.25F0@uni-koblenz.de>
Source record: 73024

Anyone know on whitch emulator "7 cities of gold" is working ??

4289. Re: MAC/65

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-12 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc5f09$8a3980e0$15ced5c1@vidar>
Source record: 73025

DDT is Dunion's Debugging Tool. You can trace programs and it's very
useful! Excellent tool :-)

Robert Erickson <dperw@mail.utexas.edu> wrote in article
<33777009.5E92@mail.utexas.edu>...
> hi all,
>
> i recently purchased a mac/65 cartridge by oss.
>
> on the label it says "with ddt"
>
> what is ddt...is it a development environment?
>
> thanks.
>
> cheers,
> robert
>

4290. Re: God I miss my Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-12 00:00:00 UTC
From: rreid@earth.execpc.com
Message-ID: <5l7vkn$5j1$1@earth.execpc.com>
Source record: 73026

Anthony C. Russo (AnthonyCRusso@webtv.net) wrote:
: This message is dedicated to al those who owned Atari Systems during
: their Golden Years. Even though it only had 64K and incredibly slow
: software it was still incredible!!!!! Does anybody remember the title
: Return of Hercules!!!!!!!!!! That game was an incredible adventure.
: Did anybody ever play Karateka, this was long before Mortal Kombat and
: similar titles. It really pioneered the game world that we experience
: today, sure the graphics and the speed improved but few of todays games
: are even comparable. If you are a current Atari owner please E-mail or
: a former one. I actually developed some commercial titles, which you
: might own!!!

: Truly Yours,
:
: Anthony C. Russo
:
: PO Box 341, Union, NJ 07083
: E-Mail AnthonyRusso@writeme.com

Anthony,

Yeah, I remember, <sniff> <sniff>. I just subscribed to this
group, but I just wanted to say I learned to be a serious programmer on
the Ataris, and owned and supported one for 7 years. It's too bad
there's not an emulator floating around for the PCs... Or is there?

...Rodney

PS: I don't miss 6502 assembly though!

4291. Re: MAC/65

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-12 00:00:00 UTC
From: rreid@earth.execpc.com
Message-ID: <5l816cgvl1@earth.execpc.com>
Source record: 73027

Robert Erickson (dperw@mail.utexas.edu) wrote:
: hi all,

: i recently purchased a mac/65 cartridge by oss.

: on the label it says "with ddt"

: what is ddt...is it a development environment?

: thanks.

: cheers,
: robert

DDT is their built in debugger if I remember right. Like the assembly
language monitor built into the apple.

...Rodney

4292. FS: Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-12 00:00:00 UTC
From: rworcest@redstone.army.mil
Message-ID: <863471766.15509@dejanews.com>
Source record: 73028

My father has the following for sale:

Atari 800
Atari 400
Percom DS dual disk drive (not working)
Atari 850 modem
lots of books, manuals, sw (incl games)

$125 + shipping for the whole kit 'n' kaboodle

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4293. Re: what became of GOE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-12 00:00:00 UTC
From: davepat@total.net
Message-ID: <3376a58f.0@news.total.net>
Source record: 73029

In an article dated Sun, 11 May 1997 00:48:46 -0500, someone named Greg
Miller says...
>> (Heck, Windows didn't amount to anything until 3.0 either)
>
>Digital Research was beating MS up until Windows 3.0... I always
>wondered why
>DRI didn't upgrade GEM to compete.

DRI got nailed in look and feel lawsuits by Apple (who ripped of Xerox).
Later GEM versions had max 2 fized size windows. SO, the product tanked.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
If you pick up a stray dog, feed it and take care of it,
it will not bite you. This is the principal difference
between a man and a dog. - Mark Twain

4294. Need directions for SIO2PC cable assembly... Please Help... :)

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-12 00:00:00 UTC
From: "David B. Dancy" <dbdancy@thevision.net>
Message-ID: <3377E2AD.3A79@thevision.net>
Source record: 73030

I just found all of this Atari stuff on the web lately. Glad to see others haven't forgot about it. My parents almost threw out my 2 800XL with the works after I moved out. I would have been extremely pissed off...

But to the point...

I found a Radio Shack Parts list on a web page within the last day or so. But, there were no schematic diagrams of this cable (SIO2PC). I was hoping someone out there could help. I think I've already got the correct software to do the interfacing, but not the direct connection to my 1050 drives. Please email me back... Thanks.

4295. atari 8bit trade list

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-12 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <5l5rd4aiu1@artemis.it.luc.edu>
Source record: 73118
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Here's my tradelist of atari 8bit computer carts. I'd be interested in trading them for any cart not on my have list, which follows.

Ted B

Atari 8bit computer carts for trade (loose):

Alphabet Zoo (spinnaker)
Astro-Grover (cbs)
Basic
Congo Bongo (sega)
Donkey Kong
Flight Simulator II (XE)
Fraction Fever (spinnaker)
Frogger
Miner 2049er (picture label)
Missle Command
Pac Man
Pitfall
Pole Position
Popeye (PB)
Q*bert (PB)
Space Invaders
Star Raiders
Star Trek SOS (sega)
SW:ROTJ, DSB (PB)

here's the carts i already have (none of these is for trade/sale, so please dont ask):

atari 8bit carts/tapes

81 different titles...

Atari:

Asteroids
Atariwriter
Ballblazer (XE original)
Basketball
Blue Max (XE)
Bug Hunt (XE)
Centipede (1 black, 1 silver)
Computer Chess
Defender (personal)
Dig Dug (1 black, 1 silver)

Donkey Kong (1 black, 1 silver)
Donkey Kong Jr. (silver)
E.T. Phone Home
Flight simulator II (XE)
Food fight (XE)
Joust (silver)
Jungle Hunt (silver)
Missle Command
Ms Pac Man
Pac Man
Pole Position (silver)
Qix
Robotron 2084
Space Invaders
Star Raiders (x2 one of em is my personal copy)
Track and Field (silver label)

3rd party:

Alien Garden (epyx)
Alphabet Zoo (spinnaker)
Alphabuild (fisherprice)
Astrochase (PB)
Astro-Grover (cbs software)
Big Bird's Special Delivery (cbs software)
Coconotes (cbs software)
Congo Bongo (sega)
Dance Fantasy (fisher price)
Deluxe Invaders (roklan)
Educational System Master Cartridge D 4001 (Dorsett Educational Systems)
Facemaker (spinnaker)
Fraction fever (spinnaker)
Frogger (PB)
Journey to the Planets (roklan)
Jumbo Jet Pilot (thorn/EMI)
Jumpman Jr. (Epyx)
Kaboom (activision)
Kickback (thorn/EMI)
Kids on Keys (spinnaker)
Kindercomp (spinnaker)
K-razy Antics (cbs software)
K-razy Shootout (cbs software)
Math Mileage (CBS software)
Major League Hockey (thorn EMI)
Megamania
Miner 2049er (x2 1 picture, 1 silver. big five software)
Monkey Wrench II, the (eastern house)
Night Strike (TG products)
Pitfall (activision)
Pitfall II (activision)
Popeye (PB, label gone)

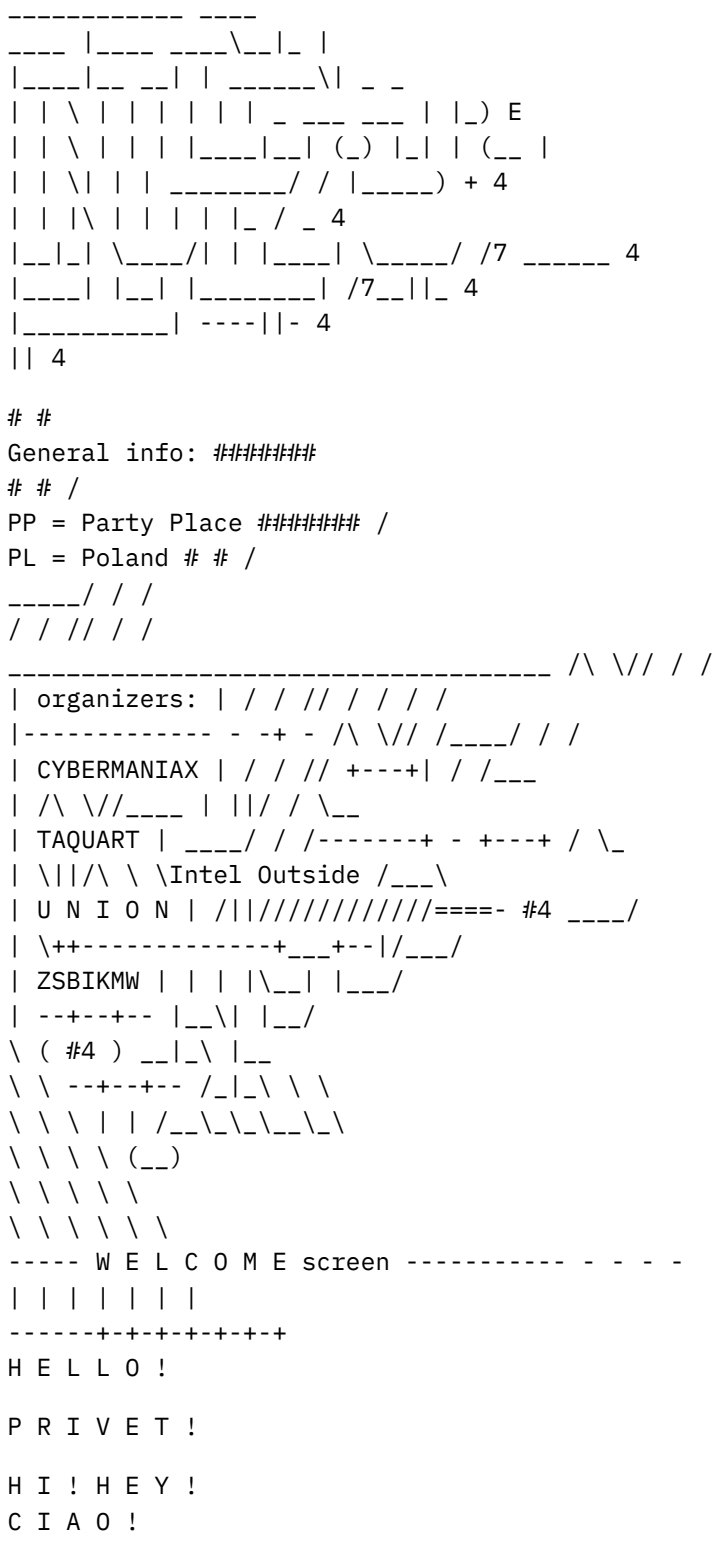
Q*bert (PB)
River Raid (activision)
River Rescue (boxed, w/docs) (thorn EMI)
Shamus (synapse)
Star Trek SOS (sega)
Submarine Commander (thorn EMI)
SW: ROTJ Death Star Battle (PB)
SW: TAG (PB)
Time Bound (cbs software)
Turmoil (sirius/fox)
Wizard of Wor (roklan)
Zaxxon (sega)
Zenji (activision)

Prototypes:

Assembler/Editor (protolabel, wrapped)
Assembler/Editor (reg, wrapped)
Atari Artist (protolabel, wrapped)
Atari Logo (protolabel, wrapped)
Basic (reg, wrapped)
Centipede (protolabel)
Educational System Master Cart (regular, wrapped)
Music Composer (protolabel, wrapped)
Star Raiders (protolabel)
Star Raiders (regular label, wrapped)
Super Breakout (protolabel)
Super Salt (x2 protolabel, labelless, 2 different versions)
Telelink II (protolabel, wrapped)
Tennis (protolabel)

4296. Intel Outside 4 - Invitation

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-12 00:00:00 UTC
From: slawek@gaja.ipan.lublin.pl
Message-ID: <5l6rr4baa1@helios.man.lublin.pl>
Source record: 73119



PP = Party Place
PL = Poland
General info:
organizers:
CYBERMANIAX
TAQUART
U N I O N
ZSBIKMW

H A L L O !
K O N I C H U W A !

H O L A !

```
+----------------+
---| INFO-terminal |------------------------------
+----------------+
|
| We are honoured to invite you to the 4th release
| of Polish best, biggest and oldest party called:
|
| I N T E L O U T S I D E
|
| - - - --- multiplatform edition
|
+---------------------------------------- - - - - -
```

Photos of PP, way to PP and other will be placed very soon

Prompt) nore info please! (enter)

Step by step info:

[]-> Country - Poland

[]-> City - Wloclawek - W L O C L A W E K - medium town
in center of Poland on the Vistula
(Wisla) river.

[]-> Date - 12/13 July
opening about 10.00 a.m. Saturday
closing about 12.00 a.m. Sunday
if you are earlier you be able to get in

[]-> Party Place (PP) - will be located in Sports hall
str. Chopina 10/12. PP is very easy to find! More
info below!

[]-> Safe parking (with security).

[]-> Free entrance for girls.

[]-> Special offer !!!!
50% free for guests from other planets, it means
UFO guests, guests from Mars, Moon, etc. :-)

[]-> Non stop food support, inc. vegetarian.

[]-> Big screen, audio, video, TVs equipments.

[]-> Mr. Root Manga Room.

[]-> Rave Party + something special ......

[]-> Competition, competition, comp.......

[]-> A lot of crazy compos.

[]-> Fast compos.

[]-> Special Monument - Yes we show you monument
temporaily named B.G.E. :) We have E. for you Mr B.G.

[]-> Sony Play Station ....

[]-> Enter fee 25 PLN - about 10$/14DM/6GBP all values
acceptable
If you want to discuse about fee - use e-mail and
mail to Jonek

```
_____________________________________________________________
||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||||
//////////
Platforms: //////////
//////////
7777777777777777777777777777777777777777777777777777777777
```

```
LLLLLLLLLLL _ /7
=========== \\ // Amiga
\X/
```

```
_____________
////////////// Atari
```

```
____________
------------ Commodore
```

```
__________ __
|___ --+- | |_) (what about IntelOutside?)
|__________| | C - Pc compatible :=)
```

```
_______ _____ __ __
LLLLLLL| L_ / \ \/ /
_______ / /_ > < ZX Spectrum :-)
LLLLLLL| /___| /_/\_\
```

and more.... (your sugestions are welcome)

```
_____________________________________________________________
M\W/M\W/M\W/M\W/M\W/M\W/M\W/M\W/M\W/M\W/M\W/M\W/M\W/M\W/M\W/M\W
```

```
-- - - - - ---- - --- - - - Deadlines - -- -
---- -- - - -- --- ----- -- - -- Deadlines - - .. . ..
----- --- --- - --- ---- - - -- - -- Deadlines .. . .
```

Only two deadlines:

```
--------------------+
Saturday at 12.00 |-----------+
--------------------+ |
|
--------------------------------+-------------------------
Music compos - all platform - mod4ch & multi
-------------+
```

```
If it is to early for you - you can send mod by e-mail
(between 1 July and 10 July)
e-mail: ........................... (will be shown soon)
subiect: IO4-MusCompo
additional info: handle, (group), name, city, country -
You MUST confirm it at the Party!!!
+--------------------
-------------------------------------+

-------------------+
Saturday at 14.00 |------------+
------------------+ |
|
+---------------------------+----------------------
| All other compos Demos, Intros, Gfx, Ray .. .. ...
| No e-mail available
| ||--------
|================ == = =
:

|--------------------------| LLLLL
-------------------| End of deadlines I N F O | LLLLL
|--------------------------| LLLLL

%%%
```

```
| In sele- | If demo will be making any problems |
| ction | and autor can't repair it, after 5th |
| time | try demo will be kicked out! Sorry! |
|----------+------------------------ |
| platforms: All |
+-------------------------------------------------+

--------------------+
intro 64 _ | deadline: Sat. at 14:00 (2.00 p.m.)
I ___ |_) _64 |
I |\| | |\ (_) : competition start: about ......
-----------------+---------------- - - - - -
|
+--------------+-----------------------------------+
| Time: about 4min (ex. end txt part) |
|--------------------- |
| Size: 64Kb = 65536 bytes |
|----------+------ |
| In sele- | If intro will be making any problems |
| ction | and autor can't repair it, after 5th |
| time | try intro will be kicked out! Sorry! |
|----------+------------------------ |
| platforms: Amiga, Pc |
+-------------------------------------------------+

--------------------+
intro 4k _ | deadline: Sat. at 14:00 (2.00 p.m.)
I ___ |_) _4k |
I |\| | |\ (_) : competition start: about ......
-----------------+---------------- - - - - -
|
+--------------+-----------------------------------+
| Time: about Hmmm... Just show something! |
|--------------------- |
| Size: 4Kb = 4096 bytes |
|----------+------ |
| | and standard blah blah blah ... |
| | |
| In sele- | If intro will be making any problems |
| ction | and autor can't repair it, after 5th |
| time | try 4k will be kicked out! Sorry! |
|----------+------------------------ |
| platforms: Amiga, Pc |
+-------------------------------------------------+

-----------------+
music compos | deadline: Saturday at 12:00 p.m.)
- --- - --+-----+
4 clone of music compo |
--+--------------------+--------------+
| Time: about 3min |
```

```
|--------------------- |
| Size: about 700Kb |
+-----------------------------------+-+
| module format: all standard formats |
| acceptable |
+-------------------------------------+

Music clones:

Atari music
competition start: about 16:00 (4 p.m.)

Commodore music
competition start: after Atari music about .....:00 p.m.

mod4ch
competition start: ..........

multi
competition start: ..........

@!$#@&%^$&^)**%(^%^%#@!%$@&^%$(&^(**^(^%&$^$#%@!%$&^(^&$$#

============================================================
___
\ 7 | || | \
\ 7\ 7 | || | ) Demo !!!!
\7 \7 | ||___ |___/
WILD demo

\\\\\\\\\\\\\\\\\\\\\\\\\
\\\
No limitation !!!!!!! /// Positve shock preferable!!!
\\\
/////////////////////////
_________________/_______________________________________
<><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><><>
\
------------------>
VIDEO DEMO /
----------------/
---------------<_________________________
-----------------|
---------------- | competition start: about .... p.m.
-----------------|
+--------------+-----------------------------------+
| Time: about 5min (ex. end txt part) |
|--------------------- |
| Size: Hmmm... Hmmm... - Double "Hmmmm..." |
|----------------- |
|---------------------------------- |
| Vdemo must be "compatible" with platforms: |
+------------------------------------------ |
```

```
| VHS & SVHS Videos, Mono, Stereo, Hi Fi |
+------------------------------------------------+

--------------------------------////// ____ ___ _ _
XXXXXX XX ///// / | / | // //
____ XX XX //// /____// /___///___/
/ \ |||||| XX XX /// / \ / // /
|| ___ || \\// // / \ / // / \\\
|| || ||||| XX << ------------------------->
\____/ || XX\\ \\\ -----///
|| XX XX \\\\
gfx // \\\ \\\\\
ray // \\\\\\\
_____________________________________\

-----------------+
gfX -:- Gfx | deadline: Sat. at 14:00 (2.00 p.m.)
Ray g f x ray |
gfx G.F.X. : competition start: about ......
-----------------+---------------- - - - - -
|
+--------------+-----------------------------------+
| Resolution: 640x480/512 up to 800x600 |
| with/without overscan |
+------------------------------------------------+
| Colors: up to 24bits (16M) RGB |
| 32bits & CMYK - not acceptable !!! |
|------------------------------------------------|
| Format: All popular format, |
| IFF, Jpeg, Gif,... preferable |
|--------------------------------- |
| platforms: Amiga, Pc | No scan, plagiation! |
+------------------------------------------------+

As you see we are not trouble generators :-)

You have other module format - no problem
You have new picture format - no problem - we try to help
you
You have HD - no problem
You haven't got HD - your problem
You are tired - no problem
You want sleep - no problem
You are hungry - no problem
You have a girl - You are lucky
You have money - you are ........

\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
////////////////////////////////////////////////////////

S E L E C T I O N S _____
//_____________________________________ \
```

```
//// _ _ ___ _ _____/ /\
//// (_ | / | | / \ |\ | (_ / /
///______) E |__ E \_ | | \_/ | \| __) / /
---------------------------------------/_/
```

Yes ! for better quality!

Modules: standard selection - 10-15 modules in all
msx_compos

GFX: Stupid low quality pictures will be removed
to Crazy Gfx

Demo: Only for separation between standard demo, crazy demo

```
OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO
---------------------------+
|
RRRRRR\ |
RR RR RRRRRR\ +---End of Selections |
RRRRRR/ RR RR ----------------------+
RR \RR\ RRRRRR/
RR \RR\ RR \RR\ R E S T R I C T I O N S !!!
RR \RR\
------------------------

##########################################################################
/\/\ Restrictions /\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\/\
_ _
|RouBL= - INFO !!!
__________________________
/-------------------------\
{ ONLY FOR TROUBLEMAKERS !! }
\=========================/
```

As usually:

- no alcohol - soft drinks will be accesible at the PP

- no drugs - ABSOLUTELLY NO! - no comment!

- no smoking - only in selected areas

- no wall painting, (No? Why no? ... OK! OK! Yes! We
will prepare some walls specially for "ASCII" painters)

- Drunk people will be ... Hmmm ... (inc. fractals
generators) separate from PP

- Troublemakers will be KICKED OUT !!!

- damagemakers must pay for damages

Nearest Police Station is about 600m from PP!

/\/\/\

4297. Re: where is yogi?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-12 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33766e26.6870401@news.injersey.com>
Source record: 73120

On Sun, 11 May 1997 09:02:27 GMT, Sapphire@moc.cynonni (Janice in NYC)
wrote:

-On Sat, 10 May 1997 18:37:06 -0700, ziggy29@netgate.net (Tim Irvin)
-wrote:
-
->> Does anyone know what's happened to the jellystone page and the
8-bit archive?
->> Just tried to access and have been put thru to a new url which
only has a
->quote
->> from the movie "TRON" on it! All the links are down and the normal
ftp address
->> is reported back as unknown.Any info would be appreciated.
->
->The archive has moved. I don't have the URL handy, though.
-
-It's ftp://ftp.hackerz.com/hackerz/atari/web/index.html
-

No no, people get up with the program! It's now at:

http://myst.slcc.edu/~atari/

but sadly, looks like no more Ftp space.

Cmwagner is mirroring the (was) the hackerz site, so his should still
be available thru ftp.

4298. Re: software for atari 8bit computer i need printshop andgraphics to

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-12 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970512121501.IAA21682@ladder02.news.aol.com>
Source record: 73121

In article <01bc5afb$16d23fa0$a64437a6@default>, "Silver Surfer"
<SilverSurfer@HalleBoppe.com> writes:

>Believe it or not, Print shop was one of the last pieces of software that
>continued to be manufactured and sold by Electronic Arts long after the
>Atari 8-bit market died. The last time I checked with an EA rep (5 years
>ago) it was still a product you could order directly from them (including
>the graphic disks). Of course, that could have changed by now. You have
>to call them to find out for sure.

Funny, wasn't The Print Shop produced by Broderbund?

4299. Re: software for atari 8bit computer i need printshop andgraphics to

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-12 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc5ee3$a1118b80$3eced5c1@vidar>
Source record: 73122

ASharkis <asharkis@aol.com> wrote in article
<19970512121501.IAA21682@ladder02.news.aol.com>...
> In article <01bc5afb$16d23fa0$a64437a6@default>, "Silver Surfer"
> <SilverSurfer@HalleBoppe.com> writes:
>
> >Believe it or not, Print shop was one of the last pieces of software
that
> >continued to be manufactured and sold by Electronic Arts long after the
> >Atari 8-bit market died. The last time I checked with an EA rep (5
years
> >ago) it was still a product you could order directly from them
(including
> >the graphic disks). Of course, that could have changed by now. You
have
> >to call them to find out for sure.
>
> Funny, wasn't The Print Shop produced by Broderbund?
>
Didn't EA buy Broderbund ?

4300. Re: C compiler

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-13 00:00:00 UTC
From: Bill Himmelstoss <whimmelNOSPAM@southeast.net>
Message-ID: <01bc5f48$7b320150$c00c35cf@yakko>
Source record: 73031

> Bill Himmelstoss <whimmelNOSPAM@southeast.net> wrote in article
> <01bc5a9a$637c5f90$b30c35cf@yakko>...
> > Is there a such thing as a C compiler for the XL and family? If so,
how
> > useful is it?
>
> What about the Action! cart? While I never learned to program it, I
> thought it was suppose to be similar to C.

I have that! I really liked Action!, but I'd say it is somewhere between
BASIC and Pascal.

I never got the runtime though... My executables require the cart to be
installed or they won't run. Anyone know where I can find the runtime
disk?

--
Bill Himmelstoss
http://users.southeast.net/~whimmel
mailto:whimmel@southeast.net or remove NOSPAM

4301. Re: what became of GOE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-13 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970513054100.BAA27801@ladder02.news.aol.com>
Source record: 73032

Hi David,

I did some work with Alan on Diamond GOS (I did the icon graphics and was mentioned in the V1.0 manual). Alan approached Atari with the idea of selling GOS with the XE computers since it had a look & feel of TOS in an 8-bit sense but Atari wouldn't go for it, then a marketing company he hired tried to strong arm Atari into buying it and selling it. That was the end of that. Alan pulled out, did some revisions here and there then it was time to move on :(

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

4302. Atari HW & SW sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-13 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5l9i23rok2@news1.voicenet.com>
Source record: 73033
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers

```
Atari Items for Sale plus shipping

Atari 850 Interface no power supply..... $39
Atari XMM801 printer..... $24
Atari 1020 Printer..... $15
Atari XM301 Modem..... $15
Atari 410 Program Recorder (tape deck) (2)..... $14
Atari 400 Program Recorder (tape deck)..... $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ..... $ 8 each
Paddles (2 sets)..... $12 each
DVE Printer Power Supply Model DV-2412A..... $10
50 5-1/4 diskettes ..... $10
50 3-1/2 diskettes..... $12.50
.....

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
```

Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1

Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor Donkey Kong
Missile Command Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

4303. Re: Historical accuracy

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-13 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5l9r1jsht2@news.atl.bellsouth.net>
Source record: 73034

Nick S Bensema wrote:
>
> In article <5kugjn$b4h$1@news.atl.bellsouth.net>,
> Lord Spatula <Urchlay@bell***south.net> wrote:
> >dklugh@iwaynet.net wrote:
> >The trouble with keeping the menu in memory all the time was that it ate
> >about 6K of your already limited RAM... though it would have been nice
> >to have it as an option for those with 48K who were writing BASIC
> >progs...
> >
> >At least BASIC had the XIO commands... I feel sorry for Commodore users
> >who had to type something like:
> >
> >OPEN 15,8,15:PRINT#15,"I0:":CLOSE 15
> >
> >to format a disk (though XIO255,#7,0,0,"D:" was almost as cryptic...)
> >
> >note to nitpickers: PLEASE don't waste bandwidth correcting me if these
> >are the wrong commands, I don't really care...
>
> But they are! :) I0: initializes the disk, but to the 1541 that means
> "check for a new disk in the drive", not "format". It's a pretty useful
> command, and without it one could lose much data if one happens to have
> two writable disks with the same disk ID. The 1541's OS is notoriously
> buggy. I lost a demo I was writing due to the 1541's bugs in the
> save-and-replace methods, which are pretty much the standard on the Atari
> 8-bit.
>
I remember reading about the save & replace bug in old issues of
Compute!... it was 'SAVE"0:@filename", right? Otherwise you would get a
"file already exists" type error.. the silliest thing I remember about
the Commodore disk system is that somebody actually wrote a program to
play music using the grinding noises the 1541 made (don't know if this a
true or not, but it sure is a good story! :)

> Actually, Commodore had an abundance of fastloader cartridges which had,
> as a feature, a DOS wedge that could be accessed from BASIC. The command
> you described above would become:
>
> @I0:
>
> Simple, yes? And a plain @ would give the status line. And by keeping
> channel 15 open, one could send commands and receive stati easily from
> BASIC.

>
Yup, I remember this too... "stati", huh? I like your useage of the
plural form...

> This would all be great, if it weren't so bleeding difficult to read a
> simple directory listing from BASIC. With the DOS wedge, it's a simple $
> command, but in a BASIC program, it's pretty damn weird, especially if you
> want to load it into an array of some kind. With Atari, it's just:
> OPEN #1,6,0,"D:*.*" and just input strings until you hit the free sectors
> line.
>
Yah, I also saw in that same issue of Compute! a program to read a
directory off the disk (1541 or older 4040-type systems) and it went
through all kinds of gyrations.. I guess you would merge it with an
existing program & call it as a subroutine (merging itself was a pretty
complex thing on Commodore... I like the Atari ENTER"D:MERGE" method)

You know anything about the "1541-II" drive that was released along with
the 64C and 128 series? Will it work with copy-protection schemes?
(Please reply in E-mail, as this is off-topic, and don't forget to
remove the anti-spam ***'s)

Later

4304. Re: StarRaiders 2 and XL-it! .20

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-13 00:00:00 UTC
From: Lord Spatula <Urchlay@bell***south.net>
Message-ID: <5l9q6jsht1@news.atl.bellsouth.net>
Source record: 73035

Damon Milhem wrote:
>
> Hi. I've been unable to get Star Raiders 2 to work with XL-it .20. I'm
> kind of bummed because this was my favorite XL game. Has anyone else had
> any success with this? I got it to work with PCXformer, but the sound is
> disappointing!
> Thanks!
>
You got it to work with Xformer? Which version? (It never worked in
XL-It .17 to .20 versions for me either...)

4305. sparta dos x manual, or something...

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-13 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5l9rmj$3ha$1@zwieracz.psych.uw.edu.pl>
Source record: 73036

```
i've forgot how to use sparta dos x :(
could you please send me manual, or something?

390
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
```

4306. WTB: Atari Diskformat Infos

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-13 00:00:00 UTC
From: Carsten Wich <c_wich@river.prima.ruhr.de>
Message-ID: <50334585@river.prima.ruhr.de>
Source record: 73037

Hi Folks,

I am searching for exact details of the Atari 8bit physical
Diskformats (850 Single Density and 1050 enhanced Density) because I
want the programmer of the CatWeasel-Controller to implement support
for Atari 8-bit Disks. The CatWeasel ist programmable and already
supports C-64, MAC, Atari ST and all kinds of IBM formats, so it
should be possible to support the Atari 8bit Formats as well.

Those of you who don't know the CatWeasel, see :

www.rat.de/apd/catweasl.htm

The details I have to know are for example

- Bitrate
- How many Bits are on one physical tracks
- Format of the sectorheader and checksum
- Format of the sector and checksum
- How do you compute the checksums
- Where are the checksum bits

Does anybody know where to get these and possibly other details on the
net (or otherwise) ?

I have the book 'Inside Atari DOS' which describes the Filesystem
Format, but without access to the data this is useless.

Greetings from "Irgendwo in Deutschland", Carsten

...Everywhere you look live ain't got no soul

4307. digital joystick and pc

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-13 00:00:00 UTC
From: lascheck@uni-koblenz.de
Message-ID: <5la6qsrcp1@newshost.uni-koblenz.de>
Source record: 73038

I want to connect my digital joystick with the gameport of my pc
because the handling is better and faster.
Does anybody know how to connect them ??

4308. Nick Kennedy & porting sio2pc under linux

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-13 00:00:00 UTC
From: pavel@atrey.karlin.mff.cuni.cz
Message-ID: <5la4mi$bs0$1@ns.felk.cvut.cz>
Source record: 73039

Hi!

I would like to make atari talk to Hobit, which is linux pc running on 386DX40. (Well, it will be). I've built sio2pc cable and I'm now looking for software.

I found 2: ape, and sio2pc.

ape is overfeatured crippleware.
sio2pc looks nicer, but there's no contact to its author and no sources. Does anyone know e-mail of Nick Kennedy?

Are there any other packages able to talk over sio2pc? I want to port it under linux, and if it should be done right, I need sources. I do not want to reinvent the wheel...

FMI (For My Informations) how many other linux / atari users are out there? May I hope in some help?

Pavel

--
--
This is my little buggy signature... Pavel
GCM d? s-: !g p?:+ au- a--@ w+ v- C++@ UL+++ L++ N++ E++ W--- M- Y- R+

4309. Atari 400/Ect. Carts Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-13 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A41.3.95.970513102610.83816C-100000@fn2.freenet.edmonton.ab.ca>
Source record: 73040
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

Peppers May Auction
E-Mail me to subscribe to this auction
1st part of this auction ends May 15/97

Rules Follow the Auction
Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

Atari 400/Ect. Carts (all loose unless stated)
****
Alphabet Zoo no label $3 Min
Centipede With inst. $3 Min
Computer Chess $3 bensonj
Crossbow $6 pmarsch
Crystal Castles $13 gradius
Dig Dug $3 Min
Donkey Kong $3 tidycat
Droids $6 arizona
E.T. Phone Home Complete $3 bensonj
Final Legacy $3 bensonj
Fraction Fever With inst. $3 bensonj
Joust With inst. $5 mrskimask
Jungle Hunt $6 tidycat
Linking Logic $3 bensonj
Moon Patrol $4 rayrite
Mountain King $5 bensonj
Star Raiders With inst. $3 Min

400 Manual Package (9 Manuals, No carts) $2 mjbeau
Fun with Art Pole Position Choplifter Zenji Centipede
Fight Night Missile Command Galaxian Pac Man

Atari XE Laser Gun $11 rayrite

Atari 400 Computer with Joystick, Power supply $22 buck
and 3 games Pac-man, Centipede & Dig Dug

Atari 410 Program Recorder Complete in Box $8 pmarsch

Other items in Peppers May Auction

Turbo Grafx Games/System 19 items Colecovision 8 items
Sega Master Games/Systems 33 items Genesis 10 items
Atari 400 Games/System 21 items Nintendo/Famicom 41 items

Atari 2600 Games/Systems 61 items C64 30 items
Atari 5200 Games 5 items Vic-20 31 items
Atari 7800 Games 5 items Misc. 7 items
Intellivision Games 31 items CD-I 77 items

Rules:
The 1st part of the auction ends May 15/97
Then a G1, G2, Sold format will occur May 16/97
One update per day or until bidding slows down...
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All items are tested and work, unless stated otherwise..

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

E-Mail bids to

E-Mail pepper@freenet.edmonton.ab.ca
=-
Pepper's Videogame Homepage
http://www.freenet.edmonton..ab.ca/~pepper
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

4310. US Doubler docs

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-13 00:00:00 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3378E63D.5718@one.net>
Source record: 73041

O.K. people, it was a quick job but someone had to do it :-)

http://w3.one.net/~ryanr/doubler.html

That's the link to the HTML version of the US Doubler booklet. There may be typos.

Let me know what you think.

-Bob

4311. Re: God I miss my Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-13 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EA563t.Jr6@cix.compulink.co.uk>
Source record: 73042

In article <5l7vkn$5j1$1@earth.execpc.com>, rreid@earth.execpc.com (Rodney Reid) wrote:

> Anthony C. Russo (AnthonyCRusso@webtv.net) wrote:
> : This message is dedicated to al those who owned Atari Systems during
> : their Golden Years. Even though it only had 64K and incredibly slow
> : software it was still incredible!!!!! Does anybody remember the title
> : Return of Hercules!!!!!!!!!! That game was an incredible adventure.
> : Did anybody ever play Karateka, this was long before Mortal Kombat and
> : similar titles. It really pioneered the game world that we
> experience
> : today, sure the graphics and the speed improved but few of todays
> games
> : are even comparable. If you are a current Atari owner please E-mail
> or
> : a former one. I actually developed some commercial titles, which you
> : might own!!!
>
> : Truly Yours,
> :
> : Anthony C. Russo
> :
> : PO Box 341, Union, NJ 07083
> : E-Mail AnthonyRusso@writeme.com
>
> Anthony,
>
> Yeah, I remember, <sniff> <sniff>. I just subscribed to this
> group, but I just wanted to say I learned to be a serious programmer on
> the Ataris, and owned and supported one for 7 years. It's too bad
> there's not an emulator floating around for the PCs... Or is there?
Only about 3 or 4 plus 5200 emulators and more!

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+--+

4312. PC keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-13 00:00:00 UTC
From: bchermma@bluffton.edu
Message-ID: <863576358.31244@dejanews.com>
Source record: 73043

How do I use an a PC keyboard on my 130XE or 800XL?
Or how do I sue a PC mouse?
Can I use the six pin versions?
Dee-Luison

Send home adress for free copy of Atari/Amiga Mag.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4313. SALE!! ATARI/AMIGA

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-13 00:00:00 UTC
From: bchermma@bluffton.edu
Message-ID: <863577348.31887@dejanews.com>
Source record: 73044

NOTE: I will not be able to acess this acount in 10 days from now till the beginning of July, If you need to get in touch then call me at: 419 358 0913

Here is a recent list of my Atari/Amiga library. I have most of these titles in mu possesion, though there are a few (mostly Jaguary $ Lynx) that I d have to special order. I have checked all hardware from last posting so all that I have listed here is still in working condition, so if it isn t on the list anymore then it was sold or weathered.

XL/XE Hardware:

Atari Light gun
1050 Drives
1050 drives with Happy upgrade and expanded density (only two)
Atari Numeric Keypad
810 Modem/printer interfaces (only two) (810 might not be the right number on these, but you get the idea).
Power Packs for 1050s, XL/XEs, 2600s, ect.
Atari 800XLs, 130Xe, 65XE (no keyboard), 800 (with BASIC)
Joysticks
Drawing mouse
and the like...

Atari XL/XE soft.: Make offer or trade (I need midi support for my Atari, or XF551, hint,hint)!

Pac Man
River Raid
K-Razy shoot out
Dig Dug (old version)
Dug Dug (updated vesion)
Qix
Star Raiders
Galaxian
Space Invaders
Donkey Kong
Super Breakout
Missile Command
Ms. Pac Man
Hardball
Centipede
Joust
E.T.
Frogger
Bug Hunt (light gun)

Super Cobra
Robotron 2024
Popeye
Basketball
Pitfall
UTIL/KIDS/
Kindercomp
Memory manor
Logic levels
Master type
Koala paint
Atari writer
Atari Basic

5200: (make offer or trade (once again I need MIDI or XF551 (grin)!
PacMan (no box)
Berserk (no box)
Qbert
centipede
galaxian
super breakout
star raiders
space invaders
defender
counter measure (not sure if I'll part with it).

Amiga: I wish to sell as a whole for around $400.00, though if the prices
are right I can sell in parts (this does not mean memory).

A600
2 X 880k Disk Drives
Commodore RGB stereo montior
Mouse
Joysticks galour
120MB IDE External hard drive with case
Tons of software I.E. Sound Studio, Personal Paint, Mokey Island 1 & 2,
Lords OF Conquest, ect (tons!!!)
3MB RAM
Call for more info.

JAGUAR:

Jaguar System, 1 controller, AC Adaptor, RF Switch $55new(with
Cybermorph)
Jaguar System, 1 controller, AC Adaptor, RF Switch $50(no game)NEW
Jaguar System, 1 controller, AC Adaptor, RF Switch $35(no game)used
Jaguar Core system $28new(no AC, no
RF, no controller)
Jaguar CD system With 4 CD's $85new
(Myst demo,VidGrid, Blue Lightning,Tempest Music)
Jaguar CD system With 4 CD's $75used

(Myst demo,VidGrid, Blue Lightning,Tempest Music)
Jaguar CD Memory Track $30new

Jaguar used games 4 for $40, $12each(box, instruction)
Cybermorph new(no box) Kasumi Ninja Trevor McFur
Wolfenstein 3d

Jaguar games $16each USED
Dragon Bruce Lee Raiden Club Drive

Jaguar Games NEW $16each; $12 Each USED(box, instruction)
Brutal Sports Football Checkered Flag
Double Dragon V WHITE MEN CAN'T JUMP with team tap

Jaguar games $20each NEW: $14each USED(box, instruction)
Club Drive Dragon Bruce Lee Evolution:Dino Dudes
Flashback
Flipout Theme Park Super Burnout
Wolfenstein 3D
Kasumi Ninja Trevor McFur Syndicate
Zool 2

Jaguar games $24each NEW; $20 USED(box, instruction)

Bubsy Iron Soldier
Tempest 2000 Troy Aikman Football

Jaguar games $32each NEW; $24USED(box, instruction)
Attack of the Mutant Penguins Defender 2000
Hover Strike Doom I-War
Missile Command 3D Power Drive Rally Pinball Fantasies
Supercross 3D Ultra Vortek Val D'lsere
Skiing& Snowboarding
Ruiner Pinball Pitfall Zoop

Jaguar games $38each NEW; $32used
Alien vs Predators Fight for Life Fever Pitch Soccer NBA Jam TE

Composite Cable $20new
S-Video Cable $20new
Jaguar RF Adaptor $12new
Jaguar AC Adaptor $12new
Jaguar Controller $22new; $16used

Jaguar CD games
Baldies $30new
Battlemorph $30new
Blue Lightning $10new
Dragon's Lair $22new
Highlander $32new
Hover Strike $22new
Myst $30new
Space Ace $32new

Tempest Music CD $10new
Vidgrid $10new

LYNX:

Lynx system with 4 games $70new
(Klax, Bill& Tedd, Ishido, Chip's Challenge)

Lynx Games $18 each NEW
APB Awesome Golf Baseball Heroes
Basketbrawl Bill and Ted Blokout
Chips Challenge Crystal Mines 2 Cyberball
Dinolympics Dirty Larry Dracula
Gauntlet Gates of Zendicon Gordo 106
Hokey Hydra Ishido
Jimmy Connors Tennis Joust Klax
Kung Food Malibu Bikini Volleyball Ms. Pacman
Ninja Gaiden 3 Pacland Paperboy
Pinball Jam Pitfighter Power Factor
Rampage Rampart Road Blasters
Robo Squash Robotron 2084 Rygar
Scrapyard Dog Shanghai Shadow of the Beast
Todd in Slime World Steel Talons Stun Runner
Super Sqweek Switchblade 2 Toki
Turbo Sub Viking Child Xybots
Lynx Games $24 each new
Super Asteroids/Missile Command

Lynx AC Adaptor $12new Lynx Battery Pak
$12new
Lynx Screen Sun Visor $12new Lynx large Carry Case $22new

I hope these prices are alright for you, though I am afraid that at
present Ican not drop any lower.

Thank You!

Chris Ream
169 Garau st.
Bluffton, OH, 45817
PH# 419 358 0913

P.S. call for business oppertunity if you are 18 or above!

Send home adress for free issue of DOWNLOAD.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4314. FS: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-13 00:00:00 UTC
From: bstanton@gte.net
Message-ID: <5laj9n$1lh$3@news8.gte.net>
Source record: 73045
Cross-posted to: comp.sys.palmtops,comp.sys.atari.8bit

FS:

-Atari Portfolio (missing side expansion port cover, otherwise in
excellent 100% working condition)

-128KB RAM card

...Highest offer takes it!

>> TO REPLY REMOVE THE "*" FROM MY EMAIL ADDRESS! <<

`.(`.(`.(BILL STANTON)_.)_.)_.
Art -- Animation -- Design
_.)_.)_mail: bstanton@gte.net_(`._(`._
http://www.geocities.com/siliconvalley/park/7065

_

4315. *******Atari 8-bit Auction*********

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-13 00:00:00 UTC
From: Brian Wiklem <brian_wiklem@interactive.sony.com>
Message-ID: <3378D679.3AAC@interactive.sony.com>
Source record: 73046
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,alt.games.video.classic,rec.games.video.atari

```
Big Atari 8-bit Package Auction:

This auction will last until bids have dried up, and will be sold to the
highest bidder.

Rules:

1. Bid only if you intend on buying
2. Buyer is responsible for all shipping costs
3. If you bid in a previous auction and failed to follow through, don't
bother
participating.
4. I reserve the right to do whatever.
5. Buyouts and trades encouraged and considered. See want list below.

Here we go:
----------

Atari XE Game System, complete in box, joystick, gun, Bug Hunt cart,
Flight Simulator cart,
all manuals, excellent condition

Atari XF551 disc drive, all cables and hook ups
Atari 1050 disc drive, all cables and hook ups
XC12 program recorder, complete in box
XM301 modem, complete in box

Carts Complete in Box
---------------------

Astro Chase Frogger Return of the Jedi
Desert Falcon E.T. Final Legacy
Donkey Kong Donkey Kong Jr. Jungle Hunt
Crossbow Ball Blazer Rescue on Fractalus
Star Raiders 2 Summer Games Track & Field (w/controller)
Barnyard Blaster

Carts (loose)
-------------
Berzerk
Super Cobra
Crossbow
Choplifter (Broderbund)
Blue Max
Decathalon
Millipede
```

Congo Bongo
Pengo

Discs Complete in Box

Goonies
Dallas Quest
Bruce Lee
Kennedy Approach
Wargames
Beach Head 1 & 2
Raid over Moscow
LA Swat
Panther
Controller

Cassettes Complete in Box

Conversational Italian
Speed Reading

Extras:

European 7800 hand controller (like Nintendo controllers)
Epyx Joystick

MINIMUM BID FOR ENTIRE PACKAGE $50

e-mail bids to address in header....

thanks for reading

Want List:

Sega Saturn (Japanese white version)
Atari Coin ops (why not ask...)
anything else very cool.....

4316. Re: Atari Recorder questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-13 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <3378D486.CE2CB201@cc.memphis.edu>
Source record: 73047

Alan Christie wrote:

> Whatis the XC-12? I have never heard of that device? A 3rd party tape
> drive for the 8bit?
>

Nope, it's the tape drive Atari released for the XE series.
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm

4317. FS/T: 8-bit equipment

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-13 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <3378E4C2.8F908740@cc.memphis.edu>
Source record: 73048

Among other things, I have a 130XE, a working 1050, a non-working 1050,
and a 1050 that's had a write-protect switch added. See the page below
for more details.
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm

4318. Re: God I miss my Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-13 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <3378D425.5D0F0CCF@cc.memphis.edu>
Source record: 73049

Anthony C. Russo wrote:
>
> This message is dedicated to al those who owned Atari Systems during
> their Golden Years. Even though it only had 64K and incredibly slow
> software it was still incredible!!!!! Does anybody remember the title
> Return of Hercules!!!!!!!!!! That game was an incredible adventure.
> Did anybody ever play Karateka, this was long before Mortal Kombat and
> similar titles. It really pioneered the game world that we experience
> today, sure the graphics and the speed improved but few of todays games
> are even comparable. If you are a current Atari owner please E-mail or
> a former one. I actually developed some commercial titles, which you
> might own!!!
>
> Truly Yours,
>
> Anthony C. Russo
>
> PO Box 341, Union, NJ 07083
> E-Mail AnthonyRusso@writeme.com

Well, actually, Karateka's gameplay is horrible next to the modern
fighters, but yeah, there were a lot of good games on the old machines.
What titles were you involved with?
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm

4319. Re: Components for XL/XE still made?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-13 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <3378D3BC.CC495B5E@cc.memphis.edu>
Source record: 73050

RHart37663 wrote:

> It was a feat of genius to even create the portfolio, a cruddy little pc!!
> with a limited display of 40x8 in Black and Shite.
> I mean let's be realistic here, you can get 240Mhz portables with full
> colour and CD and Hard Drives for about $2000. WHO? in their right minds
> would consider any portable based on 1978/9 technology, Even if it was
> several years ahead of it's time. Also consider the investment required to
> develop it, let alone sell enough to see any kind of reward for it. The

You are acting like it came out yesterday. It was the best palmtop of
its time,
and the major improvement of the HP95Lx (which came along a bit later)
was in
screen size. Guess what: people are buying palmtops.

> Atari's past record with retail outlets and chains made sure that anything
> they released would not recieve support from developers and public alike.
> They 'announced' to soon then proceeded to deliver very late, by that time
> competitors such as nintendo and sony et al had newer
> more powerful hardware for sale...
>

Not true. The Jag was released years before the Nintendo and Sony
machines. Their
track record with developers did hurt a lot, tho.

On the subject of the Ataris: Anyone seen Mace or the Area 51 sequel in
arcades yet?
Are they out?
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm

4320. Ape 1.15 Release Now Available

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5ld908$6d4@freenet-news.carleton.ca>
Source record: 72973

Both the registered and trial shareware version of APE 1.15 are now ready.

The new trial version is available at http://www.nacs.net/~classics.

Registered Users just send me e-mail for the new version. If you have
sent a request or e-mail in the last 5-6 days then I still have
it sitting around, so no need to send again.

A complete changes file, and new versions of the Users Manual for
APE and the ProSystem are available at http://www.nacs.net/~classics

I hope you all enjoy the new features, or at least find them useful. This
upgrade is free for all currently registered users.

Steve

5/13/97 1.15. Added or improved since 1.11b/1.12b

* When a DOS shell is launched (Key !),
APE will now try and swap itself out to EMS or disk.
* Free's up about 300k of memory for shell usage.
* New Config Opt: Default swap method.
+ EMS
+ DISK
+ NEVER
* Various Screen Update Bugs Fixed
* Fixed READ-ONLY File Problem w/ PC-MIRROR
* New Printer Options
+ Print to file now supported
+ Print to any printer port supported
+ Turn off printer (allows real Atari printer to talk)
+ Print to file supports APPEND or OVERWRITE
+ (Next version will support multiple emulated printers e.g.
P2,etc)
* New Config Opt: Disable Happy/Syncromesh Detect
* Patch available for Spartados X 4.20 for Ape Warp+ (request)
* Added HARD Write protect, acts like a real drive (error returned).
* New Config Opt: Hard/Soft Write Protect (Soft allows old method)

* APELOADER Software Created
* APELOADER Added via direct boot from PC-MIRROR drive.
* (see Ape User's Manual for all the features!)

* APELOADER updated to run even broken EXE files
* APELOADER menu updated, allow base address switch from Atari
keyboard
* New Config Opt: Default APELOADER base address

* Full support for .CAS digital cassette images added (key Y)
* (see Ape User's Manual for all the features!)
* New PC modem configuration interface
* New configuration manager interface
* APE now works 100% will all monochrome cards.
* Lockup bug fixed.
* Indus GT Syncromesh is now supported

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4321. Re: digital joystick and pc

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5ld9oa$6o6@freenet-news.carleton.ca>
Source record: 72974

Christian (lascheck@uni-koblenz.de) writes:
> Robert Smith Ely <rely@ix.netcom.com> wrote:
>
> (Christian) wrote:
>>>I want to connect my digital joystick with the gameport of my pc
>>>because the handling is better and faster.
>>>Does anybody know how to connect them ??

>>I'll look it us and repost if noone else replies before tomorrow.
>
> thank u, i found James Kings page, unfortunately the page is not
> working, all his links are dead...keep on searching...

Connecting your joystick really should be done via the printer port, and
the programming involved in reading it would be trivial. However, im guessing
that you want to play PC games with it so you can:

1) build a circuit w/ some resistors to simulate a PC joystick that just
floats in the middle till you pull on side off.

2) buy a gravis gamepad, which you can get for about $3 in the
closeout Mortal Kombat pack at places like EB. ($12 or so w/o the game)

I like athe gravis gamepad so much I have a little program that
lets me use it on the PC, w/ a cable attached to the 800xl joystick
port to translate it.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4322. Re: what became of GOE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: lmcclure@aristotle.net
Message-ID: <5ldf5g$g0o@socrates.aristotle.net>
Source record: 72975

In article <3376a58f.0@news.total.net> dated 12 May 97 05:07:27 GMT,
davepat@total.net (David A. Paterson) says...

>DRI got nailed in look and feel lawsuits by Apple (who ripped of Xerox).
>Later GEM versions had max 2 fized size windows. SO, the product tanked.

Actually, Apple only *threatened* the suit. DRI caved in without the case
going to court. One can hardly blame DRI given the economics of the situation.

=======================
lmcclure@aristotle.net

4323. attn yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: HOWARD25 <HOWARD25@Prodigy.Net>
Message-ID: <337A0C66.6E6D@Prodigy.Net>
Source record: 72976

yogi i need to get in touch with you about your ftp 8bit stuff, can you email me back where i can reach you. im willing to pay you for the 8bit stuff

4324. ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: HOWARD25 <HOWARD25@Prodigy.Net>
Message-ID: <337A9AD9.4CEB@Prodigy.Net>
Source record: 72977

HEY YOGI PLEASE REPLY HURRY I NEED TO GET IN TOUCH WITH YOU ABOUT YOUR 8 BIT ARCHIVE IM WILLING TO PAY YOU FOR IT, LET ME HAVE A PRIVATE ADDRESS WHERE I CAN REACH YOU.

4325. ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: HOWARD25 <HOWARD25@Prodigy.Net>
Message-ID: <337A9AE2.686F@Prodigy.Net>
Source record: 72978

HEY YOGI PLEASE REPLY HURRY I NEED TO GET IN TOUCH WITH YOU ABOUT YOUR 8 BIT ARCHIVE IM WILLING TO PAY YOU FOR IT, LET ME HAVE A PRIVATE ADDRESS WHERE I CAN REACH YOU.

4326. Re: attn yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: HOWARD25 <HOWARD25@Prodigy.Net>
Message-ID: <337A9BAA.1A22@Prodigy.Net>
Source record: 72979

HOWARD25 wrote:
>
> yogi i need to get in touch with you about your ftp 8bit stuff, can you email me
> back where i can reach you. im willing to pay you for the 8bit stuff

4327. ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: HOWARD25 <HOWARD25@Prodigy.Net>
Message-ID: <337A9AE8.44DB@Prodigy.Net>
Source record: 72980

HEY YOGI PLEASE REPLY HURRY I NEED TO GET IN TOUCH WITH YOU ABOUT YOUR 8 BIT ARCHIVE IM WILLING TO PAY YOU FOR IT, LET ME HAVE A PRIVATE ADDRESS WHERE I CAN REACH YOU.

4328. Which interface to use?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: ken@condor.circa.ufl.edu
Message-ID: <ken.1359.000B1D69@condor.circa.ufl.edu>
Source record: 72981

Ok ok ok..

I'm planning on setting up an 8-bit BBS.. Yes, you heard right, someone who really wants to put up an 8-bit BBS..

I used to use an MIO on my 8-bit BBS back in '89, but have been told since then that the MIO does not support RTS/CTS but the black box does.

However, the black box doesn't have the built in ram disk that the MIO does, which is something I would like to keep.

Is it true that the MIO doesn't support RTS/CTS? Any workarounds?

Please send the responses privately since my usenet host is expiring the messages too quickly.

Thanks,

Ken

4329. MIO or Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: ken@condor.circa.ufl.edu
Message-ID: <ken.1360.000B220D@condor.circa.ufl.edu>
Source record: 72982

Ok ok ok..

I'm planning on setting up an 8-bit BBS.. Yes, you heard right, someone who really wants to put up an 8-bit BBS..

I used to use an MIO on my 8-bit BBS back in '89, but have been told since then that the MIO does not support RTS/CTS but the black box does.

However, the black box doesn't have the built in ram disk that the MIO does, which is something I would like to keep.

Is it true that the MIO doesn't support RTS/CTS? Any workarounds?

Please send the responses privately since my usenet host is expiring the messages too quickly.

Thanks,

Ken

4330. Terry Ortman: Liar, Theif and Loser

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970515020800.WAA01866@ladder02.news.aol.com>
Source record: 72983

Well,

Here's another Terry Ortman story. I sent Terry an email telling him that since he has such a bad reputation on the Internet that I would buy 2 of his items on the following conditions: That he sends it COD and that I would have my friend who is a UPS driver wait several minutes while I examined the contents of the package and made sure I wasn't receiving a brick in the mail. So here is Terry's ever so intelligent response:

Date: 97-05-14 14:01:37 EDT
From: terry.ortman@mustang.com (Terry Ortman)
Reply-to: terry.ortman@mustang.com
To: CVENDEL@AOL.COM

STICK IT, you can shove it up where the sun don't shine...

I do NOT ahve a BAD REOPUTATION, LIARS like you are posting your CRAP!!!

The ATR8000 was sold for the asking price...

So I suggest YOU BEG SOMEONE ELSE for one if you want one so bad...

Oh, I'll sell the Co-Power 88 one for the $350.00 I paid for it, and have never been able to use it...

So as you can see, suddenly he has sold his ATR8000 which he hasn't been able to sell for 3 years, so lets see if he actually updates his bogus for sale postings for his overpriced (and probably non-existent) equipment

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

4331. Re: Is Atari back?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: John Hale <hale@onet.net>
Message-ID: <337A8805.29DC@onet.net>
Source record: 72984

David G. Dahlstrom wrote:
>
> I was reading a press release for the Hercules 128/3D graphics
> accelerator and noticed that they listed "Atari Games" as one of "over
> 250 developers that have joined the 3Dfx Interactive developer
> program..." Does this mean Atari still exists?
>
> See http://www.hercules.com/presale/release/s1283d-022597.htm
>
> Dave Dahlstrom

When Trammel bought Atari Corp. (computers and home game systems),
Time-Warner kept the arcade division and related software as Atari
Games. Recently Atari Games were folded into Time-Warner Interactive,
after which, I believe, it was sold off to Bally or Williams Corp. I
don't know if Williams or Bally has kept the Atari Games name.

Atari Corp, in its last year or so, started Atari Interactive to port
Jaguar games to the PC and other platforms, but I believe they were only
able to release _Tempest 2000_. The company behind _Descent_,
Interplay, has evidently picked up the distribution of _Tempest 2000_
and any other games Atari Interactive developed before Atari Corp.'s
"merger" into JTS Corp.

John Hale

4332. Re: Another NTSC test vs. PAL

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970514042701.AAA15256@ladder02.news.aol.com>
Source record: 73051

The results, Just in!!! there's a 238 scan line limit on BOTH
the NTSC and PAL chips.

It therefore appears that GTIA does the biz with TV Signal generation.

A request to NTSC owners only.
Anyone who knows the crystal Y2 frequency the XL's, and also the accurate
frequency of the (>14Mhz+) for the XE's. I would like to know WHY? ps.
it's at the front LH Side (65xe)

INFO about PAL Ataris.
This is the 14Mhz+ frequency for PAL Systems : 14.187576 Mhz
If you divide by 8 it is 1.773447 (the phase 0 clock for 6502)
The one for colour burst is STILL a separate crystal, I have no idea
why.
Perhaps a divided clock signal isn't stable enough.

< niteporter@imailbox.com >

4333. What came first - Happy, Duplicator, or Super Archiver?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: mhop <mhop@snip.net>
Message-ID: <01bc5f25$902b0b60$LocalHost@computer-name>
Source record: 73052

I believe Happy came first, and is more similar to Chipmunk than the
others. Super Archiver will make exact duplicates, even the protection
gets duplicated. I don't know much about the Duplicator.

--
Mike Hopkins
mhop@snip.net

4334. archive link moved again, sorry....

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33793c9b.9357406@news.injersey.com>
Source record: 73053

```
archive link is now ftp://myst.slcc.edu/atari
```

4335. Re: ATR images

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33793cb7.9385051@news.injersey.com>
Source record: 73054

On 13 May 1997 10:39:18 GMT, "Vidar Olavesen" <olavese@online.no>
wrote:

-I downloaded some biiiig ATR files from Yogi's site. How do you
convert
-them to standard Atari 8-bit disks ? Please let me know of all types
of
-utilities worth having (preferably for the 8-bit, not PC or emulator
-stuff). I do have Diskcomm 3.2 and some archivers and stuff, but none
that
-can manage ATR files! Take Atarian care!
-

Cant be done. They were created so I could put the mega image and the
emulator on one 1.44 MB floppy and take it to work and play it when it
was slow.
You can extract them with ADIR and copy them that way to an actual
floppy, if you have a pc and sio2pc cable I recommend getting APE (and
registering it) and using the pc as a fileserver for the atari (seems
a bit weird, but I have a cheap pc dedicated just for that)

4336. Re: ATR images

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970514075000.DAA22032@ladder02.news.aol.com>
Source record: 73055

Tom Hunt wrote -> ATR2DISK.COM <- Its for sparta dos only, it will convert both the 90k and 130k ATR files you find on the net back to Atari disk.
Tom Hunt can be reached at:

closertohome.dyn.ml.org

Best wishes.

4337. Re: Atari Ideas

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <33797D0F.1571@kawo2.rwth-aachen.de>
Source record: 73056

bchermma@bluffton.edu wrote:
>
> Here are a couple of questions and ideas.
>
> But, first I'd like to state that my comment about Diamond was only
> sarcasm, for it is quite impossible to create something that suits all,
> though it would be nice if this program were enhanced some day!
>
> 1.How do I get Sparta DOS to use my 576k for my Ram Drive. I think it
> only uses 64k.
Nope, it uses 128k of my 256k. You have to modify the "initial pokes"
somewhere. Better use the Ramdisk-Drive of BEWE-DOS, which is fully
compatible to SD 3.2 and you can use a config-file to configurate it (if
I remeber correctly).

> 2. Why doesn't anyone write software for Atari's with lots of RAM I.E.
> 576k?
Of course, there is. Some games (brundles, AR(?)) use the extension
memory, some demos too.
There is an exellent German Assembler/Editor out (130 XE Ass), uses
extended memory up to 256 k.

The problems are/were f.e.:
Not all computers on the market had RAM extensions, so that most
professional software did not use it in order to run with all computers.
There are such a high number of diffent ramdisks with different sizes
out - so how to use it ?

> 5. How does one go about placing an Atari 130 or 800XL into a tower with
> the Black BOX, and potential PC drives, and Hard Drives?
There are enough poeple playing around with this (I'm on the way, too)

> 10 Was Pole Position2, or Counter Measure ever ported to the Atari XL/XE?
Pole Positons - yes, I had it by myself - but it was very slow.

Hope, this helps.

Matt
--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

4338. Re: ATR images

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: rosans00@marvin.informatik.uni-dortmund.de
Message-ID: <5lbpd0$18g$1@fbi-news.informatik.uni-dortmund.de>
Source record: 73057

Vidar Olavesen (olavese@online.no) wrote:
: I downloaded some biiiig ATR files from Yogi's site. How do you convert
: them to standard Atari 8-bit disks ? Please let me know of all types of
: utilities worth having (preferably for the 8-bit, not PC or emulator
: stuff). I do have Diskcomm 3.2 and some archivers and stuff, but none that
: can manage ATR files! Take Atarian care!

Hello Vidar!

The utility disc for the msc harddisc ionterface contains a program called
IMG2DISC, which allows you to convert ATR and XFD files to an atari floppy
disc on your Atari (useing SpartaDOS or BeweDOS). Take a look at the
msc hompge:
http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

(I think, you can download the utility disc for this homepage)

greetings....

--> Thomas Rosanski + toro@poboxes.com + http://home.pages.de/~toro/ <--

4339. Re: WTB: Atari Diskformat Infos

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5lc88i$3ti@dfw-ixnews10.ix.netcom.com>
Source record: 73058

In article <50334585@river.prima.ruhr.de>,
"Carsten Wich" <c_wich@river.prima.ruhr.de> wrote:
>Hi Folks,
>
>I am searching for exact details of the Atari 8bit physical
>Diskformats (850 Single Density and 1050 enhanced Density) because I
>want the programmer of the CatWeasel-Controller to implement support
>for Atari 8-bit Disks. The CatWeasel ist programmable and already
>supports C-64, MAC, Atari ST and all kinds of IBM formats, so it
>should be possible to support the Atari 8bit Formats as well.
>
>Those of you who don't know the CatWeasel, see :
>
> www.rat.de/apd/catweasl.htm
>
>The details I have to know are for example
>
> - Bitrate
> - How many Bits are on one physical tracks
> - Format of the sectorheader and checksum
> - Format of the sector and checksum
> - How do you compute the checksums
> - Where are the checksum bits
>
>Does anybody know where to get these and possibly other details on the
>net (or otherwise) ?
>
>I have the book 'Inside Atari DOS' which describes the Filesystem
>Format, but without access to the data this is useless.
>
>Greetings from "Irgendwo in Deutschland", Carsten
>
>....Everywhere you look live ain't got no soul
>
>
Carsten,
Your best bet is to get the manual for Atari DOS XE AND a copy of SpartaDOS construction set. These manuals have just what you need. For detailed info (Atari DOS 2.x source) get a copy of the Atari reference manuals for the 400/800. I has loads of valuable info. However, this may be hard to find, where the former should be much easier to locate. BTW, get yourself a sector editor (they're available from the Umich archive gopher://gopher.archuve.umich.edu:7055/11/atari/8bit) and have a look-see at how the structure is really all about!

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4340. Re: ATR images

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5lc787$cev@sjx-ixn3.ix.netcom.com>
Source record: 73059

In article <01bc5f8d$1d9eb8e0$10ced5c1@vidar>,
"Vidar Olavesen" <olavese@online.no> wrote:
>I downloaded some biiiig ATR files from Yogi's site. How do you convert
>them to standard Atari 8-bit disks ? Please let me know of all types of
>utilities worth having (preferably for the 8-bit, not PC or emulator
>stuff). I do have Diskcomm 3.2 and some archivers and stuff, but none that
>can manage ATR files! Take Atarian care!
>
>

Vidar,
If you have PC Xformer 3.60 and an Atari floppy drive, buy/make the XF Cable. The info for making your own is available at www.emulators.com. This way you can simply copy the files you want directly from the disk image to an Atari formatted floppy on you PC.
I agree with Yogi, that SIO2PC/APE would be another choice, albeit not as fast, but probably just as easy.
Another way, but more complex, is to use a program such ar EMU14 to extract files from the ATR image to a PC directory then, using term programs on bothe the PC and 8-bit and a null modem cable, transfer the files to the 8-bit. This is tedious, but work OK. Boot info can't be moved this way though unless the image is a normal floppy size for the 8-bit and is DCM'd. Even ARC can't do that.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4341. Re: digital joystick and pc

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5lc8h4$l28@sjx-ixn10.ix.netcom.com>
Source record: 73060

In article <5la6qsrcp1@newshost.uni-koblenz.de>,
lascheck@uni-koblenz.de (Christian) wrote:
>I want to connect my digital joystick with the gameport of my pc
>because the handling is better and faster.
>Does anybody know how to connect them ??
>
>

I think that info is on one of the web pages... Hmmm... This may be incorrect, but try Ivo Van Poorten's page or James Kings page. One of them has detailed confersion instructions with schematics.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

I'll look it us and repost if noone else replies before tomorrow.

4342. Re: sparta dos x manual, or something...

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5lc7st$va@dfw-ixnews8.ix.netcom.com>
Source record: 73061

```
In article <5l9rmj$3ha$1@zwieracz.psych.uw.edu.pl>,
maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl> wrote:
>i've forgot how to use sparta dos x :(
>could you please send me manual, or something?
>
> 390
>--
> = wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
>= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
>
>

Maciej,
SDX works pretty much like MS-DOS with only minor differences. The biggest difference is
that the COM files (commands) are really command files! SDX has many command in a virtual
drive called CAR:. You don't really need to know that, but most of the stuff you need is
built in. Copy, Delete, Move, DIR, Protect, ARC are all in there. Command structure is just
like MS-DOS.
Ex. To copy files from D1: to D2: work exactly like MS-DOS --- COPY D1:*.* D2:*.*.
Subdirectories are similar, but use the > simble instead of \. CD, CHDIR or CWD must have a
space following the command --- CD >BASIC. Like MS-DOS you can use CD .. to move up one
directory level. MD, MAKEDIR work like CD. ARC is a menu driven program and is not really a
COMmand program like the previous commands. It's more of an EXEcutable program rather than
a command, but it too is built in to SDX. Hope this helps. The SDX manual is rather large,
too big to scan and file transfer. It should be available from B&C ComputerVisions. Vheck
out their web page at www.myatari.com.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

4343. Re: Another NTSC test vs. PAL

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5lc926$gil@dfw-ixnews3.ix.netcom.com>
Source record: 73062

In article <19970514042701.AAA15256@ladder02.news.aol.com>,
rhart37663@aol.com (RHart37663) wrote:
>The results, Just in!!! there's a 238 scan line limit on BOTH
>the NTSC and PAL chips.
>
>It therefore appears that GTIA does the biz with TV Signal generation.
>
>A request to NTSC owners only.
>Anyone who knows the crystal Y2 frequency the XL's, and also the accurate
>frequency of the (>14Mhz+) for the XE's. I would like to know WHY? ps.
>it's at the front LH Side (65xe)
>
>INFO about PAL Ataris.
>This is the 14Mhz+ frequency for PAL Systems : 14.187576 Mhz
>If you divide by 8 it is 1.773447 (the phase 0 clock for 6502)
>The one for colour burst is STILL a separate crystal, I have no idea
>why.
>Perhaps a divided clock signal isn't stable enough.
>
>< niteporter@imailbox.com >
>
>
RHart,
Keep in mind that the HSync/color burst is a much higher frequency. for NTSC is 3.159MHz (x3 for RGB or aprox 10MHz) and VSync is just shy of 60Hz (59.9...HZ). That is why there are 2 crystals.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4344. What ever happened to Don't Fear

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: Barry Obut <barry@dsd.ml.com>
Message-ID: <EA661z.2nH@nonexistent.com>
Source record: 73063

Has anybody heard from WQQT56A@prodigy.com (DON'T FEAR) since April 30th. I was the high bidder on some of his stuff, and then never heard from him again. No response to emails.

Barry

barry@dsd.ml.com

4345. Re: Introducing SID-LOAD: an utility to load games from the PC harddisk into XL-IT.

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <5lcbej$5a1@star.cs.vu.nl>
Source record: 73064

lvt-cfc@cyber2.servtech.com (christopher f. chiesa) writes:

>Then it's time to complain to your Internet provider -- NOT to this
>newsgroup! "Embedding the (UUencoded) program directly into the message
>base" is a much longer-standing method than "attaching" the file, and some
>of us can still ONLY do it the FIRST way. I conclude from your naivete
>that you are a relative newcomer to the Internet and/or to Usenet News, so
>I'll refrain from chewing you out TOO badly -- but I suggest you become
>aware that not EVERYBODY does things the way YOU do them, and that it is
>exceedingly rude of YOU to show up years late and blithely demand that
>age-old ways of doing things be changed for YOUR convenience. Would you
>arrive two hours late for a formal dinner, then insist that they change
>the menu to something you liked better? I hope not.

>Please forgive the "tone" of this message, but this sort of behavior
>irritates me wherever it appears, here and in many other places. It
>behooves us to insist on as widely-usable posting mechanisms as
>possible -- even if that means using the "lowest common denominator"
>of functionality! -- so that even those with the most primitive of
>facilities can continue to participate fully in this forum. There are too
>few of us left (and probably fewer every day, sorry to say) for us to be
>able to afford to shut ANYONE out of the game.

What's this? Are you criticizing somebody whilst you are the one to blame?
I mean, you shouldn't post your freakin' binary here in the first place.
This is a DISCUSSION newsgroup. You're not supposed to post binaries here.
From your clueless attempt to teach someone a lesson "I conclude you're
a relative newcomer to the Internet and/or to Usenet News. This sort of
behaviour irritates me wherever it appears, here and in many other places",
and I won't stop telling people until it stops! (Though I doubt it helps,
because more and more lusers like you get on the 'net... sigh...)

Ivo

--
--
Ivo van Poorten
ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage

4346. UK: Old Computer Games Cartridges For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: Stuart Brown <stuart@sebmail.demon.co.uk>
Message-ID: <YDms6FA9SbezEw22@sebmail.demon.co.uk>
Source record: 73065
Cross-posted to: uk.adverts.computer,demon.adverts,midlands.adverts,alt.games.video.classic,comp.sys.atari.8bit

I have the following games for sale...buyer pays postage or collects,
prefer to sell as a complete lot.

E-mail offers.

Located South leicestershire, UK

Games Cartridges

Atari 2600

Air Sea Battle cx-2602
Combat cx-2601 (*2)
Galaxian 2684
Night Driver cx-2633
Outlaw cx-2605 (*2)
Pacman cx-2646
Pole Position
Space Invaders cx-2632 (*2)
Tennis 2680
Video Olympics cx-2621
Yars Revenge cx-2655

Cosmic Ark (Imagic) 720101-2 RevA.
Dragster (Activision) EAG-001-04B
Kung-Fu Master (Activision) EAX-039-041
Ram It (Telesys) 1004
Wing War (Imagic) EIZ-002-041

Philips G7000 VideoPacs

1, 4, 6, 10, 12, 14, 18, 22

Spare Power Supply

* Nintendo

Batman (Sunsoft)
Kung Fu
Super Mario Bros/Duck Hunt
Super Mario Bros. 3
Top Gun (Konami)

All items sold in good faith and believed in working order. I don't
have the facilities to test as I no longer have the hardware...however,
all have been stored in favourable conditions and were working
previously.

Private sale. Sold as seen.

--
Stuart Brown

4347. scsi drive setting for MIO hookup

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: see_bottom@of.message
Message-ID: <5lcctr$br9$8@amdint2.amd.com>
Source record: 73066

I have a SCSI drive which I have attempted to hook up to my MIO.
I am not sure what settings I should be using on the scsi drive (there are
many jumpers) and I don't have my cable terminated (is termination required).
SCSI is rather new to me...I've never configured one before.

Any help out there in AtariLand?

please reply by removing the '^' characters in the following address:

sly^cy@geo^cities.^com

Thanks!

4348. FS: Atari Equipment and Books.

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: gtech@zeus.via.org
Message-ID: <MPG.de39ebb3da0fdc1989684@news.moorerms.com>
Source record: 73067

Too much to post, if you are looking for something, or would like a list,
please email me at gtech@zeus.via.org

Thanks.

Garrett

4349. Re: ATR images

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc5d61$d1c6aa40$34ced5c1@vidar>
Source record: 73068

Where can I find this EMU14 ? That sounds like the best solution for me! Much easier than making cables and such. Thanks everyone who replied! Take Atarian care everybody!

Robert Smith Ely <rely@ix.netcom.com> wrote in article <5lc787$cev@sjx-ixn3.ix.netcom.com>...
> In article <01bc5f8d$1d9eb8e0$10ced5c1@vidar>,
> "Vidar Olavesen" <olavese@online.no> wrote:
> >I downloaded some biiiig ATR files from Yogi's site. How do you convert
> >them to standard Atari 8-bit disks ? Please let me know of all types of
> >utilities worth having (preferably for the 8-bit, not PC or emulator
> >stuff). I do have Diskcomm 3.2 and some archivers and stuff, but none
that
> >can manage ATR files! Take Atarian care!
> >
> >
>
> Vidar,
> If you have PC Xformer 3.60 and an Atari floppy drive, buy/make the XF Cable. The info for making your own is available at www.emulators.com. This way you can simply copy the files you want directly from the disk image to an Atari formatted floppy on you PC.
> I agree with Yogi, that SIO2PC/APE would be another choice, albeit not as fast, but probably just as easy.
> Another way, but more complex, is to use a program such ar EMU14 to extract files from the ATR image to a PC directory then, using term programs on bothe the PC and 8-bit and a null modem cable, transfer the files to the 8-bit. This is tedious, but work OK. Boot info can't be moved this way though unless the image is a normal floppy size for the 8-bit and is DCM'd. Even ARC can't do that.
>
> Robert S Ely --- Communications Systems Technician
> rsely@dhs.state.nj.us -or- rely@ix.netcom.com
> ====|||====Atari 8-bit user since 1982====|||=====
> ===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
>
>

4350. Re: scsi drive setting for MIO hookup

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc5d62$1de5aa20$34ced5c1@vidar>
Source record: 73069

As I recall asking ICD the same question some time ago, they said don't connect a SCSI HD, but an Adaptec 4000A with a MFM drive! I recently got this from James King (Thanks again, can say it enough times) and it works like a charm with MIO!

see_bottom@of.message wrote in article <5lcctr$br9$8@amdint2.amd.com>...
>
>
> I have a SCSI drive which I have attempted to hook up to my MIO.
> I am not sure what settings I should be using on the scsi drive (there are
> many jumpers) and I don't have my cable terminated (is termination required).
> SCSI is rather new to me...I've never configured one before.
>
> Any help out there in AtariLand?
>
> please reply by removing the '^' characters in the following address:
>
> sly^cy@geo^cities.^com
>
> Thanks!
>

4351. Re: archive link moved again, sorry....

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: lascheck@uni-koblenz.de
Message-ID: <5ld1jk$r0n$1@newshost.uni-koblenz.de>
Source record: 73070

noone@nowhere.com (Yogi) wrote:

>archive link is now ftp://myst.slcc.edu/atari

why sorry ??, i love ftp-sites...(really!)
... and your sites are the best...

4352. Re: digital joystick and pc

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: lascheck@uni-koblenz.de
Message-ID: <5ld3mq$s4k$1@newshost.uni-koblenz.de>
Source record: 73071

Robert Smith Ely <rely@ix.netcom.com> wrote:

(Christian) wrote:
>>I want to connect my digital joystick with the gameport of my pc
>>because the handling is better and faster.
>>Does anybody know how to connect them ??
>>
>>

>I think that info is on one of the web pages... Hmmm... This may be incorrect, but try Ivo Van Poorten's page or James Kings page. One of them has detailed confersion instructions with schematics.

>Robert S Ely --- Communications Systems Technician
>rsely@dhs.state.nj.us -or- rely@ix.netcom.com
>====|||====Atari 8-bit user since 1982====|||=====
>===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

>I'll look it us and repost if noone else replies before tomorrow.

thank u, i found James Kings page, unfortunately the page is not
working, all his links are dead...keep on searching...

4353. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-14 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_863620809@rtfm.mit.edu>
Source record: 73072
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 12, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 800XE, 65XE, 130XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

4354. The crown jewels...

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-15 00:00:00 UTC
From: kenneth@daffy.aatech.com
Message-ID: <337aaf64.10550842@news.aatech.com>
Source record: 72985

Why is it that (some, not all) people with 8-bit equipment think their hardware and software are rare treasures destined for the Smithsonian?

I mean the prices I've seen for stuff are horrendous! $22 for a book? $15 for a ROM game? I mean REEEEally!

Kenneth Jennings -- SyntheToonz
Miami, FL -- kenneth@daffy.aatech.com

4355. Atari Fidonet group on the Net?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-15 00:00:00 UTC
From: dhugdahl@isd.net
Message-ID: <337a7585.1561188@news.isd.net>
Source record: 72986

I just recently lost my local Fidonet board with the Atari 8-bit
newsgroup (Flightline BBS in Minneapolis), but was wondering if it can
be accessed through the net. Details?

Thanks!
-Dag- ---> dhugdahl@isd.net

4356. Commodore Data Cassette Tape Drives and a 1526 printer

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-15 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <863564569.19487@dejanews.com>
Source record: 72987
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

I am interested in modifying a Commodore Cassette Tape Drive for use with my Atari 130XE. I remember someone had posted that they had done it, but I lost the message. If whomever would send me the pinout of this tape drive and tell me how they did it, I will give them one for free (I have 2) but they would have to pay the USPS Parcel Post shipping.

If I cannot find a way to modify a Tape drive then they are for sale:

Commodore 1530 cassette tape drive $5.00 + S/H (USPS Parcel Post)
Fortronics cassette tape drive (1530 clone) $5.00 + S/H (USPS Parcel Post)

I also have:

Commodore 1526 Dot Matrix printer with power supply (no interface cable) for $3.00 + S/H (USPS Parcel Post)

Ron Powalisz
ronwizbot@juno.com

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4357. Atari Camp... Did anyone else go?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-15 00:00:00 UTC
From: "Eric R. Balch" <erbalch@adnc.com>
Message-ID: <01bc6163$bb136bc0$24eafbce@quasar>
Source record: 72988

Say,
did anyone go to "Atari Camp"? It was a week (or two week) long summer camp where you learned all sorts of stuff about the Atari 8-bit machines. They had one here in San Diego, CA at USD I believe they were held between 1981-83. I used to have a white binder I got from there with a green Atari computer logo on it. I believe I was 12 or 13 at the time...

Anyway, did anyone else go? Share!

Eric

4358. Re: StarRaiders 2 and XL-it! .20

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-15 00:00:00 UTC
From: dmilhem@husc.harvard.edu
Message-ID: <337b0cc1.3554279@news.fas.harvard.edu>
Source record: 72989

On Tue, 13 May 1997 09:34:15 -0400, Lord Spatula <Urchlay@bell***south.net>
wrote:

>Damon Milhem wrote:
>>
>> Hi. I've been unable to get Star Raiders 2 to work with XL-it .20. I'm
>> kind of bummed because this was my favorite XL game. Has anyone else had
>> any success with this? I got it to work with PCXformer, but the sound is
>> disappointing!
>> Thanks!
>>
>You got it to work with Xformer? Which version? (It never worked in
>XL-It .17 to .20 versions for me either...)

The newest version of Xformer seems to run it fine, but with most sounds
missing.

4359. 1400XL or 1400XLD???

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-15 00:00:00 UTC
From: "Eric R. Balch" <erbalch@adnc.com>
Message-ID: <01bc6162$07a0cfc0$24eafbce@quasar>
Source record: 72990

Hello all:

I was looking through an old box of Atari promo lit and came accross the XL series catalog. I suddenly had a flashback to drooling over the pictures and descriptions of the Atari 1400XL and 1400XLD - As far as I know these models never got into general release but several years back I met a gentalman who owned a 1400XLD (but I digress).

Anyway, does anyone else remember these machines? Does anyone know someone who HAS one?

For those who don't remember, these models were basically 1200XL or Deeper form factor machines. They were suppost to be the Top of the Line XL machines but never realy made it to general release. They had built in modems, speach synthisis, and the 1400XLD had one built in 1050 drive with a knockout for another... These were indeed the "Mother of all Ataris".

You know what? I think I am drooling all over again.

Post your thoughts.

Eric R. Balch

4360. Re: Historical accuracy

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-15 00:00:00 UTC
From: Dirk Reiners <reiners@igd.fhg.de>
Message-ID: <337B1D0B.41C6@igd.fhg.de>
Source record: 72991

Lord Spatula wrote:
>
> Nick S Bensema wrote:
> >
> I remember reading about the save & replace bug in old issues of
> Compute!... it was 'SAVE"0:@filename", right? Otherwise you would get a
> "file already exists" type error.. the silliest thing I remember about
> the Commodore disk system is that somebody actually wrote a program to
> play music using the grinding noises the 1541 made (don't know if this a
> *true* or not, but it sure is a good story! :)

Actually that one's true. Never had a C64 (no XL-er would ;), but heard
it on a friend's machine. I'm not sure if the drive didn't have a
speaker, though. I have no idea why it should, but the sounds were
pretty good, hard to believe they were just a side-effect.

Old memories...

Dirk

-- Dirk Reiners reiners@ecrc.de True straightness seems crooked.
-- ZGDV - AR Group True wisdom seems foolish.
-- Arabellastr. 17 (ECRC) True art seems artless.
-- D-81925 Muenchen All standard disclaimers apply.

4361. Re: digital joystick and pc

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-15 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5lfc5n$ofi@dfw-ixnews9.ix.netcom.com>
Source record: 72992

In article <5la6qsrcp1@newshost.uni-koblenz.de>,
lascheck@uni-koblenz.de (Christian) wrote:
>I want to connect my digital joystick with the gameport of my pc
>because the handling is better and faster.
>Does anybody know how to connect them ??
>
>
Christian,
Ok, I found the REAL web site that has the Atari joystick to PC game port conversion. It's at Rob Funk's site. He has a full description and schematic. His site is:
<A> HREF"http://er4www.eng.ohio-state.edu/~funkr/Atari/"> </A>
If the above didn't show Here it is again:http://er4www.eng.ohio-state.edu/~funkr/Atari/.

Hope this is what you are looking for!.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4362. Re: Nick Kennedy & porting sio2pc under linux

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-15 00:00:00 UTC
From: pavel@atrey.karlin.mff.cuni.cz
Message-ID: <5lfc4r$9u4$1@ns.felk.cvut.cz>
Source record: 72993

Hi!

: >ape is overfeatured crippleware.
: >sio2pc looks nicer, but there's no contact to its author and no
: >sources. Does anyone know e-mail of Nick Kennedy?
:
: he doesn't have email, I'm sure someone could dig out the snail-address?

I have his snail-mail address, but it would take pretty long...

: >Are there any other packages able to talk over sio2pc? I want to port
: >it under linux, and if it should be done right, I need sources. I do
: >not want to reinvent the wheel...

: I have the sources (old) laying around somewhere on a 5 1/4 (IBM) diskette.

Please, please, please, send me a copy! I'm sure you'll find 5 1/4
floppy driver somewhere... [I have one in my home machine, if it helps
;-)]

: I no longer have such a disk-drive though. :(
: Problem with sio2pc and linux:
: 1. sio2pc is written totally in assembly and might prove hard to
port.

It would require complete rewrte but I would have something to start with...

: 2. because of strict timing constrains over the sio-bus, I really think
: an interrupt handler must be written for linux aswell, which means
: deviding the sio2pc-program in two halves. Which also means writing a linux
: device-driver (YES!)

I'm not sure. I looked at specs and it seems to me like atari uses
nearly standart RS232 protocol. Anyways, I'm able to write driver
under linux (alredy wrote driver for my cdrom ;-).

: It might prove easier to code a completely new sio2pc lookalike in C
: in two parts, device-driver and user process.

Yes, but its much easier to rewrite assembler program in C than to
write completely new program.

: my two |re.
:
: >FMI (For My Informations) how many other linux / atari users are out
: >there? May I hope in some help?
:
: Me, although I shelved my atari/black-box right now.

Thanx for your reply,

Pavel

--
--
This is my little buggy signature... Pavel
GCM d? s-: !g p?:+ au- a--@ w+ v- C++@ UL+++ L++ N++ E++ W--- M- Y- R+

4363. Re: What came first - Happy, Duplicator, or Super Archiver?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-15 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <337a52b0.1543379@news.injersey.com>
Source record: 72994

On 14 May 97 03:54:23 GMT, "mhop" <mhop@snip.net> wrote:

-I believe Happy came first, and is more similar to Chipmunk than the
-others. Super Archiver will make exact duplicates, even the
protection
-gets duplicated. I don't know much about the Duplicator.
-
-
The happy was first one that could make copies. The archiver was next,
the 1050 duplicator was a ripoff of the archiver. The super archiver
is the newest one I believe.
Personally, I like removing the protection totally - much safer.

4364. Re: 1400XL or 1400XLD???

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-15 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <337b3f33.832381@news-west.sony.com>
Source record: 72995

Eric,

These machines were "too little to late" to save the Atari line, and
they were very expensive to manufacture. The built in voice was a
joke, although the 300 baud modem was kind of nice at the time.

I have a 1400XL sitting in my garage that got many a year of use in
the mid 80's (No, it's not for sale).

jj

On 15 May 1997 06:55:42 GMT, "Eric R. Balch" <erbalch@adnc.com> wrote:

>Hello all:
>
>I was looking through an old box of Atari promo lit and came accross the XL
>series catalog. I suddenly had a flashback to drooling over the pictures
>and descriptions of the Atari 1400XL and 1400XLD - As far as I know these
>models never got into general release but several years back I met a
>gentalman who owned a 1400XLD (but I digress).
>
>Anyway, does anyone else remember these machines? Does anyone know someone
>who HAS one?
>
>For those who don't remember, these models were basically 1200XL or Deeper
>form factor machines. They were suppost to be the Top of the Line XL
>machines but never realy made it to general release. They had built in
>modems, speach synthisis, and the 1400XLD had one built in 1050 drive with
>a knockout for another... These were indeed the "Mother of all Ataris".
>
>You know what? I think I am drooling all over again.
>
>Post your thoughts.
>
>Eric R. Balch

4365. UK: Older Computer Games Cartridges Atari/G7000/NES

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-15 00:00:00 UTC
From: Stuart Brown <stuart@sebmail.demon.co.uk>
Message-ID: <t22eMDApr0ezEwj9@sebmail.demon.co.uk>
Source record: 72996
Cross-posted to: uk.adverts.computer,demon.adverts,midlands.adverts,alt.games.video.classic,comp.sys.atari.8bit

Revised List - found a couple more to throw in - sorry!

Games Cartridges

Atari 2600

Air Sea Battle cx-2602
Combat cx-2601 (*2)
Galaxian 2684
Night Driver cx-2633
Outlaw cx-2605 (*2)
Pacman cx-2646
Pole Position
Space Invaders cx-2632 (*2)
Sky Diver cx-2629
Tennis 2680
Video Olympics cx-2621
Yars Revenge cx-2655

Cosmic Ark (Imagic) 720101-2 RevA.
Dragster (Activision) EAG-001-04B
Kung-Fu Master (Activision) EAX-039-041
Ram It (Telesys) 1004
Wing War (Imagic) EIZ-002-041

2 Games Paddles (controllers)

Philips G7000 VideoPacs

1, 4, 6, 10, 12, 14, 18, 22

Spare Power Supply

* Nintendo

Batman (Sunsoft)
Kung Fu
Super Mario Bros/Duck Hunt
Super Mario Bros. 3
Top Gun (Konami)

All items sold in good faith and believed in working order. I don't
have
the facilities to test as I no longer have the hardware...however, all
have
been stored in favourable conditions and were working previously.

--
Stuart Brown

4366. Re: God I miss my Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-15 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5leno3$91c@m1.cs.man.ac.uk>
Source record: 72997

In article <EA563t.Jr6@cix.compulink.co.uk>, ilaskey@cix.compulink.co.uk ("Iain Laskey") writes:

[snip]

Hello there Iain! Long time no see :-) Feeling nostalgic, eh! What are you up to these days?

S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/

4367. Re: Nick Kennedy & porting sio2pc under linux

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-15 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <5leuk0$7g9$1@nyheter.chalmers.se>
Source record: 72998

In article <5la4mi$bs0$1@ns.felk.cvut.cz>,
Pavel Machek <pavel@atrey.karlin.mff.cuni.cz> wrote:
>Hi!

>ape is overfeatured crippleware.
>sio2pc looks nicer, but there's no contact to its author and no
>sources. Does anyone know e-mail of Nick Kennedy?

he doesn't have email, I'm sure someone could dig out the snail-address?

>Are there any other packages able to talk over sio2pc? I want to port
>it under linux, and if it should be done right, I need sources. I do
>not want to reinvent the wheel...

I have the sources (old) laying around somewhere on a 5 1/4 (IBM) diskette.
I no longer have such a disk-drive though. :(
Problem with sio2pc and linux:
1. sio2pc is written totally in assembly and might prove hard to port.
2. because of strict timing constrains over the sio-bus, I really think
an interrupt handler must be written for linux aswell, which means
deviding the sio2pc-program in two halves. Which also means writing a linux
device-driver (YES!)

It might prove easier to code a completely new sio2pc lookalike in C
in two parts, device-driver and user process.

my two |re.

>FMI (For My Informations) how many other linux / atari users are out
>there? May I hope in some help?

Me, although I shelved my atari/black-box right now.

WFR
Fredrik Lundholm
d1dol@dtek.chalmers.se

4368. Atari 800 Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-15 00:00:00 UTC
From: Craig Henrichs <ralph@cts1.internetwis.com>
Message-ID: <337BCAEF.3922@cts1.internetwis.com>
Source record: 72999

Does anyone have Miner 2049 II or any Star Wars game in cartridge format
for the Atari 800?

Craig Henrichs

4369. NAS 97!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-15 00:00:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_7a7c8e04_Bertil.Jagard@straight.ct.se>
Source record: 73000

```
The Swedish Atari Club (SAK) 970104
and NoCrew proudly present...

-------------------------------------------
T H E N O R D I C A T A R I S H O W '97
-------------------------------------------

Dear Atari friends,

It's once again time for the Nordic Atari Show, the annual get together
which has rapidly become a fixture for all Atari users.

Third time lucky, so they say, and as we are arrange the show for the
third straight year we hope to fulfill everyone's expectations and that
this will result in the best possible atmosphere. We've gotten a certain
amount of criticism, both positive and negative, from those who have
attended the shows in '95 and '96. We've taken heed of the suggestions
made and we're once again off and running!

- WHEN AND WHERE?

This year the show will begin on Friday, June 13 and end on Sunday,
June 15. This is the weekend following the beginning of the summer school
holidays as well as the weekend prior to the Swedish Midsummer
celebrations. We'll open at 1 p.m. on the Friday and close at 6 p.m. on
the Sunday.

The show will take place in Gothenburg, just has it has in previous
years. The exact venue has not yet been established. We're still looking
for the cheapest location. The likeliest possibility is Kortedala
gymnasium, where it was held last year or some other venue, nearby.

- WHAT ACTIVITIES WILL BE HELD?

* There will be an Exhibition Hall will dealers, distributors, ShareWare
programmers and a host of other interesting personalities. The usual
meeting place for all those not wanting to "hack". This is also where
the Swedish Atari Club will be found supplying information, sale of
PD-disks, the club magazine's TT, the BBS, etc. We'll also have an area
reserved for a swap meet where you can buy, swap or sell single copies
of Atari related material and a "soldering corner" for those of you
wishing simple repairs done.

* A "Hacker Hall" where demo and other programmers can gather for
competitions and swap demos and all kinds of code. NoCrew is the
Swedish demo group who will see to it that everybody takes part and
enjoys themselves. Those of you hungry after rewards in the form of
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prizes will be well taken care of. Exactly WHAT prizes these will be hasn't been established, as yet.

* Seminars with a number of well-informed lecturers. Last years seminars were very much appreciated, something of which we naturally have taken notice. The seminars will cover a variety of subjects (i.e. MIDI ercording/editing, DTP, hardware, programming) where the above mentioned "well-informed lecturers" will demonstrate his subject directly on a computer in order to provide the audience with practical examples. We'll also hold the seminars on different days and at varying times so that you won't have to miss the chance if you don't attend on a particular day.

* Minor competitions such as "A-Z on the Keyboard" (a much appreciated contest last year), hard disk throwing (this year we WILL succeed!), network games, juggling, etc. Everything depends on our finding volunteers to act as game leaders and judges. There will be prizes for the winners.

* A refreshment stand will sell non-alcoholic drinks, sweets, chips, etc. We may be able to arrange quantity discounts at the local pizzeria as well as other bonuses.

- WHAT WILL IT COST?

If you intend to attend all three days, you cheapest solution is the Three Day Pass otherwise a Single Entry ticket will do:

* Three Day Pass ... SEK 100:- (about UKP 8.50)
* Single Entry ..... SEK 50:-

These prices include full access to all the activities being held during NAS97.

- WHY SHOULD I ATTEND NAS?

The answer is simple: because you care about the TOS platform. We Atari owners are becoming fewer and fewer and a get-together like NAS is a simple way of seeing what's happening in the Atari world (no, it's not dead!) and meeting like-minded Atarians and hearing what kind of tips, ideas and visions they have.

- HOW CAN I FIND OUT MORE?

Information will be distributed regularly in the same way as this text file. In addition, we have a number of other sources of information where you can find out more about the show depending on your own resources.

* Our mailing list (E-mail). This will provide the very latest information to those on the list. To have yourself put on the list you MUST have an E-mail address. Send us a message on "nas-users-request@tripnet.se" with "subscribe nas-users" in the body of the text. Don't forget to include your E-mail address.

* Our home page on the World Wide Web. This has been in existence since last year and we'll try to update it as often as the information for the mailing list. The home page will contain more detailed information concerning times, schedule of events, directions on how to get there, competitions and housing.

The address is "www.tripnet..se/sak/nas".

* STraight BBS. This is the Swedish Atari Club's home BBS. Information concerning NAS will be included in the SAK menu. You can also use this BBS to ask any questions you may have. The telephone number is: +46 31-336 39 73.

* Our club magazine, "AtariMagasinet", will contain adverts with more detailed information concerning NAS97 in issues 1/97 and 2/97. This is the largest mailshot we will send to our (SAK's) members.

* Our show co-ordinator is Rolf Johansson. He's supposed to know everyting there is to know about NAS97. If you have questions to which you've been unable to get answers anywhere else you can send him a message at "rojo@tripnet.se" and you'll get your answers. If you wish to get into direct contact with him, he can be reached on his mobile 'phone on +46 70-669 52 35.

WE'RE LOOKING FORWARD TO SEEING YOU AT THE NORDIC ATARI SHOW 1997!

==
= E-Mail: bertil.jagard@straight.ct.se STraight BBS, Sweden =
= Phone: +46-(0)31-3363973. FidoNet 2:203/221, NeST 90:1101/104 =
==

4370. RamboXL

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-15 00:00:00 UTC
From: Tom <tbradf01@sprynet.com>
Message-ID: <337BE39F.403F@sprynet.com>
Source record: 73001

I have an Atari 800XL,256k mem with a Rambo XL card in it.
What does this card do?
Thank you in advance.
TOM

4371. The crown jewels...

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-15 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <863761686.16746.0.nnrp-1.9e9882d2@news.demon.co.uk>
Source record: 73002

Whilst reading the rubbish I usually find here, Kenneth Jennings wrote some=
thing interesting about "The crown jewels..."

Hello Kenneth,

KJ> Why is it that (some, not all) people with 8-bit equipment think their
KJ> hardware and software are rare treasures destined for the Smithsonian?

Some of it *is*, comparatively speaking, rare. Whether it's bound for the
Smithsonian, I couldn't say.

KJ> I mean the prices I've seen for stuff are horrendous! $22 for a book?
KJ> $15 for a ROM game? I mean REEEEally!

If somebody is prepared to pay it, it must be worth that much to them. Af
ter that, it's simply "Supply & Demand".
_ =
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. Alright, here it is, again, and it's called... - 12XU; Wire

4372. FreeNetAccessWorldwide

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-15 00:00:00 UTC
From: interbbs@hotmail.com
Message-ID: <337b324b.3039329@bang-olufsen.dk>
Source record: 73003

Free internet connection worldwide via our BBS.
Please visit as much as possible our sponsor pages,
it's how we are paid...
Follow the link and enjoy...

```
http://www.cybercity.hko.net/LA/interbbs/index.htm
```

```
aababcabcd1121231234
```

4373. Spy people on the Net

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-15 00:00:00 UTC
From: benh@hotmail.com
Message-ID: <337b9560.3342131@bang-olufsen.dk>
Source record: 73004

I present here my two most recent software which I hope they interest you.
they are progammed by Turbo C++ and run under Windows(3.11 and 95).
here is a short description of these two software.

1-Robot Spy 1.0
at my knowledge, this software is the first and the unique of its kind.
This software allow you to spy your friends who are on the net at the same time
of you, it permits to see exactly what they do on their screen, pixel by pixel,
anywhere, in the world, at the condition they are connected to the internet.
how does-it work?
it's simple, you send a file to the person you want to spy telling to him it's a
game or everythings else, the objectif is this person run the file. from this time,
a batch file is installed on his computor, and everytime this person use internet,
this batch connects him secretly on our server.
on your side, you , after the installation of the other part of the software every time
you want, you can connect on our server with your password and have the list of all the
persons who received your batch and who are connected at this time.
the only thing you have to do is to click on the name of the person you want to spy.
a window opens containing exactly the screen of the person spied, you can have
ten pictures per second with 256 colors, if you switch to balck and white mode you can
onbtain a real time sequence, approximatly 30 pictures by second.

Robot Mailer 1.1
The message you are reading presently is sent to more then 20,000 newsgroups with
this software. This program automates FreeAgent, and reach with a connection of 28,8 Kbauds
5,000 news per hours. It can also find a maximum of 50,000 e-mail adresses from internet
and
send a message in 4 or 5 hours. You can obtain with this sofware the most powerful tool of
mass transmittion on the internet.

Robot Spy 1.0.................20 US$
Robot Mailer 1.1.............20 US$
Both.............................30 US$

I'm sorry i can't accept credit card, but you can send an international money order to:

Ben Hedi Nassef
1481 Ste-Catherine est #7
Montreal, PQ, H2L-2H9
Canada

Don't forget to include your e-mail on a paper, you receice the software ordered in your
e-mail the day we receive the money order.

4374. Re: What came first - Happy, Duplicator, or Super Archiver?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-15 00:00:00 UTC
From: davepat@total.net
Message-ID: <337a8c73.0@news.total.net>
Source record: 73005

In an article dated Thu, 15 May 1997 01:36:22 GMT, someone named Yogi
says...
>
>The happy was first one that could make copies. The archiver was next,
>the 1050 duplicator was a ripoff of the archiver. The super archiver
>is the newest one I believe.
>Personally, I like removing the protection totally - much safer.
>
The Bit-Writer, an add-on for Super Archiver, was the last word in 8-bit
copypro. I've got such a beast, and it can do almost anything... except for
some CSS wares that were duplicated on non-8bit machines to prevent copying.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
If you pick up a stray dog, feed it and take care of it,
it will not bite you. This is the principal difference
between a man and a dog. - Mark Twain

4375. ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: HOWARD25 <HOWARD25@Prodigy.Net>
Message-ID: <337C7823.209@Prodigy.Net>
Source record: 72923

SEE YOGI THOSE 8BIT ARCHIVE YOU HAVE ARE SO SMALL THAT I WONDERING CAN YOU JUST COPY THEM QUICKLY FOR ME ON A CD ROM RECORDER, IT BE SO FAST CAUSE THOSE FILE ARE SO SMALL. AND BECAUSE YOUR SITE IS ALWAYS BUSY TO D/L, AND I PAY YOU FOR YOUR JOB CAN YOU DO THIS FAVOR FOR ME REPOND

4376. unknown message: "error #155"

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6WzkX0R4zHB@peter.soemtron.sb.sub.de>
Source record: 72924

Howdy !

For some minutes my floppy drives(HSS 1050) strikes by reading double
density disks with an error "155". As far as *I* know isn't there an error
with this number!

The program atr2dsk is quite painfull! My 1050 'burns' after 1 hour
writing sector by sector :((

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

4377. Re: ATR images

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6WzkW1C4zHB@peter.soemtron.sb.sub.de>
Source record: 72925
Body handling: 1 inline base64-encoded payload block was not displayed

In article <ATR images>, olavese@online.no (Vidar Olavesen) wrote:

Howdy Vidar,

> I downloaded some biiiig ATR files from Yogi's site. How do you convert
> them to standard Atari 8-bit disks ? Please let me know of all types of
> utilities worth having (preferably for the 8-bit, not PC or emulator
> stuff). I do have Diskcomm 3.2 and some archivers and stuff, but none that
> can manage ATR files! Take Atarian care!

try this one:

IT's VERY VERY SLOW but it does his job at least with single density
disks, medium density won't work! It was posted in this group several
weeks ago. So I don't know where to find it... here is it:

for this a hint: start this program with Turbo Basic XL! It will work much
better&faster!

Content-Type: text/plain; charset=US-ASCII; name=atr2dsk.bas

[Inline base64-encoded payload not displayed]
Gho=

-cut-
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

4378. Re: Nick Kennedy & porting sio2pc under linux

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: bmcbrine@pine.alberni.net
Message-ID: <5liggr$qfp@pine.alberni.net>
Source record: 72926

In article <5leuk0$7g9$1@nyheter.chalmers.se>,
Fredrik Lundholm <d1dol@dtek.chalmers.se> wrote:
>In article <5la4mi$bs0$1@ns.felk.cvut.cz>,
>Pavel Machek <pavel@atrey.karlin.mff.cuni.cz> wrote:
>>Hi!
>
>>Are there any other packages able to talk over sio2pc? I want to port
>>it under linux, and if it should be done right, I need sources. I do
>>not want to reinvent the wheel...

Yes there is a program for emulating SIO commands in Linux/Unix!

It is called psiox002.zip and should be available _somewhere_. I am
unsure if it is specially for Linux or what - but it is a Unix-AtariSIO
server! Of course it has sources included in the zip file, I believe.

>>FMI (For My Informations) how many other linux / atari users are out
>>there? May I hope in some help?
>
>Me, although I shelved my atari/black-box right now.

Me too sorta. I'm currently doing my 256k upgrade on my 800xl!
Also want to know more about the PAL upgrade... which I'll post seperately
about...

>WFR
>Fredrik Lundholm
>d1dol@dtek.chalmers.se

TakeCare--
=Bill=
--
* Bill McBrine #*# EMail: ragtag@freenet.alberni.net (other address pending)
Interests: Atari-8bit. Tandy 6000 (with 3.01.00) * bmcbrine@pine.alberni.net
Robotics. Linux. Amiga News. Networking. User-friendly Data-management Systems.
Jacques Villeneuve: Pole Position in first career Formula-1 Race! Finished 2nd!

4379. Re: MIO or Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970516054600.BAA01069@ladder02.news.aol.com>
Source record: 72927

Hyperspeed by Len Spencer will give you Flow-controll on the MIO.
Hyperspeed sells for a new low price of $10.00. Len did a fine job on
it to!
My 8bit BBS is ripping at 1900CPS with Ymodem-G, That even better than
the Local IBM BBS's.. Gee and the Atari dosnt even have an ISA bus!
Len also encludes a version for the BB or Black Box that makes the BB go
even faster that it did before.

4380. Re: ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <337bd513.5509043@news.injersey.com>
Source record: 72928

On Wed, 14 May 1997 22:10:49 -0700, HOWARD25 <HOWARD25@Prodigy.Net>
wrote:

-HEY YOGI PLEASE REPLY HURRY I NEED TO GET IN TOUCH WITH YOU ABOUT
YOUR 8 BIT
-ARCHIVE IM WILLING TO PAY YOU FOR IT, LET ME HAVE A PRIVATE ADDRESS
WHERE I CAN
-REACH YOU.

Why, it's free on the net?
I dont sell it - its for backup purposes/lets not lose irreplacable
software only.
ftp://myst.slcc.edu

4381. Re: Atari Ideas

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970516055301.BAA01521@ladder02.news.aol.com>
Source record: 72929

You should get ahold of the PSI-ramdisk. It will take control of all the ram in you Atari... Outstanding stuff.

4382. Re: Historical accuracy

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5li3hi$6dj$2@triglav.iwaynet.net>
Source record: 72930
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On 1997-05-13 Urchlay@bell***south.net said:
>Nick S Bensema wrote:
>> In article <5kugjn$b4h$1@news.atl.bellsouth.net>,
>> Lord Spatula <Urchlay@bell***south.net> wrote:
>> >dklugh@iwaynet.net wrote:
>> >The trouble with keeping the menu in memory all the time was
>>that it ate >about 6K of your already limited RAM... though it
>>would have been nice >to have it as an option for those with 48K
>>who were writing BASIC >progs...

Then have it like SmartDOS (I think) where DUP is stored in the OS RAM.
At least have a option to goto cartridge without losing DUP.

>> >
>> >At least BASIC had the XIO commands... I feel sorry for
>>Commodore users >who had to type something like:
>> >
>> >OPEN 15,8,15:PRINT#15,"I0:":CLOSE 15
>> >
>> >to format a disk (though XIO255,#7,0,0,"D:" was almost as
>>cryptic...) >

You mean XIO254.
XIO 253 let you format in either mode with DOS 2.5.
And most people just used DUP to format.

>> >note to nitpickers: PLEASE don't waste bandwidth correcting me
>>if these >are the wrong commands, I don't really care...
>> But they are! :) I0: initializes the disk, but to the 1541 that
>>means "check for a new disk in the drive", not "format". It's a
>>pretty useful command, and without it one could lose much data if
>>one happens to have two writable disks with the same disk ID.

The problem as SpartaDOS 1.1.

>>The 1541's OS is notoriously buggy. I lost a demo I was writing
>>due to the 1541's bugs in the save-and-replace methods, which are
>>pretty much the standard on the Atari 8-bit.
>I remember reading about the save & replace bug in old issues of
>Compute!... it was 'SAVE"0:@filename", right? Otherwise you would
>get a "file already exists" type error.. the silliest thing I

It's "@:filename".You never have to put the 0 before the colon.
It's so that you won't accidently erase files.

>remember about the Commodore disk system is that somebody actually
>wrote a program to play music using the grinding noises the 1541
>made (don't know if this a *true* or not, but it sure is a good
>story! :)

People were talking about that on comp.sys.cbm.

>> Actually, Commodore had an abundance of fastloader cartridges
>>which had, as a feature, a DOS wedge that could be accessed from

Amazing that that wasn't added to the Commodore 128's BASIC.
Instead it has seperate BASIC commands that aren't even named the same as the
DOS commands.I just go to the monitor when I want to do a lot of DOS commands.

>>BASIC. The command you described above would become:
>> @I0:

Once again,@I: would suffice.At least on my 1541 drives it does.

>> Simple, yes? And a plain @ would give the status line. And by
>>keeping channel 15 open, one could send commands and receive
>>stati easily from BASIC.
>Yup, I remember this too... "stati", huh? I like your useage of the
>plural form...
>> This would all be great, if it weren't so bleeding difficult to
>>read a simple directory listing from BASIC. With the DOS wedge,
>>it's a simple $ command, but in a BASIC program, it's pretty damn
>>weird, especially if you want to load it into an array of some
>>kind. With Atari, it's just: OPEN #1,6,0,"D:*.*" and just input
>>strings until you hit the free sectors line.

Remember that DOS 1,2 and 3 all return different last lines.So you should
simply detect EOF and not try to understand the last line (just ignore it).

You can read a directory much the same way with Commodores using a for-next
loop to parse the data.The 1541 manual explains it all.

>Yah, I also saw in that same issue of Compute! a program to read a
>directory off the disk (1541 or older 4040-type systems) and it went
>through all kinds of gyrations.. I guess you would merge it with an
>existing program & call it as a subroutine (merging itself was a
>pretty complex thing on Commodore... I like the Atari
>ENTER"D:MERGE" method)

It probably access the raw directory rather than the parsed "BASIC" directory
that you load with "LOAD "$",8.

I'm sure there's a command to re-direct input to a disk file.
(I wrote a programme that read the input-channel and copied it to the
output-channel.So you just re-directed input to the text file that you wanted
to read,and ran my (ML) programme)

Net-Tamer V 1.08 - Test Drive

4383. Re: Introducing SID-LOAD: an utility to load games from the PC harddisk into XL-IT.

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5li3i2$6dj$3@triglav.iwaynet.net>
Source record: 72931

On 1997-05-14 ipoorten@cs.vu.nl(IvovanPoorten) said:
>lvt-cfc@cyber2.servtech.com (christopher f. chiesa) writes:
>>Then it's time to complain to your Internet provider -- NOT to this
>>newsgroup! "Embedding the (UUencoded) program directly into the
>>message base" is a much longer-standing method than "attaching"
>>the file, and some of us can still ONLY do it the FIRST way. I
>>conclude from your naivete that you are a relative newcomer to the
>>Internet and/or to Usenet News, so I'll refrain from chewing you
>>out TOO badly -- but I suggest you become aware that not EVERYBODY
>>does things the way YOU do them, and that it is exceedingly rude
>>of YOU to show up years late and blithely demand that age-old ways
>>of doing things be changed for YOUR convenience. Would you arrive
>>two hours late for a formal dinner, then insist that they change
>the menu to something you liked better? I hope not.

At least use the encoding method available on the target machine.Definitly
UU-decode (Atarians use YAU to de-code it) for Atarians.

>>Please forgive the "tone" of this message, but this sort of
>>behavior irritates me wherever it appears, here and in many other
>>places. It behooves us to insist on as widely-usable posting
>>mechanisms as possible -- even if that means using the "lowest
>>common denominator" of functionality! -- so that even those with
>>the most primitive of facilities can continue to participate fully
>>in this forum. There are too few of us left (and probably fewer
>>every day, sorry to say) for us to be able to afford to shut
>ANYONE out of the game.

Well Yogi's ATRing of disk images shuts out Atarians without 1050s or DD
drives.Unless you can Xmodem Checksum download the files,which I can't.
Of course I don't really have any disk drives left anyway so I'll have to go
the APE route.

>What's this? Are you criticizing somebody whilst you are the one to
>blame? I mean, you shouldn't post your freakin' binary here in the
>first place. This is a DISCUSSION newsgroup. You're not supposed to
>post binaries here. From your clueless attempt to teach someone a
>lesson "I conclude you're a relative newcomer to the Internet
>and/or to Usenet News. This sort of behaviour irritates me wherever
>it appears, here and in many other places", and I won't stop
>telling people until it stops! (Though I doubt it helps, because
>more and more lusers like you get on the 'net... sigh...)

Unless your posting something huge like Ultima or Alternate Reality:The
Dungeon,I doubt that sysops will mind the "tiny" Atari files.
If you're going to post big files,just upload tem to a FTP site.
(I can't get the binary Atari newsgroup)

Net-Tamer V 1.08 - Test Drive

4384. Re: ATR images

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5li3gq$6dj$1@triglav.iwaynet.net>
Source record: 72932

On 1997-05-13 olavese@online.no said:
>I downloaded some biiiig ATR files from Yogi's site. How do you
>convert them to standard Atari 8-bit disks ? Please let me know of
>all types of utilities worth having (preferably for the 8-bit, not
>PC or emulator stuff). I do have Diskcomm 3.2 and some archivers
>and stuff, but none that can manage ATR files! Take Atarian care!

Unless your Atari has a hard drive,you'll need a PC to use those huge images.
You can just download the individual files rather than the mega-disk images.
(technicaly,people with double-sided double-density double-speed floppies
(1.44MB & 1.2MB) can use the mega-images.But few people have those)

Net-Tamer V 1.08 - Test Drive

4385. Arrrgh!!! Please Help with this Atari.

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: Cjris DiPetta <chris@lovecrft.demon.co.uk>
Message-ID: <01bc6243$3310c840$d1dc989e@lovecrft.demon.co.uk>
Source record: 72933

I'm tearing my hair out over this...so if someone could help me out I'd be forever grateful.
After years of searching, I found a 130XE, with 2 1050 drives, one with Happy.
I only have one cable, so I can only use one drive at a time.

When I try to boot from EITHER drive, I get a slow 'beep, beep, beep"
If I open the drive door I get a fast "beep, beep, beep"
The thing is, even thought the drive head 'grinds' for a second when I turn on the drive, the disk doesn't spin.
Both are doing exactly the same thing.
The only thing I can think of(unless both drives are broken) is that this has something to do with the power supply.

My situation is a bit unusual, all the equiptment is US specification. I'm American but living here in the UK, so most of my
electronic gear runs through transformers. The only thing different about the power I'm using here is that it's 50HZ instead of 60HZ at 110 AC. I've never had any other problems with DC motor operated stuff(VCR's, laserdisc players etc). Is the 1050 dependant on 60HZ for some reason? I opened it up and noticed the disk spinning motor is DC, so I'm stumped.

The guy who sold it insisted it worked before, back in the US.

BTW, the 130 runs just fine.

Could someone PLEASE give me some advice on what to check on? I'm an electronics technician, but with no schematics, I have no idea at what I'm looking at. Any advice, no matter how technical would be much appreciated.

If nothing else works, some advice on where I could get a UK spec 1050 and whether or not it would work would be much appreciated.

Thanks,
Chris DiPetta
chris@lovecrft.demon.co.uk

4386. Re: WTB: Atari Diskformat Infos

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: davepat@total.net
Message-ID: <337c6135.0@news.total.net>
Source record: 72934

In an article dated Tue, 13 May 1997 15:39:19 +0100, someone named Carsten
Wich says...
>
>Hi Folks,
>
>I am searching for exact details of the Atari 8bit physical
>Diskformats (850 Single Density and 1050 enhanced Density) because I
>want the programmer of the CatWeasel-Controller to implement support
>for Atari 8-bit Disks. The CatWeasel ist programmable and already
>supports C-64, MAC, Atari ST and all kinds of IBM formats, so it
>should be possible to support the Atari 8bit Formats as well.
>
>Those of you who don't know the CatWeasel, see :
>
> www.rat.de/apd/catweasl.htm
>
>The details I have to know are for example
>
> - Bitrate
> - How many Bits are on one physical tracks
> - Format of the sectorheader and checksum
> - Format of the sector and checksum
> - How do you compute the checksums
> - Where are the checksum bits
>
>Does anybody know where to get these and possibly other details on the
>net (or otherwise) ?
>
>I have the book 'Inside Atari DOS' which describes the Filesystem
>Format, but without access to the data this is useless.
>
>Greetings from "Irgendwo in Deutschland", Carsten
>
>...Everywhere you look live ain't got no soul
>

Get in touch with Bob Puff. His 1050 add-on, the BitWriter, had fairly
complete info on the physical structure of disks. It was intended as a
hacker's tool; might have the info you're looking for.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
If you pick up a stray dog, feed it and take care of it,

it will not bite you. This is the principal difference
between a man and a dog. - Mark Twain

4387. Re: 1400XL or 1400XLD???

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: "Eric R. Balch" <ebalch@wrightstrat.com>
Message-ID: <01bc6250$b4874180$1293d4cc@grayslab.wrightstrat>
Source record: 72935

On 15 May 1997, Eric R. Balch wrote:

> Hello all:
>
> I was looking through an old box of Atari promo lit and came accross the
XL
> series catalog. I suddenly had a flashback to drooling over the pictures
> and descriptions of the Atari 1400XL and 1400XLD - As far as I know these
> models never got into general release but several years back I met a
> gentalman who owned a 1400XLD (but I digress).
>
> Anyway, does anyone else remember these machines? Does anyone know
someone
> who HAS one?
>
> For those who don't remember, these models were basically 1200XL or
Deeper
> form factor machines. They were suppost to be the Top of the Line XL
> machines but never realy made it to general release. They had built in
> modems, speach synthisis, and the 1400XLD had one built in 1050 drive
with
> a knockout for another... These were indeed the "Mother of all Ataris".
>
> You know what? I think I am drooling all over again.
>
> Post your thoughts.
>
> Eric R. Balch

I have the original compute magazines that outline the 1400XL, 1450XLD,
65XEM and 65XEP (machines that the general public never saw and only a
VERY few have seen them, never mind use them)

I think the 1450XLD was the only machine with the extra goodies (like
built in 300 bd modem! Whoa, that's cool! Built speech synthesis
(similar to SAM so it sounds mechanical), and a built in 1050 like disk
drive) I think the costs were so high for such a machine that it
wouldn't sell.

Alan

4388. Re: MIO or Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970516013053158 95@rainbow01.descon.com>
Source record: 72936

GUY1015 <guy1015@aol.com> wrote:

> Hyperspeed by Len Spencer will give you Flow-controll on the MIO.
> Hyperspeed sells for a new low price of $10.00. Len did a fine job on
> it to!
> My 8bit BBS is ripping at 1900CPS with Ymodem-G, That even better than
> the Local IBM BBS's.. Gee and the Atari dosnt even have an ISA bus!
> Len also encludes a version for the BB or Black Box that makes the BB go
> even faster that it did before.

Does he have an internet e-mail address?

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

4389. Re: attn yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <337bd599.5643013@news.injersey.com>
Source record: 73006

On Wed, 14 May 1997 12:03:02 -0700, HOWARD25 <HOWARD25@Prodigy.Net>
wrote:

-yogi i need to get in touch with you about your ftp 8bit stuff, can
you email me
-back where i can reach you. im willing to pay you for the 8bit stuff

Theres no charge. I dont sell it and dont advise other people to
either. It's meant to be free!

4390. Re: Atari 800 games

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <337bd5dd.5711186@news.injersey.com>
Source record: 73007

On Thu, 15 May 1997 19:18:52 -0500, Tom Alford
<alford@students.uiuc.edu> wrote:

-Does anyone out there know of a web site with old Atari 800 games for
-download? I'm looking for 800 games that I used to play years ago,
now
-for my PC w/ Atari emulator. (*.atr files)
-
-I managed to find MULE, but nothing else out there.
-
-Any replies (preferably by e-mail) would be very appreciated!!
-
-Thanks
-
-Tom

ftp://myst.slcc.edu/atari

4391. Re: digital joystick and pc

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: Greg Miller <uglmiller@cc.memphis.edu>
Message-ID: <337BFCB2.37698B07@cc.memphis.edu>
Source record: 73008

Christian wrote:
>
> I want to connect my digital joystick with the gameport of my pc
> because the handling is better and faster.
> Does anybody know how to connect them ??

The PC gameport doesn't do digital controllers... You'll need a USB port
for that. (The Gravis gamepad works by emulating an analog controller)
--
Squirrel Conspiracy Information Page
http://www.people.memphis.edu/~uglmiller/home.htm

4392. Re: Components for XL/XE still made?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5lhgv9$bi8@m1.cs.man.ac.uk>
Source record: 73009

In article <3378D3BC.CC495B5E@cc.memphis.edu>, Greg Miller <uglmiller@cc.memphis.edu>
writes:
>RHart37663 wrote:
>
>> It was a feat of genius to even create the portfolio, a cruddy little pc!!

>You are acting like it came out yesterday. It was the best palmtop of
>its time,
>and the major improvement of the HP95Lx (which came along a bit later)
>was in
>screen size. Guess what: people are buying palmtops.

By the way, the Portfolio was not designed by Atari. It was by a company (in
England, I believe) called DIP. Atari just slapped its badge on it. Around the
time of its release most of the R&D effort was being invested in the ST range.

S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
----
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/

4393. Silica Shop

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: Postboy <postboy@rocketmail.com>
Message-ID: <01bc6203$ed03bb80$0c2570c2@martin>
Source record: 73010

Did anyone here used to work in Silica Shop in the UK (then the UK's premier Atari shops) in the late 80s?

4394. Learning assembly on the Atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: greggm@bellatlantic.net
Message-ID: <337c7608.1913619@news5.bellatlantic.net>
Source record: 73011

Does anyone have manuals for any of the assembly language editors out
there? I saw Mac65 but I need to know how to use it.
In school we worked on a small motherboard with a 8086 processor(?)
and a keypad. I loved it so i thought maybe I could learn more using
my good old Atari 800xl..Help Gregg

4395. Re: God I miss my Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: clyde@obwon.kodak.com
Message-ID: <5li0bvfbm1@kodak.rdcs.Kodak.COM>
Source record: 73012

Yes Me & my son & daughter used to play many hours on the ol' 8bit. Scott loved Karateka. I love the machine to day. We have about 15 machines. I use the 130XE w/ Black Box & 3.5" 1.44meg and 210meg Quantum HD at least weekly.

Atarily Yours
Greg

4396. Re: RamboXL

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <EAA5y6.8qx@iglou.com>
Source record: 73013

In article <337BE39F.403F@sprynet.com>, Tom wrote:
>I have an Atari 800XL,256k mem with a Rambo XL card in it.
>What does this card do?
>Thank you in advance.
>TOM
>
The Rambo card contains the circuitry that allows it to address 256k instead
of the standard 64k memory.

--
Bill Marcum bmarcum at iglou dot com
If gnus are outlawed, only outlaws will have gnus.

4397. Old games wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc5f1d$87101640$2cced5c1@vidar>
Source record: 73014

I would like to buy or get a hold of a couple of old games! It's Dino Eggs and an original Starfleet I for the Atari 8-bit. Can anybody help ? Take Atarian care

4398. Re: 1400XL or 1400XLD???

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970516125450.9049H-100000@fissure.scar>
Source record: 73015

On 15 May 1997, Eric R. Balch wrote:

> Hello all:
>
> I was looking through an old box of Atari promo lit and came accross the XL
> series catalog. I suddenly had a flashback to drooling over the pictures
> and descriptions of the Atari 1400XL and 1400XLD - As far as I know these
> models never got into general release but several years back I met a
> gentalman who owned a 1400XLD (but I digress).
>
> Anyway, does anyone else remember these machines? Does anyone know someone
> who HAS one?
>
> For those who don't remember, these models were basically 1200XL or Deeper
> form factor machines. They were suppost to be the Top of the Line XL
> machines but never realy made it to general release. They had built in
> modems, speach synthisis, and the 1400XLD had one built in 1050 drive with
> a knockout for another... These were indeed the "Mother of all Ataris".
>
> You know what? I think I am drooling all over again.
>
> Post your thoughts.
>
> Eric R. Balch

I have the original compute magazines that outline the 1400XL, 1450XLD,
65XEM and 65XEP (machines that the general public never saw and only a
VERY few have seen them, never mind use them)

I think the 1450XLD was the only machine with the extra goodies (like
built in 300 bd modem! Whoa, that's cool! Built speech synthesis
(similar to SAM so it sounds mechanical), and a built in 1050 like disk
drive) I think the costs were so high for such a machine that it
wouldn't sell.

Alan

4399. Emulator working list

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970516130438.9049L-100000@fissure.scar>
Source record: 73016

has anybody created a list (or can post the list to me via e-mail, as the
my provider only keeps message for 1-2 days before expiring them)
About 8bit games (boot disks and files) thatwork under PCXformer 3.6 (or
XLIT 0.18, the latest version I have)

Thanks

4400. Re: The crown jewels...

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970516130019.9049I-100000@fissure.scar>
Source record: 73017

On 15 May 1997, Brad Rogers wrote:

> Whilst reading the rubbish I usually find here, Kenneth Jennings wrote something
interesting about "The crown jewels..."
>
> Hello Kenneth,
>
> KJ> Why is it that (some, not all) people with 8-bit equipment think their
> KJ> hardware and software are rare treasures destined for the Smithsonian?
>
> Some of it *is*, comparatively speaking, rare. Whether it's bound for the
> Smithsonian, I couldn't say.
>
> KJ> I mean the prices I've seen for stuff are horrendous! $22 for a book?
> KJ> $15 for a ROM game? I mean REEEEally!
>
> If somebody is prepared to pay it, it must be worth that much to them. Af
> ter that, it's simply "Supply & Demand".

Yeah, the 8bit stuff is only worth as much as people are willing to pay
for it. $15 for a ROM game is steeop, it better be an unreleased game for
that price! I think $5 for a cart or book is a decent price unless the
materal is VERY rare...

Alan

4401. Re: RamboXL

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970516130826.9049N-100000@fissure.scar>
Source record: 73018

On Thu, 15 May 1997, Tom wrote:

> I have an Atari 800XL,256k mem with a Rambo XL card in it.
> What does this card do?
> Thank you in advance.
> TOM

I have a 256k 800Xl as well... the extra ram means you can use a ramdisk (a very fast virtual disk drive) or even use programs that are made for the 130XE (rambo Xl ram is compatible with the 130XE programs) Programs like paperclip XE, CAD XE, Ice T uses the extra ram. There aren't too many out there.. you can even use the extra ram as a printer buffer for printing those long documents, so your 8bit isn't "waiting" around for nothing. To use the ram you need a DOS that supports it...

MYDOS or SpartaDos (version 2.3e or better) have RD drivers and you can run them and set up the ram drive.

Good luck

Alan
University of Toronto, Comp Sci

4402. Re: MAC/65

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: robinhood@iname.com
Message-ID: <337ce0d7.342588@news.mindspring.com>
Source record: 73019

On Thu, 15 May 1997 17:56:22 -0500, Jack of Hearts <NOSPAM@here.com>
wrote:

>Robert Erickson wrote:
<SNIP>
>> what is ddt...is it a development environment?
>> robert
<TRIM>
>DDT is a pesticide, which although now outlawed, was once commonly used
>on food. The DDT was discontinued when it was found that apple users
>developed very thin skulls. Unfortunatly, apples continue to have the
>same effect...
<MORE SNIPPAGE>

I'd admit I'm an Apple (Centris 650) user, but I don't know if that
would make or refute the point...

-Hood-

4403. ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: HOWARD25 <HOWARD25@Prodigy.Net>
Message-ID: <337C7834.381@Prodigy.Net>
Source record: 73020

SEE YOGI THOSE 8BIT ARCHIVE YOU HAVE ARE SO SMALL THAT I WONDERING CAN YOU JUST COPY THEM QUICKLY FOR ME ON A CD ROM RECORDER, IT BE SO FAST CAUSE THOSE FILE ARE SO SMALL. AND BECAUSE YOUR SITE IS ALWAYS BUSY TO D/L, AND I PAY YOU FOR YOUR JOB CAN YOU DO THIS FAVOR FOR ME REPOND

4404. BASIC XE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6WzkU4j$zHB@peter.soemtron.sb.sub.de>
Source record: 73021

Howdy !

Is there a BASIC XE diskversion around? Or is Basic XE cartridge only?
Where is the difference to BASIC XL?

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

4405. Re: 1400XL or 1400XLD???

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-16 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5lipri$q76$1@nnrp01.primenet.com>
Source record: 73022

The mortal Eric R. Balch wrote:
: Anyway, does anyone else remember these machines? Does anyone know someone
: who HAS one?

I have a 1450XL (no drive) hacked into a 1200XL case.

The 1400s are _not_ the same as a 1200XL aside from being designed to use the superior 1200XL keyboard. They have basic rev. B and the true XL OS built in. They also have a PBI interface, speech chip, and 300 baud modem.

The PBI interface logic, unfortunately, can not support the MIO or Black Box because the modem and speech chip are accessed through the PBI as well. However, I have successfully MUXed my 1450XL.

The speech chip uses an SC-01 Votrax chip which is a decent chip with speed and pitch capability but the way it is integrated into the motherboard/OS it seems to be impossible to alter the speed or pitch resulting in a monotone.

: You know what? I think I am drooling all over again.

An Atari 1200XL with the OS, Internal Basic, PBI, RAM expansion, video fix, and a Black Box/Floppy Board would beat the shit out of a 1450XLD, but even a 130XE with a MIO does a lot more real-world work than a 1450XLD.

4406. Metrics

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-17 00:00:00 UTC
From: Information
Message-ID: <5107cd$12183.64@news.psrinc.com>
Source record: 72937

Great Site URL:http://www.psrinc.com/metsys.htm

4407. Re: Atari Ideas

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-17 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970517061601.CAA06547@ladder02.news.aol.com>
Source record: 72938

From: lmcclure@aristotle.net (Lonnie E. McClure)
wrote..
> No doubt the 10Hz difference in AC frequency would make no
> difference to their simple rectifiers.
> Viewing the PAL output (at least with color) would be another matter,
> as not only is the video rate different (but some monitors and even some
> TVs can cope with that), but the color subcarrier frequency is different

> (meaning any US [NTSC] monitor that could handle the scan frequency
> would display the picture as only black and white.

This isn't strictly correct!! The early 400/800 PAL systems ran on a TV
standard called >PAL M< (Now PAL I) which means it is virtually
identical to NTSC M in colours and scanning frequencies. SORTED!

<Richard>
<niteporter@imailbox.com>

4408. Upgrade 65816

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-17 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970517062801.CAA07139@ladder02.news.aol.com>
Source record: 72939

A short while ago I came across an article mentioning an upgrade
to a 65816.

Who/where can I obtain one from?

<Richard>
<niteporter@imailbox.com>

4409. Re: software for atari 8bit computer i need printshop andgraphics to

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-17 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bc629f$9a194240$334437a6@default>
Source record: 72940

ASharkis <asharkis@aol.com> wrote in article
<19970512121501.IAA21682@ladder02.news.aol.com>...
> In article <01bc5afb$16d23fa0$a64437a6@default>, "Silver Surfer"
> <SilverSurfer@HalleBoppe.com> writes:
>
> >Believe it or not, Print shop was one of the last pieces of software
that
> >continued to be manufactured and sold by Electronic Arts long after the
> >Atari 8-bit market died. The last time I checked with an EA rep (5
years
> >ago) it was still a product you could order directly from them
(including
> >the graphic disks). Of course, that could have changed by now. You
have
> >to call them to find out for sure.
>
> Funny, wasn't The Print Shop produced by Broderbund?

Yes its a broderbund product, but Electronic Arts turned into a distributor
when the game market crashed. Electronic Arts used to produce and market
its own software, but now it just acts as distributor for software houses.
Many software houses use them to distribute their software, including
broderbund.

4410. FS: Atari Computer Goods! Some Shown! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-17 00:00:00 UTC
From: bensmith@linda.teleport.com
Message-ID: <5ljt20ioc1@linda.teleport.com>
Source record: 72941
Cross-posted to: pnw.forsale,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

For Your Information I've been sick for the last month. Plus exhaustion and being overworked, I needed to check into a Hospital. I'm recovering and time will show how long I need to get to full speed. I'm still working to support Atari Lovers and Users. If I seem unresponsive and slow please bear with me. I'm doing my best.

Following is only a partial list of what's in my Computer HardWare & SoftWare Catalogs. Everything mentioned on this list is on this list because I have multiples of these Items and I thought I'd list them for you. Especially if you wanted to buy More than one. So check it out!!!

Check out my Updated Atari Catalogs and find More Atari stuff! I've got HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers, Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks, Labtec Speakers & Under the Monitor Power Directors to Manage & Protect your Equipment. And Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141 Monitors, Atari 1050 Disk Drives, Indus GT Smart Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: 1040STF Computers, Spectre GCR Macintosh Emulators, MonoChrome Monitors, Monitor Master Switch Boxes, Mouse Master Switch Boxes, Hard Drives, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II and Scenery Disks, Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, ST Karate, Ultima V, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture &

even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

4411. BASIC XE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-17 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <863865930.16821.1.nnrp-1.9e9882d2@news.demon.co.uk>
Source record: 72942

Whilst reading the rubbish I usually find here, Thomas Havemeister wrote so=
mething interesting about "BASIC XE?"

Hello Thomas,

TH> Is there a BASIC XE diskversion around? Or is Basic XE cartridge only?
TH> Where is the difference to BASIC XL?

Dunno about a disk version, but the major difference is (AFAIR) in RAM Bank
handling, to enable easier access to the extra 64k available on the 130XE.
_ =
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. The air in here is pretty thick, I think I'll go outside.
(Get A) Grip (On Yourself); The Stranglers

4412. Re: Arrrgh!!! Please Help with this Atari.

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-17 00:00:00 UTC
From: robinhood@iname.com
Message-ID: <337d5b08.27537101@news.mindspring.com>
Source record: 72943

On Fri, 16 May 1997 21:50:35 GMT, "Cjris DiPetta"
<chris@lovecrft.demon.co.uk> wrote:

>When I try to boot from EITHER drive, I get a slow 'beep, beep, beep"
>If I open the drive door I get a fast "beep, beep, beep"
>The thing is, even thought the drive head 'grinds' for a second when I turn
>on the drive, the disk doesn't spin.
>Both are doing exactly the same thing.
>The only thing I can think of(unless both drives are broken) is that this
>has something to do with the power supply.
>Chris DiPetta
>chris@lovecrft.demon.co.uk
>
Chris-
This may be a bit on the fundamental side, but it was a
"Gotcha" to me on one occasion. Open the 1050, carefully lift the
drive mechanism (should be connected to the drive board primarily at
rear of drive.. Once it's "up" check the belt on the drive. One of
mine once slipped off.. Didn't need a new one, it just fell off the
drive -- I'd recently moved the equipment.. I put it back on and
never had another prob. with the drive!! Hopefully it's something
simple like that for you as well. Since you said the drive didn't
SPIN, I'm thinking that may be it.. I held the drive up to my ear and
couldn't hear the motor spinning cause I was expecting the louder
spindle to be spinning...

Hope that's it.
-Hood-

4413. Re: Emulator working list

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-17 00:00:00 UTC
From: monkfish_at_kwll_dot_demon_dot_co_do_uk@I.hate.spam
Message-ID: <863830829.2343.0.nnrp-1.9e987e17@news.demon.co.uk>
Source record: 72944

In article <Pine.GSO.3.95.970516130438.9049L-100000@fissure.scar>, Alan Christie
<94chrisv@scar.utoronto.ca> wrote:
>
>has anybody created a list (or can post the list to me via e-mail, as the
>my provider only keeps message for 1-2 days before expiring them)
>About 8bit games (boot disks and files) thatwork under PCXformer 3.6 (or
>XLIT 0.18, the latest version I have)

XL-iT is now at 2.0. I'm compiling a list for Monkfish's Pond at:
http://www.kwll.demon.co.uk - hopefully it should be there soon. I've already
tested loads and more to come soon!

4414. Re: Silica Shop

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-17 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <337de845.1119407@news.demon.co.uk>
Source record: 72945

On 16 May 1997 14:19:45 GMT, "Postboy" <postboy@rocketmail.com> wrote:

>Did anyone here used to work in Silica Shop in the UK (then the UK's
>premier Atari shops) in the late 80s?
>
I used to shop in it but not work...

It was a long way to go to get software but it had a terrific
atmosphere in there, everyone seemed to both know about the bits and
were very happy to help you.

When they changed it around it became "clinical".....Good memories

Paul `Mclane` Irvine
---
8 Bit Atari & C64 Nutcase
- Site Address -
www.dellos.demon.co.uk

4415. Re: WTB: Atari Diskformat Infos

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-17 00:00:00 UTC
From: Howerton <howerton@inet-direct.com>
Message-ID: <337E8692.5656@inet-direct.com>
Source record: 72946

> "Carsten Wich" <c_wich@river.prima.ruhr.de> wrote:
> I am searching for exact details of the Atari 8bit physical
> Diskformats (850 Single Density and 1050 enhanced Density) because I
> The details I have to know are for example
>
> - Bitrate
> - How many Bits are on one physical tracks
> - Format of the sectorheader and checksum
> - Format of the sector and checksum
> - How do you compute the checksums
> - Where are the checksum bits
>
> I have the book 'Inside Atari DOS' which describes the Filesystem
> Format, but without access to the data this is useless.
>
> Robert S. Ely replied:
> Your best bet is to get the manual for Atari DOS XE AND a copy of SpartaDOS construction set. These manuals have just what you need. For detailed info (Atari DOS 2.x source) get a copy of the Atari reference manuals for the 400/800. I has loads of valuable info. However, this may be hard to find, where the former should be much easier to locate.

Robert,

If I read the original message correctly, the information he is looking for is not in the manuals you mentioned. He is apparently looking for information laid on the disk by the drive controller when the disk is formatted. As far as the manuals go, the DOS XE manual is just plain horrid (much like the DOS itself). The SpartaDOS Construction Set manual has information about the file structure/format but none on the actual disk format. The same is true for the Reference manuals. Both have the same information about file structure that is in the book "Inside Atari DOS." It may be that an assembly listing for the drive ROMs may have the information needed. However, I don't know where such a listing might be obtained.

__Darryl__

4416. New life for the ol' 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-17 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <BvN5HRw.tandrews16@delphi.com>
Source record: 72947

My mother wanted to "learn about computers" - specifically how to use a word processor - on a computer she could use without fear of "messing something up". So, I set up my old 800 for her (she likes that keyboard best) with a spare drive, and gave her a copy of Speedscript to play with. She's doing well, learning in her own time at her own pace.

I picked up a Commodore 1802 monitor in excellent condition for her today. The woman wanted $10, but I talked her down to $5. Aren't garage sales marvelous inventions?

The jury's still out on whether I like it better than my own 1701. So far, I don't think so, but only because I prefer the controls (contrast, color, tint, etc.) on the front. We'll see how often they need to be changed.

TJ

4417. New Retrotek Classic Video Games Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-17 00:00:00 UTC
From: John and Robin Whitcore <retrotek@phoenixat.com>
Message-ID: <337DDFDA.1B3F@phoenixat.com>
Source record: 72948

Hi Guys!

We're back!!!!! It's been hard to find new supplies lately so here's
what we have for our extras. We now quote exact shipping costs for USPS
and UPS for all winnings.

There are a few Atari computer software items and books near the end.

Let us know if you want to be on the update list!

Thanks!

j&r
==========

------ HARDWARE ------

ColecoVision Video Game System w/joysticks,
power supply, rf switch $10 no bidder

------ ACCESSORIES ------
ColecoVision Expansion Module #1 - 2600 Adapter $10 no bidder
ColecoVision Expansion Module #2 - Driving Controller
$10 no bidder

========== CARTRIDGES ==========

---- ARCADIA 2001 ----
CAT TRAX by Emerson - Loose $3 no bidder
ESCAPE by Emerson - Loose $3 no bidder
MISSILE WAR by Emerson - Loose $3 no bidder
SOCCER by Emerson - Open Box $3 no bidder

---- ATARI 2600 CARTS ----
CHOPPER COMMAND by Activision - loose $1 no bidder
FISHING DERBY by Activision - loose $1 no bidder
ICE HOCKEY by Activision - loose $1 no bidder
PITFALL! by Activision - loose $1 no bidder
RIVER RAID by Activision - loose $1 no bidder
SEAQUEST by Activision - loose $1 no bidder

01 COMBAT by Atari - loose $1 no bidder
AIR SEA BATTLE by Atari - loose $1 no bidder
ASTEROIDS by Atari - loose $1 no bidder
BERZERK by Atari - loose $1 no bidder
BOWLING by Atari - loose $1 no bidder
BREAKOUT by Atari - loose $1 no bidder
CASINO by Atari - loose $1 no bidder

CENTIPEDE by Atari - loose $1 no bidder
CIRCUS ATARI by Atari - loose $1 no bidder
COMBAT by Atari - loose $1 no bidder
DEFENDER by Atari - loose $1 no bidder
DEMONS TO DIAMONDS by Atari - loose $1 no bidder
E.T.by Atari - loose $1 no bidder
FOOTBALL by Atari - loose $1 no bidder
GOLF by Atari - loose $1 no bidder
HAUNTED HOUSE by Atari - loose $1 no bidder
HOME RUN by Atari - loose $1 no bidder
INDY 500 by Atari - loose $1 no bidder
MAZE CRAZE by Atari - loose $1 no bidder
MISSILE COMMAND by Atari - loose $1 no bidder
OTHELLO by Atari - loose $1 no bidder
PAC-MAN by Atari - loose $1 no bidder
PHOENIX by Atari - loose $1 no bidder
RAIDERS OF THE LOST ARK by Atari - loose $1 no bidder
SPACE INVADERS by Atari - loose $1 no bidder
STAR RAIDERS by Atari - loose $1 no bidder
STREET RACER by Atari - loose - text $1 no bidder
SUPER BREAKOUT by Atari - loose $1 no bidder
SUPERMAN by Atari - loose $1 no bidder
SURROUND by Atari - loose $1 no bidder
SWORDQUEST:EARTHWORLD by Atari - loose $1 no bidder
VANGUARD by Atari - loose $1 no bidder
VIDEO CHESS by Atari - loose - text $1 no bidder
VIDEO OLYMPICS by Atari - loose - text $1 no bidder
VIDEO PINBALL by Atari - loose $1 no bidder
WARLORDS by Atari - loose $1 no bidder
YARS REVENGE by Atari - loose $1 no bidder

DONKEY KONG by Coleco - loose $1 no bidder

ATLANTIS by Imagic - loose $1 no bidder
COSMIC ARK by Imagic - loose $1 no bidder
DEMON ATTACK by Imagic - loose - text $1 no bidder
RIDDLE OF THE SPHINX by Imagic - loose $1 no bidder

LOCK`N'CHASE by M-Network - loose $1 no bidder
SUPER CHALLENGE FOOTBALL by M-Network - loose
$1 no bidder

AMIDAR by Parker Brothers - loose $1 no bidder
FROGGER by Parker Brothers - loose $1 no bidder
SPIDER-MAN by Parker Brothers - loose $1 no bidder
STAR WARS:THE EMPIRE STRIKES BACK by Parker Brothers - loose
$1 no bidder

SPACE JOCKEY by US Games - loose $1 no bidder
TOWERING INFERNO by US Games - loose $1 no bidder

---- ATARI 5200 CARTS ----
PAC MAN by Atari - Loose $1 no bidder

---- ATARI 7800 CARTS ----
POLE POSITION II by Atari - loose $1 no bidder

---- COLECOVISION CARTS ----
HERO by Activision - Loose $3 no bidder

BRAIN STRAINERSby Coleco - Loose $3 no bidder
BURGERTIME by Coleco - Loose $3 no bidder
CARNIVAL by Coleco - Loose $1 no bidder
CONGO BONGO by Coleco - Loose $3 no bidder
DESTRUCTOR by Coleco - Loose $3 no bidder
DONKEY KONG by Coleco - Loose $1 no bidder
DONKEY KONG JR.by Coleco - Loose $2 no bidder
GORF by Coleco - Loose $2 no bidder
LADYBUG by Coleco - Loose $2 no bidder
LOOPING by Coleco - Loose $2 no bidder
MOUSE TRAP by Coleco - Loose $2 no bidder
MR DO by Coleco - Loose $2 no bidder
OMEGA RACE by Coleco - Loose $2 no bidder
PEPPER II by Coleco - Loose $1 no bidder
ROC `N ROPE by Coleco - Loose $3 no bidder
SLITHER by Coleco - Loose $2 no bidder
SPACE PANIC by Coleco - Loose $2 no bidder
SUPER ACTION BASEBALL by Coleco - Loose $2 no bidder
SUPER ACTION FOOTBALL by Coleco - Loose $2 no bidder
TIME PILOT by Coleco - Loose $2 no bidder
TURBO by Coleco - Loose $2 no bidder
VENTURE by Coleco - Loose $2 no bidder
VICTORY by Coleco - Loose $2 no bidder
ZAXXON by Coleco - Loose $1 no bidder

JUMPMAN JUNIOR by Epyx - Loose $3 no bidder

MINER 2049ER by Micro Fun - Loose $2 no bidder

FROGGER by Parker Brothers - Loose $3 no bidder
MONTEZUMA'S REVENGE by Parker Brothers - Loose
$3 no bidder
Q*BERT by Parker Brothers - Loose $2 no bidder
SUPER COBRA by Parker Brothers - Loose $3 no bidder

WAR ROOM by Probe 2000 - Loose $3 no bidder

FRANTIC FREDDY by Spectravideo - Loose $3 no bidder

FACEMAKER by Spinnaker - Loose $3 no bidder
JUKEBOX by Spinnaker - Loose $3 no bidder

---- COLECOVISION CARTS - OPEN BOX ----
DR. SEUSS - FIX UP THE MIX-UP PUZZLER $5 no bidder
FRONT LINE w/manual $3 no bidder

SPACE FURY w/manual $2 no bidder
TELLY TURTLE w/manual $3 no bidder

---- COMMODORE 64---- LOOSE ----
CENTIPEDE by Atari - loose $1 no bidder
SPEED/BINGO MATH by Commodore - loose $1 no bidder

AN INTRO. TO BASIC - PART 1 - loose - 2 cassettes
$1 no bidder

---- INTELLIVISION CARTS---- LOOSE ----
**All Mattel, unless otherwise noted.
NBA BASKETBALL - Loose $1 no bidder
NFL FOOTBALL - Loose $1 no bidder
SPACE SPARTANS - by MNetwork - Loose $1 no bidder

---- INTELLIVISION ---- OPENED BOX/SHRINKWRAPPED ----
**All Mattel, unless otherwise noted. All have manuals & OLs
ADVANCED DUNGEONS & DRAGONS - Shrinkwrapped $1 no bidder
BOXING - Opened Box $1 no bidder
FROGGER - Opened Box $3 no bidder
LAS VEGAS POKER & BLACKJACK - Opened Box $1 no bidder
STAR STRIKE - Shrinkwrapped $1 no bidder
STAR STRIKE - Opened Box $1 no bidder
UTOPIA - Opened Box $1 no bidder

---- ODYSSEY 2 ---- LOOSE ----
BASEBALL by Magnavox - loose $1 no bidder
COSMIC CONFLICT by Magnavox - loose $1 no bidder

---- TI/99 ---- LOOSE ----
ALPINER $1 no bidder
BLASTO $1 no bidder
EARLY READING $1 no bidder
PAC MAN by Atari $1 no bidder
THE ATTACK $1 no bidder
TI INVADERS $1 no bidder

---------- SOFTWARE ----------
How To Program in Applesoft BASIC by Hayden Software in box w/manual
(Apple II/IIc) $1 no bidder

Letter Wizard by Atari complete in binder (Atari)
$1 no bidder

Spell Wizard by Datasoft in box w/manual (Atari)
$1 no bidder

SynFile+ by Synapse in box w/manual (Atari) $1 no bidder

---------- BOOKS/MANUALS ----------
Introducing the Apple IIc by SAMS (Apple IIc) $1 no bidder
Inside Atari BASIC by Atari (Atari) $1 no bidder
Atari Games & Recreations by Reward Books (Atari)

$1 no bidder
Computer Programming in BASIC - Textbook by Houghton Mifflin (C64)
$1 no bidder

---------- BOXES ----------
Jewels of Darkness by Firebird - box w/manual (Amiga)
$1 no bidder

---------- GUIDELINES ----------

1] ***** Shipping *****

Shipping costs will be the responsibility of the buyer. At the end of
the auction, EXACT shipping costs will be assessed by weight and zone
via UPS and totals will be EMailed to the winners. All packages under
5 lbs. will be sent USPS. Do take into account the weight of
what you're bidding on BEFORE you make a bid, especially if you are
from outside of the U.S.

2] ***** Bidding *****

SERIOUS BIDS ONLY!!!! Please, only bid on items if you
intend to BUY! Bid withdrawals are NOT PERMITTED and are
grounds for exclusions from future auctions and sales.
(Plus it ain't very nice....)

3] We reserve the right to make corrections to and retract any
item from the auction. (Will only occur if there is an error.)

4] Trades are always considered. We reserve the right to trade
an item at any time during the auction.

5] This auction will run with open bidding until May 31, 1997.
At that point no new bids will be accepted and we'll go into the ONCE,
TWICE, SOLD mode.

6] Bids must be in even dollar amounts.
Under $20 --------- $ 1 increments
$20 to $49 --------- $ 2 increments
Over $50 ----------- $ 5 increments
**IF YOU DO NOT USE THE PROPER INCREMENT, YOUR BID WILL NOT
BE POSTED.

7] Please include your name, shipping information and "auction
name" along with your first bid. If you had bid in a previous auction,
we will use the same info. If anything has changed or you want to use a
different biiding name, let us know.

8] All itmes have been thoroughly cleaned and tested unless
otherwise noted.

9] Once you bid or ask to be put on the update list, your name will be
placed in our address book so that you will automatically get all
auction updates for current and future auctions. If you do not wish

to be in any current and/or future auction update mailing, let us know and we can either permanently or temporarily remove you from the list.

**** Payment Policy ****

At the end of the auction after total winnings with shipping costs are EMailed to the winners, please send a check or Money Order (US$) - M.O.s preferred - within a week of notification. We'll post our mailing address at that time. Checks must clear both banks before we can ship your package to you. Money Order packages will be sent out within three days of receipt.

***Lack of payment received will result in forfeiture of participation in all future auctions held by us.

4418. Re: Atari 800 games

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-17 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6X2pXUB4zHB@peter.soemtron.sb.sub.de>
Source record: 72949

In article <Atari 800 games>, alford@students.uiuc.edu (Tom Alford) wrote:

Howdy Tom,

> Does anyone out there know of a web site with old Atari 800 games for
> download? I'm looking for 800 games that I used to play years ago, now
> for my PC w/ Atari emulator. (*.atr files)
> I managed to find MULE, but nothing else out there.

sorry, but I would recommend the C-64 M.U.L.E. version. The 8-bit atari
Emulators aren't good enough to handle such a good game. The C64S emulator
from *** (dunno the name of the author) is pretty good. Really.

--
6502 R*SC power! ||| *ntel Outs*de! | ,- _ C64 II - alternate
*(MEGA) 8-b*t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b*t power !

4419. BBS Systems for 8-bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-17 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6X2pX6BKzHB@peter.soemtron.sb.sub.de>
Source record: 72950

In article <Re: MIO or Black Box?>, guy1015@aol.com (GUY1015) wrote:

Howdy GUY1015,

> My 8bit BBS is ripping at 1900CPS with Ymodem-G, That even better than
> the Local IBM BBS's.. Gee and the Atari dosnt even have an ISA bus!

sorry, but what BBS System are you using with your 8-bit Atari? How
complex is the mailing system? What BBSes are around in the public domain
sector?

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

4420. Re: Upgrade 65816

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-17 00:00:00 UTC
From: Theoryman
Message-ID: <5lljut$5m1@drn.zippo.com>
Source record: 72951

In article <19970517062801.CAA07139@ladder02.news.aol.com>, rhart37663@aol.com says...
>
>A short while ago I came across an article mentioning an upgrade
>to a 65816.
>
>Who/where can I obtain one from?
>
><Richard>
><niteporter@imailbox.com>
>
That is the turbo 816 from data que (chuck stiennmen) I belive but I know
that I have spelled his name wrong

theoryman@ois.lemuria.com

4421. M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-17 00:00:00 UTC
From: Ann and Paul Kasameyer <kasameye@ix.netcom.com>
Message-ID: <337E3847.35FD@ix.netcom.com>
Source record: 72952

Hi there, I'm looking for a copy of M.U.L.E. Can anybody help me out?
Please email me if so.

Thanks,
Alan Kasameyer

4422. Need WDC1771 information

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-17 00:00:00 UTC
From: Eric BACHER <ebacher@teaser.fr>
Message-ID: <5ljo28$2v4$1@news.teaser.fr>
Source record: 72953

Hi,

Does anyone have WDC1771 controller documentation?

I would like to understand the 810 ROM code and I do not have the meaning of the commands that are sent to the controller.

I have disassembled the stock 810 ROM code and added comments everywhere to be more readable and understandable. If there is no copyright problem, I am willing to put a complete explanation of the 810 (part of schematic, source code, comments,...) on the WEB for everybody. This way, everyone could try do modify the code and replace the original ROM code by his modified one. I know that most people do not use 810 disk drive anymore. This is why the 810 is a perfect platform to test some enhancements.

I see that commands $0B, $2F, $57, $77, $EC and $FF are sent to the controller. I don't know if each bit has a meaning or if byte values are important. If anyone could either explain what it means or send me a photocopy of the documentation (would be appreciated), that would be great !!!

Thank you very much for your interest.

Eric.

4423. Re: Nick Kennedy & porting sio2pc under linux

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-17 00:00:00 UTC
From: ernest@pi.net
Message-ID: <337d818e.1178840@news.pi.net>
Source record: 72954

On 15 May 1997 12:12:48 GMT, d1dol@dtek.chalmers.se (Fredrik Lundholm)
wrote:

>>sio2pc looks nicer, but there's no contact to its author and no
>>sources. Does anyone know e-mail of Nick Kennedy?
>
>he doesn't have email, I'm sure someone could dig out the snail-address?
>
The E-mail address for Nick Kennedy is nkennedy@csw.com
That is what is listed in his documentation that came with
version 4.13 of SIO2PC.

4424. Internet for free worldwide+

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-17 00:00:00 UTC
From: netfree@hotmail.com
Message-ID: <337e22dd.22190304@news.nasionet.net>
Source record: 72955

Free adult internet connection worldwide via our BBS.
Please visit as much as possible our sponsor pages,
it's how we are paid...
Follow the link and enjoy...

http://www.cybercity.hko.net/LA/interbbs/index.htm

4425. Re: Arrrgh!!! Please Help with this Atari.

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-17 00:00:00 UTC
From: Cjris DiPetta <chris@lovecrft.demon.co.uk>
Message-ID: <01bc62b9$1e847400$d1dc989e@lovecrft.demon.co.uk>
Source record: 72956

```
Argh....thanks, but I did have both apart and alas, no motor spinning on
either :(

Brave, Brave Sir Robin <robinhood@iname.com> wrote in article
<337d5b08.27537101@news.mindspring.com>...
> On Fri, 16 May 1997 21:50:35 GMT, "Cjris DiPetta"
> <chris@lovecrft.demon.co.uk> wrote:
>
> >When I try to boot from EITHER drive, I get a slow 'beep, beep, beep"
> >If I open the drive door I get a fast "beep, beep, beep"
> >The thing is, even thought the drive head 'grinds' for a second when I
turn
>
> Chris-
> This may be a bit on the fundamental side, but it was a
> "Gotcha" to me on one occasion. Open the 1050, carefully lift the
> drive mechanism (should be connected to the drive board primarily at
> rear of drive.. Once it's "up" check the belt on the drive. One of
> mine once slipped off.. Didn't need a new one, it just fell off the
> drive -- I'd recently moved the equipment.. I put it back on and
>
```

4426. Re: MIO or Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-17 00:00:00 UTC
From: davepat@total.net
Message-ID: <337d3247.0@news.total.net>
Source record: 72957

In an article dated Wed, 14 May 1997 11:07:54, someone named Ken Sallot
says...
>
>Ok ok ok..
>
>I'm planning on setting up an 8-bit BBS.. Yes, you heard right, someone who
>really wants to put up an 8-bit BBS..
>
>I used to use an MIO on my 8-bit BBS back in '89, but have been told since
>then that the MIO does not support RTS/CTS but the black box does.
>
>However, the black box doesn't have the built in ram disk that the MIO
does,
>which is something I would like to keep.
>
>Is it true that the MIO doesn't support RTS/CTS? Any workarounds?

MIO does have the hardware for RTS/CTS, it's just not in the handler. Len
Spencer (don't have his address handy) has a high-speed MIO/BB handler,
which optimizes speed. He sells it for $10; not to shabby. If you're
interested, let me know and I'll dig out his address.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
If you pick up a stray dog, feed it and take care of it,
it will not bite you. This is the principal difference
between a man and a dog. - Mark Twain

4427. Re: 1400XL or 1400XLD???

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-17 00:00:00 UTC
From: keithlet@ix.netcom.com
Message-ID: <5llb4f$cl0@sjx-ixn6.ix.netcom.com>
Source record: 72958

Just curious - does anybody remember what the apparently excessive street price
for the 1400 series was?
>On 15 May 1997, Eric R. Balch wrote:
>
>> Hello all:
>>
>> I was looking through an old box of Atari promo lit and came accross the
>XL
>> series catalog. I suddenly had a flashback to drooling over the pictures
>> and descriptions of the Atari 1400XL and 1400XLD - As far as I know these
>> models never got into general release but several years back I met a
>> gentalman who owned a 1400XLD (but I digress).
>>
>> Anyway, does anyone else remember these machines? Does anyone know
>someone
>> who HAS one?
>>
>> For those who don't remember, these models were basically 1200XL or
>Deeper
>> form factor machines. They were suppost to be the Top of the Line XL
>> machines but never realy made it to general release. They had built in
>> modems, speach synthisis, and the 1400XLD had one built in 1050 drive
>with
>> a knockout for another... These were indeed the "Mother of all Ataris".
>>
>> You know what? I think I am drooling all over again.
>>
>> Post your thoughts.
>>
>> Eric R. Balch
>
>I have the original compute magazines that outline the 1400XL, 1450XLD,
>65XEM and 65XEP (machines that the general public never saw and only a
>VERY few have seen them, never mind use them)
>
>I think the 1450XLD was the only machine with the extra goodies (like
>built in 300 bd modem! Whoa, that's cool! Built speech synthesis
>(similar to SAM so it sounds mechanical), and a built in 1050 like disk
>drive) I think the costs were so high for such a machine that it
>wouldn't sell.
>
>Alan
>

4428. Re: 1400XL or 1400XLD???

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-17 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1705971009540001@port159.bitstream.net>
Source record: 72959

Eric R. Balch wrote:
> Anyway, does anyone else remember these machines? Does anyone know someone
> who HAS one?

Curt Vendel has a site devoted to Atari vaporware and prototypes at
http://members.aol.com/Cvendel/vaporware.html

It features (among other things) a nice color photo of a 1400xl and a
detailed description.

Mark

4429. Re: RamboXL

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-18 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6X6r9an$zHB@peter.soemtron.sb.sub.de>
Source record: 72873

In article <Re: RamboXL>, go_spam_yourself@iglou1.iglou.com (Bill Marcum) wrote:

Howdy Bill,

> >TOM
> The Rambo card contains the circuitry that allows it to address 256k instead
> of the standard 64k memory.

like the standard 130XE RAM or free availble for BASIC??
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

4430. Re: Atari Computer Goods! Some Shown! FREE Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-18 00:00:00 UTC
From: Adam Evil <adam-evil@shadow.net>
Message-ID: <01bc6378$9bc90880$332604d1@packard-bell>
Source record: 72874
Cross-posted to: pnw.forsale,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Your games selection lacks, BIG TIME! I have about 400 floppies full of games like. Sands of Eygpt, Spelunker, DArk Crystals, COhen's Towers, Archon (made by Electronic Arts), Dozens of 8 bit IRATA stuff. Forum BBS Software. 4 810 disk drives, hayes 300 & 1200 modems, all the funk. Mr. Robot, SAM (speak synthesizer), Agent USA, & cities of Gold, thousands of others...

ADAM EVIL

4431. Re: Another NTSC test vs. PAL

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-18 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970519034301.XAA01615@ladder02.news.aol.com>
Source record: 72875

Robert S. Ely Responds..

<< Keep in mind that the HSync/color burst is a much higher
frequency. for NTSC is 3.159MHz (x3 for RGB or aprox 10MHz) and VSync is
just shy of 60Hz (59.9...HZ). That is why there are 2 crystals.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com >>

Thanks Rob I don't really see why it should be that high. I mean the GTIA
chip doesn't produce actual RGB! It's plain vanilla COMP VIDEO and a
separate feed of CHROMA or LUMINANCE. But anyhow thanks for the message.

Best regards,
<Richard>

{ niteporter@imailbox.com }

4432. Mo' stuff F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-18 00:00:00 UTC
From: keithlet@ix.netcom.com
Message-ID: <5llhn1$nbt@dfw-ixnews4.ix.netcom.com>
Source record: 72960

Cleaning out the garage..

1200XL
1050 floppy
2 p supplies for above
1020 color printer (never used)
XDM121 daisy wheel printer (never used)
Rat Shack TV switch
3-4 s/w titles, unopened (don't remember which)

1st $75 takes all from my house in Santa Clara. Shipping is possible but a nuisance.

Keithlet@ix.netcom.com
keith.letterman@cellnet.com

4433. datasheet for PIA

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-18 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5lm89j$kgr@freenet-news.carleton.ca>
Source record: 72961

Anyone know where I can get a datasheet for the PIA? I got a nice
sheet on the CIA from the C64 archives, but i cant find anything online
about the PIA that describes the time required to switch its outputs, etc.

any ideas?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4434. carts for trade

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-18 00:00:00 UTC
From: "M.J. BEAU" <mjbeau@net-link.net>
Message-ID: <337EB34F.3F65@net-link.net>
Source record: 72962

I have the following Atari 8-bit cartridge games for trade :
(carts only - no docs)

ASTEROIDS
ATARIWRITER
BUG HUNT (XE)
CENTIPEDE
KINDERCOMP
ONE ON ONE BASKETBALL (XE)
PITSTOP
SUPER BREAKOUT

Please let me know what you have available for trade if there is
anything of interest to you here. I also have carts to trade from
various classic gaming systems (2600, Intellivision, Odyssey^2, etc.),
if you are interested in receiving my complete list please let me know
and I will e-mail it to you right away. Thanks! regards, Matthew

--
"TEMPTATION RESISTED IS THE TRUE MEASURE OF CHARACTER"
... Dustin Hoffman, from the movie 'Papillon' 1973

4435. Free 43,029 PDF semiconductor datasheets Search

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-18 00:00:00 UTC
From: icesoft@semi.com.tw
Message-ID: <337f6493.12872459@netnews.hinet.net>
Source record: 72963

http://www.semi.com.tw/

4436. Crusade in Europe

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-18 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6X6payY$zHB@peter.soemtron.sb.sub.de>
Source record: 72964

```
Howdy !

has anybody those "war codes"? I downloaded it from Yogi's site but I'm
actually unable to play it without instruction...
```

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

4437. Atari 800 plus accessories for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-18 00:00:00 UTC
From: Barry Obut <barry@dsd.ml.com>
Message-ID: <EAE18u.lvt@nonexistent.com>
Source record: 72965
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Hi,

I'm selling an Atari 800 with power supply, cartridge and joystick on
the Auction Web. Works perfectly. Copies of relevant manuals included.

The URL on Auction Web is http://www.ebay.com/aw/item.cgi?item=ouk073

Barry

barry@dsd.ml.com

4438. Re: C compiler

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-18 00:00:00 UTC
From: NMENOL Helpdesk <helpdesk@express-news.net>
Message-ID: <337F2419.54B9@express-news.net>
Source record: 72966

mhop wrote:
>
> Bill Himmelstoss <whimmelNOSPAM@southeast.net> wrote in article
> <01bc5a9a$637c5f90$b30c35cf@yakko>...
> Is there a such thing as a C compiler for the XL and family?
> What about the Action! cart? similar to C?
> --
> Mike Hopkins
> mhop@snip.net
Hi Mike,
Never programmed in C(), but did use ACTION. Should have been pushed
harder. Slightly more difficult to learn than BASIC, but e-gads what a
power house. Very flexible, very fast. To get faster or smaller you
would have to go to assembly language. Find sample programs in ANTIC
and A.N.A.L.O.G. The manual was only fair and a lot of what you learn
will be by experiment.
lpkelley@express-news.net

4439. Is it OK to use Atari 400 power supply for Atari 800?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-18 00:00:00 UTC
From: Barry Obut <barry@dsd.ml.com>
Message-ID: <EAEE24.B9q@nonexistent.com>
Source record: 72967

Hi,

I'd like opinions on whether it is safe/wise to use an Atari 400 power supply for an Atari 800 with 48K. Both power supplies are 9VAC. The 400 supply is 20W input 15VA output, and the 800 power supply is 50W input and 31VA output. Does the 800 really need this heavy duty a supply, or is it just overkill.

I realize that you should always use what the manufacturer recommends, etc. etc. Comments along these lines won't help me. What I am really looking for is someone who has tried this (either successfully or unsuccessfully), and or someone who has an educated point of view.

Please email and/or post comments.

Thanks,
Barry

barry*dsd.ml.com

4440. TI 99/4A sale!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-18 00:00:00 UTC
From: bchermma@bluffton.edu
Message-ID: <863993580.13620@dejanews.com>
Source record: 72968

My freind has a Texas Instruments 99/4A with a lot of hard and software.
If you would like to get ahold of it then you can reach him at:

Jon Klingler
PH# 419 358 5303

Do not send E-Mail to this adress for it will not be answered!!
Thanks!

Dee-Lusion

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4441. Model Year???

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-18 00:00:00 UTC
From: IBS and The Space Cowboy <swolfe@miworld.net>
Message-ID: <337F7C79.35FE@miworld.net>
Source record: 72969

What Atari 8bit was made around 1988-1990?

4442. Re: WTB: Atari Diskformat Infos

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-18 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <337FC292.3549@pacbell.net>
Source record: 72970

Carsten Wich wrote:
>
> Hi Folks,
>
> I am searching for exact details of the Atari 8bit physical
> Diskformats (850 Single Density and 1050 enhanced Density)
> The details I have to know are for example
>
> - Bitrate
> - How many Bits are on one physical tracks
> - Format of the sectorheader and checksum
> - Format of the sector and checksum
> - How do you compute the checksums
> - Where are the checksum bits
>
>Not quite sure what you are looking for here....
The checksum on the Atari is generated between the serial devices that are transferring data. It is not stored on the disk per se. The CRC characters that are stored on the disk records are generated by the disk controller chips, which use the industry standard IBM 3740 format, I believe. The number of bits per track is not defined, really, but allows for 18 sectors per track. Data rate is 125Khz. Rotational speed is 300RPM. 125Khz x .2 sec = 25,000 bits per track? (why do you care??). The actual sector, address marks, ID markers and all that are, like I said, IBM 3740. 40 bytes of $FF, 6 bytes of $00, $FC, 26 bytes of $FF..... (yuck, who cares?)
For 1050 density, the Atari uses a 250Khz clock, but keeps the 128 byte sectors, all in IBM System 34 format....

Bob Woolley

4443. Re: Spy people on the Net

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-18 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970519033400.XAA00786@ladder02.news.aol.com>
Source record: 72971

Robot Spy 1.0 - SPAMMER SADDO

Hope he's gets a taste of his own stupidity.

4444. Initial Test Post - Pls Disregard

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-18 00:00:00 UTC
From: Frank DuBose <picker@io.com>
Message-ID: <337FBF2C.6DEE@io.com>
Source record: 72972

This is my first newsgroup post (test). Thanks for your patience.
Apologies for the clutter.

4445. for sale: Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <EAEKKu.936.0.bloor@torfree.net>
Source record: 72876

I have the following items for sale:

Atari 1025 printer, 7-pin dot-matrix text-only. Connects directly
to the SIO port, no interface needed. Uses standard typewriter
ribbons. Includes 2 ribbons and manual. $15

Okidata Microline 182 printer, 9-pin dot-matrix, includes one slightly
used ribbon, serial option board, and interface for Atari computers. $18

Atari 1050 disk drive. SS/ED. Drive only, no PS. $12

Print Shop Companion by Broderbund, for Atari 8-bit. requires Print Shop.
Includes box and manual. $8

Bank Street Writer, disk only. $4

Choplifter, disk only. $4

Silent Service, disk only $5

Inside Atari BASIC, book. $5

I am willing to trade for an Atari 65XE computer.

Prices do not include shipping. I am in Dayton, Ohio. Please reply to
bx557@torfree.net

--

| Justin R. Smith | Dayton, Ohio USA | (937) 233-2125 |
| bx557@freenet.toronto.on.ca / an422@dayton.wright.edu |

4446. Atari 600/800XL keyboard info?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5lohus$m76@freenet-news.carleton.ca>
Source record: 72877

I've been looking at the 800XL schematic, and I think I understand now
how it scans the keyboard, but if anyone who has done this before
can help?

Is the pokey scan of the keyboard part of the chip design or is it
all controlled by software? eg the OS puts each of 8 columns out and
then reads all the row bits to see if a key is pressed?

It looks like U24(3) is floated high, but goes low if a key in the
selected column (via U25) is pressed.

I assume this because the I/O(3) of U25 is tied to ground, so U25 can only
act as a switch to ground, depending on the address selected?

Why if I put an input row directly to ground for a moment does it
not generate a keystroke, or does it just think a whole row is
pressed since im obviously not fast enough to catch just one column being
probed?

I only have a schematic for the 800xl, do the 130xe and 1200xl units
use the same matrix and read hardware?

Thanks for any info.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4447. Re: Intel Outside 4 - Invitation

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5lp0gr$qkc@m1.cs.man.ac.uk>
Source record: 72878

In article <5l6rr4baa1@helios.man.lublin.pl>, slawek@gaja.ipan.lublin.pl () writes:
> []-> Free entrance for girls.

That sounds a bit desperate, guys!

> []-> Special offer !!!!
> 50% free for guests from other planets, it means
> UFO guests, guests from Mars, Moon, etc. :-)

Haahaahaahaaheeheehoho!!! :-))))

> []-> Non stop food support, inc. vegetarian.
>
> []-> Big screen, audio, video, TVs equipments.
>
> []-> Mr. Root Manga Room.
>
> []-> Rave Party + something special ......
>
> []-> Competition, competition, comp.......
>
> []-> A lot of crazy compos.
>
> []-> Fast compos.
>
> []-> Special Monument - Yes we show you monument
> temporaily named B.G.E. :) We have E. for you Mr B.G.

etc. etc. Wow! This sounds like it's going to be some wild party. Pity I can't
make it :-(

S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
----
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/

4448. Re: Silica Shop

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5lp0lq$qkh@m1.cs.man.ac.uk>
Source record: 72879

In article <01bc6203$ed03bb80$0c2570c2@martin>, "Postboy" <postboy@rocketmail.com> writes:
>Did anyone here used to work in Silica Shop in the UK (then the UK's
>premier Atari shops) in the late 80s?

No, but why do you ask? Just curious. Silica more or less dropped interest in
the 8-bit Atari about that time, and shortly after, everything else Atari
(ST, Lynx, Jaguar)

S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/

4449. Re: Silica Shop

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: Postboy <postboy@rocketmail.com>
Message-ID: <01bc6437$e6a9d540$552570c2@martin>
Source record: 72880

S94 <lais@cs.man.ac.uk> wrote in article <5lp0lq$qkh@m1.cs.man.ac.uk>...
> In article <01bc6203$ed03bb80$0c2570c2@martin>, "Postboy"
<postboy@rocketmail.com> writes:
> >Did anyone here used to work in Silica Shop in the UK (then the UK's
> >premier Atari shops) in the late 80s?
>
> No, but why do you ask? Just curious. Silica more or less dropped
interest in
> the 8-bit Atari about that time, and shortly after, everything else Atari
> (ST, Lynx, Jaguar)

I was there from 1985 (just before the ST was introduced) until 1990 when
the Atari stuff started to get phased out. I left before the Jaguar was
brought out and just as Silica started to move more towards the PC.

4450. Bug in Assembler Editor cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: Eric BACHER <ebacher@teaser.fr>
Message-ID: <5lpkhunme1@news.teaser.fr>
Source record: 72881

Hi everybody,

That's not really important but I try to remember something about the ATARI Asm/Ed cartridge. I know there is a bug when you trace a specific instruction which uses the X index register (something like LDA addr,X) but I can not remember what was the exact problem.

Does someone know the problem ?

Does anybody have the fix for this bug ?

Thank you very much.

Eric.

4451. Re: RamboXL

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: John McGowan <jmcgowan@shell.inch.com>
Message-ID: <5lptct$1r1$1@sleepy.inch.com>
Source record: 72882

In comp.sys.atari.8bit Thomas Havemeister <peter@soemtron.sb.sub.de> wrote:
> In article <Re: RamboXL>, go_spam_yourself@iglou1.iglou.com (Bill Marcum) wrote:

> Howdy Bill,

> > >TOM
> > The Rambo card contains the circuitry that allows it to address 256k instead
> > of the standard 64k memory.

> like the standard 130XE RAM or free availble for BASIC??

Sort of like the 130XE (but you can't bank Antic separately from the CPU,
the switch banks both chips to banked ram -- different from the 130XE
which can bank the display separately from the CPU but doesn't provide as
much RAM -- other memory upgrades operate differently, there's one that
does not bank the Antic at all, just the CPU... it makes a difference for
some programmes, for example, Atari Planetarium checks for banked memory
and if it finds it, uses it (partly) for screen images, attempting to bank
just the display -- on the Rambo this banks the CPU as well, leading to a
lockup (I edited the file and killed the test for banked memory, running
the programme slower, but as if on an 800 without banked Ram). Not
available for Atari Basic. Ram only available for Ramdisk and programmes
that recognize it (and use it correctly) (some programmes are designed for
other memory upgrades, some for the Rambo and some test for the type of
upgrade).

4452. Re: WTB: Atari Diskformat Infos

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: John McGowan <jmcgowan@shell.inch.com>
Message-ID: <5lptmc$1r1$2@sleepy.inch.com>
Source record: 72883

In comp.sys.atari.8bit rwoolley@pacbell.net wrote:
> Rotational speed is
> 300RPM.

288 RPM for the 810, 850 (has anyone ever seen one of those beasts?), 1050, Indus GT, etc. The last Atari disk drive (the double sided double density which was... damn, just had it on the tip of my tongue!) was at 300 RPM (which led to problems... the XEGS came with Flight Simulator and one could get the new drive and extra scenery disks... which would not work, since the software used the RPM/timing as part of the disk protection/validation and assumed an Atari drive of 288 RPM... the change in speed led to some programmes whose copy protection depended on timing and what sector is under the disk heads at what time being unusable on the new, 300 RPM, drives).

4453. Re: Model Year???

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: "Eric R. Balch" <ebalch@wrightstrat.com>
Message-ID: <01bc647d$f5c131e0$1293d4cc@grayslab.wrightstrat>
Source record: 72884

I believe that would be the XEGS (XE Game System - Basically a 65XE or 130XE (???) in a diferent case w/huge round pastel function keys and a detachable keyboard)... Yup, I think that would be the only one it could be... If even that. I think that by that 1990 Atari had stopped production of that too.

Of course, I could be wrong... Anyone else?

Missing the "old days",
Eric R. Balch

IBS and The Space Cowboy <swolfe@miworld.net> wrote in article <337F7C79.35FE@miworld.net>...
> What Atari 8bit was made around 1988-1990?
>

4454. Metrics

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: Information
Message-ID: <5137cd$c23b.eb@news.psrinc.com>
Source record: 72885

Great Site URL:http://www.psrinc.com/metsys.htm

4455. Re: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc6166$90291060$21ced5c1@vidar>
Source record: 72886

I can email it to you if you're able to get binary files in your mail reader! I could also snailmail it to you! Please let me know if you got a hold of it! Take Atarian care!

Ann and Paul Kasameyer <kasameye@ix.netcom.com> wrote in article <337E3847.35FD@ix.netcom.com>...
> Hi there, I'm looking for a copy of M.U.L.E. Can anybody help me out?
> Please email me if so.
>
> Thanks,
> Alan Kasameyer
>
>
>

4456. Re: MIO or Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <3380d363.0@news.carleton.edu>
Source record: 72887

In article <337d3247.0@news.total.net>, davepat@total.net (David A. Paterson) wrote:

>MIO does have the hardware for RTS/CTS, it's just not in the handler. Len >Spencer (don't have his address handy) has a high-speed MIO/BB handler, >which optimizes speed. He sells it for $10; not to shabby. If you're >interested, let me know and I'll dig out his address.

Lenard Spencer
2513 Healy Dr
Orlando FL 32818-3109
mailto:xeboard@aol.com
mailto:lenspencer@aol.com
http://members.aol.com/xeboard/
Developer: HyperSpeed (high-speed R: handler for Multi-IO and Black Box interfaces), XE-Board (BBS program), Forem-XE Pro (BBS program)

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4457. Xf551 seller where are you?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: bchermma@bluffton.edu
Message-ID: <864093386.20251@dejanews.com>
Source record: 72888

A while ago I was talking to someone about buying there XF551 for $35 +
$10 for S&H. I have lost your E-Mail adress whoever you are so if you will
PLEASE get in touch, I am ready to buy.

I can not acess this acount after May 21st so you will have to write or
call me at:

Chris Ream
169 Garau st.
Bluffton OH 45817

Phone 419 358 0913

I any of you have cheap XF551s or BLACK BOXES to get rid of then Please
get in touch. Thank you!
Dee-Lusion

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4458. Atari 800 RAM card

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <33810F15.3876@isd.net>
Source record: 72889

Anyone have a used upgraded RAM card for sale for the Atari 800?

I'd like at least 256k...

-thanx-

4459. ListServ Idea

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: Nelson Nieves <Nelson@cybernetworking.com>
Message-ID: <01bc6464$d42f2d20$038508cf@Computer2.cybernetworking.com>
Source record: 72890

To all Atari 8-bit/Atari ST users

Hi,

I am the programmer of the SpartaDOS NN Tools disk 1.

Some of you know who I am since you have downloaded the NN Tools files from my autoresponse SMTP server.

I am also the owner of a small ISP in Philadelphia, PA (www.cybernetworking.com).

I have an idea of creating an Atari 8-bit and an Atari ST listserv (preferably will be done in digest mode of 10 messages). The catch is that it has to be USER supported.

I have given this a lot of thought and have come up with $24.00 per year for access to both lists. A WEB site for Atari 8-bit and Atari ST links will also be set up and I will add as many links as are submitted, maybe even creating a search engine(?) for Atari related stuff (but this will only happen after the lists are set up and stable). Latter the lists may also be broken down into sections, Atari ST C programmers, Atari 8-bit Action! programmers?, etc. Maybe done through a vote?

Running a list server can eat up a lot of bandwidth so the user supported list is the only way to go. This will allow for the purchase of the listserv software, more bandwidth and, of course, to pay for my time and server use.

I really need to hear from you, whether it be a complain, insult, support, or idea. Send e-mail to atari@cybernetworking.com

4460. The Shadow's Address Change....

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <3380456F.38C8@spnt.com>
Source record: 72891

Due to the fact that my account on AOL suddenly disappeared, my new address is The_Shadow@spnt.com

The Shadow

4461. Re: BASIC XE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5lpgi7$t1q@dfw-ixnews4.ix.netcom.com>
Source record: 72892

In article <863865930.16821.1.nnrp-1.9e9882d2@news.demon.co.uk>,
brad@pianosa.demon.co.uk (Brad Rogers) wrote:
>Whilst reading the rubbish I usually find here, Thomas Havemeister wrote so=
>mething interesting about "BASIC XE?"
>
>Hello Thomas,
>
> TH> Is there a BASIC XE diskversion around? Or is Basic XE cartridge only?
> TH> Where is the difference to BASIC XL?
>
>Dunno about a disk version, but the major difference is (AFAIR) in RAM Bank
>handling, to enable easier access to the extra 64k available on the 130XE.
> _ =
>Regards, /_) 2:251/18.14 39:139/33.14
> / _)rad brad@pianosa.demon.co.uk
>
>... The air in here is pretty thick, I think I'll go outside.
> (Get A) Grip (On Yourself); The Stranglers
>
All,
It also has more built-in and linked reserved words. So far there is NO version of BXE on disk or for the emulators. Here's my hope that someone can build this for the emulators. I have the cart for my 130XE and use it regularly, but wish I could have it available for PCXF360. I've written quite a few programs that use the extensions that won't run using the BASIC XL runtime package, which, BTW does run on PCXF360!

4462. Re: MAC/65

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <33804204.62BC@spnt.com>
Source record: 72893

DDT in the Atari world is the Developer's Debug Toolkit, while others
may exist, I know of ones for ACE C, ACE Basic, Turbo Basic, and Turbo
Basic XL.

Brave, Brave Sir Robin wrote:
>
> On Thu, 15 May 1997 17:56:22 -0500, Jack of Hearts <NOSPAM@here.com>
> wrote:
>
> >Robert Erickson wrote:
> <SNIP>
> >> what is ddt...is it a development environment?
> >> robert
> <TRIM>
> >DDT is a pesticide, which although now outlawed, was once commonly used
> >on food. The DDT was discontinued when it was found that apple users
> >developed very thin skulls. Unfortunatly, apples continue to have the
> >same effect...
> <MORE SNIPPAGE>
>
> I'd admit I'm an Apple (Centris 650) user, but I don't know if that
> would make or refute the point...
>
> -Hood-

4463. ListServ Idea

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: Nelson Nieves <Nelson@cybernetworking.com>
Message-ID: <01bc64a1$bb7ee8a0$038508cf@Computer2.cybernetworking.com>
Source record: 72894
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

To all Atari 8-bit/Atari ST users

Hi,

I am the programmer of the SpartaDOS NN Tools disk 1.

Some of you know who I am since you have downloaded the NN Tools files from my autoresponse SMTP server.

I am also the owner of a small ISP in Philadelphia, PA (www.cybernetworking.com).

I have an idea of creating an Atari 8-bit and an Atari ST listserv (preferably will be done in digest mode of 10 messages). The catch is that it has to be USER supported.

I have given this a lot of thought and have come up with $24.00 per year for access to both lists. A WEB site for Atari 8-bit and Atari ST links will also be set up and I will add as many links as are submitted, maybe even creating a search engine(?) for Atari related stuff (but this will only happen after the lists are set up and stable). Latter the lists may also be broken down into sections, Atari ST C programmers, Atari 8-bit Action! programmers?, etc. Maybe done through a vote?

Running a list server can eat up a lot of bandwidth so the user supported list is the only way to go. This will allow for the purchase of the listserv software, more bandwidth and, of course, to pay for my time and server use.

I really need to hear from you, whether it be a complain, insult, support, or idea. Send e-mail to atari@cybernetworking.com

4464. Re: Atari 600/800XL keyboard info?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <33812725.73C9@pacbell.net>
Source record: 72895

Steven J. Tucker wrote:
>
> Is the pokey scan of the keyboard part of the chip design or is it
> all controlled by software? eg the OS puts each of 8 columns out and
> then reads all the row bits to see if a key is pressed?

The POKEY scan appears to be all hardware - you turn it on with s/w and
it runs by itself.

> It looks like U24(3) is floated high, but goes low if a key in the
> selected column (via U25) is pressed.

U24, pin 3 goes low during the address of ANY key pressed.

> I assume this because the I/O(3) of U25 is tied to ground, so U25 can only
> act as a switch to ground, depending on the address selected?

This seems to be the case - U25 grounds the columns and U24 drives the
rows.

> Why if I put an input row directly to ground for a moment does it
> not generate a keystroke, or does it just think a whole row is
> pressed since im obviously not fast enough to catch just one column being
> probed?

Yeah, that does not work.

> I only have a schematic for the 800xl, do the 130xe and 1200xl units
> use the same matrix and read hardware?

Yes. Looks like it - same pokey, same 4051 ICs.

Bob Woolley

4465. wantd: Atari 400's

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: jklein@isd.net
Message-ID: <33806b44.0@news.billyboard.com>
Source record: 72896
Cross-posted to: comp.sys.atari.8bit,billyboard.postings

I'm looking for 2 Atari 400's in clean & 100% working with
powersupplies.

I'll pay $30 total which would be approx 12/ea and 6 for shipping.

jklein@isd.net
----------Posted via Billyboard News----------
http://www.billyboard.com -Free Public Web News Server-Read, Subscribe and Post

4466. Re: Model Year???

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <R7LdwYP.tandrews16@delphi.com>
Source record: 72897

The first meeting of ACE of Syracuse I attended was in February 1990 and they were having a teleconference with Bob Brodie. He said then that Atari had just stopped production of the 130XE, that a few more would be run off for warranty replacements but that was it.

TJ

4467. url?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <3380F5E1.1B07@mail.utexas.edu>
Source record: 72898

awhile back someone posted the url for some of yogi's favorite
games as well as his own.

does anyone have it handy?

thanks,
robert

4468. Re: Correction....

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970519114644259299@rainbow05.descon.com>
Source record: 72899

IBS and The Space Cowboy <swolfe@miworld.net> wrote:

> What year would a 130 XE be sold in?

85 I believe.

--
Ryan Goolevitch Trideja Digital Music Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

4469. Re: Correction....

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-19 00:00:00 UTC
From: "Eric R. Balch" <ebalch@wrightstrat.com>
Message-ID: <01bc6480$7364ab20$1293d4cc@grayslab.wrightstrat>
Source record: 72900

I believe I purchased mine in 1985... I think. Could even have been as
early as 1984. I think they manufactured them through 1987.

So hard to remember... I was doing the ST thing then!

- Eric R. Balch

IBS and The Space Cowboy <swolfe@miworld.net> wrote in article
<33802D1F.75D5@miworld.net>...
> What year would a 130 XE be sold in?
>

4470. Re: Upgrade 65816

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-20 00:00:00 UTC
From: davepat@total.net
Message-ID: <33814f9d.0@news.total.net>
Source record: 72901

In an article dated 17 May 1997 17:53:49 -0700, someone named Theoryman
says...
>
>In article <19970517062801.CAA07139@ladder02.news.aol.com>,
rhart37663@aol.com s
>ays...
>>
>>A short while ago I came across an article mentioning an upgrade
>>to a 65816.
>>
>>Who/where can I obtain one from?
>>
>That is the turbo 816 from data que (chuck stiennmen) I belive but I know
>that I have spelled his name wrong

Fine Tooned Engineering released the "Sweet 16" in '95; there may still be a
few at some of the Atari resellers (like B&C). As well, Atari Classics had
an article on adding a 65816 on the PBI, giving your 8-bit parallel
processing. It was fairly complex though, and there were never full plans
or schematics released.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
If you pick up a stray dog, feed it and take care of it,
it will not bite you. This is the principal difference
between a man and a dog. - Mark Twain

4471. Increase Traffic...Post Free Links

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-20 00:00:00 UTC
From: Free Links <postmaster@beanstalk.com.au>
Message-ID: <5lsagu$jm3$2666@merki.connect.com.au>
Source record: 72902

I'm hoping you all will be interested in posting your LINKS
in our FREE Link Directory. It will help increase traffic
to your site!!

Free Link Directory
http://www.beanstalk.com.au/beanstalk/linkdirectory/index.html

4472. Re: BBS Systems for 8-bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-20 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970520141900.KAA06976@ladder02.news.aol.com>
Source record: 72903

Hi.

Im running BBS Express Pro with a Multiplexer - Master and 2 Slaves
system.
The BBS program is sold by K-products. There are a few bbs programs in
the
PD Like the 850 express, Oasis JR Both are ML programs. Theres also the
Carina BBS.

K-Products: BBS Express Pro! Multi-line BBS V5.0b

Tel: 801-967-8738 BBS line

The Other Shareware BBS programs can be found on Star NET my bbs.
407-281-6132

4473. Was XLit abandoned?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-20 00:00:00 UTC
From: Xmvh@worldnet.att.net
Message-ID: <3383bc4a.498450210@netnews.worldnet.att.net>
Source record: 72904

I haven't seen or heard about any new versions of XLit! past version .20. Did Markus give up on it? I hope not, he was doing an awesome job. It's still the best 8-bit emu around.

Thanks

E-mail replies require removal of X

4474. Re: Upgrade 65816

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-20 00:00:00 UTC
From: un55@rzstud2.rz.uni-karlsruhe.de
Message-ID: <5lsfa6$ln9@rzstud2.rz.uni-karlsruhe.de>
Source record: 72905

In article <19970517062801.CAA07139@ladder02.news.aol.com>,
RHart37663 <rhart37663@aol.com> wrote:
>A short while ago I came across an article mentioning an upgrade
>to a 65816.
>
>Who/where can I obtain one from?

You may want to have a look at Mario Trams' Hyperspeed XL/XE upgrade. A description and schematics are available on

http://www.uni-karlsruhe.de/~Marek.Tomczyk/Hardware/hard.html

Unfortunately all the description is in German, but the the schematics contained therein should be able to give you a clue.

-Marek

Marek.Tomczyk@stud.uni-karlsruhe.de
Marek Tomczyk

4475. MUST GO THERE

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-20 00:00:00 UTC
From: FREEMONEY <J@king.com>
Message-ID: <5lserr$6p6@lal.interserv.com>
Source record: 72906

http://www.freedomstarr.com/?TR7654321

****
This message has been sent using DYNAMIC MAIL. For more Information
and Free Demo: http://www.freeyellow.com/members/concorde/index.html
****

4476. AR

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-20 00:00:00 UTC
From: BigBro` <lsusj@csv.warwick.ac.uk>
Message-ID: <Pine.SOL.3.95.970520205142.1821B-100000@lamb>
Source record: 72907

Woo! I just got AR-City on my Amiga - certainly brings back the memories!!

But what`s this???

The super sound effects are missing :(No clanking Smithy`s anvil, of whoosh of his bellows; no fighting noises from the arena, or trumpets from the Palace. The eerie wind noise has gone, and was there ever a thunder noise during the storms?? And the waterfall has gone, so you can`t figure out which way you are going if you don`t have a compass :(

I couldn`t believe how much I remembered, either - almost 10 years since I last played it properly (on my XE :) ), and I still managed to run around to 5 guilds before dying :) .... But I didn`t have to reload! Yay! And you can restore a dead character twice before it is purged! Great!

And I can get jobs; a welcome addition, since I *always* used to run out of money on the Atari version :(

Caloo, Calay, Oh Frabjuos Day! ;)

Nostalgic Regards,

BigBro`

```
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
x C:>*$!%??!* I Why not try using... x
X I ....Control.... X
X Error parsing *$!%??!*. I ....Alt....and. X
X Abort, Retry, Fail? I ....delete...?! X
X X
X Alternatively, a big stick will suffice! X
X X
x (unless A1200 Blizzard IV+16Mb, 850Mb HD, 8xCD-ROM, CBM 1942) x
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
```

FOR SALE: Above system + 50Mhz FPU, CDPlus interface, Colour Printer.
Any takers? For more information, or any offers....mail me!

4477. Re: Atari 800 games

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-20 00:00:00 UTC
From: "Michael A. Ortiz" <Longevity@accesspro.net>
Message-ID: <3381E031.24582549@accesspro.net>
Source record: 72908

Thomas Havemeister wrote:

> In article <Atari 800 games>, alford@students.uiuc.edu (Tom Alford)
> wrote:
>
> Howdy Tom,
>
> > Does anyone out there know of a web site with old Atari 800 games
> for
> > download? I'm looking for 800 games that I used to play years ago,
> now
> > for my PC w/ Atari emulator. (*.atr files)
> > I managed to find MULE, but nothing else out there.
>
> sorry, but I would recommend the C-64 M.U.L.E. version. The 8-bit
> atari
> Emulators aren't good enough to handle such a good game. The C64S
> emulator
> from *** (dunno the name of the author) is pretty good. Really.

Actually, get XL-It! It's a great emulator with good sound support. I run MULE on it and it kicks. I also have the C64s, so I know that it is good, as well, but I still prefer my ATARI!

4478. Re: Model Year???

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-20 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EAHu6D.Fv@cix.compulink.co.uk>
Source record: 72909

In article <337F7C79.35FE@miworld.net>, swolfe@miworld.net (IBS and The Space Cowboy) wrote:

> What Atari 8bit was made around 1988-1990?
None AFAIK,maybe the 65XE or 130XE.


```
+--------------+-----------------------------------------+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+-----------------------------------------+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+--------------------------------------------------------+
```

4479. Re: 1400XL or 1400XLD???

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-20 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <19970520213701.RAA10902@ladder02.news.aol.com>
Source record: 72910

> Woah! For a second there I thought your last name read
> Ledbetter. Does anyone know what ever happened to him?

He's still around, but does programs for PCs now.

4480. Re: 1400XL or 1400XLD???

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-20 00:00:00 UTC
From: "Michael A. Ortiz" <Longevity@accesspro.net>
Message-ID: <3381DDDE.DB96A9E3@accesspro.net>
Source record: 72911

Woah! For a second there I thought your last name read Ledbetter. Does anyone know what ever happened to him?

4481. Re: Model Year???

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-20 00:00:00 UTC
From: Matthias Schwarz <matthias@roguewave.com>
Message-ID: <5lt0mh$kg1$1@wave.roguewave.com>
Source record: 72912

"Iain Laskey"
>> What Atari 8bit was made around 1988-1990?
>None AFAIK,maybe the 65XE or 130XE.

Afaik, just the 65XE, mostly sold in Eastern Europe. That's where you can
find them.
Matthias.

4482. Re: Silica Shop

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-20 00:00:00 UTC
From: Postboy <postboy@rocketmail.com>
Message-ID: <01bc64f0$0adfd0a0$352570c2@martin>
Source record: 72913

Paul Irvine <mclane@dellos.demon.co.uk> wrote in article
<337de845.1119407@news.demon.co.uk>...
> On 16 May 1997 14:19:45 GMT, "Postboy" <postboy@rocketmail.com> wrote:
>
> It was a long way to go to get software but it had a terrific
> atmosphere in there, everyone seemed to both know about the bits and
> were very happy to help you.
>
> When they changed it around it became "clinical".....Good memories
>

Yes, wasn't it a nightmare getting served? On a Saturday they were 5 deep in front of the wooden desks. The worse thing was that you had to ask to see any of the boxes, and also the fact that half of us working there were larking about in the back office. The shop looks good now but it lost it's charm. I have a lot of great memories of working there as a Saturday lad working on just over a pound an hour.

4483. Re: Silica Shop

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-20 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3384fd53.10030180@news.demon.co.uk>
Source record: 72914

The other Day "Postboy" <postboy@rocketmail.com> wrote:

Snipped my memories of Silica shop.....

>
>Yes, wasn't it a nightmare getting served? On a Saturday they were 5 deep
>in front of the wooden desks. The worse thing was that you had to ask to
>see any of the boxes, and also the fact that half of us working there were
>larking about in the back office. The shop looks good now but it lost it's
>charm. I have a lot of great memories of working there as a Saturday lad
>working on just over a pound an hour.
>
Don`t worry, we knew you were all in the back, no doubt with a Happy
drive or an Archiver.. :-)

I met my 1st Pirate there, a guy called Reg who used to wait for
people to pick up boxes and tell them they could have it at half price
without a box (I dare say there were guys like him in every shop at
that time)....

I remember waiting in line to have a go at Jumpman and Bounty Bob
during those busy saturdays...Good times, busy but good..

Just over a quid per hour..Overpaid or what...

Paul `Mclane` Irvine
---
* www.dellos.demon.co.uk *

4484. Re: Terry Ortman: Liar, Theif and Loser

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-20 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R2005972017150001@nntp.netgate.net>
Source record: 72915

In article <19970515020800.WAA01866@ladder02.news.aol.com>, cvendel@aol.com (Cvendel) wrote:

[quoting a reply from Ortman]

> So I suggest YOU BEG SOMEONE ELSE for one if you want one so bad...
>
> Oh, I'll sell the Co-Power 88 one for the $350.00 I paid for it, and
> have never been able to use it...

Please, *please* sell me a stock Atari 400 for $100...

Hurt me again.
--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
Now coming at ya from our new house...
Virtual Tour: http://www.netgate.net/~ziggy29/hometour.html

4485. FS: Atari 400/800 Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-20 00:00:00 UTC
From: Steven E Kranish <skranish@world.std.com>
Message-ID: <33823698.2CF5@world.std.com>
Source record: 72916

For Sale: large carton of Atari programmers manuals. Used by professional developer. Mapping the Atari, De Re Atari, operating system manuals. Technical reference notes, Antic magazines.

Email skranish@world.std.com for a more complete list.

For Sale as a group ONLY. I am not willing to sell and ship individual items.

Free to lucky buyer: complete source code to Frogger, provided you agree not to admit where you got it.

4486. JELLYSTONE PARK

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-20 00:00:00 UTC
From: bday@sos.netkonect.co.uk
Message-ID: <bday-2005971924590001@sos.netkonect.co.uk>
Source record: 72917

Does anyone know if Yogi's home page is back up?. If so, can you post the new URL please. Cheers, bday@sos.netkonect.co.uk (barrie)

4487. Re: ListServ Idea

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-20 00:00:00 UTC
From: bkozlowski@nordnet.fr
Message-ID: <864098738_OASIS_@nordnet.fr>
Source record: 72918
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <01bc64a1$bb7ee8a0$038508cf@Computer2.cybernetworking.com>
"Nelson Nieves" <Nelson@cybernetworking.com> said:-

>I have an idea of creating an Atari 8-bit and an Atari ST listserv

You mean a mailing list? Listserv is a program.

>I have given this a lot of thought and have come up with $24.00 per year
>for access to both lists.

Sorry, you want us (list users) to pay to have access to what we will
write to the list?

>A WEB site for Atari 8-bit and Atari ST links will also be set up and I
>will add as many links as are submitted, maybe even creating a search
>engine(?) for Atari related stuff

How much? $30 for links page, $40 per year using the search engine?
Links, that's good, but what about real content?

>Latter the lists may also be broken down into sections, Atari ST C
>programmers, Atari 8-bit Action! programmers?, etc. Maybe done through a
>vote?

That's a good idea. Strange that nobody had it before...

>Running a list server can eat up a lot of bandwidth so the user supported
>list is the only way to go. This will allow for the purchase of the
>listserv software, more bandwidth and, of course, to pay for my time and
>server use.

Many mailing lists run for free, on servers where ML used bandwidth
and CPU time is nearly not noticeable. There are freeware ML programs. You
can even set up a simple ML without special software, only with sendmail,
or even NOS.

>I really need to hear from you, whether it be a complain, insult,
>support, or idea.

Well, your idea to make money on our back is not so bad, but you
should perhaps make a "reality check" on your motivations...

Bye! Bruno.
--
/* Bruno Kozlowski <bkozlowski@nordnet.fr> */
/* -==- A happy Falcon owner from France -==- */

4488. Re: Model Year???

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-20 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970520232358370360@rainbow07.descon.com>
Source record: 72919

"Iain Laskey" <ilaskey@cix.compulink.co.uk> wrote:

> > What Atari 8bit was made around 1988-1990?
> None AFAIK,maybe the 65XE or 130XE.

XEGS If anything...

--
Ryan Goolevitch Trideja Digital Creativity Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

4489. Re: MIO or Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-20 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19970520013719628 53@rainbow02.descon.com>
Source record: 72920

Michael Current <mcurrent@carleton.edu> wrote:

> Lenard Spencer
> 2513 Healy Dr
> Orlando FL 32818-3109
> mailto:xeboard@aol.com
> mailto:lenspencer@aol.com
> http://members.aol.com/xeboard/
> Developer: HyperSpeed (high-speed R: handler for Multi-IO and Black Box
> interfaces), XE-Board (BBS program), Forem-XE Pro (BBS program)

I just talked to him the other day on the phone, regarding obtaining his R: Handler software for my MIO. He told me that he will no longer be supporting the software, and will either hand it over to Tom Hunt, or release it into the public domain. Either way, he said he's post an announcement here "Very Soon!"

Too bad he's letting it go..

--
Ryan Goolevitch Trideja Digital Creativity Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

4490. Re: ListServ Idea

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-20 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <5lrohk$t0q$1@nyheter.chalmers.se>
Source record: 72921
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <01bc64a1$bb7ee8a0$038508cf@Computer2.cybernetworking.com>,
Nelson Nieves <Nelson@cybernetworking.com> wrote:
>To all Atari 8-bit/Atari ST users
>
>I have given this a lot of thought and have come up with $24.00 per year

>Running a list server can eat up a lot of bandwidth so the user supported
>list is the only way to go. This will allow for the purchase of the
>listserv software, more bandwidth and, of course, to pay for my time and
>server use.

I don't think a 8-bit email-list will eat up any bandwidth, and if you happen
to run any decent (ei UNIX) OS on the server, several listservers can
be found for free.

Even for the ST, I can see no need for yet another source of information.
Especially if it will cost money.

>I really need to hear from you, whether it be a complain, insult, support,
>or idea. Send e-mail to atari@cybernetworking.com

My opinion/
Fredrik Lundholm
d1dol@dtek.chalmers.se

4491. FS U.S. Service manuals ect

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-21 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5lub27$9mq$4@ash.ridgecrest.ca.us>
Source record: 72823

Price includes shipping within the U.S. only.
Additional shipping required outside the U.S.
Multiple item order shipping discount (within
the U.S. only, 2 lbs and under).

Moneyorders or cashiers check for imediate shipping.

Personal checks (CND,UK♯,DM ect.)accepted
(Please try to get the exchange rate close!).
Item(s) will be held until check clears. Check
with your bank or local paper for exchange rates. I
will double check them:).

Michael Grove
1032 W. Boston ave
Ridgecrest, Calif
93555
U.S.A.
mgrove@owens.ridgecrest.ca.us

****
Atari Vintage Software (16bit)
****
Action PAK
520/1040 ST
Disk labeler,banner maker,typewritter
Supports Epson compatibles
1986 Action Software (F.P.Nagle)
disk,manual
$2.50

Turbo ST
"Software Blitter"
520/1040ST
Unopened package (disk,manual)
SofTrek
$3.50

Quantum Paint
520/1040ST
Like Spectrun 512
disk, manual
1987 Eidersoft
$6.50

Clayton Walnum's C-manship (book)
Taylor Ridge Book 1990
disk,book
$4.00

GFA Basic 3.0
All ST's color/mono
unopened box,disk,manuals
$6.50

Personal Pascal V 2.0
1040ST and ?
OSS
manuals(4),disk
$8.00

WordUp 3.0
Atari ?
1990 Neocept
disk only
$6.00

Cyber Studio CAD-3D 2.0
Most all Atari, best in mono
Antic 1987
unopened box,disk,manual
$6.00

The Revolution Handbook
Don Thomas (signature)
history:)
$1.00

MichTron BBS 3.0
disk, manual
$4.00

Megamax Laser C and D-bugger
V2.1 Upgrade disk included
disk, manuals (4)
$8.00

Omega Terminal
Telecommunications software
Atari ST
unopened box,disk,manual
Supra Corporation
$2.50

Multi-Desk Deluxe
Accessory Manager
Codehead software
disk,manual
$8.00

Sam's Computerfacts
for 520ST Complete Schematics
troubleshooting , parts list
monitor info
$10.00

SC1224 Color monitor
Goldstar
Refurbished by Atari
very good condition
$45.00

SC1224 Color monitor
Goldstar
has purple and black desktop
bad monitor cable? you fix
fair condition
$20.00

SC1224 Color monitor
JVC
good picture, but vertical roll
no monitor cable
$20.00

SM124 Mono monitor
sharp picture
capacitor is leaking inside
you fix
$20.00

****
8-bit
****
Atari 1050 DD disk drive
no manuals or software.
drive cable, powersupply inc.
fair condition
$12.00

Sam's Computerfacts
for 800XL Complete Schematics
troubleshooting , parts list
$10.00

Sam's Computerfacts
for 800 Complete Schematics
troubleshooting , parts list
$10.00

Sam's Computerfacts
for 130XE Complete Schematics
troubleshooting , parts list
$10.00

******
misc
******
HITACHI color video camera
model GP-7U
composite output/genlock input
nice large "Zero" type case
older vidicon type camera
works good out doors or inside with floods
seperate powersupply
$50.00 obo

4492. Re: Was XLit abandoned?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-21 00:00:00 UTC
From: Marius Diepenhorst <marius@atari.demon.nl>
Message-ID: <01bc65cc$51783f20$47e79fc2@default>
Source record: 72824

Mike <Xmvh@worldnet.att.net> schreef in artikel

<3383bc4a.498450210@netnews.worldnet.att.net>...
> I haven't seen or heard about any new versions of XLit! past
> version .20. Did Markus give up on it? I hope not, he was
> doing an awesome job. It's still the best 8-bit emu around.

Please don't hurry him!!! The Emulator is already GREAT, and you can't
expect from him that he is only working at XL-It... I'm almost sure there
will be next version in the future, but he can take is time :-)

But you are right... it IS the best 8bit emulator ever seen !

Marius

4493. Memory upgrade for Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-21 00:00:00 UTC
From: Carl Andersson <zaphodb@swipnet.se>
Message-ID: <3382C7F7.6202@swipnet.se>
Source record: 72825

Hi everybody!

If anyone out there happens to have schematics for a memory upgrade for the Atari 400, or know where to find them, I'd be most grateful.

I just found my old Atari 600XL when I looked thru my collection of old computers, and just realised that I'm not the only one who still like these machines. (Come to remember that my uncle still has my Atari 400, thats why I need to know how to upgrade that too!).

Greetings, Zaphod Beeblebrox

P.S Ever seen any 8-bit software cracked by "C.A.K.E"?
That was me and one of my friends back in the good old days...
D.S

4494. Re: Silica Shop

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-21 00:00:00 UTC
From: Postboy <postboy@rocketmail.com>
Message-ID: <01bc65b8$3147ace0$282570c2@martin>
Source record: 72826

Paul Irvine <mclane@dellos.demon.co.uk> wrote in article
<3384fd53.10030180@news.demon.co.uk>...
> The other Day "Postboy" <postboy@rocketmail.com> wrote:
> I met my 1st Pirate there, a guy called Reg who used to wait for
> people to pick up boxes and tell them they could have it at half price
> without a box (I dare say there were guys like him in every shop at
> that time)....

I was too young and innocent <g> I don't recognise Reg but I know of
plenty of others.

> I remember waiting in line to have a go at Jumpman and Bounty Bob
> during those busy saturdays...Good times, busy but good..
>
> Just over a quid per hour..Overpaid or what...

And most of that went on McDonalds, I was usually left with about a fiver
about a long, stressful day but we got to take stuff home for the week so
it was like heaven for a 16 year old kid.

4495. Re: ListServ Idea

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-21 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <5lutc9$of1@star.cs.vu.nl>
Source record: 72827

"Nelson Nieves" <Nelson@cybernetworking.com> writes:

<message about user supported mailinglists...>

I think it's insane to ask money from people so they can be on a mailinglist.
Besides that, I don't like the idea to to have both 8-bit and 16-bit
users on the same lists. That's just a little too much. Also, I wonder if
there's any need for a mailinglist, but if there is, I will gladly setup
one at my site, for free, with an automated WWW/FTP archive. Sorry Nelson,
I don't want to steal your idea or something, but no person will pay
24 dollars to be on a mailinglist which might be one with huge mails
everyday, almost no interresting things and does no more than raise
your phonebill.

Ivo

--
Ivo van Poorten
ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage

4496. Re: Memory upgrade for Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-21 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970521144201.KAA14384@ladder02.news.aol.com>
Source record: 72828

B&C Computervisions in California sells upgrades for Atari 400s.
408-986-9960.

4497. sio2pc for linux (femul) v 0.0

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-21 00:00:00 UTC
From: pavel@atrey.karlin.mff.cuni.cz
Message-ID: <5lv1bb$b36$1@ns.felk.cvut.cz>
Source record: 72829

Hi!

I tried to port sio2pc under linux, and it seems that it works
(somehow). At least atari now can read one 90K image. No writes for
now. Test it if you want, no privileges required (but you need to have
access to /dev/cua1). Feel free to modify the source & email me back

Pavel
the results. (Succewss reports welcome - I never SEEN it running as my
atari lacks any television...)

```
/*
* This is Floppy EMULator - it will turn your linux machine into
* atari 800's floppy drive. Copyright 1997 Pavel Machek
* <pavel@atrey.karlin.mff.cuni.cz> distribute under GPL.
*
* You need to use sio2pc cable to run this (I use hack with 75LS149,
* and it works for me). It may or may not work for you, try cable
* with sio2pc.com first!
*
* Writes are done, but not saved back to files.
* Currently only 90K .atr files are supported, only D1: supported.
* This is really alpha.
*/

#include <stdio.h>
#include <termio.h>
#include <errno.h>
#include <sys/types.h>
#include <sys/timeb.h>
#include <fcntl.h>
#include <stdlib.h>

#define WAIT( x )
// usleep( x * 1000 )

void
err( const char *s )
{
fprintf( stderr, "%d:", errno );
fprintf( stderr, "%s\n", s );
exit( 1 );
}

int atari;
int numdisks;
```

```
unsigned char *data[ 8 ];
int flags[ 8 ];

void raw( void )
{
struct termios it;

if (tcgetattr(atari,&it)<0) err( "get attr" );
it.c_lflag &= ~(ICANON);
it.c_lflag &= ~(ECHO);
it.c_iflag &= ~(INPCK|ISTRIP|IXON);
it.c_oflag &= ~(OPOST);
it.c_cc[VMIN] = 1;
it.c_cc[VTIME] = 0;

if (cfsetospeed( &it, B19200 )<0) err( "set o speed" );
if (cfsetispeed( &it, B19200 )<0) err( "set i speed" );
if (tcsetattr(atari,TCSANOW,&it)<0) err( "set attr" );
}

void
ack( unsigned char c )
{
printf( "[a" );
if (write( atari, &c, 1 )<0) err( "ack failed\n" );
printf( "ck]" );
}

void
senddata( unsigned char *buf, int len )
{
int i, sum = 0;

for( i=0; i<len; i++ )
{
write( atari, &buf[i], 1 );
sum = sum + buf[i];
sum = (sum & 0xff) + (sum >> 8);
// printf( "%x.", buf[i] & 0xff );
if (!(i%16)) printf( "." );
}
write( atari, &sum, 1 );
}

int
recvdata( unsigned char *buf, int len )
{
int i, sum = 0;
unsigned char mybuf[ 2048 ];

for( i=0; i<len; i++ )
{
read( atari, &mybuf[i], 1 );
```

```
sum = sum + mybuf[i];
sum = (sum & 0xff) + (sum >> 8);
// printf( "%x.", mybuf[i] & 0xff );
if (!(i%16)) printf( "." );
}
read( atari, &i, 1 );
if ((i & 0xff) != (sum & 0xff)) printf( "[DATASUM] " );
else memcpy( buf+i, mybuf, len );
}

int
offset( int disk, int sec )
{
int res;
if (flags[disk] && (sec>3)) { printf( "[dd]" ); res = (sec-4) * 256 + 3*128; }
else res = (sec-1) * 128;
printf( "[from=%d]", res );
return res;
}

int
size( int disk, int sec )
{
if (flags[disk] && (sec>3)) return 256;
else return 128;
}

void
decode( unsigned char *buf )
{
int sum, disk = -1, rs = -1, sec;
printf( "%x %x %x %x %x: ", buf[0], buf[1], buf[2], buf[3], buf[4] );
sum = buf[0] + buf[1] + buf[2] + buf[3];
sum = (sum & 0xff) + (sum >> 8);
if ((sum & 0xff) != (buf[4] & 0xff)) printf( "[SUM] " );
switch( buf[0] ) {
case 0x31: printf( "D1: " ); disk = 0; break;
case 0x32: printf( "D2: " ); disk = 1; break;
case 0x33: printf( "D3: " ); disk = 2; break;
case 0x34: printf( "D4: " ); disk = 3; break;
case 0x40: printf( "P: " ); break;
case 0x50: printf( "R1: " ); rs = 0; break;
case 0x51: printf( "R2: " ); rs = 1; break;
case 0x52: printf( "R3: " ); rs = 2; break;
case 0x53: printf( "R4: " ); rs = 3; break;
default: printf( "???: " ); break;
}
if (disk != 0) { printf( "[ignored]\n" ); return; }
WAIT( 100 );
ack( 0x41 );
switch( buf[1] ) {
```

```
case 0x52:
sec = buf[2] + 256*buf[3];
WAIT( 100 );
ack( 0x43 );
printf( "read (%d) ", sec );
senddata( &(data[disk][ offset( disk, sec ) ]), size( disk, sec ) );
break;
case 0x57:
sec = buf[2] + 256*buf[3];
WAIT( 100 );
printf( "write (%d) ", sec );
recvdata( &(data[disk][ offset( disk, sec ) ]), size( disk, sec ) );
ack( 0x43 );
break;
case 0x53:
printf( "status " );
{
static char status[] = { 0x10, 0x00, 1, 0 };
ack( 0x43 );
senddata( status, 4 );
}
break;
case 0x50:
printf( "put " );
break;
case 0x21:
printf( "format " );
break;
case 0x20:
printf( "download " );
break;
case 0x54:
printf( "readaddr " );
break;
case 0x51:
printf( "readspin " );
break;
case 0x55:
printf( "motoron " );
break;
case 0x56:
printf( "verify " );
break;
default:
printf( "??? " );
break;
}
printf( "\n" );
}
```

```
int
loaddisk( char *path, char *buf, int skip )
{
int f = open( path, O_RDONLY ), i;

if (f<0) err( "Can't open disk." );
lseek( f, skip, SEEK_SET );
i = read( f, buf, 180*1024 );
if (i<0) err( "Read failed." );
if (i%256) err( "That's not a disk!" );
printf( "(%dK)", i / 1024 );
}

void
main( int argc, char *argv[] )
{
char buf[ 5 ];
int i, dd = 0;

setvbuf( stdout, NULL, _IONBF, 0 );
setvbuf( stderr, NULL, _IONBF, 0 );

for( i=1; i<argc; i++ )
{
if (*(argv[i]) == '-')
{
switch( (argv[i])[1] ) {
case 'd': dd=1; break;
default: err( "Bad command line argument." );
}
}
else
{
printf( " File: %d:%s ", ++numdisks, argv[i] );
if (dd) { printf( "(dd)" ); flags[ numdisks -1 ] = 1; dd=0; }
data[ numdisks - 1 ] = malloc( 1024*1024 );
loaddisk( argv[i], data[ numdisks - 1 ], 16 );
printf( "\n" );
}
}

printf( "Open" );
atari = open( "/dev/cua0", O_RDWR );
if (!atari) err( "Can't open COM port: " );
printf( "." );
raw();
printf( "\n" );

while( 1 ) {
// if ((i=read( atari, buf, 5 ))<5) { printf( "!!! : %d !!!\n", i ); continue; }
printf( "%" );
alarm( 0 );
if (read( atari, &buf[0], 1 )<1) { printf( "!!!\n" ); continue; }
```

```
alarm( 1 );
if (buf[0] != 0x31) { printf( "[%x,%c]", (buf[0] & 0xff), (buf[0] & 0xff) ); continue; }
if (read( atari, &buf[1], 1 )<1) { printf( "?!\n" ); continue; }
if (read( atari, &buf[2], 1 )<1) { printf( "?!\n" ); continue; }
if (read( atari, &buf[3], 1 )<1) { printf( "?!\n" ); continue; }
if (read( atari, &buf[4], 1 )<1) { printf( "?!\n" ); continue; }
alarm( 0 );
decode( buf );
}
}

--
--
This is my little buggy signature... Pavel
GCM d? s-: !g p?:+ au- a--@ w+ v- C++@ UL+++ L++ N++ E++ W--- M- Y- R+
```

4498. internet software

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-21 00:00:00 UTC
From: larry5@webtv.net
Message-ID: <5lvjmt$7sk$1@newsd-104.bryant.webtv.net>
Source record: 72830

what software do i need for my atari-8bit
to get on the internet , i have the modem
and software for it, what other software, do
i really need.
larry5@webtv

4499. FREE Commodore stuff.... you pay shipping... Where are the hackers?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-21 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <864247630.3281@dejanews.com>
Source record: 72831
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

FREE + you pay Shipping (USPS Parcel Post, the cheapest):
Commodore 1526 printer with power supply and without I/O cable.
Commodore 1530 Cassette Drive.

I want to keep my Fortronics (Commodore 1530 clone) Cassette drive
with the hope that some Hacker would know how to modify it for use with my
Atari 130XE. Someone said these are more durable than Atari 1010's and
410's. Give me the Hack to modify it and I'll prove that idle claim. I
suspect there are too many radical differences between the I/O software
commands for the Commodore and the Atari to make this work like I want.
Hackers please advise me!!!!!

If it can't be done, then this Fortronics Cassette Drive is FREE + you pay
Shipping, too!

Ron Powalisz
ronwizbot@juno.com

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4500. Rainbow 95 - Easy Speed Up

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-21 00:00:00 UTC
From: chris@shenleyfields.demon.co.uk
Message-ID: <chris-2105972307180001@shenleyfields.demon.co.uk>
Source record: 72832

Rainbow 95 - Easy Speed Up

Dear Rainbow 95 users everwhere,

If you don't have DirectX 3 installed then it's a good idea to do so since the sound routines in DX3 are significantly faster (games with intensive sound may speed up as much as 20% to 25%).

Try the following URL

http://www.microsoft.com/mediadev/download/directx.exe

(this was okay some months ago but may have changed...)

Good luck,

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: chris@shenleyfields.demon.co.uk
WWW: http://www.shenleyfields.demon.co.uk/

4501. 1st Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-21 00:00:00 UTC
From: games@freenet.edmonton.ab.ca
Message-ID: <Pine.A41.3.95.970521153538.120962A-100000@fn2.freenet.edmonton.ab.ca>
Source record: 72833

E-Mail me to subsribe to this auction or could be viewed at
http://www.freenet.edmonton.ab.ca/~games

This Auction Contains
CDI 43 Items Radio Shack TRS-80 1 Bundle
Amiga Games & Programs 8 Bundles C64 Cassettes 1 Bundle
Amiga Books/Clue Books/Ect 12 Books Atari 400 Recorder & 1 Bundle
VHS Computer Videos 1 Bundle C64 Printer Inface & Light Pen
Apple II Games & Programs 1 Bundle Vic-20 Cassettes 2 Bundles

Rules Follow the Auction
Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

CD-I (All Shrinkwrapped unless stated):

A Revolution In Color $5 Min
Alice In Wonderland $5 aleitz
Andrew Lloyd Webber $5 Min
Berenstain Bears On Their Own $5 Min
Burn:Cycle (a) $5 Min
Burn:Cycle (b) $5 Min
Burn:Cycle (c) $5 Min
Caesars World Of Boxing $5 Min
CD Shoot Opened $5 Min
Compton's Interactive Encyclopedia $5 Min
Dragon's Lair $5 aleitz
Flintstones\Jetsons Timewarp $5 Min
Full Swing Opened $5 Min
Getting Ahead: Making Time $5 Min
Goal (a) $5 Min
Goal (b) Opened $5 Min
Golf My Way 5 Disk Set $5 Min
Golf Tips $5 Min
Great American Golf 1 $5 Min
Great American Golf 2 $5 Min
Great British Golf $5 Min
Grand Prix Special $5 Min
Harvest Of The Sun $5 Min
International Tennis Open $5 Min
Jazz Guitar $5 Min
Kether Opened $5 Min
Max Magic $5 Min

Music Peter Gabriel: All About Us $5 Min
Mystic Midway $5 Min
Sailing $5 Min
Space Ace (a) $5 Min
Space Ace (b) $5 Min
Space Ace (c) $5 Min
Tennis Our Way $5 Min
The Cream Of Eric Clapton $5 Min
The World Of Impressionism $5 Min
The 7 Guest $5 aleitz
Thunder in Paradise $10 Min
Time-Life Astrology $5 Min
Time-Life Photography $5 Min
Wimbledon Challenge $5 Min
Zelda The Wand Of Gamelon (a) $10 aleitz
Zelda The Wand Of Gamelon (b) $10 Min

Amiga Bundle #1
Amnews Disk,Box V1 N4 \
Amnews Shrinkwapped V2 N1 \
Amnews Disk,Box V2 N2 \
Amiga Appelizer Disks & inst. \
Amiga computing Loose July 90 \
Amiga computing Loose March 91 / $5 Min
Amiga Times Loose /
Deluxe Paint Loose /
Express Copy Loose /
Facc II Loose /
Marauder Disk & Inst /
SoundTrax Loose 2 Disks/
Superbase Personal Disk & Inst /
Supratools Loose /
8-Up and StarBoard2 Loose /

Amiga Bundle #2
Amiga Format 13 Loose Disks $5 Min

Amiga Bundle #3
Amnews Volume 1 #4 3 Disk \
Amnews Volume 1 #2 3 Disk \
Amiga 500 Workbench 1.2 Disk \
Amiga 500/2000 Extras 1.2 Basic 1.2 Disk \
Analyze! Disk \
Animation & Video 4 Disk \
DeluxePaint Disk \
Font Set 1 Disk & Inst \
Icon Magic Disk / $5 Min
Media Line Amiga Font Disk /
Media Line Amiga Clipart Disk /
Page Setter Laser Script Disk & Inst. /
The Best Of Amiga Public Domain 3 Disk /

Scribble Disk & Book /

Amiga Bundle #4
Amiga 500A Tutorial Disk \
Aegis Animator Disk \
Amiga 2091 Installation Software Disk \
Bad Disk,Inst.\
Cli Mate Disk \
Fat Tracks Disk \
Magdex Disk \
Maravder Disk,Inst. / $5 Min
Math Blaster Plus Disk,Inst. /
Newtek Demo Reel 1990 2 Disk /
Word Perfect 3 Disks /

Amiga Bundle #5
16 Various JumpDisks $5 Min

Amiga Bundle #6
Ghouls'N Ghosts Disk \
Stormball Disk \
Blockout Disk \
Par Home 1 Disk \
Super Off Road Disk \ $10 gfranks
Kick Off Disk /
One On One Disk /
Shadow Of The Beast II 2 Disk /
Lombard Rally 2 Disk /
Crack Down Disk /

Amiga Bundle #7
Clue Master Detective Disk \
F-16 Combat Pilot Disk & Inst.\
Nightdawn Disk \
Police Quest II 3 Disks \
Seek & Destroy Disk & Inst. / $10 gfranks
Silent Service Disk & Inst. /
Space Ace 4 Disks /
Starter Kit Super Ski Disk /
Test Drive Disk /
Thromulus Disk /
Where In The World Is Carmen Sandiego Disk /

Amiga Bundle #8
Ami Exchange's 2 Disk \
Amiga Computing 1990 Disk \
Apache 2 Disk \
Basketball Magic Johnson's 2 Disk & Inst \
Chessmaster 2000 Disk & Inst \
Data Tax (Tax Preparation) Complete \
Hitchhiker's Guide To The Galaxy Disk / $5 Min
Mastering Toaster Technology 2 Disk /

Miniature Golf Disk /
Operation Wolf 2 Disk & Inst /
Pioneer Plague Disk /

Amiga Books:

Amiga 2088 Bridgeboard User Guide Book Only $1 Min
Amiga Basic Book $2 Min
Amiga Dos Inside & Out WB 1.3/2.0 Book $2 Min
Amiga Inside Aegis Animator Book $2 Min
Amiga Programmer's Guide Book $2 Min
Commodore PC Personal Computer Book $2 Min
Other Books:
Think & Grow Rich by Napoleon Hill $1 Min

Clue Books:

Champions of Krynn Vol. I Clue Book $5 Min
Hillsfar Clue Book $5 dolemam
King's Quest Hint Book $5 Min
Shadow sorcerer Clue Book $5 Min
Zak McKracken Hint Book $5 Min

10 Computer VHS Video's (1 Bid takes all)

Microsoft Works \
Pagemaker \
Compututor \
Introduction To Excel \
Microsoft Word \
Pagemaker Level II \
Pagemaker Level II / $5 Min
Wordperfect 5.0 Level II /
Multimate Advantage II /
Wordstar /

Apple II (1 Bid takes all)

Age of Adventure Disk Only \
Getting Down to Basic Disk Only \
Personal Finance Manager Disk, Inst. \
Questmaster Shrinkwrapped \
Super Sunday Shrinkwrapped / $5 realmcoy
World Class Leader Board Disk Only /
The Apple soft Tutorial Book /
Grappler Card with Printer Cable /

Radio Shack TRS-80 (1 Bid takes all)

TRS-80 Tape Recorder With Inst. \
Peanut Butter Panic Complete Cassette \
Taxi Complete Cassette \

Walt Disney Mickey's World Complete Cassette / $5 shamm80
Walt Disney Space Probe: Math Complete Cassette /
Fantastic Games Book /
Space Adventures Book /

Atari 400/Ect. Package (1 Bid takes all)

Aliencounter & Face Flash Shrinkwrapped Cassette \
B/Graph Complete Disks \
Bomber Attack Cassette.Box \
Chicken Shrinkwrapped Cassette \
Compu-Math Decimals Complete Cassette |
Conversational Italian Complete 5 Cassette |
Disk Utilities #7 Complete Disk |
Dunion's Debugging Tool Complete Disk |
Horizontal & Vertical Scro Complete Disk | $5 Min
Juggles Rainbow Complete Cassette /
Jumpman Complete Cassette /
Mailing List Complete Cassette /
Rainbow Walker Complete Cassette /
Dust Cover For Atari 400 Keyboard /

Atari 410 Program Recorder Complete in Box $5 Min

Commodore 64 Cassettes Package (1 Bid takes all)

Falcon Patrol The Word Machine/Name Machine\
Beach Head Programming Kit 1 \
Flight Path 737 C64 Term 1 / $5 ccoffin
Pooyan ReRun /
Hustler's Rev. Pharaoh's Curse /
Galaxions Power Pack (2 Games) 1991 /
3D Man Intro. to basic Part 1 /
Grandmaster Raid over Moscow /

Edumate Light Pen With Software $30 Min
9 Pin Cable Like (Amiga,C64,Atari 2600,400 etc, ect.)

Super Graphix Printer Interface $5 Min

Vic-20 Cassettes Package (1 Bid takes all)

Chemistry Book I Complete \
3 Personal Computer Cassettes \
Intro. to Basic \
Canadian Tire \
Wacky Waiters \
Froggee \
Word Quiz / $5 Min
Spelling Bloopers /
Spelling Bee /
Household Finance Complete /

Other Vic-20 Cassettes:
Chemistry Book I Complete \
Geography Book I Complete \
Home Calculation Preogram Pack \
Math Book II Complete \ $5 Min
Math Book III Cassettes,Case /
Physics Book I Shrinkwrapped /

Rules:
The 1st part of the auction ends May 30/97
Then a G1, G2, Sold format will occur May 31/97
One update per day or until bidding slows down...
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All items have not been tested, unless stated otherwise..
All Items are sold as is.

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

E-Mail games@freenet.edmonton.ab.ca

4502. Re: Atari 800 RAM card

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-21 00:00:00 UTC
From: davepat@total.net
Message-ID: <338310be.0@news.total.net>
Source record: 72834

In an article dated Mon, 19 May 1997 21:40:21 -0500, someone named Jim Klein says...

>
>Anyone have a used upgraded RAM card for sale for the Atari 800?
>
>I'd like at least 256k...
>
>-thanx-
>
Check out http://www.myatari.com

It's the B&C website, with a full list of their stock. Atari 800 256k boards are listed; but I don't recall the price.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
If you pick up a stray dog, feed it and take care of it,
it will not bite you. This is the principal difference
between a man and a dog. - Mark Twain

4503. Re: C compiler

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-21 00:00:00 UTC
From: Andre Bullock <AVB6567@worldnet.att.net>
Message-ID: <33839CB9.F02@worldnet.att.net>
Source record: 72835

NMENOL Helpdesk wrote:
>
> mhop wrote:
> >
> > Bill Himmelstoss <whimmelNOSPAM@southeast.net> wrote in article
> > <01bc5a9a$637c5f90$b30c35cf@yakko>...
> > Is there a such thing as a C compiler for the XL and family?
> > What about the Action! cart? similar to C?
> > --
> > Mike Hopkins
> > mhop@snip.net
> Hi Mike,
> Never programmed in C(), but did use ACTION. Should have been pushed
> harder. Slightly more difficult to learn than BASIC, but e-gads what a
> power house. Very flexible, very fast. To get faster or smaller you
> would have to go to assembly language. Find sample programs in ANTIC
> and A.N.A.L.O.G. The manual was only fair and a lot of what you learn
> will be by experiment.
> lpkelley@express-news.net

Agreed. I never used a 'C' on the Atari (OSS sold something called C65)
but the Action system was simply amazing. Nothing else in 8 bit dom
existed in terms of that execution speed. If you have a chance see the
review from Analog Feb 84.

AB.

4504. Re: Bug in Assembler Editor cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-21 00:00:00 UTC
From: Andre Bullock <AVB6567@worldnet.att.net>
Message-ID: <33839D15.5701@worldnet.att.net>
Source record: 72836

Eric BACHER wrote:
>
> Hi everybody,
>
> That's not really important but I try to remember something about the ATARI
> Asm/Ed cartridge. I know there is a bug when you trace a specific
> instruction which uses the X index register (something like LDA addr,X) but
> I can not remember what was the exact problem.
>
> Does someone know the problem ?
>
> Does anybody have the fix for this bug ?
>
> Thank you very much.
>
> Eric.

The fix for the problem was to use MAC65 from OSS. A much better
product, and it includes DDT.

AB.

4505. Re: MIO or Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-21 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5m05j0eta1@nntp02.primenet.com>
Source record: 72837

```
The mortal Michael Current wrote:
: Lenard Spencer
: 2513 Healy Dr
: Orlando FL 32818-3109
: mailto:xeboard@aol.com
: mailto:lenspencer@aol.com
: http://members.aol.com/xeboard/
: Developer: HyperSpeed (high-speed R: handler for Multi-IO and Black Box
: interfaces), XE-Board (BBS program), Forem-XE Pro (BBS program)

Wow, Forem XE Pro _is_ still being supported?

What is XE-Board?
```

4506. Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-21 00:00:00 UTC
From: ken@condor.circa.ufl.edu
Message-ID: <ken.1366.0012190F@condor.circa.ufl.edu>
Source record: 72838

I'm looking for an MIO (256k or 1MB) with the adapter to use on a 130XE,
R-Time 8 Cart, Basic XL (OSS).

Thanks.

Ken

4507. Re: unknown message: "error #155"

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-21 00:00:00 UTC
From: davepat@total.net
Message-ID: <3382bfcb.0@news.total.net>
Source record: 72839

In an article dated 16 May 1997 11:33:00 +0100, someone named Thomas
Havemeister says...
>
>
>Howdy !
>
>For some minutes my floppy drives(HSS 1050) strikes by reading double
>density disks with an error "155". As far as *I* know isn't there an error

>with this number!
>
>The program atr2dsk is quite painfull! My 1050 'burns' after 1 hour
>writing sector by sector :((

Errors vary depending on the DOS version you use. Sparta 3.2 and SDX don't
list an error 155 (just checked my manuals), but other may be different.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
If you pick up a stray dog, feed it and take care of it,
it will not bite you. This is the principal difference
between a man and a dog. - Mark Twain

4508. Re: 1400XL or 1400XLD???

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-21 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970521115225.15182C-100000@fissure.scar>
Source record: 72840

On Tue, 20 May 1997, Michael A. Ortiz wrote:

> Woah! For a second there I thought your last name read Ledbetter. Does
> anyone know what ever happened to him?

Keith Ledbetter.. now there is a name I havent heard ina long time..
didn't he write some BBS express program and terminal software?

Alan
University of Toronto, Computer Science

4509. Re: WTB: Atari Diskformat Infos

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-21 00:00:00 UTC
From: davepat@total.net
Message-ID: <338383b9.0@news.total.net>
Source record: 72841

In an article dated 19 May 1997 16:04:28 GMT, someone named John McGowan says...
>
>288 RPM for the 810, 850 (has anyone ever seen one of those beasts?),

I think you mean the 815, two SS/DD drives in an enclosure. Used DOS 2.0D (2 or 3 bytes changed from 2.0S)

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
If you pick up a stray dog, feed it and take care of it,
it will not bite you. This is the principal difference
between a man and a dog. - Mark Twain

4510. AtariWriter and more FS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-21 00:00:00 UTC
From: cdhoste@aol.com
Message-ID: <19970522020500.WAA14249@ladder02.news.aol.com>
Source record: 72842

Atari items for sale. I'll pay 1/2 the shipping and handling costs but NOT the C.O.D. charge. If you
don't believe the prices are fair I am willing to listen to your offer. Enjoy!

1) The Hitchhiker's Guide to the Galaxy --Infocom text game. Original box and manuals. Check it
out the props are still in the box! Price $5

2) Flight Simulator II --subLogic flight simulator. Original box and manuals. Including the
navigation maps. Price $15

3) AtariWriter and Atari Proofreader --the classic word processor and a dictionary program.
Original manual including the quick reference sheet for the AtariWriter but no documentation for
the Proofreader and no box. Price $25

4) Movie Maker --an animation construction set by Electronic Arts.
Original manual and box.
Price $10

5) 5"1/4" Disk Organizer with disks! --a grab bag of software everything from Antic Magazine
disks to games like Mail Order Monster and Summer Games both classic 80's computer games.
Price $25

6) Atari 1010 Cassette drive --not sure if it works but power supply and light seem to work. Also
included is the data cable and a conversational French program. Has sound and original box and
manual. If anything this is the first multimedia device for the Atari!
Price $10

7)Atari 1027 Daisy Wheel printer --not sure if it works but power supply and light seem to work.
Also included is the data cable. Price $10

4511. Re: JELLYSTONE PARK

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-21 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <EAJpwJ.D7u@iglou.com>
Source record: 72843

bazz (bday@sos.netkonect.co.uk) wrote:

: Does anyone know if Yogi's home page is back up?. If so, can you post the
: new URL please. Cheers, bday@sos.netkonect.co.uk (barrie)

It's now http://myst.slcc.edu/~atari

I was just on there not long ago. The hackerz site is no longer being
used. I get some sort of access error no matter what I try, or so it
seems.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

4512. 800XL power supply

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-21 00:00:00 UTC
From: m_oneal@ix.netcom.com
Message-ID: <5ltir0$73j@sjx-ixn8.ix.netcom.com>
Source record: 72922

I recently obtained a couple of 800XL's but I didn't get the power supplies. Can anyone tell me what the power requirements are? And one step further, what modern day equivilant power supply would work.

Mark

4513. Re: Memory upgrade for Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970522040601.AAA26770@ladder02.news.aol.com>
Source record: 72844

I have a few UPGRADES for the Atari 400 in stock, There complete NEW and
RAM encluded. $10.00 plus shipping

4514. ST files?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970522041501.AAA27464@ladder02.news.aol.com>
Source record: 72845

I've came across a few ST files on the NET in ZIP format, after DL them and un-zipping them there was a file with an *.ST extender???? is this an image? if so how do I convert it back to an *.MSA file ?

4515. Re: Silica Shop

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <5m105q$8ra@m1.cs.man.ac.uk>
Source record: 72846

In article <3384fd53.10030180@news.demon.co.uk>, mclane@dellos.demon.co.uk (Paul Irvine) writes:
>The other Day "Postboy" <postboy@rocketmail.com> wrote:
>
>Snipped my memories of Silica shop.....
>
>>
>>Yes, wasn't it a nightmare getting served? On a Saturday they were 5 deep
>>in front of the wooden desks. The worse thing was that you had to ask to
>>see any of the boxes, and also the fact that half of us working there were
>>larking about in the back office. The shop looks good now but it lost it's
>>charm. I have a lot of great memories of working there as a Saturday lad
>>working on just over a pound an hour.
>>
>Don`t worry, we knew you were all in the back, no doubt with a Happy
>drive or an Archiver.. :-)

Last time I went into Silica, about a month ago, I could see the two sales assistants playing Doom on the dsiplay machines. They promptly stopped playing and jumped out of their seats when they saw me walk in. "Hello sir how can I help you?" Needless to say these morons knew nothing and couldn't help. The shop was fairly empty and very clinical.

I too remember the good old days of Silica.

S.Lai
Department of Computer Science
The University of Manchester
Oxford Road, M13 9PL, England
---
lais@cs.man.ac.uk
http://www.cs.man.ac.uk/~lais/

4516. True Double Density and XFD

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: royvarg@leland.stanford.edu
Message-ID: <33840554.77BB@leland.stanford.edu>
Source record: 72847

Can someone tell me if the XFD file format supports true double density? I have several DD disk images that I transferred from floppies to my PC in a custom format, and I would like to convert them to a standard format that can be used by XL-it. I read in a message a while back that XFD was just for single density, but I really don't want to try manually converting to the ATR format if it means calculating CRC values, etc.

4517. Re: Silica Shop

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: Postboy <postboy@rocketmail.com>
Message-ID: <01bc6693$f5080360$5e2570c2@martin>
Source record: 72848

> Last time I went into Silica, about a month ago, I could see the two
sales
> assistants playing Doom on the dsiplay machines. They promptly stopped
playing
> and jumped out of their seats when they saw me walk in. "Hello sir how
can I help
> you?" Needless to say these morons knew nothing and couldn't help. The
shop was
> fairly empty and very clinical.
>
> I too remember the good old days of Silica.

I think I'm right in saying that the management of the company changed hands a while back and they changed it from the niche it had to just another retailer. Then again maybe it's just the fact that we remember the good things and not the bad.

It would still be good to find some of the old Saturday Silica boys.

4518. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_864291522@rtfm.mit.edu>
Source record: 72849
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 12, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 800XE, 65XE, 130XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

4519. Re: True Double Density and XFD

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5m1c4u$g0p@sjx-ixn8.ix.netcom.com>
Source record: 72850

In article <33840554.77BB@leland.stanford.edu>,
royvarg@leland.stanford.edu wrote:
>Can someone tell me if the XFD file format supports true double
>density? I have several DD disk images that I transferred from floppies
>to my PC in a custom format, and I would like to convert them to a
>standard format that can be used by XL-it. I read in a message a while
>back that XFD was just for single density, but I really don't want to
>try manually converting to the ATR format if it means calculating CRC
>values, etc.
>

Keep in mind that most of the emulator programmers want the ATR format to be the standard and forget the .XFD format. The .ATR format is more configurable. BTW, there are programs that will let you move files between of .XFD/.ATR images and PC directories. There are also some for converting .XFD <=> .ATR formats. I believe IMagic is one of these. IMU14 is one that moves files to/from PC directories into/out os .XFD images. Unfortunately, at leaste at the moment, it only does .XFD. Don't use it on .ATR images. It will corrupt the ATR image. Bothe of these programs and others are available at gopher://gopher.archive.umich.edu:7055/11/atari/8bit.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4520. Re: FS U.S. Service manuals ect

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: mgrove@owens.ridgecrest.ca.us
Message-ID: <5m03b0qfg1@ash.ridgecrest.ca.us>
Source record: 72851

On 21 May 1997 08:17:11, Michael Grove wrote:
Revised list. 8-bit manuals and drive have been sold.
Thanks, Mike

>Price includes shipping within the U.S. only.
>Additional shipping required outside the U.S.
>Multiple item order shipping discount (within
>the U.S. only, 2 lbs and under).
>
>Moneyorders or cashiers check for imediate shipping.
>
>Personal checks (CND,UK#,DM ect.)accepted
>(Please try to get the exchange rate close!).
>Item(s) will be held until check clears. Check
>with your bank or local paper for exchange rates. I
>will double check them:).
>
>Michael Grove
>1032 W. Boston ave
>Ridgecrest, Calif
>93555
>U.S.A.
>mgrove@owens.ridgecrest.ca.us
>
>*********************************
>*Atari Vintage Software (16bit)*
>*********************************
>Action PAK
>520/1040 ST
>Disk labeler,banner maker,typewritter
>Supports Epson compatibles
>1986 Action Software (F.P.Nagle)
>disk,manual
>$2.50
>
>Turbo ST
>"Software Blitter"
>520/1040ST
>Unopened package (disk,manual)
>SofTrek
>$3.50
>
>Quantum Paint
>520/1040ST

>Like Spectrun 512
>disk, manual
>1987 Eidersoft
>$6.50
>
>Clayton Walnum's C-manship (book)
>Taylor Ridge Book 1990
>disk,book
>$4.00
>
>GFA Basic 3.0
>All ST's color/mono
>unopened box,disk,manuals
>$6.50
>
>Personal Pascal V 2.0
>1040ST and ?
>OSS
>manuals(4),disk
>$8.00
>
>WordUp 3.0
>Atari ?
>1990 Neocept
>disk only
>$6.00
>
>Cyber Studio CAD-3D 2.0
>Most all Atari, best in mono
>Antic 1987
>unopened box,disk,manual
>$6.00
>
>The Revolution Handbook
>Don Thomas (signature)
>history:)
>$1.00
>
>MichTron BBS 3.0
>disk, manual
>$4.00
>
>Megamax Laser C and D-bugger
>V2.1 Upgrade disk included
>disk, manuals (4)
>$8.00
>
>Omega Terminal
>Telecommunications software
>Atari ST

>unopened box,disk,manual
>Supra Corporation
>$2.50
>
>Multi-Desk Deluxe
>Accessory Manager
>Codehead software
>disk,manual
>$8.00

>SC1224 Color monitor
>Goldstar
>Refurbished by Atari
>very good condition
>$45.00
>
>SC1224 Color monitor
>Goldstar
>has purple and black desktop
>bad monitor cable? you fix
>fair condition
>$20.00
>
>SC1224 Color monitor
>JVC
>good picture, but vertical roll
>no monitor cable
>$20.00
>
>SM124 Mono monitor
>sharp picture
>capacitor is leaking inside
>you fix
>$20.00

>******
>*misc*
>******
>HITACHI color video camera
>model GP-7U
>composite output/genlock input
>nice large "Zero" type case
>older vidicon type camera
>works good out doors or inside with floods
>seperate powersupply
>$50.00 obo

4521. Re: WTB: Atari Diskformat Infos

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: John McGowan <jmcgowan@shell.inch.com>
Message-ID: <5m212g$87j$1@sleepy.inch.com>
Source record: 72852

In comp.sys.atari.8bit David A. Paterson <davepat@total.net> wrote:
> In an article dated 19 May 1997 16:04:28 GMT, someone named John McGowan
> says...
> >
> >288 RPM for the 810, 850 (has anyone ever seen one of those beasts?),

> I think you mean the 815, two SS/DD drives in an enclosure. Used DOS 2.0D
> (2 or 3 bytes changed from 2.0S)

Ooops... yep... the only time I ever saw just a picture of one was in the
810 user's manual/guide (DOS 2.0D ONLY supported 256 byte sectors and
could only be used on the 815, according to the guide... so one could not
mix 810 and 815s or use single density disks in the 815, I believe)

4522. Re: True Double Density and XFD

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970522195800.PAA15009@ladder02.news.aol.com>
Source record: 72853

In article <33840554.77BB@leland.stanford.edu>,
royvarg@leland.stanford.edu writes:

>Can someone tell me if the XFD file format supports true double
>density? I have several DD disk images that I transferred from floppies
>to my PC in a custom format, and I would like to convert them to a
>standard format that can be used by XL-it. I read in a message a while
>back that XFD was just for single density, but I really don't want to
>try manually converting to the ATR format if it means calculating CRC
>values, etc.
>
>

I know that .ATRs can be created in double density, but I have yet to try
any of them in XL-It. Anyone else?

4523. Re: internet software

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970522195800.PAA15010@ladder02.news.aol.com>
Source record: 72854

In article <5lvjmt$7sk$1@newsd-104.bryant.webtv.net>, larry5@webtv.net (lawrence chapman) writes:

>what software do i need for my atari-8bit
>to get on the internet , i have the modem
>and software for it, what other software, do
>i really need.
> larry5@webtv
>
>

You need a terminal program that will give you 80 columns on the screen and VT-100 emulation. There are several, and depending on your 8-bit's capabilities and your personal preference you can choose among several versions of Ice-T and FlickerTerm. There are also some others, whose names I've forgotten.

Beyond the terminal program, however, how will you reach the Internet? You need either an ISP that will allow you a shell account or you need to subscribe to a service like (ugh!) GEnie. If you wish to access the WWW, your service would also need to be running a text-based browser like Lynx. While you won't be able to see graphics on your Atari, the filenames of those graphics will appear in different text (underlined? I don't remember) and clicking on them will allow you to download the picture.

That brings us to another point. If all you want to do is text, slow modems are not a problem. But if you want to download, the fastest modem your Atari can handle will be a plus.

4524. Re: internet software

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970522130327.1399D-100000@fissure.scar>
Source record: 72855

On Wed, 21 May 1997, lawrence chapman wrote:

> what software do i need for my atari-8bit
> to get on the internet , i have the modem
> and software for it, what other software, do
> i really need.
> larry5@webtv
>
I would advise against using an 8bit atari to access the Internet because
there are limited resources to do so. I think Ice T and a couple others
programs can do it, but you are really better off (if you want to use your
8bit) is call dial-up a provider (and get a text base Lynx-style browser)
I've called the University of Toronto with my Atari and access this
message base that way. But a full colour/with sound browser for the 8bit
I dont think is very feasible. (I don't even know if it exists)

Alan
(who is using his 486 right now, may God forgive me)

4525. WTB:PRINTER

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <3384DEB6.35C9@midamer.net>
Source record: 72856

Tltle says it all. I am looking for a working printer with the following specs.

Star Gemini NX-10
Star NX-1000
Star NX-1001
Epson FX-80
Epson Compatible of any kind that is 9-pin and has an NLQ mode. Will consider 24pin if cheap enough. I am willing to spend 25-30 dollars tops + shipping. I don't want someones junk please. It must work properly, have power supply and would like owners manual if possible. I have seen this type of printer available so I know they are out there at these prices. Please respond to lmartin@midamer.net

Thanks

Tony M

4526. Anyone interested in buying some old Atari 800XL stuff?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: Frank DuBose <picker@io.com>
Message-ID: <33850EAE.22E5@io.com>
Source record: 72857

I've got some old Atari 800XL stuff, along with a couple of old
Hayes modems. Everything is used, as is. Except where I note
otherwise, everything was serviceable the last time it was used.

Is anyone interested in paying something for this stuff?

If so, please msg Frank DuBose -- picker @io.com

1 Hayes Accura 144 + FAX 144 modem, Cords & Disks
1 Hayes 1200 modem,Power cord only
3 Atari 800XL computers (1 serviceable, 2 Unserviceable (for parts))
2 Power supplys for the 800XL's listed above.
1 Atari 1050 Disk Drive with Power Supply
1 Atari DOS 3 Diskette
1 Atari 1010 Program Recorder (Not fully serviceable. Front panel
is semi-detached. Play, record, fwd, fast fwd work last time used
(last summer)- no reverse). Power suppy
included.
1 ICD P R Connection with manual
1 Joystick
4 Switch Boxes to connect to computer - some may be unserviceable
17 Diskette games with play books - plastic bags, no original boxes
Warship, SSI
Seven Cities of Gold, Electronic Arts
Spitfire Ace, Microprose
Ultima III, Origin Systems
Silent Service, Microprose
F15 Strike Eagle, Microprose
Planetfall, Infocom
Zork I, Infocom
Ballyhoo, Infocom
Enchanter, Infocom
Hitchhiker's Guide to the Galaxy, Infocom
Scott Adam's Graphic Adventure 3, Adventure International
Hacker, Activision
Transylvania, Penguin Software
Objective Kursk, SSI
Micro League Baseball, Micro League Sports Assoc.
Metz & Cobra (wargame WWII Europe), DKG

Cassette Games in original boxes with play book except where noted

Shootout at the OK Galaxy, Avalon Hill
Tanktics, Avalon Hill
Conflict 2500, Avalon Hill
Combat Leader, SSI

B-1 Nuclear Bomber, Avalon Hill
Space Station Zulu, Avalon Hill
Pharoah's Curse, Synapse Software

Following 2 games have cassettes and original box only-
no game docs

Nukewar, Avalon Hill
Flying Ace, Avalon Hill

Cartridge Games with Play books

GATO, Spectum Holobyte (XE game - submarine)
Ace of Aces, Accolade (XE game)

Cartridge alone,
Computer Chess

Books/Booklets

Owners Manual - Atari 1010 Program Recorder
Owners Manual - Atari 800XL Home Computer
Introduction to Atari DOS 3
AtariBasic Reference Guide
Your Atari Computer, paperback book by Lon Poole

4527. Re: 800XL power supply

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: Frank DuBose <picker@io.com>
Message-ID: <338510B4.7406@io.com>
Source record: 72858

Mark O'Neal wrote:
>
> I recently obtained a couple of 800XL's but I didn't get the power
> supplies. Can anyone tell me what the power requirements are? And one
> step further, what modern day equivilant power supply would work.
>
> Mark
>
The 800XL power supply model numbers are listed in section 13 something
of the Atari 8bit FAQ. You might try Toad Computers or Bravo Sierra. I
bought an old power supply from Toad last fall.
Best wishes,
Frank

4528. Re: Was XLit abandoned?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: SJC <?@?.com>
Message-ID: <3384FA85.2F26@erols.com>
Source record: 72859

> I second the motion Marius just made. Don't rush Markus!

Well I'll third that!! 8-)

For those of you that don't know Markus also develops a Sega Genisis emulator. I just hope that the console warez dudes don't discurage him to devolop his emus(especially Xl-IT) any further. Conpared to computer sytems it appears that the console crowd complains about things like "Why doesn't xxx work " or "can someone post xyz". To me the console crowd that's only interested in warez only hurts us 8 bit enthusiasts. Just imagine being Markus and receiving the requests for Genisis roms. I hope people actually read the docs and avoid the rom requests. If the people who make the requests actually knew how hard it is to emulate a system then they might understand. Well let us all enjoy the latest Xl-IT and look forward to future versions!

Thanks Markus for your wonderful emu!!!

Sasha

4529. Re: ST files?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: johnh@newberry.microserve.com
Message-ID: <MPG.deece571619776a9896c3@news.microserve.net>
Source record: 72860

In article <19970522041501.AAA27464@ladder02.news.aol.com>,
guy1015@aol.com says...
>
> I've came across a few ST files on the NET in ZIP format, after DL them
> and un-zipping them there was a file with an *.ST extender???? is this an
> image? if so how do I convert it back to an *.MSA file ?
>
>
>
Well, this article should have been posted in comp.sys.atari.st, not the
8 bit usenet newsgroup.

Anyway, .st files will work well with the PACIFIST ST emulator, using the
Windows 95 PACILOAD frontend. There is no need to convert them back to
MSA files. Both of these programs are readily available on the net.

If you aren't using Windows 95, then I don't know.
--
John

johnh@newberry.microserve.com

That's Newberry Township in York County, PA
My homepage is at http://www.microserve.net/~johnh

This computer uses "Flameout" (Pat. Pen) Flame Retardant

4530. Re: Was XLit abandoned?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <338263a4.1692074@news.injersey.com>
Source record: 72861

On Tue, 20 May 1997 15:00:52 GMT, Xmvh@worldnet.att.net (Mike) wrote:

-I haven't seen or heard about any new versions of XLit! past
-version .20. Did Markus give up on it? I hope not, he was
-doing an awesome job. It's still the best 8-bit emu around.
-

Well he just came out with GenEm 0.19.....
.20 is pretty good for a ".xx" version.

Still needs a few p/m bugs fixed, but it seems to run pretty good now.
I'd say its the best one yet.

4531. Re: WTB:PRINTER

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <R3L8QKn.tandrews16@delphi.com>
Source record: 72862

I would suggest you start looking at garage and church rummage sales. A lot of people are getting new ink jet and laser printers and putting their old dot matrix printers out for sale even though they still work just fine. A few years ago I bought an Epson LX800 (9 pin w/NLQ) for $20 and all it needed was a platten knob. After a lightning strike took that one out I found a Star NX 1001 at a church sale for $15 in perfect condition. Just last week in a large neighborhood sale I saw an Epson LQ 510 for $20, a Panasonic KXP-1124 for $15,and an Epson FX 86E for $7. All were supposed to work.

I probably should have bought the FX 86E to replace my current backup printer, a Gemini 10X, but I didn't. Oh well, another deal will come along.

You can find good deals on paper, too. I bought a 2550 sheet box of Ampad paper all but full for $5. You can't get one of them for less than $20 these days, even in somewhere like Staples or Office Max. I bought about 1000 sheets last week for 50 cents, and they even through in a dust cover for an old Mac that just happens to fit my Commodore monitor. People are selling their old fanfold paper because their new printers won't handle it.

TJ

4532. Re: Historical accuracy

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: Dennis Holmes <dholmes@rahul.net>
Message-ID: <5m11l0$qu@samba.rahul.net>
Source record: 72863
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> >>The 1541's OS is notoriously buggy. I lost a demo I was writing
> >>due to the 1541's bugs in the save-and-replace methods, which are
> >>pretty much the standard on the Atari 8-bit.
> >I remember reading about the save & replace bug in old issues of
> >Compute!... it was 'SAVE"0:@filename", right? Otherwise you would
> >get a "file already exists" type error.. the silliest thing I

>It's "@:filename".You never have to put the 0 before the colon.
>It's so that you won't accidently erase files.

According to the Compute! article, this was exactly what produced the save &
replace bug. Using 0 in all your commands, even though it is supposed to be
optional, prevents the bug from occuring.
Disclaimer: This is based on my memory of a 10 year (or so) old magazine
article (which I read, well, 10 years or so ago). Use save & replace at
your own risk--after experiencing the bug myself long ago, I prefer to just
save a new file instead and delete the old one when I feel like it.
--
+---+
| Dennis Holmes dholmes@rahul.net |
| San Jose, CA Disclaimer: I'm temporarily insane. |
+------=>{ Meanwhile, as Ford said: "Where are my potato chips?" }<=------+

4533. Re: WTB: Atari Diskformat Infos

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: Eric Sokolowsky <esok@cs.byu.edu>
Message-ID: <33850D39.446B@cs.byu.edu>
Source record: 72864

John McGowan wrote:
>
> 288 RPM for the 810, 850 (has anyone ever seen one of those beasts?),

The 850? I thought that was the RS232 interface. I seem to remember
that Atari was planning a double density drive in the 800 days, but I
don't remember the model number. It never reached production, either,
AFAIK.

> 1050, Indus GT, etc. The last Atari disk drive (the double sided
> double
> density which was...

The XF551? I never did see one of these... (I have several 1050's and
an Indus. I guess I even have a Percom, though I have not used it.
Never used an 810, either.)

4534. Re: Was XLit abandoned?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970522115701.HAA16704@ladder02.news.aol.com>
Source record: 72865

In article <01bc65cc$51783f20$47e79fc2@default>, "Marius Diepenhorst"
<marius@atari.demon.nl> writes:

>Mike <Xmvh@worldnet.att.net> schreef in artikel
>
><3383bc4a.498450210@netnews.worldnet.att.net>...
>> I haven't seen or heard about any new versions of XLit! past
>> version .20. Did Markus give up on it? I hope not, he was
>> doing an awesome job. It's still the best 8-bit emu around.
>
>Please don't hurry him!!! The Emulator is already GREAT, and you can't
>expect from him that he is only working at XL-It... I'm almost sure there
>will be next version in the future, but he can take is time :-)
>
>But you are right... it IS the best 8bit emulator ever seen !
>
>Marius

Markus stated, when he released 0.20 that he would have to slow down
development of XL-It! for a while because he had an assignment to develop
something commercially. Something has to pay the bills, and somehow I
believe Markus will get back to XL-It! when he has a clear head for it.

I second the motion Marius just made. Don't rush Markus!

4535. Turning atari800 into vt100 (so that sio will run as ordinaryRS232)

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: pavel@atrey.karlin.mff.cuni.cz
Message-ID: <5m1dnm$6l9$1@ns.felk.cvut.cz>
Source record: 72866

Hi!

I would like to turn my atari into vt100. I would like to do it so
that sio will be used for rs232 serial only. Like - I boot atari from
somewhere, than unplug sio cable, plug it to other computer (via
sio2pc) and now I would like atari to pretend it is real vt100. Atari
will have to forget its own serial protocol: I need vt100, not
atari...

Can someone help me?

Pavel

--
--
This is my little buggy signature... Pavel
GCM d? s-: !g p?:+ au- a--@ w+ v- C++@ UL+++ L++ N++ E++ W--- M- Y- R+

4536. Re: 1400XL or 1400XLD???

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: "Michael A. Ortiz" <Longevity@accesspro.net>
Message-ID: <338444B9.C7FBACA6@accesspro.net>
Source record: 72867

Alan Christie wrote:

> On Tue, 20 May 1997, Michael A. Ortiz wrote:
>
> > Woah! For a second there I thought your last name read Ledbetter.
> Does
> > anyone know what ever happened to him?
>
> Keith Ledbetter.. now there is a name I havent heard ina long time..
> didn't he write some BBS express program and terminal software?
>
> Alan
> University of Toronto, Computer Science

That's the one. He wrote 1030 Express and 850 Express as well as the
line of BBS Express Software. A pioneer in Atari 8bit communications.
Then Bob Puff came along and took over. :)

4537. Getting it in the mail . . .

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: "Michael A. Ortiz" <Longevity@accesspro.net>
Message-ID: <338445E4.FCA45E4D@accesspro.net>
Source record: 72868

Is there a way to get these message sent to you automatically through email, instead of my having to go into the News Group part of Netscape? I automatically get News Mail from the Emulator groups . . . is it possible for this one?

4538. Re: Model Year???

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6XMyhMl$zHB@peter.soemtron.sb.sub.de>
Source record: 72869

In article <Re: Model Year???>, matthias@roguewave.com (Matthias Schwarz) wrote:

Howdy Matthias,

> >> What Atari 8bit was made around 1988-1990?
> >None AFAIK,maybe the 65XE or 130XE.
> Afaik, just the 65XE, mostly sold in Eastern Europe. That's where you can
> find them.
> Matthias.

65XE?? You mean perhaps the 800XE. I have never seen a 65XE here in (east)
germany or poland...

--
6502 R*SC power! ||| *ntel Outs*de! | ,- _ C64 II - alternate
*(MEGA) 8-b*t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b*t power !

4539. Help fixing broken 800XL!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: tagreen@aacvtc.com
Message-ID: <5m1s8n$br1@argentina.earthlink.net>
Source record: 72870

I have an Atari 800XL that seems to get power (I see the power light on) but I get no response from it. Nothing but a power on light. I would like to trade this unit minus power supply for a working model plus some fee. Anybody interested?

Please state your fee and how to get ahold of you to tgreen@earthlink.net.

4540. Frogger source? (was Re: FS: Atari 400/800 Manuals)

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: davepat@total.net
Message-ID: <33844839.0@news.total.net>
Source record: 72871

In an article dated Tue, 20 May 1997 23:41:12 GMT, someone named Steven E Kranish says...

>
>For Sale: large carton of Atari programmers manuals. Used by
>professional developer. Mapping the Atari, De Re Atari, operating system
>manuals. Technical reference notes, Antic magazines.
>
>Email skranish@world.std.com for a more complete list.
>
>For Sale as a group ONLY. I am not willing to sell and ship individual
>items.
>
>Free to lucky buyer: complete source code to Frogger, provided you agree
>not to admit where you got it.

Um, does this have anything to do with John Harris' infamous disappearing Frogger source? Sounds like an interesting story...

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
If you pick up a stray dog, feed it and take care of it,
it will not bite you. This is the principal difference
between a man and a dog. - Mark Twain

4541. Used 8-Bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-22 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <3384ED83.2632@tcd.net>
Source record: 72872

2-800 Computers $20.00 each shipping included..weigh a lot

3 800XL Computers, power supply and video cable..$25.00 ea shipped

3 130XE Computers, power supply and video cable..$35.00 ea shipped.

4 1050 Disk Drive..stock not modified power supply and cable $20.00ea

Axiom (Seikosha AT-100) Direct connect Printer works fine.. $35.00
shipped.

1200XL Power supply, video cable $25.00 shipped with Basic Cart.

Carts::
Frogger, Adventure Creator,MS. Pac-MAN, Millipede, Donkey Kong..
Make offer on carts.

Will Accept Visa/Master cards on orders of $40.00 or more..

4542. Re: Getting it in the mail . . .

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-23 00:00:00 UTC
From: fxites@aol.com
Message-ID: <19970523030101.XAA07018@ladder01.news.aol.com>
Source record: 72723

In article <338445E4.FCA45E4D@accesspro.net>, "Michael A. Ortiz"
<Longevity@accesspro.net> writes:

>Subject: Getting it in the mail . . .
>From: "Michael A. Ortiz" <Longevity@accesspro.net>
>Date: Thu, 22 May 1997 09:11:00 -0400
>
>Is there a way to get these message sent to you automatically through
>email, instead of my having to go into the News Group part of Netscape?
>I automatically get News Mail from the Emulator groups . . . is it
>possible for this one?

And you are a user at a ISP called "Access Pro"!? I guess the "Access
Professionals" don't share thier infinite wisdom of the Internet with
their customers.

-Jon

And the #1 most frequently asked Atari 2600 question is... <drumroll>
"What kind of power adapater do I need for my 2600?"
The answer? 9 volt @ 500 mA with a 1/8 inch, possitive-tipped plug!

4543. FS/T: Atari 8-bit computer items [05/23/97]

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-23 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <338645fb.12724145@nntp.ix.netcom.com>
Source record: 72724

All Video Game Advantage (VGA) FS/T lists are updated weekly and are
available on the WWW at http://www.io.com/~vga2000/

This list was last updated on 05/23/97

NOTE: There are currently 1669 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 4.00 Atariwriter
$ 4.00 Basic -- for use with the Atari 400 and 800
$ 5.00 Centipede
$ 9.00 Delta Drawing (Spinnaker)
$ 8.00 Frogger [Parker Brothers]
$ 2.50 Missile Command
$ 2.50 Space Invaders
$ 4.00 Star Raiders

Cartridges with case and manual:
$15.00 Alphabet Zoo (Spinnaker)

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).

$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex
connector cable.

$29.00

*****

LOT #2

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex
connector cable.

This item has not been tested.

$ 5.00

*****

LOT #3

ATARI 820 PRINTER, with two (2) rolls of paper and built-in
power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$14.00

*****

LOT #4

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$19.00

*****

LOT #5

EPSON RX-80 PRINTER with built-in power cord.

$39.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

To reserve any item(s) listed here, please do the following:

1) carefully read the SALES CONDITIONS section first,
2) send me a list of the items that you are interested in,
3) include your full postal mailing address (this information is
for internal VGA use only)!
4) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com -- backup e-mail account
dw901@cleveland.freenet.edu -- backup e-mail account

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

4544. Re: Turning atari800 into vt100 (so that sio will run as ordinaryRS232)

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-23 00:00:00 UTC
From: Marius Diepenhorst <marius@atari.demon.nl>
Message-ID: <01bc6737$e9b75660$47e79fc2@default>
Source record: 72725

Pavel Machek <pavel@atrey.karlin.mff.cuni.cz> schreef in artikel
<5m1dnm$6l9$1@ns.felk.cvut.cz>...
> Hi!
>
> I would like to turn my atari into vt100. I would like to do it so
> that sio will be used for rs232 serial only. Like - I boot atari from
> somewhere, than unplug sio cable, plug it to other computer (via
> sio2pc) and now I would like atari to pretend it is real vt100. Atari
> will have to forget its own serial protocol: I need vt100, not
> atari...
>
> Can someone help me?

It's simple. You need two software pieces.

First: a Terminal program; Bobterm is cool, but without extra hardware only
40 col.; then there is FlickerTerm. Very good and compatible, but very
irritating flickering of the screen. (good for 64K comp). You can use Term
80 (made by Tom Hunt) and, and that's what I use > Ice-t (128kb requierd...
there is an 64kb version but that isn't that great)

Second: you need the driver for the RVERTER. If you bootup a terminal
programma AFTER you loaded RVERTER.COM or RVERTER.HND your sio2pc cable is
acting like a serial null-modem cable, and in that way you can communicate
with other VT-100 terminals. This is the way I do it.... with PC-Anywhere
you are even able to use your PC-Modem, connected to your pc, unstructed by
you via the ATARI-Terminal software and sio2pc cable!!!

More questions? Mail me.

Marius

4545. Re: Memory upgrade for Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-23 00:00:00 UTC
From: Carl Andersson <zaphodb@swipnet.se>
Message-ID: <33852AD3.740C@swipnet.se>
Source record: 72726

Bostone1 wrote:
>
> B&C Computervisions in California sells upgrades for Atari 400s.
> 408-986-9960.

Thanks.... But I was kinda more looking for the plans, since I have tons
om ram chips and electronic equipment. I work as a hardware engineer....

Greetz, ZB

4546. Re: Getting it in the mail . . .

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-23 00:00:00 UTC
From: Fernando Ortiz <fernando.ortiz@mci2000.com>
Message-ID: <01bc673d$a29570e0$cb4837a6@default>
Source record: 72727

Fxites <fxites@aol.com> wrote in article
<19970523030101.XAA07018@ladder01.news.aol.com>...
> And you are a user at a ISP called "Access Pro"!? I guess the "Access
> Professionals" don't share thier infinite wisdom of the Internet with
> their customers.
>
> -Jon

What a stupid comment.

4547. Re: what is an Atari 850?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-23 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <33863ec8.22055524@news.inc.net>
Source record: 72728

On Fri, 25 Apr 1997 16:11:17 GMT, go_spam_yourself@iglou1.iglou.com
(Bill Marcum) wrote:

>In article <335FEE88.7FE4@smtp1.sympatico.ca>, marty paulin wrote:
>>
>Didn't you ask this same question two or three weeks ago? Several people
>answered it. Use Dejanews.

While Dejanews is a good suggestion for finding old news, it would
also be helpful if people would simultaneously send him an email with
the answer rather than just a news reply. News can be easily missed
or screwed up in the works somewhere.

Cheers,

Jon

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

4548. Re: StarRaiders / XL-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-23 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <33874028.22407729@news.inc.net>
Source record: 72729

On Wed, 07 May 1997 22:13:13 GMT, dlw@bridge.net (David L Webster)
wrote:

>On 29 Apr 1997 20:26:51 GMT, dklugh@iwaynet.net wrote:
>>
>>uh,you do know that the force field IS green?
>>
>>Net-Tamer V 1.08 - Test Drive
>
>
>On a real Atari computer the force field is blue.

Uh, a REAL Atari8 NEVER came complete with a monitor. Tint, contrast,
color, etc al are in quite a variance between different color TVs and
monitors, especially of that era. Try to keep that in mind. I'm sure
one of those colors is the "right" one but looks do vary.

Cheers,

Jon

***** NOTICE: Please remove the 'antispam'
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Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

4549. Re: Jellystone

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-23 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <33853c76.21461093@news.inc.net>
Source record: 72730

On 29 Apr 1997 20:26:39 GMT, dklugh@iwaynet.net wrote:

>
>On 1997-04-24 svegi@fly.cc.fer.hr(SasaVegi) said:

> >I thought they were PC executables, but I was wrong.
> >Can someone explain to me , how to run 'em on PC.
>
>They're Atari COM files.Why they're called EXE I have no idea.

But I DO have an idea. They have an extension of .EXE because they
are machine EXEcutables. The .COM extension was originally associated
with COMmand files, which are a special or particular variety of EXE
that are designed to provide a certain utility or assist the machine's
operator. Somehow, the .COM extension just sort of took off with the
Atari8. The result is that you have some Atarians thinking that only
.COM is an acceptable extension for a binary executable because that
is all they've known and don't understand some of the finer points of
file naming conventions.

Cheers,

Jon

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

4550. Re: MIO or Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-23 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970523074501.DAA11011@ladder01.news.aol.com>
Source record: 72731

Len Spencer did have a web-page on aol a while back but its no longer
active.
He is listed in the whitepages in Orlando Fl.

** NEWS ** He is going to put Hyperspeed in Shareware soon or may turn
it
over to Tom Hunt.

4551. Help! How to loade ATR?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-23 00:00:00 UTC
From: Jan Gustavsson <jangus@lin.foa.se>
Message-ID: <33855C0C.E4E61E52@lin.foa.se>
Source record: 72732

Well I have owned all kinds of ATARI. But I sold them 10 years ago.
Yesterday I was surfing the web for NEZ simulators for a friend of mine.
Then I found some ATARI emulators. Wow did I feel happy when I saw the
READY promt.

But I cant get it to work with the ATR files.
How do you load, for example, Boulder Dash. It's 3 files.
I load file 1, and then it starts playing the music and the start
picture is there. But I can't start the game. And I dont get the
possibility to load the files 2 and 3.

I also tried another game. After I loaded the firsth file it asked me to
flip the disc. I did and it loaded just fine. But it did not start the
geme.

I will be very greatfull for all help I can get.
Jan Gustavsson

4552. Re: 800XL power supply

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-23 00:00:00 UTC
From: pavel@atrey.karlin.mff.cuni.cz
Message-ID: <5m3r7a$2mm$1@ns.felk.cvut.cz>
Source record: 72733

Frank DuBose (picker@io.com) wrote:
: Mark O'Neal wrote:
: >
: > I recently obtained a couple of 800XL's but I didn't get the power
: > supplies. Can anyone tell me what the power requirements are? And one
: > step further, what modern day equivilant power supply would work.
: >
: > Mark
: >
: The 800XL power supply model numbers are listed in section 13 something
: of the Atari 8bit FAQ. You might try Toad Computers or Bravo Sierra. I
: bought an old power supply from Toad last fall.
: Best wishes,
: Frank
As I understand it, it t needs only 1.5A @ 5V. I'll try to connect my
atari into PC's switching power suply.

--
--
This is my little buggy signature... Pavel
GCM d? s-: !g p?:+ au- a--@ w+ v- C++@ UL+++ L++ N++ E++ W--- M- Y- R+

4553. Re: Help! How to loade ATR?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-23 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5m41bs$1g6@sjx-ixn8.ix.netcom.com>
Source record: 72734

In article <33855C0C.E4E61E52@lin.foa.se>,
Jan Gustavsson <jangus@lin.foa.se> wrote:
>Well I have owned all kinds of ATARI. But I sold them 10 years ago.
>Yesterday I was surfing the web for NEZ simulators for a friend of mine.
>Then I found some ATARI emulators. Wow did I feel happy when I saw the
>READY promt.
>
>But I cant get it to work with the ATR files.
>How do you load, for example, Boulder Dash. It's 3 files.
>I load file 1, and then it starts playing the music and the start
>picture is there. But I can't start the game. And I dont get the
>possibility to load the files 2 and 3.
>
>I also tried another game. After I loaded the firsth file it asked me to
>flip the disc. I did and it loaded just fine. But it did not start the
>geme.
>
>I will be very greatfull for all help I can get.
>Jan Gustavsson
>
>

Jan,
First off, which emulator are you using? Generally, you string the disk image/.EXE filenames right after the program name: C:\PCXF360\>Xformer -j -s -x sd33-1.atr boulderd.exe.
This would execute PC Xformer use the Joystick port, sound card and an external (pcxformer cabled Atari disk drive) then use SpartaDOS 3.3 to boot as D1: and Boulder Dash I as D2:BOULDERD.EXE. You'll have to "reset" the emulator to run BASIC disabled. It works fine. Check the emulator's docs for detailed info on running programs.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4554. Re: Was XLit abandoned?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-23 00:00:00 UTC
From: Xmvh@worldnet.att.net
Message-ID: <3385a113.66462565@netnews.worldnet.att.net>
Source record: 72735

Thanks for the info on my original post. I wasn't trying to rush
Markus, it's just he had updates every couple of weeks for
a while with tremendous progress in each version. Version
.20 IS awesome.

Thanks
Mike
On Tue, 20 May 1997 15:00:52 GMT, Xmvh@worldnet.att.net (Mike) wrote:

>I haven't seen or heard about any new versions of XLit! past
>version .20. Did Markus give up on it? I hope not, he was
>doing an awesome job. It's still the best 8-bit emu around.
>
>Thanks
>
>
>
>E-mail replies require removal of X

++++++++++++++++++++++++++++++++++++
E-mail replies require removal of X
++++++++++++++++++++++++++++++++++++

4555. 13 Pin Serial I/O Cables

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-23 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <3385d3dd.96224603@nntp.ix.netcom.com>
Source record: 72736

American Techna-Vision still has a large stock of 13 Pin SIO cables. This is the cable that connects between your computer and disk drives, interfaces etc. This is also the cable that is used to construct a custom cable that can be used to connect your Atari 8-bit drive to a standard PC. (Sorry, we do not supply instructions on how to make such a cable). Our high quality SIO cables are priced to sell. 1-9 pieces $1.50 each. (10) for $10.00. Shipping $6.00. MasterCard/Visa Welcome. Contact American Techna-Vision at 510-352-3787 or mail your order to: 15338 Inverness St., San Leandro, Ca. 94579 - Ralph

4556. POWER SUPPLIES

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-23 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <338bd6dd.96992047@nntp.ix.netcom.com>
Source record: 72737

American Techna-Vision still has a large stock of POWER SUPPLIES for your Atari 8-bit systems. Original Atari power supplies for the 1050/810/XF551/850/800/400/1200XL are priced at $4.50. Power supplies for the 800XL/130XE/600XL/XEGS are priced at $7.50 ea. Add $6.00 for shipping. MasterCard, Visa Welcome. Contact American Techna-Vision at 510-352-3787 or write to: 15338 Inverness St., San Leandro, Ca. 94579.
- Ralph

4557. 1050 MECHANIC ASSEMBLIES

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-23 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <338ad6ce.96977776@nntp.ix.netcom.com>
Source record: 72738

American Techna-Vision still has a large stock of Mechanic Assemblies for your 1050 disk drive. This is all moving parts. This is the top section of your drive that connects via cables to your 1050 PC board. These mech's are new, complete with read/write head, stepper motor, spindle motor and belt, etc. Priced to sell at $9.95 each. Add $6.00 for shipping. MasterCard, Visa Welcome. Contact American Techna-Vision at 510-352-3787 or write to: 15338 Inverness St., San Leandro, Ca. 94579. - Ralph

4558. Re: C compiler

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-23 00:00:00 UTC
From: qed@rollanet.org
Message-ID: <3385af6a.1380539@usenet.rollanet.org>
Source record: 72739

On Sun, 18 May 1997 10:45:29 -0500, NMENOL Helpdesk
<helpdesk@express-news.net> wrote:

>mhop wrote:
>>
>> Bill Himmelstoss <whimmelNOSPAM@southeast.net> wrote in article
>> <01bc5a9a$637c5f90$b30c35cf@yakko>...
>> Is there a such thing as a C compiler for the XL and family?
>> What about the Action! cart? similar to C?
>> --
>> Mike Hopkins
>> mhop@snip.net
>Hi Mike,
>Never programmed in C(), but did use ACTION. Should have been pushed
>harder. Slightly more difficult to learn than BASIC, but e-gads what a
>power house. Very flexible, very fast. To get faster or smaller you
>would have to go to assembly language. Find sample programs in ANTIC
>and A.N.A.L.O.G. The manual was only fair and a lot of what you learn
>will be by experiment.
>lpkelley@express-news.net
>
>
You're right about the size of the code, but I once built a couple of
demo screen saver type programs to see what the difference between
assembly and Action was. The conclusion I came to was that I needed a
better stopwatch, since I couldn't tell the difference :-)

4559. Mo' stuff F.S.

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-23 00:00:00 UTC
From: keithlet@ix.netcom.com
Message-ID: <5m4s6u$dpj@dfw-ixnews9.ix.netcom.com>
Source record: 72740

OK, how about $40? I need to clear some space here!

In article <5llhn1$nbt@dfw-ixnews4.ix.netcom.com>, keithlet@ix.netcom.com says...
>
>Cleaning out the garage..
>
>1200XL
>1050 floppy
>2 p supplies for above
>1020 color printer (never used)
>XDM121 daisy wheel printer (never used)
>Rat Shack TV switch
>3-4 s/w titles, unopened (don't remember which)
>
>1st $75 takes all from my house in Santa Clara. Shipping is possible but a
>nuisance.
>
>Keithlet@ix.netcom.com
>keith.letterman@cellnet.com
>

4560. Re: Historical accuracy

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-23 00:00:00 UTC
From: dfevans@bbcr.uwaterloo.ca
Message-ID: <EAnApq.oFL@novice.uwaterloo.ca>
Source record: 72741
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <5m11l0$qu@samba.rahul.net>,
Dennis Holmes <dholmes@rahul.net> wrote:
>
>
>According to the Compute! article, this was exactly what produced the save &
>replace bug. Using 0 in all your commands, even though it is supposed to be
>optional, prevents the bug from occuring.

Not really. The bug can still crop up, depending on various complex
circumstances within the 1541. I don't recall the details, but dig for
articles by P. A. Slaymaker if you're interested. They're in Compute! and
there are a bunch in The Transactor as well.
Incidentally, this is one case where Dick Immers and Gerry Neufeld were
wrong! Amazing, but true.

--
David Evans (NeXTMail/MIME OK) dfevans@bbcr.uwaterloo.ca
Computer/Synth Junkie http://bbcr.uwaterloo.ca/~dfevans/
University of Waterloo "Default is the value selected by the composer
Ontario, Canada overridden by your command." - Roland TR-707 Manual

4561. FS/T: 2600/PCE/TG-16/Atari 8-bit/3DO Video Games MOST $3 each

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-23 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-2305972341380001@ppp48-pac.sonnet.com>
Source record: 72742
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.atari

I have the following video games for sale. All are $3.00 each except
where noted. Shipping is $0.50 each game. Please oreder at least three
at once.

If you want to trade - I am looking for TG/PCE/3DO/8-bit games I do not have.
If you want to buy them all at a cut rate price make me an offer!
mbates@s3.sonnet.com

2600
****
Asteroids
Burger Time
Casino
Combat $1.00
Commando
Commando Raid
Demons to Diamonds
Donkey Kong (coleco)
Entombed
Pac-Man
Squeeze Box
Spike's Peak/Artillery Duel
tapeworm
video checkers
Worm War I

Atari 8-bit
****
Alphabet Zoo
Atari Artist (no label)
BASIC (Rev. A)
AtariLab Temperature Module
Buck ROgers
Defender
Hardball
Kids on Keys
Kindercomp
Logic Levels
Pac-Man
Music COmposer
Pole Position
Space Invaders
Submarine Commander

PC-Engine
****
Legendary Axe II

Turbo-Grafx-16
****
Keith Courage (with manual) $2
World Class Baseball

3DO
****
Slayer (with manual and box, jewel case is a generic and the CASE is scuffed) the disk is in very very nice shape) $7

Thanks
-marlin
---*** Videos, VWs, & Video games...sad and pathetic but social
---*** Marlin Bates, owner: '69 VW Westfalia Bus aka Lazarus
---*** XL/XE: 220 / Lynx: 80 / Jaguar: 51 / CEDs: 1025
--*-*-* Always looking for RCA VideoDisks (aka CED)
-*--*--* Web Page: http://www.stocko.sonnet.com/Fujidom/

4562. Help: APE 'shooting blanks'

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-23 00:00:00 UTC
From: aramos@coil.com
Message-ID: <aramos-2305971415370001@cmhe9.coil.com>
Source record: 72743

I have copied real floppies to new .ATR images using APE's included sector copier, but when I read the resulting images the sectors are all blank! Write caching on the PC is turned on per the manual's instructions, and everything else seems to work perfectly.

This is a major bummer! The only reason I set up APE was to archive my many floppies' worth of development work for safekeeping. Has anyone else had this problem? How did you correct it?

P.S. DYN that the APE_WARP image uses my boot menu? It was quite a kick to see that when I booted APE for the first time!

-Tony Ramos
--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
855 Chambers Rd. #15 : aramos@coil.com, aramos@hyperreal.com
Columbus, OH 43212 : *** computer-mediated environments ***
(614)297-6352 : *** interface ** image synthesis ***

4563. Re: StarRaiders / XL-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-24 00:00:00 UTC
From: dlw@bridge.net
Message-ID: <3386563b.23473908@news.bridge.net>
Source record: 72744

On Fri, 23 May 1997 07:02:48 GMT, ssilicon@antispam.lax.net (Jon D. Melbo) wrote:

>>
>>
>>On a real Atari computer the force field is blue.
>
>Uh, a REAL Atari8 NEVER came complete with a monitor. Tint, contrast,
>color, etc al are in quite a variance between different color TVs and
>monitors, especially of that era. Try to keep that in mind. I'm sure
>one of those colors is the "right" one but looks do vary.
>

You took my comment too literal. I meant a REAL Atari computer not an emulator. And speaking of variance between color TV's and monitors, I have owned the game for 16 years and can't even count the number of TV's and monitors AND Atari computers I have played and seen the game on, and in almost every case, it's some shade of blue. Of course on a couple of set/monitors there were some funny purple tones, but NEVER were the shields green on anything except the emulator.

And finally, don't take my word for it, the following is from the Star Raiders manual:

S-Shields

The shields protect your starship. When they are activated there will be a bluish tint to space. .....

Nuff said...

4564. Re: StarRaiders / XL-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-24 00:00:00 UTC
From: dlw@bridge.net
Message-ID: <33865c0c.24963434@news.bridge.net>
Source record: 72745

On Fri, 23 May 1997 07:02:48 GMT, ssilicon@antispam.lax.net (Jon D. Melbo) wrote:

>>On a real Atari computer the force field is blue.
>
>Uh, a REAL Atari8 NEVER came complete with a monitor.

Well, I was comparing a real Atari computer with the emulator, in the emu it's green, on the machine it's a shade of blue. Doesn't matter what TV/monitor you have, green is green and bluish is bluish. Unless of course your green gun is gone then everything is purple.

>Tint, contrast,
>color, etc al are in quite a variance between different color TVs and
>monitors, especially of that era. Try to keep that in mind. I'm sure
>one of those colors is the "right" one but looks do vary.
>
> Cheers,

Well, I could tell you that I've owned the game for 16 years and can't count how many tv/monitors and 8 bit machines I've played and seen the game on and that in basically every case the shields were some shade of blue (there were a couple of funny purple ones).

Instead I'll go right to the source for the definitve answer, The Star Raiders Manual:

```
--------
S- Shields
The shields protect your starship. When they are activated there will
be a bluish tint to space. ......
--------
```

So I'll restate my original post - "On a real Atari computer the force field is bluish, and if it's not then take you tv/monitor in for service."

Dave Webster
dlw@bridge.net

4565. Need Instructions for Blue Max

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-24 00:00:00 UTC
From: Barry Obut <barry@dsd.ml.com>
Message-ID: <EAor3n.Bux@nonexistent.com>
Source record: 72746

Hi, Does anybody knwo where I can cat instructions for BLue Max?

I don't need an original or anything fancy. I just want to know how to paly the game. If anyone has a copy they'd xerox, or knows where Atari game istructions are available on the web, I'd be interested.

For what it's worth, I have instructions for other Atari 400/800 games that I'd be happy to share.

Barry

4566. ATARI RETAILER GONE OUT OF BUSINESS! SELLING EVERYTHING!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-24 00:00:00 UTC
From: modemkid@gate.net
Message-ID: <33871207.8705356@news.gate.net>
Source record: 72747

Tons of 8-bit software disk/cart. No lists. Email us with your lists
of what you want to modemkid@gate.net or call us at 561-464-0019
1pm-9pm est. Closed sundays. Ask for Gary. 1000's of titles
available. ALL new in the packages. Minimum order of $30. Average
pricing of games are roughly $10. The more you buy the better the
pricing. Free software with ever order above $50. Also ST, 2600,
7800, 5200 available. NO LISTS!(yet)

4567. Re: Historical accuracy

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-24 00:00:00 UTC
From: chume@glinx.com
Message-ID: <5m7dg9duc1@nntp2.uunet.ca>
Source record: 72748
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <EAnApq.oFL@novice.uwaterloo.ca>, dfevans@bbcr.uwaterloo.ca says...
>
>In article <5m11l0$qu@samba.rahul.net>,
>Dennis Holmes <dholmes@rahul.net> wrote:
>>
>>
>>According to the Compute! article, this was exactly what produced the save &
>>replace bug. Using 0 in all your commands, even though it is supposed to be
>>optional, prevents the bug from occuring.
>
> Not really. The bug can still crop up, depending on various complex
>circumstances within the 1541. I don't recall the details, but dig for

For sure, as this sometimes happened to me with my 1541! :-(And the various Compute!'s Gazette issues were inconsistent with how the bug actually operated, even to the point of contradicting articles in certain previous issues. But as was/is the nature of the bug, somtimes happened, sometimes didn't. When I dscovered this was a bug in the 1541, I made a habit of scratching the file on disk first, then saving the program in memory to disk under the same name as the file that I had just scratched.

My home page: http://www.glinx.com/users/chume/
PGP Key fingerprint = 6B 4B DB 96 0F 8E B9 11 6B EF 3E EF 02 40 17 32

4568. Re: A Newbie's Initial Introduction

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5m7ef9jj1@nuke.csu.net>
Source record: 72749

GUY1015 (guy1015@aol.com) wrote:
<snip>

: Im running a comeplete LAN 8bit network on 3 IBM power packs :)
: Good luck.

Using MUX I assume...? Cool! :) GOt any cool MUX games (not
for BBS though)?

-bill! (BACK! now that it's summer!)
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

4569. Re: A WWW browser for Atari 130xe??

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5m7f2djj2@nuke.csu.net>
Source record: 72750

Tim Irvin (ziggy29@netgate.net) wrote:

<re: browsing and stuff on an XE>

I've considered writing an 8-bit web browser. (Too bad the HTML spec. and
all of those damned add-ons that Netscape and IE add make a `final' version
pretty impossible. :))

What >I< imagined was:

(1) Load terminal (IceT, FT80, whatever... wouldn't matter)
(2) Dial into shell
(3) Login
(4) Quit terminal
(5) Load "XL Scape" ;)
(6) Browse!
(7) When done, quit browser, load terminal, logout/etc.

What the web browser would do is run a Unix program! :)

The Unix program would in turn do all of the network stuff (even maybe just
run "Lynx"... it's not a bad back-end to pull Web files off the net! See
http://zippy.sonoma.edu/kendrick/webfx/ <-- you'll need a graphical browser
or lots of patience :))

I had even considered having a number of OTHER Unix programs which the Web
Browser would "call" which would do things like download a graphic and
shrink and convert it into something usable by the Atari! (4 or 16 greys,
"320"x160 or less, etc.)

I'm actually STILL interested in doing this... anyone want to help out?
I kinda need a better modem setup than 2400 bps on my Atari, though. >:^(

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

4570. Re: Ape 1.15 Release Now Available

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5m7fafjj3@nuke.csu.net>
Source record: 72751

Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:

: Both the registered and trial shareware version of APE 1.15 are now ready.

: The new trial version is available at http://www.nacs.net/~classics.

<tons of info on all of the cool new changes snipped>

Yeah... but can you play Mine Sweeper in it? ;)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

4571. Re: Atari Ideas

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5m7flu$194$1@nuke.csu.net>
Source record: 72752

kmosiejc@lcp.********.com wrote:
: > bchermma@bluffton.edu writes:
: > Here are a couple of questions and ideas.

: Okay... let's hear them.

: > 2. Why doesn't anyone write software for Atari's with lots of RAM I.E.
: > 576k?

: Like...? We're lucky to have people writing stuff to use the extra 64K on
: the 130XE and other upgraded machines. Fact is, many still don't have more
: than 64K. (Although I suspect most serious 8-bitters have upgraded)

Ummm... actually, some of us are just too stupid to figure it out.
(Ok, so I don't know 6502... I stick with TBXL and Action!)

I WISH I knew! Anyone got a good, STABLE bank-swap routine for Action!? :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

4572. Re: Atari 600/800XL keyboard info?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-24 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <33874562.4CC@kawo2.rwth-aachen.de>
Source record: 72753

Steven J. Tucker wrote:
>
> I've been looking at the 800XL schematic, and I think I understand now
> how it scans the keyboard, but if anyone who has done this before
> can help?
I'm also interested in getting to know this - maybe you could post the
results of your examinations ?

```
> Is the pokey scan of the keyboard part of the chip design or is it
> all controlled by software? eg the OS puts each of 8 columns out and
> then reads all the row bits to see if a key is pressed?
```

```
Part of the chip - design .
> It looks like U24(3) is floated high, but goes low if a key in the
> selected column (via U25) is pressed.
>
> I assume this because the I/O(3) of U25 is tied to ground, so U25 can only
> act as a switch to ground, depending on the address selected?
>
> Why if I put an input row directly to ground for a moment does it
> not generate a keystroke, or does it just think a whole row is
> pressed since im obviously not fast enough to catch just one column being
> probed?
```

I'm thinking this works in a two way / two steps procedure:
F.e. row as input, col as output.
all col are set to low level
if a low signal reaches an input in a row, row is switched as output,
col as input and a high signal is sent to the special row. So it gets a
High signal on the signifcant col - the cross is found.
This is the way, a lot of Matix-keyboard-controllers work. I think the
procedure of the pokey must be similar ...

```
> I only have a schematic for the 800xl, do the 130xe and 1200xl units
> use the same matrix and read hardware?
Yes, they do.
> Thanks for any info.
>
Matt
```

```
| | | _________________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
```

```
Atari 8-bit / /
power without the price /_____________________________/
```

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

4573. Re: Intel Outside 4 - Invitation

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5m7gok$194$2@nuke.csu.net>
Source record: 72754

S94 (lais@cs.man.ac.uk) wrote:
: In article <5l6rr4baa1@helios.man.lublin.pl>, slawek@gaja.ipan.lublin.pl () writes:

<snip>

: > []-> Fast compos.
: >
: > []-> Special Monument - Yes we show you monument
: > temporaily named B.G.E. :) We have E. for you Mr B.G.

: etc. etc. Wow! This sounds like it's going to be some wild party.
: Pity I can't make it :-(

(Temporarily ignoring the fact that the replier is from England)

Yeah! Man, we need parties like this (computer parties, that is :))
in the US (preferably near SF :))

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

4574. Re: Is Atari back?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5m7h59$194$3@nuke.csu.net>
Source record: 72755

John Hale (hale@onet.net) wrote:

<snip>

Atari Games is still around. I just played their latest release, a very
nice racing came, "San Fransico RUSH" - it was pretty fun speeding along
streets I RECOGNIZE for once. ;)

: Atari Corp, in its last year or so, started Atari Interactive to port
: Jaguar games to the PC and other platforms, but I believe they were only
: able to release _Tempest 2000_. The company behind _Descent_,
: Interplay, has evidently picked up the distribution of _Tempest 2000_
: and any other games Atari Interactive developed before Atari Corp.'s
: "merger" into JTS Corp.

I'm still waiting for my local video store to get Tempest X in for the
PlayStation so I can try it out. :) (Tempest 2000 for the Saturn looks
like an EXTREMELY accurate port from everything I've seen of the Jaguar
version...)

SO yeah... 1/2 of the old company is still around. :) I actually heard
mention here of a few other new Atari Games arcade boxes, incl. an Area 51
sequel.

If you want info, just go to:

http://www.atarigames.com/

Don't try to use Lynx though. They seem to use frames without using the
<NOFRAMES> tag. (Dumbasses :))

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

4575. Ok... I should be a little more regular here

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5m7i7a$194$4@nuke.csu.net>
Source record: 72756

School's out! Yay! YAY! YAAAY!!!

So... now I have time to mess around here and on my Atari. :)

Now.. I EMPLORE you good coders... E-MAIL ME! I want to work on some new software for these little beasts!

PPPPPLEASE!!!!

-bill! (noticing folks like Pokey Soft and other cool Euro-coders hanging around here >:^))
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

4576. Announce: The Classics Exchange - New Web Site

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-24 00:00:00 UTC
From: David Wyn Davies <starwars@enterprise.net>
Message-ID: <338759F6.5B71@enterprise.net>
Source record: 72757
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.sinclair,rec.games.vectrex,rec.games.video.marketplace

There is now a new Web site available for placing your classic computing goods for sale, or for posting wanted ads or for placing goods for auction.

It's still very much under construction but there are already some goods being offered for sale on it. At present, only the Atari 8-bit and Commodore 16/Plus 4 sections are up and running.

If you want to reduce the amount of bandwidth being taken up on the newsgroups with auction and for sale lists, then feel free to add your items to the Classic Exchange.

The URL of the new site is:

http://homepages.enterprise.net/starwars

If you have any questions then please e-mail me.

Regards,
David Wyn Davies
starwars@enterprise.net

4577. Re: datasheet for PIA

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-24 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <33874CEC.7A77@kawo2.rwth-aachen.de>
Source record: 72758

Steven J. Tucker wrote:
>
> Anyone know where I can get a datasheet for the PIA? I got a nice
> sheet on the CIA from the C64 archives, but i cant find anything online
> about the PIA that describes the time required to switch its outputs, etc.
>
> any ideas?
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

Try to look for a Motorola 6821 sheet - it's the same as a 6520

Matt

4578. Re: Arrrgh!!! Please Help with this Atari.

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-24 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <33875090.124@kawo2.rwth-aachen.de>
Source record: 72759

```
Cjris DiPetta wrote:
>
> Argh....thanks, but I did have both apart and alas, no motor spinning on
> either :(
>
Open the drive and spin the motors manually - maybe they are oxidated -
one of my drives had this.
After spinnig a little bit manually (was hard at the beginnig) now it
runs !

Matt

--
| | | ___________________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html
```

4579. a question about atari 800 keyboards

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-24 00:00:00 UTC
From: kf6ddt@pop3.concentric.net
Message-ID: <5m7te5$1h7@chronicle.concentric.net>
Source record: 72760

Greetings fellow Atarians!
During a recent move, an unfortunate accident befell my good ol' 800. In the inherent chaos that inevitably comes when moving all of one's possessions, someone (no it was not me) spilled soda into the keyboard of the 800. The good news is, after enough time had passed to allow the unit to dry out thoroughly, it works fine. The bad news is, several keys are of course sticking. They are not stuck down, so fortunately the unit can still be used for most game playing and other nonserious things, which is about 90 percent of what it is used for anyway. My question is, is there any practical way to clean the keyboard out, or should I just junk it? I have another 800 that I can theoretically swap keyboards with once I find some instructions on how to disassemble the unit, but I'd much rather fix this one if there is a way. Any suggestions are greatly appreciated.

-- http://www.cris.com/~kf6ddt/
"Among other evils which being unarmed brings you,
it causes you to be despised."

-Niccolo Machiavelli

Net-Tamer V 1.09 - Registered

4580. Auction amiga/apple/atari/trs-80/cd-i/c64/vic-20

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-24 00:00:00 UTC
From: games@freenet.edmonton.ab.ca
Message-ID: <Pine.A41.3.95.970524200347.3494A-100000@fn2.freenet.edmonton.ab.ca>
Source record: 72761
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.cd-i,rec.games.video.misc,rec.games.video.classic

```
This Auction Contains
CDI 43 Items Radio Shack TRS-80 1 Bundle
Amiga Games & Programs 8 Bundles C64 Cassettes 1 Bundle
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E-Mail me to get on the e-mail list

Rules Follow the Auction
Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

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-----------------------------------------
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Burn:Cycle (c) $5 Min
Caesars World Of Boxing $5 Min
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Jazz Guitar $5 Min
Kether Opened $5 Min
```

Max Magic $5 Min
Music Peter Gabriel: All About Us $5 Min
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Space Ace (b) $5 Min
Space Ace (c) $5 buddyc
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The Cream Of Eric Clapton $5 Min
The World Of Impressionism $5 Min
The 7 Guest (a) $5 aleitz
The 7 Guest (b) $5 buddyc
Thunder in Paradise $10 Min
Time-Life Astrology $5 Min
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Zelda The Wand Of Gamelon (b) $10 Min

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World Class Leader Board Disk Only /
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Grappler Card with Printer Cable /

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Rules:
The 1st part of the auction ends May 30/97
Then a G1, G2, Sold format will occur May 31/97
One update per day or until bidding slows down...
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All items have not been tested, unless stated otherwise..
All Items are sold as is.

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

E-Mail games@freenet.edmonton.ab.ca

4581. Re: Correction....

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-24 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6XV0WTT$zHB@peter.soemtron.sb.sub.de>
Source record: 72762

In article <Re: Correction....>, ryang@computerhelp.ca (Ryan Goolevitch) wrote:

Howdy Ryan,

> IBS and The Space Cowboy <swolfe@miworld.net> wrote:
> > What year would a 130 XE be sold in?
> 85 I believe.

Empfaenger : /THUE-RING/COMPUTER/OLDIES
Absender : asmolar@localhost.fast.net (Tony Smolar)
Org.-Empf. : /COMP/SYS/ATARI/8BIT
Weiterleiter PETER@SOEMTRON.sb.sub.de (Thomas Havemeister)
Antwort an : asmolar@ma.ultranet.com
Betreff : Atari History info
Datum : Mi 19.02.97, 18:01
Groesse : 2003 Bytes
Message-ID : 6R8lMR0$zHB@peter.soemtron.sb.sub.de
PGP-Status : Public Key vorhanden

On 17 Feb 1997 22:24:06 GMT, John Gaiger <john.gaiger@dial.pipex.com> wrote:
>Has anyone got any information of Atari history?
>Like dates that models were introduced and any info on general Atari
>history

Here's a short timeline. Some of the dates may be slightly off.

1972 -- Nolan Bushnell founds Atari, produces Pong arcade machine.
1976 -- Bushnell sells Atari to Warner.
1977 -- Atari produces the "Video Computer System" (or VCS, also known as
the 2600)
1979 -- 400 and 800 computers are produced.
1982 -- Atari produces the 1200XL, a machine plagued with problems.
The 5200 game system is also released.
1983 -- 600XL and 800XL produced, these fixed problems with the 1200XL.
1400XL and 1450XLD also produced, but never really released.
1984 -- Videogame market crashes, Atari suffers record losses, Warner
sells Videogame and computer division to Jack Tramiel, but keeps
the arcade division. 5200 is discontinued. Atari shows the 7800
game system, but shelves it in light of the crash.
1985 -- Atari releases the 65XE and 130XE, and the 520ST (and 260ST in Europe)
also showed a 130ST, but never released it.
1986 -- 1040ST released.
1987 -- STfm released, XE game system, a repackaged XE with
light gun, and pastel buttons, also repackages the 2600 as the 2600
Jr. and finally releases the 7800.

1989 -- The Lynx, aquired from Epyx, is released. 8-bit discontinued?
1990 -- The STe is released.
1991 -- TT is released
1992 -- The Falcon is released.
1993 -- The Jaguar is released in certain markets.
1994 -- Jaguar is shipped nationwide, computer line is dumped.
1996 -- Tramiels sell Atari to JTS, Time-Warner sells arcade division to
Williams. Pretty much the end of Atari.

--

Tony Smolar

---

asmolar@ma.ultranet.com home email
http://www.users.fast.net/~smol homepage

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

4582. We have another WINNER

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-24 00:00:00 UTC
From: "Cutting Edge Computers"
Message-ID: <33870427.1@ispc-news.cableinet.net>
Source record: 72763

pippa@uunet.pipex.com has won the FREE Apocalypse 3D Accelarater.
Check out our web site for the new competition
www.cutting-edge.co.uk

4583. We have another WINNER

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-24 00:00:00 UTC
From: "Cutting Edge Computers"
Message-ID: <33870fe7.1@ispc-news.cableinet.net>
Source record: 72764

pippa@uunet.pipex.com has won the FREE Apocalypse 3D Accelarater.
Check out our web site for the new competition
www.cutting-edge.co.uk

4584. Model Year???

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-24 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <3386ed91@pianosa.demon.co.uk>
Source record: 72765

Whilst reading the rubbish I usually find here, Thomas Havemeister wrote
something interesting about "Model Year???"

Hello Thomas,

TH> 65XE?? You mean perhaps the 800XE. I have never seen a 65XE here in
TH> (east) germany or poland...

The 65XE was released in the UK, certainly. I beleive it was also available in
France & West Germany. But don't quote me.

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... I'll never see what goes on in that head of yours.
Sometimes; Stash

4585. FS: 520ST + SF354 dr + pwr spls + cables

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: raymondp@cris.com
Message-ID: <5m876q$ph@chronicle.concentric.net>
Source record: 72766

$35 ... takes it ALL

'D' key cap is missing :<

4586. Re: Re: Components for XL/XE still made?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970525034500.XAA01948@ladder02.news.aol.com>
Source record: 72767

In article <01bc5e66$55a3bb00$334537a6@default>, "Silver wrote:

>You turned a simple question about xl/xe parts availability to a rant about
>the portfolio and lynx. Me thinks you have ADD (attention deficit
>disorder).

Me thinks you would actually buy a portable xl/xe!!!
Got deep pockets eh..??

Also prepared to rip off any games that talented and enthusiatic programmers/veteran-fans 'might' care to develop. I think YOU are all deluding yourselves.

>
>You seem to think that people are trying to find portfolios to replace
>notebooks. Hello. You have any concept of the timeline we're talking
>about here? The portfolio is a collector's item. No one (that I know of)
>would buy it to *use*. Get a hint.
>

HELLOOooo. Can't you see the irony in your answers to my point.
What I said was would "YOU ?".. PAY! for a portable machine based on 78/79 technology when you can 'TODAY', buy a portable/palmtop with CD and Hard Drives etc. C'mon the slowest portables are hundreds of times FASTER! Get a grip on reality. FOOL!

The answer is:
Get a PC with 200Mhz and run ANY of the decent emulators of atari hardware faster than the genuine machines!!

>> Atari's past record with retail outlets and chains made sure that
>anything
>> they released would not recieve support from developers and public
alike.
>> They 'announced' to soon then proceeded to deliver very late, by that
>time
>> competitors such as nintendo and sony et al had newer
>> more powerful hardware for sale...
>
>Nintendo and Sony delivered more powerful hardware before atari could?
You
>sound like you're new to the game market.
>Jag hit the shelves about 2 years before Sony put out a game system.
> And longer before Nintendo >put out theirs.

>
Uh Huh, and what kind of response did Atari get from the developers?
they 'knew' about Sony et al. and abandoned Atari because of their
PAST-RECORD!!! ie ATARI wanted complete and absolute control of the terms
and conditions for releasing CARTRIDGES, and ('back then') "MAYBE?" a CD
drive? For a developer there were too many 'UNKNOWN' (RISKY) choices to be
made. My point 'IS', their past record for 3rd-party-support was dismal.

>You don't sound very knowledgeable about the stuff you're ranting about.
>
Really? And who are you to know?

Me thinks you're sore head can't take the reality of the industry? CASH!
BOZO.

4587. Re: WTB: Atari Diskformat Infos

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5m8lf0$43$1@triglav.iwaynet.net>
Source record: 72768

On 1997-05-22 jmcgowan@shell.inch.com said:
>In comp.sys.atari.8bit David A. Paterson <davepat@total.net> wrote:
>> In an article dated 19 May 1997 16:04:28 GMT, someone named John
>>McGowan says...
>> >
>> >288 RPM for the 810, 850 (has anyone ever seen one of those
>beasts?),
>> I think you mean the 815, two SS/DD drives in an enclosure. Used
>>DOS 2.0D (2 or 3 bytes changed from 2.0S)
>Ooops... yep... the only time I ever saw just a picture of one was
>in the 810 user's manual/guide (DOS 2.0D ONLY supported 256 byte
>sectors and could only be used on the 815, according to the guide...
>so one could not mix 810 and 815s or use single density disks in
>the 815, I believe)

Are you sure that DOS 2D ONLY worked with double density?
That sure doesn't sound right.You'd have to use tapes to transfer files between
DOS 2S and 2D.
You ARE right about the 815 not supporting single density.I wonder if the first
three sectors of a 815 disk are 128-byte like on single/double density drives.

Net-Tamer V 1.08 - Test Drive

4588. Re: unknown message: "error #155"

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5m8lfs$43$2@triglav.iwaynet.net>
Source record: 72769

```
On 1997-05-19 The_Shadow@spnt.com said:
>Error 155 is a Sparta-Dos Error: Can't Read Non-Sparta-Dos Disk.....
>Hope this helps....

Error#148 is "file system unrecognized".

Net-Tamer V 1.08 - Test Drive
```

4589. Re: MIO or Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5m8liu$43$7@triglav.iwaynet.net>
Source record: 72770

On 1997-05-16 ryang@computerhelp.ca(RyanGoolevitch) said:
>GUY1015 <guy1015@aol.com> wrote:
>> Hyperspeed by Len Spencer will give you Flow-controll on the MIO.
>> Hyperspeed sells for a new low price of $10.00. Len did a fine
>>job on it to!
>> My 8bit BBS is ripping at 1900CPS with Ymodem-G, That even
>>better than the Local IBM BBS's.. Gee and the Atari dosnt even
>>have an ISA bus! Len also encludes a version for the BB or Black
>>Box that makes the BB go even faster that it did before.
>Does he have an internet e-mail address?

The bus type really doesn't matter at these low speeds.
Plus both the BlackBox and the PC's ACA (Asynchronous Comunications Adaptor)
use single byte access (POKEs and PEEKs),not block transfers (DMA).
The Atari IDE interface gets over 50k a second with single byte PUTs/GETs.
My floppy drive goes at 53200bps on the SIO port.So 19000bps isn't really
pushing any limit.That's how fast a normal Atari drive goes.(19200bps)
I'm sure even the .8Mcps TRS-80 Color Computer could keep up at 19200.
That is,if it had any kind of interface port to plug anything into.
(I guess you'd have to use the cartridge port)

Well I've ranted long enough.I just get iritated when people think that a
measly 1900 bytes per second on the Atari is some kind of miracle.
Like the Atari is some slow machine even though it runs faster than any other
computer.
(except the PC,of course.But it needs the speed to keep up with it's primitive
graphics capability)

(of course Apple got smart and got the 4Mcps R65C02 chip,to keep up with it's
primitive graphics chips)

Net-Tamer V 1.08 - Test Drive

4590. Re: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5m8ljm$43$8@triglav.iwaynet.net>
Source record: 72771

On 1997-05-19 olavese@online.no said:
>I can email it to you if you're able to get binary files in your
>mail reader! I could also snailmail it to you! Please let me know
>if you got a hold of it! Take Atarian care!

Why wouldn't he be able to get a UU-encoded file?
Do some mail readers not handle big files or something.Surely this wouldn't affect a "download" command,would it?
(since it would just copy data from the mail file to the RS232 port and not from a buffer)
He can get YAU to decode the files from the Atari archive (check the FAQ).

Net-Tamer V 1.08 - Test Drive

4591. Mux games

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970525072900.DAA04263@ladder01.news.aol.com>
Source record: 72772

I wish I had just 1 mux game :) The funny thing is that the Mux has been around for almost 8 years now and not much has been developed for it besides multi-line bbs programs. The Mux is an easy device to program too!

Just think what a Mux-Gui would look like. (Sounds Great) huh?

4592. cable T.V & EQUIPMENT

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: lavy@gate.net
Message-ID: <5m96rk$1m70$9129@news.gate.net>
Source record: 72773

```
you need cable T.V call us.
we can help you wite CONVERTERS & EQUIPMENT.
30 - days MONEY BACK** 1 YEAR WARRANTY.
e-mail me to: lavy@gate.net
```

4593. Re: Silica Shop

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: David Wyn Davies <starwars@enterprise.net>
Message-ID: <33883A2A.3A6A@enterprise.net>
Source record: 72774

Postboy wrote:
>
> > Last time I went into Silica, about a month ago, I could see the two
> sales
> > assistants playing Doom on the dsiplay machines. They promptly stopped
> playing
> > and jumped out of their seats when they saw me walk in. "Hello sir how
> can I help
> > you?" Needless to say these morons knew nothing and couldn't help. The
> shop was
> > fairly empty and very clinical.
> >
> > I too remember the good old days of Silica.
>
> I think I'm right in saying that the management of the company changed
> hands a while back and they changed it from the niche it had to just
> another retailer. Then again maybe it's just the fact that we remember the
> good things and not the bad.
>
> It would still be good to find some of the old Saturday Silica boys.

Yes, they changed hands a while back. A company called Anglo Corporation
bought them out. They've changed hands again just last month after
they went bust. Their distribution arm (SDL) owe me money from a
cancelled order for Goldtar 16-Speed CD-ROM drives. Now, after being
bought out again, the credit I had on their system is no longer valid
so they are not exactly my favourite supplier at the moment ...

Regards,
David Wyn Davies
AW Computer Systems
Anglesey

4594. Re: StarRaiders / XL-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: Andrew Harrison <aharrison@footnet.com>
Message-ID: <33883168.72F0@footnet.com>
Source record: 72775

David L Webster wrote:
>
> On Fri, 23 May 1997 07:02:48 GMT, ssilicon@antispam.lax.net (Jon D.
> Melbo) wrote:
>
SNIP
SNIP
> So I'll restate my original post - "On a real Atari computer the
> force field is bluish, and if it's not then take you tv/monitor in
> for service."
>
> ---
> Dave Webster
> dlw@bridge.net

I realize that this might be a little off the subject, but...

I am looking for the name of an Atari 8 bit game that I saw a couple of times many years ago. The game was a top down shooter, you were in a space ship and were shooting at various bad guys. The thing to note about this game was that there were satelites that had "rays" that connected each of the satelites. This was on a grid and the "rays" were at 90 degrees to each other. I seem to remember that one of your goals was to shoot these satelites and get rid of the rays (I may be wrong about this though). If you have any ideas as to what this game was called please respond to this plea.

Thanks, Andrew.

4595. Re: a question about atari 800 keyboards

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33885359.B09@tcd.net>
Source record: 72776

This is an 800 not an 800XL?

If the old 800 get a can of Cleaner Degreaser from Radio Shack cat no 64-4322. Remove the key top that is sticking, spray in the cleaner while the machine is off..work it up and down until it is free let dry check and re-clean if necessary.

The key contacts in this unit are brass when pressed down they are bent in a fashion that lets the contacts connect, no marlar like in the 800XL's to destroy..

bob

4596. Re: MIO or Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970525154700.LAA22597@ladder01.news.aol.com>
Source record: 72777

The 8bit Atari uses mid 70 technology, And I remember that 300bps was the mainstreem, 1200 bauds modems ranged in the 6oo.oo . ICD's MIO hit the market in the mid 80's and still 9600 baud modems where just an idea.. So getting my Mid 70's Mainframe to do Flow controll at 19.2 is impressive.

8Bit Lan mainframe:

Master: 512k, Mux, 660 meg scsi hd Host
Slave #1 1088k XL, Mux, MIO 160 meg Local BBS node #1
Slave #2 512k XL , Mux MIO 80meg Local BBS node #2

There not to many Atari users with a system this big, and its even getting bigger.

4597. Re: a question about atari 800 keyboards

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970525155300.LAA22991@ladder01.news.aol.com>
Source record: 72778

Bob,

There seems to be a design problem with the 130xe keyboards, I have herd
that changing just 1 resistor on the mother board will keep it in good
shape.
any ideas.

4598. WANTED - Happy 1050 Drive Mod

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: XHFC03B@prodigy.com
Message-ID: <5m9n4b$2fii@newssvr01-int.news.prodigy.com>
Source record: 72779

Looking for a Happy mod for a 1050 drive or a 1050 with the mod already installed. Anyone have one they want to part with. Please email with price and condition to xhfc03b@prodigy.com

4599. Re: Components for XL/XE still made?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970525165500.MAA27514@ladder01.news.aol.com>
Source record: 72780

Response to Greg Miller <uglmiller@cc.memphis.edu>
and his posting Date: Tue, 13 May 1997 15:49:00 -0500
>>RHart37663 wrote:

>> It was a feat of genius to even create the portfolio, a cruddy little
pc!!
>> with a limited display of 40x8 in Black and Shite.
>>I mean let's be realistic here, you can get 240Mhz portables with full
>> colour and CD and Hard Drives for about $2000. WHO? in their right
minds
>>would consider any portable based on 1978/9 technology, Even if it was
>> several years ahead of it's time. Also consider the investment required
to
>>develop it, let alone sell enough to see any kind of reward for it. The

>You are acting like it came out yesterday. It was the best palmtop of
>its time, and the major improvement of the HP95Lx (which came along a >
bit later) was in screen size. Guess what: people are buying palmtops.
>
Yeah, sorry I was a bit harsh on the portfolio. I've had about 3 with all
the accessories etc.

The one fault it had was, that the keyboard didn't conform to normal
scan-codes and the vector $09 had to be diverted to put out more standard
codes. Anyway, and this is my point. Some commercial software fell over
when trying to hijack vector 9, instead of leaving the vector redirection
in place and getting standard codes out of it.
I did manage to get WordPerfect running without too many problems, that
was a great boost in productivity personally.

Once again SORRY to DIP Ltd, and ATARI who took a chance at gaining a
foot-hold on an upcoming market. Yes, I also like the HP95. I would have
liked a Psion MC600 (very expensive at the time, now very scarce).

4600. Re: EGA monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970525175501.NAA07165@ladder02.news.aol.com>
Source record: 72781

In article <863133786.3033@dejanews.com>, bchermma@bluffton.edu wrote:

>Subject: EGA monitors
>From: bchermma@bluffton.edu
>Date: Thu, 08 May 1997 18:34:10 -0600
>
> Is it possible to do some sort of hack that will allow an Atari 8-BIT
>I.E. an XE, to use an EGA, Amiga RGB, or a Tandy RGB?
> I have done such a thing with my Agima 600 which allowed me to use a
VGA,
>but then again the Amiga is quite a bit different when it comes to
>monitors.
> As for pinouts all I have right now is the one for the Tandy RGB, though
>I am not sure this will do any good.

You're right it won't! Atari's only produce composite video, you might be
able to extract RGB from the component-video but the picture quality would
be dire. That is because composite video is bandwidth limited.
(Compressed).
Your only other course of action is to get a monitor with a CVB input, I
know that Commodore monitors have one, as for any others I'm not clear.

The connector is a standard phono type.

Atari pins 2 - GND
4 - Comp Video
3 - Audio

extra outputs (not entirely useful)
1 - Comp Luminance (b/w)
5 - Comp Chroma (extract RGB from this if you
dare!)

4601. Re: C compiler

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <BzPdwJI.rldetlefsen@delphi.com>
Source record: 72782

Yes, there are Cs for the 8 bit. Deep Blue C/ACE C, DVC, CC8, and C65 which produced MAC65 code but didn't work well.
Rick D.

4602. Re: unknown message: "error #155"

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <JXA8QxK.rldetlefsen@delphi.com>
Source record: 72783

You probably need to read the atr2dsk docs to find out what the code means. It looks like the 155 error is internal to the program.
Rick D.

4603. Re: BASIC XE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <B3AcwHG.rldetlefsen@delphi.com>
Source record: 72784

Hi, I'll post my comparison list of BASIC commands.
Rick D.

4604. Re: Memory upgrade for Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <JVJ8gZB.rldetlefsen@delphi.com>
Source record: 72785

My memory upgrade for the 400 only goes to 64K. Its from the Windhover Project.
Rick D.

4605. Re: Atari 800 RAM card

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <JVJ-glP.rldetlefsen@delphi.com>
Source record: 72786

I have a 256K ram card from Crystal Comp Prod that I've only used a little. No ram, its $100, which includes U.S. shipping.(I don't use it much, but like having it around:)).
Rick D.

4606. Re: a question about atari 800 keyboards

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33889B1A.74EE@tcd.net>
Source record: 72787

There is an old fix for the Start Select Option problem with them that I am aware of takes a 3600oh resistor from ground to the posts of the aforementioned keys that fixes the key press failure. Have not seen any other upgrade but would interested in the text.

bob

4607. Re: Re: Is Atari back?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970525192001.PAA07965@ladder02.news.aol.com>
Source record: 72788

In article <337A8805.29DC@onet.net>, John wrote:

>Recently Atari Games were folded into Time-Warner Interactive,
>after which, I believe, it was sold off to Bally or Williams Corp. I
>don't know if Williams or Bally has kept the Atari Games name.

Didn't Atari release games under the monicker of Tengen?

<Richard>
/|\ Intel Outside, and STAY OUT!!! /|\

4608. Re: Re: MAC/65

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970525192000.PAA07966@ladder02.news.aol.com>
Source record: 72789

In article <33804204.62BC@spnt.com>, The wrote:

>> >> what is ddt...is it a development environment?
>> >> robert
>> <TRIM>
>> >DDT is a pesticide, which although now outlawed, was once commonly
used
>> >on food. The DDT was discontinued when it was found that apple users
>> >developed very thin skulls. Unfortunatly, apples continue to have the
>> >same effect...
>> <MORE SNIPPAGE>
>>
>> I'd admit I'm an Apple (Centris 650) user, but I don't know if that
>> would make or refute the point...
>>
>> -Hood-

"My skull is getting thin too! If you get someone to shine a torch in my
left-ear, then view thru' my other ear. You can make out an pirate flag
with an Apple for an eyepatch."
..extract from an FBI recording on abuse of aliases and desktop
rebuilding.

Supplied by an expert in the field. (Gov't certified DDT free!)

4609. WTB: AMIGA 500A OWNERS MANUAL

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <5ma3ue$dse@ns1.thpl.lib.fl.us>
Source record: 72790

Anybody have a AMIGA 500 Owners Manual they would care to part with???If so please advise by e-mail your desire and what you want for it.
sfpu@scfn.thpl.lib.us

4610. MAC 65 question

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: bsapp@xicom.com
Message-ID: <33889eb2.24954257@news4.bellatlantic.net>
Source record: 72791

Hey All: I just found this group last week. Great source of info on the Atari. I have read most of the items posted here and been on about 50 web pages and ftp sites. Where can I find Doco for MAC 65? Or can someone recommend an assembler for the Atari.

Thanks, Bill

4611. Re: StarRaiders / XL-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <5mafjiuj1@news.wco.com>
Source record: 72792

In article <33883168.72F0@footnet.com>, aharrison@footnet.com wrote:
>I am looking for the name of an Atari 8 bit game that I saw a couple of
>times many years ago. The game was a top down shooter, you were in a
>space ship and were shooting at various bad guys. The thing to note
>about this game was that there were satelites that had "rays" that
>connected each of the satelites. This was on a grid and the "rays" were
>at 90 degrees to each other. I seem to remember that one of your goals
>was to shoot these satelites and get rid of the rays (I may be wrong
>about this though). If you have any ideas as to what this game was
>called please respond to this plea.
>
>Thanks, Andrew.

Zone Ranger, Activision, 1984

4612. Re: EGA monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5mah6g$jlm@flood.xnet.com>
Source record: 72793

RHart37663 (rhart37663@aol.com) wrote:
: extra outputs (not entirely useful)
: 1 - Comp Luminance (b/w)
: 5 - Comp Chroma (extract RGB from this if you
: dare!)

Why bother "extracting RGB"? Why not do the sensible thing and use the split Luma/Chroma signal as one far superior to composite? I'd say that's squarely in the "useful" category.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine Anchor, Amiga Legacy
WWW - http://www.cucug.org/ar/ www.xnet.com/~jcompton/
To see reflected there...the trees, the sky, the lily fair...

4613. When did this manual come out?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <EArEJ6.4qu@iglou.com>
Source record: 72794

I came across, at a fleamarket, a manual titled "Computer Software Protection and Code Breaking" by Linda Gardner. There's an address in back with a distribution address of Gardner Computing Inc., PO Box 388, Holbrook, NY 11741. Are they still around? The table of contents tells of how to copyprotect your disks via bad sectors, double sectors, that sort of thing. There's also chapters on cartridges and cassettes. It also came with a disk that contain the software to show how it was done, but the software I guess was long lost by the dealer (50 cents - cheap stuff).

I believe this came out around 1983. Anyone have more info on this?

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

4614. WTB: ICD's Flashback (backup util)

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-2505971703140001@ppp61-pac.sonnet.com>
Source record: 72795

I am looking for ICd's (or now FTE's) backup utility called Flashback.
Please e-mail me with a price.

OR if someone knows where I can get a copy off of the web I would
appreciate that.

-Marlin
---*** Videos, VWs, & Video games...sad and pathetic but social
---*** Marlin Bates, owner: '69 VW Westfalia Bus aka Lazarus
---*** XL/XE: 236/Lynx: 80/Jaguar: 51/CEDs: 1196/Sega: 60/3DO: 30
--*-*-* Always looking for RCA VideoDisks (aka CED)
-*--*--* Web Page: http://www.stocko.sonnet.com/Fujidom/

4615. Re: Is Atari back?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: "Michael A. Ortiz" <Longevity@accesspro.net>
Message-ID: <3388D75E.954A277@accesspro.net>
Source record: 72796

RHart37663 wrote:

> In article <337A8805.29DC@onet.net>, John wrote:
>
> >Recently Atari Games were folded into Time-Warner Interactive,
> >after which, I believe, it was sold off to Bally or Williams Corp. I
>
> >don't know if Williams or Bally has kept the Atari Games name.
>
> Didn't Atari release games under the monicker of Tengen?
>
> <Richard>
> /|\ Intel Outside, and STAY OUT!!! /|\

Yes they did.

--
****
Michael A. Ortiz Fledgeling Novelist
*a.k.a. Longevity *
*o.k.a. [_"THE"_TERMINATOR_] *

4616. WTB: Adaptec 4000/4070 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-2505971917470001@ppp27-pac.sonnet.com>
Source record: 72797

I am looking for an Adaptec 4000 OR 4070 Interface (MFM to SCSI). Am not looking to spend a whole heck of a lot for it.

Thanks.

-Marlin

P.S. If someone out there is in the mood to sell their Black Box Floppy Board I would like that as well.
---*** Videos, VWs, & Video games...sad and pathetic but social
---*** Marlin Bates, owner: '69 VW Westfalia Bus aka Lazarus
---*** XL/XE: 236/Lynx: 80/Jaguar: 51/CEDs: 1196/Sega: 60/3DO: 30
--*-*-* Always looking for RCA VideoDisks (aka CED)
-*--*--* Web Page: http://www.stocko.sonnet.com/Fujidom/

4617. WTB: Black Box Floppy Board

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-2505971918390001@ppp27-pac.sonnet.com>
Source record: 72798

Am looking for the floppy board for the Black Box. If you have one for sale please contact me.

I am also looking for an Adaptec 4000 or 4070 interface.

Thanks

-Marlin
---*** Videos, VWs, & Video games...sad and pathetic but social
---*** Marlin Bates, owner: '69 VW Westfalia Bus aka Lazarus
---*** XL/XE: 236/Lynx: 80/Jaguar: 51/CEDs: 1196/Sega: 60/3DO: 30
--*-*-* Always looking for RCA VideoDisks (aka CED)
-*--*--* Web Page: http://www.stocko.sonnet.com/Fujidom/

4618. Atari 8 Bit Equipment

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: IBS and The Space Cowboy <swolfe@miworld.net>
Message-ID: <33890A41.21B9@miworld.net>
Source record: 72799

anyone know where I can buy 8 bit stuff?

4619. Test, please ignore

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-25 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <8nQizMezGKoL092yn@kenton.com>
Source record: 72800

Just testing....

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

4620. Re: unknown message: "error #155"

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-26 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <EArqos.HJC@iglou.com>
Source record: 72801

If you are using DOS XE, it had a bug where, in some circumstances, instead of reporting "error xx", it would report the contents of memory location xx as the error number.

--
Bill Marcum bmarcum at iglou dot com
If gnus are outlawed, only outlaws will have gnus.

4621. Re: Atari 8 Bit Equipment

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-26 00:00:00 UTC
From: Teresa Chermok <tchermok@flash.net>
Message-ID: <01bc6992$a6cb1500$472c1ed1@tchermok.radware.net>
Source record: 72802

well it all depends on what your looking for i've got over 50 machines just
sittin here
anything from 400's to 1040ST's
so tell me what ya need and we'll haggle about things like price... Ed

IBS and The Space Cowboy <swolfe@miworld.net> wrote in article
<33890A41.21B9@miworld.net>...
> anyone know where I can buy 8 bit stuff?
>

4622. Re: Help fixing broken 800XL!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-26 00:00:00 UTC
From: Teresa Chermok <tchermok@flash.net>
Message-ID: <01bc6994$37f04220$472c1ed1@tchermok.radware.net>
Source record: 72803

yes we would do that 15.00 and your dead 8-bit will return a working model
to you
with a 6-month warranty

send to:
Digital Data Factory
200 Crestview #62
Jacksonville,AR 72076
(501) 985-2082

Todd Alan Green <tagreen@aacvtc.com> wrote in article
<5m1s8n$br1@argentina.earthlink.net>...
> I have an Atari 800XL that seems to get power (I see the power light
> on) but I get no response from it. Nothing but a power on light. I
> would like to trade this unit minus power supply for a working model
> plus some fee. Anybody interested?
>
> Please state your fee and how to get ahold of you to
> tgreen@earthlink.net.
>
>

4623. games for trade

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-26 00:00:00 UTC
From: "M.J. BEAU" <mjbeau@net-link.net>
Message-ID: <338940FF.5FD8@net-link.net>
Source record: 72804
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

I have the following for trade :

ATARI 8-bit loose carts

ASTEROIDS
ATARIWRITER
BUG HUNT (XE)
CENTIPEDE
KINDERCOMP
ONE ON ONE BASKETBALL (XE)
PITSTOP
SUPER BREAKOUT

Keyboard attatchment for the ATARI XE Game System

STARFLIGHT 5.25" IBM DISK GAME

Includes : two 5.25 disks (untested)
Starflight Starmap - foldout map
34 page manual, 24 page clue book
security access code wheel

Send me a list of what you have for trade if you are interested.
regards, Matthew
--
* *
* *
* Collector and all around pack rat ... *
* *
* Video Games from ATARI to VECTREX *
* 1991 PROLINE Certified Authentic Autos *
* Boxing Promo Cards: KAYO, ALL WORLD, RINGLORDS *
* ELVIS PRESLEY rare live / boot CDs and VHS *
* PLAYBOY magazines and stuff *
* *
* mjbeau@net-link.net *
* *
* *

4624. unknown message: "error #155"

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-26 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <33899778@pianosa.demon.co.uk>
Source record: 72805

Whilst reading the rubbish I usually find here, rldetlefsen@delphi.com wrote
something interesting about "unknown message: "error #155""

Hello rldetlefsen@delphi.com,

rdc> looks like the 155 error is internal to the program.

It shouldn't be. Error codes above 128 were supposed to be OS errors
(inc. DOS). Of course, it's possible that someone broke the "rules", as
it were.

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... Tried to fry an egg, broke the yoke, no joke.
Something's Gone Wrong Again; The Buzzcocks

4625. Re: MAC 65 question

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-26 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <3389F967.5B66@zeus.fh-pforzheim.de>
Source record: 72806

i am using:

-macro ass xe v4.3 (dos 2.5-version) for at least 128k-machines

other guys are using:

-quickass (mostly polish-coders)
-atmas 2
-mac/65
-mae (supports 65816-code)
-macro ass xe-mydos version with xls with more than 128k-ram

bye

heaven/taquart

4626. Atari Preservation Society

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-26 00:00:00 UTC
From: none <none@none.com>
Message-ID: <33898A2F.57F9@none.com>
Source record: 72807

Hello Atari fans,
I know this is supposed to be a newsgroup for 8-bit Atari micros, but I figured all of you won't mind a non-topic post! I'll keep it short.

-I'm here letting you know about the Atari Preservation Society. The APS is a group of Atari fans trying to keep the Atari Experience alive into the next millinium!

-The APS has only been around for about four months and already has 200+ members, including Telegames, a Jag/Lynx game developer!

-If you'd like to find out more about the APS, or become a member, make sure to visit the Official web site at:
http://www.geocities.com/SiliconValley/Vista/1863/main.html

Megabyte,
Official APS Member!

-The Atari Preservation Society; We're Keeping The Atari Experience Alive!

4627. Re: True Double Density and XFD

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-26 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <3389A484.F07@kawo2.rwth-aachen.de>
Source record: 72808

royvarg@leland.stanford.edu wrote:
>
> Can someone tell me if the XFD file format supports true double
> density? I have several DD disk images that I transferred from floppies
> to my PC in a custom format, and I would like to convert them to a
> standard format that can be used by XL-it. I read in a message a while
> back that XFD was just for single density, but I really don't want to
> try manually converting to the ATR format if it means calculating CRC
> values, etc.
It's not so difficult, so please use the atr-format(til there is
something better) - here is the meanig of the 16 byte header:
----------snip----------:
Subject: Re: function of the atr-file header
Date: 23 Sep 1996 22:32:20 GMT
From: feb6399@osfmail.isc.rit.edu (Frank Barrus)
Organization: Rochester Institute of Technology, Rochester, NY
Newsgroups: comp.sys.atari.8bit
References: <324433D6.1E78@kawo2.rwth-aachen.de>

```
In article <324433D6.1E78@kawo2.rwth-aachen.de>,
Matthias Belitz <matz@kawo2.rwth-aachen.de> wrote:
>Hello !
>
>Is anyone here, could tell me the function of the 16 byte file-header of
>the ATR-files.
>
>Thanks Matt

Well, here's the structure from it, taken out of ACE
(the Atari Computer Emulator)

struct sio2pc_image_hdr {
byte code_lo, code_hi; /* ID code = 0x0296 */
byte size_b1, size_b2; /* low 16-bits of size */
byte secsize_lo, secsize_hi; /* sectors size: 128/256 */
byte size_b3, size_b4; /* high 16-bits of size
(paragraphs) */
byte resv[6]; /* reserved */
byte numerr_hi, numerr_lo; /* number of sectors with errors
*/
};

struct errormap {
byte sec_lo, sec_hi; /* sector with error */
byte cstat; /* communication status */
```

```
byte hstat; /* hardware status */
byte resv[4]; /* reserved */
};
```

Note that the size (which is stored in size_b1 through size_b4)
is in paragraphs, or multiples of 16. Thus, take the total number
of sectors, multiply by the sector size, and divide by 16, then store
this result across those four bytes.
(Actually, I might have added bytes 3 and 4 to it.... or someone
else might have already. I can't remember now)

Note that the errormap was an extension I added, but I'd like
to see it get standardized, since they're useful for some disks.

Basically, the errormap sits at the end of the data, and 'numerr'
specifies the number of error records. Each one tells what
sector should give an error when reading it, along with the
codes that should be given for the error. The reserved part
could be used to add other information for really strange
errors. (but make sure you publish the extensions, if you
add any!)

I hope this helps some.

- Frank

--
Frank "Shaggy" Barrus: feb6399@osfmail.isc.rit.edu, shaggy@csh.rit.edu
http://www.csh.rit.edu/~shaggy
----------snip----------

Matt
--
```
| | | _____________________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________________/
```

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

4628. Re: ATR format details?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-26 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <3389b889.79917286@news.inc.net>
Source record: 72809

On 28 Apr 1997 20:49:49 GMT, ai123@FreeNet.Carleton.CA (Steven J.
Tucker) wrote:

>You can get both at http://www.dejanews.com. I recently posted a complete
> description of the ATR header (including APE extensions).

Is this stuff by chance on your web page?

Cheers,

Jon

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

4629. Re: StarRaiders / XL-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-26 00:00:00 UTC
From: Tyrone <X@Y.Z>
Message-ID: <3389C410.4D0D@Y.Z>
Source record: 72810

Jeff Lodoen wrote:
>
> In article <33883168.72F0@footnet.com>, aharrison@footnet.com wrote:
> >I am looking for the name of an Atari 8 bit game that I saw a couple of
> >times many years ago. The game was a top down shooter, you were in a
> >space ship and were shooting at various bad guys. The thing to note
> >about this game was that there were satelites that had "rays" that
> >connected each of the satelites. This was on a grid and the "rays" were
> >at 90 degrees to each other. I seem to remember that one of your goals
> >was to shoot these satelites and get rid of the rays (I may be wrong
> >about this though). If you have any ideas as to what this game was
> >called please respond to this plea.
> >
> >Thanks, Andrew.
>
> Zone Ranger, Activision, 1984

I thought it was Beamrider, but I get them mixed up. Anyhoo, both are
available (in C64 version) as part of Activisions C64 pack for Win95, as
are Hacker and GACCRR.

4630. Re: MAC 65 question

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-26 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bc6a19$ed424080$344437a6@default>
Source record: 72811

In the old days, some programmers were hot on synassembler...developed internally by Synapse software and used by them for Atari 8-bit stuff, eventually got marketed commercially. Anyone have any info on this? I'm looking for it :-)

Fernando

nadkar <nadkar@zeus.fh-pforzheim.de> wrote in article <3389F967.5B66@zeus.fh-pforzheim.de>...
> i am using:
>
> -macro ass xe v4.3 (dos 2.5-version) for at least 128k-machines
>
> other guys are using:
>
> -quickass (mostly polish-coders)
> -atmas 2
> -mac/65
> -mae (supports 65816-code)
> -macro ass xe-mydos version with xls with more than 128k-ram
>
> bye
>
> heaven/taquart
>

4631. Atari 800 Game

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-26 00:00:00 UTC
From: x <joe@microsoft.com>
Message-ID: <01bc6a23$f7155020$c31de8c3@dereko-n>
Source record: 72812

Does any body know where I could get a copy of Nato Commander ?

I need it in a form where I could use it on a PC with XL - IT.

Thnxs

4632. help with keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-26 00:00:00 UTC
From: redraven@worldnet.fr
Message-ID: <5md5ea$8qu$1@storm.worldnet.net>
Source record: 72813

Did someone know how to put a real PC keyboard onto my old Atri 130XE?
Any help is welcome.
thanks in advance.
Red.

4633. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-26 00:00:00 UTC
From: Sherri Cross <scross@tir.com>
Message-ID: <01bc6a2e$29d81c40$5b56dacd@scross>
Source record: 72814

Cleaning out my garage/attic and have a huge collection of Atari stuff.
The list is too long, but let me know what are looking for and I may have
it.

A lot of my stuff was promised to a gent in England who works with kids at
an air force base. What he doesn't want will be sold dirt cheap.

4634. Re: EGA monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-26 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <864669576_OASIS_@pcc-uky.campus.mci.net>
Source record: 72815

In article <19970525175501.NAA07165@ladder02.news.aol.com>
rhart37663@aol.com (RHart37663) said:-

>> Is it possible to do some sort of hack that will allow an Atari 8-BIT
>>I.E. an XE, to use an EGA, Amiga RGB, or a Tandy RGB?
>> I have done such a thing with my Agima 600 which allowed me to use a

>You're right it won't! Atari's only produce composite video, you might be
>able to extract RGB from the component-video but the picture quality would
>be dire. That is because composite video is bandwidth limited.

Well, you -can- use the Atari 8-bits with Amiga RGB monitors such as the
1080-1084 series... They have multiple inputs/modes that you can select on
the back and with the cable I bought from Toad Computers, my 800XL is very
happy on an Amiga 1080 monitor... Picture is pretty sharp too...Another
added advantage is that you can hook a VCR up to it at the same time and
get cable as well... Thats what I did in my son's room-he loves it! :)

--

```
_/_/_/
```

4635. 850 troubles

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-26 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <BJBfYRa.tandrews16@delphi.com>
Source record: 72816

Help! My 850 won't communicate with a modem at more than 4800 any more. I used to be able to use 9600 when calling Genie last year, but it suddenly quit about six months ago. At first I thought it was the modem, but testing it with others confirms the 850 is the trouble. Any suggestions for a repair? I have another 850, but its brains were addled by a lightning strike through the phone line last year. Any chance the guilty component in the one I'm using now would be ok in the addled one?

Enquiring minds want to know.

TJ The Atari Farmer

4636. Re: a question about atari 800 keyboards

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-27 00:00:00 UTC
From: James King <jeking@xmission.xmission.com>
Message-ID: <5meg70$mio@xmission.xmission.com>
Source record: 72675

kf6ddt@pop3.concentric.net wrote:

: Greetings fellow Atarians!
: During a recent move, an unfortunate accident befell my good ol' 800. In
: the inherent chaos that inevitably comes when moving all of one's
: possessions, someone (no it was not me) spilled soda into the keyboard of
: the 800. The good news is, after enough time had passed to allow the unit
: to dry out thoroughly, it works fine. The bad news is, several keys are of

Take the case apart (removed circuitry from plastic housing), then put the
whole thing in the dishwasher! Works great..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

4637. Re: WTB: Atari Diskformat Infos

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-27 00:00:00 UTC
From: David Moeser <erasmus@one.net>
Message-ID: <Pine.LNX.3.95.970527061614.7095A-100000@shell.one.net>
Source record: 72676

On 25 May 1997 dklugh@iwaynet.net wrote:

(in reply to the 1997-05-22 reply by jmcgowan@shell.inch.com
to the reply by David A. Paterson <davepat@total.net> to a post-
ing dated 19 May 1997 16:04:28 GMT by John McGowan, who wrote:
->>>>>> DOS 2.0D ONLY supported 256 byte sectors and could only
->>>>>> be used on the 815, according to the guide...)

->Are you sure that DOS 2D ONLY worked with double density?
->That sure doesn't sound right.

You're right -- it's wrong! I have Atari Dos 2.0D and
it's flexible like all the other double-density compatible DOSes.
It works on other brands and models of disk drives, it can be
loaded in either SD or DD, and it can handle drives of a multi-
drive system being in different densities at the same time.

I've never seen any difference between Atari Dos 2.0D and its
much more common cousin 2.0s, except of course that it works in
double density and has a density-change option on its menu.

A note of explanation about the reference above to a DD Dos
being "in" SD (single density): By using Atari Dos 2.0D to write
the Dos files onto a SD-formatted disk, the result is a Dos master
disk "in" SD. The program works either way (like other DD-compa-
tible DOSes). But of course, to operate in double density one has
to have a double-density-capable disk drive.

>>>---<<<
>>> david moeser -- censornati, ohio <<<
>>> erasmus@one.net <<<
>>>---<<<
* Then there's Vapor DOS 3.14159265: triple density only! *
(Well, actually, it's "pi" density: 402.1 bytes per sector!)

4638. Re: Atari 8 Bit Equipment

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-27 00:00:00 UTC
From: David Moeser <erasmus@one.net>
Message-ID: <Pine.LNX.3.95.970527065843.7095B-100000@shell.one.net>
Source record: 72677

On Sun, 25 May 1997, IBS and The Space Cowboy wrote:
->anyone know where I can buy 8 bit stuff?

Right here, pal! Right here! On comp.sys.atari.8bit! We need
suckers, er, uh, I mean, ... consumers to soak up some of the
excess supply on the market!

No, seriously, just keep reading! You'll find plenty of ads
for 8-bit junque.

>>>-------------------------------------<<<
>>> david moeser -- censornati, ohio <<<
>>> erasmus@one.net <<<
>>>-------------------------------------<<<
* ATARI -- Love it or leave it! *
(not to mention Caveat Emptor)

4639. Atari & linux, icet problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-27 00:00:00 UTC
From: pavel@atrey.karlin.mff.cuni.cz
Message-ID: <5melkq$g8s$1@ns.felk.cvut.cz>
Source record: 72678

Hi!

I've created some homepage about connecting atari with linux.

Take a look at http://atrey.karlin.mff.cuni.cz/~pavel/atari/,
email comments at pavel@atrey.karlin.mff.cuni.cz.

[And if you have some idea why icet does not work in 80-column mode
(graphics is so broken that only first&middle line are readable),
please let me know.

Pavel
[sorry for advertising]
--
--
This is my little buggy signature... Pavel
GCM d? s-: !g p?:+ au- a--@ w+ v- C++@ UL+++ L++ N++ E++ W--- M- Y- R+

4640. Re: My site & server

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-27 00:00:00 UTC
From: Robert Erickson <dperw@mail.utexas.edu>
Message-ID: <338AF953.29AF@mail.utexas.edu>
Source record: 72679

excellent site!!!

well done!!

thanks,
robert erickson

4641. Re: 850 troubles

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-27 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <338b35a4.10039801@news-west.sony.com>
Source record: 72680

Thomas,

Swap the two 6532's around and see if the symptoms change, then
replace the defective one.

Atari PN# C010750

jj

On Mon, 26 May 97 23:57:22 -0500, Thomas J. Andrews
<tandrews16@delphi.com> wrote:

>Help! My 850 won't communicate with a modem at more than 4800 any more. I used
>to be able to use 9600 when calling Genie last year, but it suddenly quit
>about six months ago. At first I thought it was the modem, but testing it with
>others confirms the 850 is the trouble. Any suggestions for a repair? I have
>another 850, but its brains were addled by a lightning strike through the phone
>line last year. Any chance the guilty component in the one I'm using now would
>be ok in the addled one?
>
>Enquiring minds want to know.
>
>TJ The Atari Farmer

4642. fs: Atari 800XL, FD, etc

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-27 00:00:00 UTC
From: salimk@nt.com
Message-ID: <5mfbl5$qai@bcrkh13.bnr.ca>
Source record: 72681
Cross-posted to: misc.forsale.computers.other.systems,misc.forsale.computers.other.misc,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

Posting for a friend.

Please send replies to johny@pipeline.com

Atari 800XL

Atari 1050 Floppy Drive

Atari 1010 Program Recorder

Atari 1027 Printer

Joysticks and Paddles

All with Power Supplies, and cables

Most of the items have manuals, orignal Boxes.

$195 for all

Buyer Pays the shipping

Salim Khan
Norcross, Georgia (USA)

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins or the matter in this post.

4643. Re: Atari 800XL, FD, etc

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-27 00:00:00 UTC
From: Chris DiPetta <chris@lovecrft.demon.co.uk>
Message-ID: <01bc6ad6$b6c2da20$d1dc989e@lovecrft.demon.co.uk>
Source record: 72682
Cross-posted to: misc.forsale.computers.other.systems,misc.forsale.computers.other.misc,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

Um....no offense, but that price is absolutely out of line. However, if somebody buys it for that, then more power to you. $50-$80 max is a little more the open market value I believe.

> Atari 800XL
>
> Atari 1050 Floppy Drive
>
> Atari 1010 Program Recorder
>
> Atari 1027 Printer
>
> Joysticks and Paddles
>
> All with Power Supplies, and cables
>
> Most of the items have manuals, orignal Boxes.
>
> $195 for all
>
>
> Buyer Pays the shipping
>
>
> Salim Khan
> Norcross, Georgia (USA)
>
> Standard disclaimer applies ..... My employer has nothing to do
> with my opinoins or the matter in this post.
>
>
>
>
>
>
>

4644. My site & server

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-27 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5mfm55$mum@cletus.bright.net>
Source record: 72683

--
http://CloserToHome.dyn.ml.org (Web page)
ftp://CloserToHome.dyn.ml.org/ftp (For web browsers)
ftp.CloserToHome.dyn.ml.org (For ftp clients)

I've gotten most of the configuration problems worked out. The site should be up most of the time now.

I've also noticed a few ie and netscape users are having trouble getting into my ftp site. What I see in the log is that they are trying to get into "/pub/atari_8bit", which does not exist. You will never get connected to it if you try to connect to a directory that does not exist. Just click on the URL that is in this message ("For web browsers"). Or if your news reader doesn
't support that, copy and past it into your browser. If the ftp server is up, you will get connected.

If your web browser supports java, visit the CTH chat room and message bases. Both can be accessed from the main web page. I'm working on making the message bases accessible to non-java users. This will be great for actual a8 users that are using lynx.

4645. WTB: Atari 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-27 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <EAv50F.K9.0.bloor@torfree.net>
Source record: 72684

Hi,

I'm looking to buy an Atari 130xe computer. Must be working and
in good physical condition. If you have one to sell at a reasonable
price please email me at bx557@torfree.net

Thanks,
Justin

--

| Justin R. Smith | Dayton, Ohio USA | (937) 233-2125 |
| bx557@freenet.toronto.on.ca / an422@dayton.wright.edu |

4646. Re: 850 troubles

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-27 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <338B9FEA.2CB1@pacbell.net>
Source record: 72685

Thomas J. Andrews wrote:
>
> Help! My 850 won't communicate with a modem at more than 4800 any more. *
The chances of your zapped 850 having ANY good components is inversely
proportional to the availability of another 850.... I can trade you a
good 850 for an AC article? <G> I have LOTS of 850s!!

Bob Woolley

4647. Re: Zeppelin ATR wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-27 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <338c62c5.23638236@news.demon.co.uk>
Source record: 72686

The other Day Jan Gustavsson <jangus@lin.foa.se> wrote:

>Anyone out there with the 8-bit game Zeppelin? You are flying a zeppelin
>in a cave, shooting at switches in the walls to open and close different
>gates. Searching for some TNT and then blow something up.
>
>I also search for the Mountain King.
>
Has anyone sent these games to you yet Jan???

If not, mail me and I will send them as Im pretty sure I have them....

Paul `Mclane` Irvine
---
* www.dellos.demon.co.uk *

4648. SPECIAL!! Parallel Printer Interface

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-27 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <338b6b1e.101474983@nntp.ix.netcom.com>
Source record: 72687

American Techna-Vision still has a HUGE stock of Supra MicroPrint Parallel Printer Interfaces for your Atari 8-bit system. Original retail price was in excess of $60.00. These interfaces are all that you need to connect a standard (36 Pin) parallel printer to your system. Use any brand printer! Works with all models of 8-bit Atari except the 1200XL. (A simple 1200XL internal modification allows use. Instructions available upon request). SPECIAL PRICE $7.95 each. Add $6.00 for shipping. MasterCard, Visa Welcome. Contact American Techna-Vision at 510-352-3787 or write to: 15338 Inverness St., San Leandro, Ca. 94579. - Ralph

4649. Re: a question about atari 800 keyboards

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-27 00:00:00 UTC
From: lafleurh@aol.com
Message-ID: <19970527034001.XAA00930@ladder02.news.aol.com>
Source record: 72817

In article <19970525155300.LAA22991@ladder01.news.aol.com>,
guy1015@aol.com wrote:

>Bob,
>
>There seems to be a design problem with the 130xe keyboards, I have herd
>that changing just 1 resistor on the mother board will keep it in good
>shape.
>any ideas.

I once read in an Atari Explorer that a good way to fix the XE keyboard was to retrace all of the circuit paths with conductive paint, since the keyboard's circuit was not made well. Originally I thought that it was really cheesy to make a keyboard with two plastic layers and conductive paint instead of a nice switch for each key (like the 800, 800XL), but most keyboards today use the plastic/paint method. (Of course, most keyboards today are not mounted on top of the motherboard either.)

The King is dead. Long live the King.

Henry.

4650. Zeppelin ATR wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-27 00:00:00 UTC
From: Jan Gustavsson <jangus@lin.foa.se>
Message-ID: <338A8A12.615B3B65@lin.foa.se>
Source record: 72818

Anyone out there with the 8-bit game Zeppelin? You are flying a zeppelin in a cave, shooting at switches in the walls to open and close different gates. Searching for some TNT and then blow something up.

I also search for the Mountain King.

If anyone can tell me what I'm doing wrong when trying to load Boalder Dash, it would make my day. Probably I need to know the name of the first cave.

It's one of the games I liked best. I have no ATARI anymore, so I need the game in ATR-format

Jan Gustavsson

4651. FS: Commdore 1571 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-27 00:00:00 UTC
From: "DAVID P. LOEWEN" <produnl2@teleport.com>
Message-ID: <5me59lrpm7@nadine.teleport.com>
Source record: 72819

For Sale:

Commodore 1571 Disk Drive
Mint condition/low use.
Incl. original box, manual,
and cables. Price is $50
including shipping in U.S.
E-mail if interested.

David P. Loewen
Salem, OR U.S.A.
produnl2@teleport.com
http://www.teleport.com/~produnl2

4652. updated homepage

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-27 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <338B2672.20CB@zeus.fh-pforzheim.de>
Source record: 72820

hi folks... i had the time to update my homepage:

http://iraul1.ira.uka.de/~s_tomczy/heaven.html

containing usefull (?) stuff for coders:

- "unillegal" opcode-list
- ANTIC-opcode
- GTIA-Modes description (mode9,10,11,9+,9++)

and other crap informations...

at the moment there is no grafix or links avaible because
netscape changed the symbolic-links to diskdrive a: :((((i love m$ (;))

bye heaven/TQA

4653. Re: Atari Ideas

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-27 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5mee89$5r7@cletus.bright.net>
Source record: 72821

William Kendrick wrote in article <5m7flu$194$1@nuke.csu.net>...
>kmosiejc@lcp.********.com wrote:
>: > bchermma@bluffton.edu writes:
>: > Here are a couple of questions and ideas.
>
>: Okay... let's hear them.
>
>: > 2. Why doesn't anyone write software for Atari's with lots of RAM
I.E.
>: > 576k?
>
>: Like...? We're lucky to have people writing stuff to use the extra 64K
on
>: the 130XE and other upgraded machines. Fact is, many still don't have
more
>: than 64K. (Although I suspect most serious 8-bitters have upgraded)
>

I did write snapshot. The program works with machines with more than 64k.
Plus the sound utility that plays wave files on the 8bit. It automatically
configures itself to use anything from 64k to 1088k.

4654. My site & server

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-27 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5meetm$5r7@cletus.bright.net>
Source record: 72822

--
http://CloserToHome.dyn.ml.org (Web page)
ftp://CloserToHome.dyn.ml.org/ftp (For web browsers)
ftp.CloserToHome.dyn.ml.org (For ftp clients)

I've gotten most of the configuration problems worked out. The site should be up most of the time now.

I've also noticed a few ie and netscape users are having trouble getting into my ftp site. What I see in the log is that they are trying to get into "/pub/atari_8bit", which does not exist. You will never get connected to it if you try to connect to a directory that does not exist. Just click on the URL that is in this message ("For web browsers"). Or if your news reader doesn
't support that, copy and past it into your browser. If the ftp server is up, you will get connected.

If your web browser supports java, visit the CTH chat room and message bases. Both can be accessed from the main web page. I'm working on making the message bases accessible to non-java users. This will be great for actual a8 users that are using lynx.

4655. New page....

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-28 00:00:00 UTC
From: Dhor <dhor@student.uci.agh.edu.pl>
Message-ID: <338BE22D.683@student.uci.agh.edu.pl>
Source record: 72688

```
new www page for small atari :
http://student.uci.agh.edu.pl/~dhor/atari/atari.html

check it out !

_______________________________
@@@@@ http://student.uci.agh.edu.pl/~dhor
@ @ @ dhor@student.uci.agh.edu.pl
@ @ @@@@ @@@@ @@ @@
@ @ @ @ @ @ @ @
@ @ @ @ @ @
@@@@@ @ @ @@@@ @@@
-------------------------------
```

4656. Re: Mux games

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-28 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5mgqvurre1@nuke.csu.net>
Source record: 72689

GUY1015 (guy1015@aol.com) wrote:
: I wish I had just 1 mux game :) The funny thing is that the Mux has
: been around for almost 8 years now and not much has been developed for it
: besides multi-line bbs programs. The Mux is an easy device to program
: too!

: Just think what a Mux-Gui would look like. (Sounds Great) huh?

Sounds like this!:

http://zippy.sonoma.edu/kendrick/nbs/ados/atwinsys.html

:)

Too bad it was never written. :^/

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

4657. Star Raiders Tribute

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-28 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5mgrb7rre2@nuke.csu.net>
Source record: 72690

Check out my small (but eventually large ;)) tribute to Star Raiders...

- http://zippy.sonoma.edu/kendrick/star-raiders/

> It includes a scan of the cover art, a handful of screenshots,
general info., and an HTML version of the entire manual (including
the pictures! :))

I'd love some animated GIFs (hard to make good ones with emulators!) and
audio clips, if anyone has any or can make any!

Thanks! :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

4658. Re: EGA monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-28 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <338C6F8A.4EA7@zeus.fh-pforzheim.de>
Source record: 72691

sounds great! then i have to purchase one of the amiga-monitors
to connect my a1200 to it (at the moment via scart to a normal tv-set)
and to connect my 130xe to it :)

bye heaven/taquart

4659. Re: updated homepage

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-28 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <338C703F.5A14@zeus.fh-pforzheim.de>
Source record: 72692

well... actually netscape is NOT from M$:(sorry...

heaven

4660. Re: Zeppelin ATR wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-28 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970527223656.24858D-100000@fissure.scar>
Source record: 72693

On Tue, 27 May 1997, Jan Gustavsson wrote:

> Anyone out there with the 8-bit game Zeppelin? You are flying a zeppelin
> in a cave, shooting at switches in the walls to open and close different
> gates. Searching for some TNT and then blow something up.
>
> I also search for the Mountain King.
>
> If anyone can tell me what I'm doing wrong when trying to load Boalder
> Dash, it would make my day. Probably I need to know the name of the
> first cave.
>
> It's one of the games I liked best. I have no ATARI anymore, so I need
> the game in ATR-format
>
> Jan Gustavsson
>
>
>

Have you tried looking at JellyStone? Yogi's site is the best for ATRs..
Zeppelin was a great game I agree...

I saw Mountain King at Yogi's site..

Alan

4661. Pokey Timers - 2x Article(s)

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-28 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970528040001.AAA13776@ladder02.news.aol.com>
Source record: 72694

Hi,
Does anyone have a copy of 'Micro' magazine,Issues Jun & Dec '83 ?
About the POKEY timers by Paul Swanson.

or.. 'Micro' & 'ROM' Dec '84 ?
I found the references in Mapping The Atari - Revised Edition 1985.

I would like to sort out the spurious lock-ups that sometimes happen.

<Richard> ---> email thru' { niteporter@imailbox.com }

<< Your only as good as the last great thing you did.
Prefab
Sprout - Moving the River >>

4662. Pokey Timers - 2x Article(s)

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-28 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970528044201.AAA17894@ladder02.news.aol.com>
Source record: 72695

Hi,
Does anyone have a copy of 'Micro' magazine,Issues Jun & Dec '83 ?
About the POKEY timers by Paul Swanson.

or.. 'Micro' & 'ROM' Dec '84 ?
I found the references in Mapping The Atari - Revised Edition 1985.

I would like to sort out the spurious lock-ups that sometimes happen.

<Richard> ---> email thru' { niteporter@imailbox.com }

<< Your only as good as the last great thing you did.
Prefab
Sprout - Moving the River >>

4663. Re: Atari & linux, icet problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-28 00:00:00 UTC
From: kmosiejc@lcp.HATESPAMATWORK.com
Message-ID: <5mh9lk$8p9@tlpnews.tlp.com>
Source record: 72696

> pavel@atrey.karlin.mff.cuni.cz (Pavel Machek) writes:

> [And if you have some idea why icet does not work in 80-column mode
> (graphics is so broken that only first&middle line are readable),
> please let me know.
>
> Pavel

Well, I will ask the easy one:

Do you have 128K or more on that machine? If you don't and
you aren't using Ice-T 1.x that could be your problem.
Ice-T 2.72 works great for me. It drops characters at 19.2
with my MIO, but I suspect that's the MIO and not Ice-T. I'd
like to get Len Spencer's R: Handler and see if it makes
the difference.

If that's not the problem, I can't tell you what could be wrong.

--Kurt

4664. Re: updated homepage

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-28 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <338CB3FC.12CF@zeus.fh-pforzheim.de>
Source record: 72697

there is another bug in the macro move... change it on friday...

```
move MAC 2
lda #?2
sta ?1
lda #?2+1
sta ?1+1
END
```

4665. WTB: Atari Connection (Magazine)

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-28 00:00:00 UTC
From: Anders Skelander <Anders.Skelander@uab.ericsson.se>
Message-ID: <338C5226.63DECDAD@uab.ericsson.se>
Source record: 72698

Hi all,

I am interested in buying old issues of the 'Atari
Connection' magazine. If you are willing to sell, send
an email and let me know what the price is.

Anders

4666. Atari HW & SW sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-28 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5mhok3$2vn$2@news3.voicenet.com>
Source record: 72699
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers

Atari Items for Sale plus shipping

Atari 850 Interface no power supply..... $39
Atari XMM801 printer..... $24
Atari 1020 Printer..... $15
Atari XM301 Modem..... $15
Atari 410 Program Recorder (tape deck) (2)..... $14
Atari 400 Program Recorder (tape deck)..... $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ..... $ 8 each
Paddles (2 sets)..... $12 each
DVE Printer Power Supply Model DV-2412A..... $10
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50
.....

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Rubber Stamp - collection XLEnt Creative utilities

Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1

Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor Donkey Kong
Missile Command Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

4667. Re: Was XLit abandoned?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-28 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5mhtos$sr7@nntp02.primenet.com>
Source record: 72700

```
The mortal SJC wrote:
: "Why doesn't xxx work " or "can someone post xyz". To me the console
: crowd that's only interested in warez only hurts us 8 bit enthusiasts.

It seems to me that 8-bit enthusiasts are also interested in "warez" off
the net, or has all the 8-bit software available via Yogi, etc...
magically gone public domain?
```

4668. FS/T: Atari 8-bit/Jaguar/3DO/other

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-28 00:00:00 UTC
From: Brian Wiklem <brian_wiklem@interactive.sony.com>
Message-ID: <338C8F7D.3B1D@interactive.sony.com>
Source record: 72701
Cross-posted to:
rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,alt.games.video.classic,comp.sys.atari.8bit

Selling off game stuff taking up space. Lot's to choose from, there
is an asking price, however I am open to large quantity offerss.

I really want a Sega Saturn (Japanese white model), and I am willing to
trade this stuff for one......

Here goes:

ATARI 8-BIT STUFF:

Atari XE Game System, complete in box, joystick, gun, Bug Hunt cart,
Flight Simulator cart, all manuals, excellent condition $65

Atari XF551 disc drive, all cables and hook ups $40
Atari 1050 disc drive, all cables and hook ups $25
XC12 program recorder, complete in box $12
XM301 modem, complete in box $4

Carts Complete in Box

Astro Chase $6
Frogger $6
Return of the Jedi $6
Desert Falcon $6
E.T. $6
Final Legacy $8
Donkey Kong $8
Donkey Kong Jr. $8
Jungle Hunt $8
Crossbow $8
Ball Blazer $8
Rescue on Fractalus $8
Star Raiders 2 $8
Summer Games $8
Track & Field $20
(w/controller)
Barnyard Blaster $8

Carts (loose)

Berzerk $15 (B&C Proto)
Super Cobra $15
Crossbow $5

Choplifter (Broderbund) $6
Blue Max $6
Decathalon $6
Millipede $6
Congo Bongo $6
Pengo $7

Discs Complete in Box (all $7)

Goonies
Dallas Quest
Bruce Lee
Kennedy Approach
Wargames
Beach Head 1 & 2
Raid over Moscow
LA Swat
Panther
Controller

Cassettes Complete in Box

Conversational Italian $5
Speed Reading $5

Extras:

European 7800 hand controller $10
(like Nintendo controllers)
Epyx Joystick $7

Other Stuff:

Panasonic 3DO System, cables, controller, Crash n Burn, demo disc,
and Wolfenstein 3-D $60

Jaguar, console only $15

Sega Genesis console only $20

Sega Genesis +Sega CD $40

Sega & SNES Dual copier unit $offers (no power supply)

I will consider quantity discount/buyout options, plus trades for:

Sega Saturn system

Montezumas Revenge and Rambo II:First Blood for the Sega Master System

e-mail all offers, buyer is responsible for shipping.

Brian

opinions reflected here are my own and do not reflect those of my employer

4669. What To Do With My Extra 800's

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-28 00:00:00 UTC
From: "Anthony J. Bufort" <ajbufort@mail.sas.upenn.edu>
Message-ID: <338CA7D6.147@mail.sas.upenn.edu>
Source record: 72702

Well, I am working off an 800 XL now, and have four Atari 800's to spare! Any creative ideas as to how I can use them to my advantage (e.g. for extra memory, multitasking, etc.)?

-Tony

4670. HELP EMULATOR!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-28 00:00:00 UTC
From: emvince <emvince@club-internet.fr>
Message-ID: <01bc6bbe$3f9f6420$9ec575c2@emvince.club-internet.fr>
Source record: 72703

Hi everybody

I' ve sold my atari and baught a Pentium (arghhhhh!!) and i'm searching
for an emulator soft (from PC to ATARI)

Does it exists??

Thank you verry much for your answering me

Emvince

`[:-)----o----

4671. FreeNetAccessWorldwid+

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-28 00:00:00 UTC
From: interbbs@hotmail.com
Message-ID: <337b116f.6917968@hiroken.hiroken.or.jp>
Source record: 72704

```
Free Adult Internet Connection Worldwid+ Via Our Bbs.
Follow the link and enjoy...
http://cybercity.hko.net/la/interbbs/freenet/free.htm
```

4672. Re: a question about atari 800 keyboards

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-28 00:00:00 UTC
From: kf6ddt@pop3.concentric.net
Message-ID: <5mi6oq$t42@chronicle.concentric.net>
Source record: 72705

Greetings again,

Thanks for the info everyone. It's appreciated.
Tom
-- http://www.cris.com/~kf6ddt/
"Among other evils which being unarmed brings you,
it causes you to be despised."

-Niccolo Machiavelli

Net-Tamer V 1.09 - Registered

4673. Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-28 00:00:00 UTC
From: games@freenet.edmonton.ab.ca
Message-ID: <Pine.A41.3.95.970528180703.62304B-100000@fn2.freenet.edmonton.ab.ca>
Source record: 72706
Cross-posted to: comp.sys.amiga.games,comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.atari,alt.games.video.classic,rec.games.video.misc,rec.games.video.classic

```
All items are now going Once (G1)
Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

E-Mail to subscribe to Games Auction!

Amiga Bundle #1
Amnews Disk,Box V1 N4 \
Amnews Shrinkwapped V2 N1 \
Amnews Disk,Box V2 N2 \
Amiga Appelizer Disks & inst. \
Amiga computing Loose July 90 \
Amiga computing Loose March 91 / $5 Min
Amiga Times Loose /
Deluxe Paint Loose /
Express Copy Loose /
Facc II Loose /
Marauder Disk & Inst /
SoundTrax Loose 2 Disks/
Superbase Personal Disk & Inst /
Supratools Loose /
8-Up and StarBoard2 Loose /

Amiga Bundle #2
Amiga Format 13 Loose Disks $5 Min

Amiga Bundle #3
Amnews Volume 1 #4 3 Disk \
Amnews Volume 1 #2 3 Disk \
Amiga 500 Workbench 1.2 Disk \
Amiga 500/2000 Extras 1.2 Basic 1.2 Disk \
Analyze! Disk \
Animation & Video 4 Disk \
DeluxePaint Disk \
Font Set 1 Disk & Inst \
Icon Magic Disk / $5 Min
Media Line Amiga Font Disk /
Media Line Amiga Clipart Disk /
Page Setter Laser Script Disk & Inst. /
The Best Of Amiga Public Domain 3 Disk /
Scribble Disk & Book /
```

Amiga Bundle #4
Amiga 500A Tutorial Disk \
Aegis Animator Disk \
Amiga 2091 Installation Software Disk \
Bad Disk,Inst.\
Cli Mate Disk \
Fat Tracks Disk \
Magdex Disk \
Maravder Disk,Inst. / $5 Min
Math Blaster Plus Disk,Inst. /
Newtek Demo Reel 1990 2 Disk /
Word Perfect 3 Disks /

Amiga Bundle #5
16 Various JumpDisks $5 Min

Amiga Bundle #6
Ghouls'N Ghosts Disk \
Stormball Disk \
Blockout Disk \
Par Home 1 Disk \
Super Off Road Disk \ $10 gfranks G1
Kick Off Disk /
One On One Disk /
Shadow Of The Beast II 2 Disk /
Lombard Rally 2 Disk /
Crack Down Disk /

Amiga Bundle #7
Clue Master Detective Disk \
F-16 Combat Pilot Disk & Inst.\
Nightdawn Disk \
Police Quest II 3 Disks \
Seek & Destroy Disk & Inst. / $10 gfranks G1
Silent Service Disk & Inst. /
Space Ace 4 Disks /
Starter Kit Super Ski Disk /
Test Drive Disk /
Thromulus Disk /
Where In The World Is Carmen Sandiego Disk /

Amiga Bundle #8
Ami Exchange's 2 Disk \
Amiga Computing 1990 Disk \
Apache 2 Disk \
Basketball Magic Johnson's 2 Disk & Inst \
Chessmaster 2000 Disk & Inst \
Data Tax (Tax Preparation) Complete \
Hitchhiker's Guide To The Galaxy Disk / $5 Min
Mastering Toaster Technology 2 Disk /
Miniature Golf Disk /
Operation Wolf 2 Disk & Inst /

Pioneer Plague Disk /

Amiga Books:

Amiga 2088 Bridgeboard User Guide Book Only $1 Min
Amiga Basic Book $2 Min
Amiga Dos Inside & Out WB 1.3/2.0 Book $2 Min
Amiga Inside Aegis Animator Book $2 Min
Amiga Programmer's Guide Book $2 Min
Commodore PC Personal Computer Book $2 Min
Other Books:
Think & Grow Rich by Napoleon Hill $1 Min

Clue Books:

Champions of Krynn Vol. I Clue Book $5 Min
Hillsfar Clue Book $5 doleman G1
King's Quest Hint Book $5 Min
Shadow sorcerer Clue Book $5 Min
Zak McKracken Hint Book $5 Min

10 Computer VHS Video's (1 Bid takes all)

Microsoft Works \
Pagemaker \
Compututor \
Introduction To Excel \
Microsoft Word \
Pagemaker Level II \
Pagemaker Level II / $5 Min
Wordperfect 5.0 Level II /
Multimate Advantage II /
Wordstar /

Apple II (1 Bid takes all)

Age of Adventure Disk Only \
Getting Down to Basic Disk Only \
Personal Finance Manager Disk, Inst. \
Questmaster Shrinkwrapped \
Super Sunday Shrinkwrapped / $7 ceforman G1
World Class Leader Board Disk Only /
The Apple soft Tutorial Book /
Grappler Card with Printer Cable /

Radio Shack TRS-80 (1 Bid takes all)

TRS-80 Tape Recorder With Inst. \
Peanut Butter Panic Complete Cassette \
Taxi Complete Cassette \
Walt Disney Mickey's World Complete Cassette / $6 sonic1 G1
Walt Disney Space Probe: Math Complete Cassette /

Fantastic Games Book /
Space Adventures Book /

Atari 400/Ect. Package (1 Bid takes all)

Aliencounter & Face Flash Shrinkwrapped Cassette \
B/Graph Complete Disks \
Bomber Attack Cassette.Box \
Chicken Shrinkwrapped Cassette \
Compu-Math Decimals Complete Cassette |
Conversational Italian Complete 5 Cassette |
Disk Utilities #7 Complete Disk |
Dunion's Debugging Tool Complete Disk |
Horizontal & Vertical Scro Complete Disk | $5 lokee G1
Juggles Rainbow Complete Cassette /
Jumpman Complete Cassette /
Mailing List Complete Cassette /
Rainbow Walker Complete Cassette /
Dust Cover For Atari 400 Keyboard /

Atari 410 Program Recorder Complete in Box $12 strong G1

Commodore 64 Cassettes Package (1 Bid takes all)

Falcon Patrol The Word Machine/Name Machine\
Beach Head Programming Kit 1 \
Flight Path 737 C64 Term 1 / $5 ccoffin G1
Pooyan ReRun /
Hustler's Rev. Pharaoh's Curse /
Galaxions Power Pack (2 Games) 1991 /
3D Man Intro. to basic Part 1 /
Grandmaster Raid over Moscow /

Edumate Light Pen With Software $30 Min
9 Pin Cable Like (Amiga,C64,Atari 2600,400 etc, ect.)

Super Graphix Printer Interface $5 Min

Vic-20 Cassettes Package (1 Bid takes all)

Chemistry Book I Complete \
3 Personal Computer Cassettes \
Intro. to Basic \
Canadian Tire \
Wacky Waiters \
Froggee \
Word Quiz / $5 Min
Spelling Bloopers /
Spelling Bee /
Household Finance Complete /

Other Vic-20 Cassettes:
Chemistry Book I Complete \
Geography Book I Complete \
Home Calculation Preogram Pack \
Math Book II Complete \ $5 Min
Math Book III Cassettes,Case /
Physics Book I Shrinkwrapped /

CD-I (All Shrinkwrapped unless stated):

A Revolution In Color $5 Min
Alice In Wonderland $5 aleitz G1
Andrew Lloyd Webber $5 jleith G1
Berenstain Bears On Their Own $5 Min
Burn:Cycle (a) $5 buddyc G1
Burn:Cycle (b) $5 Min
Burn:Cycle (c) $5 Min
Caesars World Of Boxing DV $5 Min
CD Shoot Opened $5 Min
Compton's Interactive Encyclopedia $5 Min
Dragon's Lair DV $5 aleitz G1
Flintstones\Jetsons Timewarp $5 Min
Full Swing Opened $5 Min
Getting Ahead: Making Time $5 Min
Goal (a) $5 Min
Goal (b) Opened $5 Min
Golf My Way DV $5 Min
Golf Tips $5 Min
Great American Golf 1 $5 Min
Great American Golf 2 $5 Min
Great British Golf $5 Min
Grand Prix Special $5 Min
Harvest Of The Sun $5 Min
International Tennis Open $5 Min
Jazz Guitar $5 Min
Kether Opened $5 Min
Max Magic $5 Min
Music Peter Gabriel: All About Us $5 Min
Mystic Midway $5 Min
Sailing $5 Min
Space Ace (a) DV $5 Min
Space Ace (b) DV $5 Min
Space Ace (c) DV $5 buddyc G1
Tennis Our Way DV $5 Min
The Cream Of Eric Clapton $5 Min
The World Of Impressionism $5 jleith G1
The 7 Guest (a) DV $5 aleitz G1
The 7 Guest (b) DV $5 buddyc G1
Thunder in Paradise DV $10 jleith G1
Time-Life Astrology $5 jleith G1
Time-Life Photography $5 Min

Wimbledon Challenge $5 Min
Zelda The Wand Of Gamelon (a) $10 aleitz G1
Zelda The Wand Of Gamelon (b) $10 Min

Rules

Items will go (G1, G2, sold) Updates will go out
ever couple days or so, or until bidding slows down...
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All items have not been tested, unless stated otherwise..

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

E-Mail games@freenet.edmonton.ab.ca

4674. Cum visit our free BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-28 00:00:00 UTC
From: stephlise@telco.com
Message-ID: <336b116f.6917968@hiroken.hiroken.or.jp>
Source record: 72707

```
Free Adult Internet Connection Worldwid- Via Our Bbs.
Follow the link and enjoy...
http://cybercity.hko.net/la/interbbs/freenet/free.htm
```

4675. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-29 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_864897829@rtfm.mit.edu>
Source record: 72708
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: April 12, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 800XE, 65XE, 130XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

4676. Re: HELP EMULATOR!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-29 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970529115200.HAA19441@ladder02.news.aol.com>
Source record: 72709

In article <01bc6bbe$3f9f6420$9ec575c2@emvince.club-internet.fr>,
"emvince" <emvince@club-internet.fr> writes:

>Does it exists??
>
>Thank you verry much for your answering me
>
>Emvince
>
>`[:-)----o----

Although no emulators are perfect, the best of the lot, IMHO, is XL-It
0.20. There are also other emulators out there. Emulators, Inc.
produces PC Xformer 3.6. Chris Lam has one called Rainbow '95. There are
others that stopped development at early stages, and a few that are made
for other platforms such as Unix and Mac. All rely on disk image files,
of which there are a few standards. Most are produced by using so-called
peripheral emulators, such as SIO2PC and A.P.E., which you should also
consider having. But these require a cable to be built.

All of these products are available via the Web or ftp. I just don't have
the URLs handy at this time.

4677. Re: HELP EMULATOR!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-29 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5mjqns$kdt@sjx-ixn7.ix.netcom.com>
Source record: 72710

In article <01bc6bbe$3f9f6420$9ec575c2@emvince.club-internet.fr>,
"emvince" <emvince@club-internet.fr> wrote:
>Hi everybody
>
>I' ve sold my atari and baught a Pentium (arghhhhh!!) and i'm searching
>for an emulator soft (from PC to ATARI)
>
>Does it exists??
>
>Thank you verry much for your answering me
>
>Emvince
>
>`[:-)----o----
>

Emvince,
Absolutely! There are a few... XL-It, Rainbow XL, PC Xformer. They are all good. One may work better at a particular task than another, so loacte all of them, try them all out and decide for yourself. Check the Atari FAQ for more details. There is an emulator FAQ at Bill Kendrick's page: http://zippy.sonoma.edu/kendrick. Most of the emulators are available at gopher://gopher.archive.umich.edu:7055/11/atari/8bit/emulators. Hope this helps.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4678. Re: Atari & linux, icet problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-29 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5mjr09$j8@dfw-ixnews5.ix.netcom.com>
Source record: 72711

In article <5mh9lk$8p9@tlpnews.tlp.com>,
kmosiejc@lcp.HATESPAMATWORK.com wrote:
>> pavel@atrey.karlin.mff.cuni.cz (Pavel Machek) writes:
>
>> [And if you have some idea why icet does not work in 80-column mode
>> (graphics is so broken that only first&middle line are readable),
>> please let me know.
>>
>> Pavel
>
>Well, I will ask the easy one:
>
>Do you have 128K or more on that machine? If you don't and
>you aren't using Ice-T 1.x that could be your problem.
>Ice-T 2.72 works great for me. It drops characters at 19.2
>with my MIO, but I suspect that's the MIO and not Ice-T. I'd
>like to get Len Spencer's R: Handler and see if it makes
>the difference.
>
>If that's not the problem, I can't tell you what could be wrong.
>
>--Kurt
>
Kurt,
Check your S registers for you modem. You mah have something set a bit off. You shouln't be losing any characters. I don't and I have mine set for 19200 on a 14.400bps modem (Not with Ice-T though) using Bobterm.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4679. Re: NEW SITE

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-29 00:00:00 UTC
From: "Casper D. Hulshof" <hulshof@edte.utwente.nl>
Message-ID: <5mjrbg$k1e@dinkel.civ.utwente.nl>
Source record: 72712
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.hp.hardware,comp.sys.intel,comp.sys.ibm.as400.misc

> http://www.aesthetico.com
>Tell us what you think. We need your feedback.

Crap.

CH

4680. Re: NEW SITE

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-29 00:00:00 UTC
From: Gary Feinstein <GFeinste@PlanetHollywood.com>
Message-ID: <338D97C6.2342@PlanetHollywood.com>
Source record: 72713
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.hp.hardware,comp.sys.intel,comp.sys.ibm.as400.misc

Casper D. Hulshof wrote:
>
> > http://www.aesthetico.com
> >Tell us what you think. We need your feedback.
>
> Crap.
>
> CH
The first time I checked it out I thought the same thing. However, I will say it does have potential. Although, I don't think this is the appropriate newsgroup to be posting to.
GF

4681. Re: HELP EMULATOR!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-29 00:00:00 UTC
From: Marius Diepenhorst <marius@atari.demon.nl>
Message-ID: <01bc6c4b$630bdc80$47e79fc2@default>
Source record: 72714

emvince <emvince@club-internet.fr> schreef in artikel
<01bc6bbe$3f9f6420$9ec575c2@emvince.club-internet.fr>...
> Hi everybody
>
> I' ve sold my atari and baught a Pentium (arghhhhh!!) and i'm searching
> for an emulator soft (from PC to ATARI)
>
> Does it exists??

Yes!!! There are a few Emulators, and even one VERY good one: XL-it. Latest
version is 0.20 and downloadable from:

http://myst.slcc.edu/~markus/

I'm very excited about this emulator. I hope you are having as much fun
with it, as I do.

Grtx. Marius

4682. FS - Asst MIDI software, etc

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-29 00:00:00 UTC
From: Jed Weaver <serotta@interport.net>
Message-ID: <338D92D5.77BF@interport.net>
Source record: 72715

```
For Sale: Atari ST/MIDI Software
```

Editor/Librarians: (boxed, w/ orig. docs, dongles, etc.)☐

```
- Dr.T Roland D50 Ed/Lib $30
- Dr.T Ensoniq ESQ Ed/Lib $30
- Command Dev. D50-Command Ed/Lib $35
- Command Dev. M1-Command Ed/Lib $35
- Big Noise Korg M1/M1r Ed/Lib $30
- Big Noise Korg M3r Ed/Lib $30
- Drumware Kawai K1/K1r Ed/Lib $30
```

Also for sale:ROLAND D50 owners - (1) Custom-made German 256-voice (yes!) ROM soundcard. 4 banks of cool Euro sounds on one card. (4x64=256)☐The sounds are excellent, especially for techo, ambi, dance, etc.

```
Cost over $150 new -- FOR SALE $70

If interested reply via email;
```

4683. FA:Atari 400/800 - Small Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-29 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <338DE339.1F8E@administaff.com>
Source record: 72716

```
Auction will run approximately two weeks.
Rules at end of post
----- Initial Posting
---------------------------------------------------------------
Atari 400/800 items:

| Hardware | Minimum Bid |
Current High Bid |
|--------------------------------------------------|-------------|------------------|
| Atari
XM301 Modem 3.00

| Carts (all loose, vg condition) | Minimum Bid |
Current High Bid |
|--------------------------------------------------|-------------|------------------|
| Atari
| CXL4002 Basic Computer Language (ver ?) 1.00
| RX8040 Donkey Kong Junior 1.00
| RX8030 E.T. Phone Home! 1.00
| CXL4024 Galaxian 1.00
| CXL4018 Pilot Programming Language 2.00
| Chalk Board
| 10031A-3 BearJam 3.00
| 10042A-3 LogicMaster 3.00
| 10016A-3 Micro Illustrator 3.00

Rules:
Format will be Going-Going-Gone.
Bids will be updated to newsgroups and bidders every couple of days.
Ties will go to the earliest posting.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.

Mail your bids or inquiries directly to: dennis_cooper@administaff.com

Thank you,

Dennis Cooper
--
dennis_cooper@administaff.com
```

4684. Re: a question about atari 800 keyboards

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-29 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970529203400.QAA25738@ladder02.news.aol.com>
Source record: 72717

Is the 65xe affected too?

4685. Re: NEW SITE

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-29 00:00:00 UTC
From: Jaz <jasonyip@netcomuk.co.uk>
Message-ID: <338E00B7.3FF6@netcomuk.co.uk>
Source record: 72718
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.hp.hardware,comp.sys.intel,comp.sys.ibm.as400.misc

Gary Feinstein wrote:
>
> Casper D. Hulshof wrote:
> >
> > > http://www.aesthetico.com
> > >Tell us what you think. We need your feedback.
> >
> > Crap.
> >
> > CH
> The first time I checked it out I thought the same thing. However, I
> will say it does have potential. Although, I don't think this is the
> appropriate newsgroup to be posting to.
> GF

I agree with Casper. I also say that this is probably the wrong
newsgroup to be posting to. I thought it was an AS/400 related site -
what a let down.

E-mail : JASONYIP@netcomuk.co.uk
Personal Home Page: http://www.netcomuk.co.uk/~jasonyip/index.html
---

4686. It's Alive!! / IDE interface

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-29 00:00:00 UTC
From: Bill Himmelstoss <whimmelNOSPAM@southeast.net>
Message-ID: <5ml5lj$du8$1@news.mco.bellsouth.net>
Source record: 72719

I found my monitor cable last night in the closet of death and just for kicks, hooked up the ol' XF551 drive. Well, it wasn't broken after all! (Apparently I for some reason had fiddled with the drive number switches long ago.. it's actually kind of embarrassing..heh.)

I've got a 120MB drive laying around... has anyone built the IDE interface designed by Konrad Kokoszkiewicz?

--
Bill Himmelstoss
Site Builder Network - Level 2
http://himmelstoss.home.ml.org mailto:whimmel@southeast.net

4687. Atari support

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-29 00:00:00 UTC
From: felinoid@ccnet.com
Message-ID: <5ml8ph$1q7$1@ccnet3.ccnet.com>
Source record: 72720

Ok I have an Atari 800 set up along side a c64 and an Apple //e
having done some research I have found that there are a few busnesses
supporting Apple][s and Commodore 8 bits
so Are there any busnesses left supporting Atari 8 bits or did
EAs going out of there way to buy up all the Atari support companys
trash that....

Jeff

--
Vote for Jeffery C McLean for City Council in the city of Concord California
Internet:felinoid@ccnet.com FidoNet:5249@1:125/233
http://www.ccnet.com/~felinoid

4688. Re: Pokey Timers - 2x Article(s)

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-29 00:00:00 UTC
From: Lawrence Gold <gold@shell.aros.net>
Message-ID: <5mkh17oha1@news.aros.net>
Source record: 72721

In comp.sys.atari.8bit RHart37663 <rhart37663@aol.com> wrote:
: Hi,
: Does anyone have a copy of 'Micro' magazine,Issues Jun & Dec '83 ?
: About the POKEY timers by Paul Swanson.

: or.. 'Micro' & 'ROM' Dec '84 ?
: I found the references in Mapping The Atari - Revised Edition 1985.

I found copies of IEEE Micro at my school's library, but the June and
December '83 issues didn't have anything in them about the Pokey, nor did
the Dec '84 issue.

I guess it must be some other journal named 'Micro.'

4689. FREE HOT PICTURES HOT!

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-29 00:00:00 UTC
From: stephlise@telco.com
Message-ID: <998b116f.6917968@hiroken.hiroken.or.jp>
Source record: 72722

```
Free Adult Internet Connection Worldwide Via Our Bbs.
Follow the link and enjoy...
http://cybercity.hko.net/la/interbbs/freenet/free.htm
```

4690. RGB Pinouts

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-30 00:00:00 UTC
From: "Stefan G. Farnell" <stefan@rvwinkle.demon.co.uk>
Message-ID: <7RgT$CABxgjzEwLW@rvwinkle.demon.co.uk>
Source record: 72625

I have got hold of an Amstrad CM 14 Colour monitor.
It originally came with 464+ or 6128+ Home Computer.
Does anyone know the pinout of the 8 pin Din plug?
Here's hopin'
--
Stefan G. Farnell
stefan@rvwinkle.demon.co.uk

4691. FS: Atari Word Processor & Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-30 00:00:00 UTC
From: cdhoste@aol.com
Message-ID: <19970530044000.AAA13588@ladder02.news.aol.com>
Source record: 72626

Atari items for sale. I'll pay shipping and handling costs but NOT the C.O.D. charge. If you don't believe the prices are fair I am willing to listen to your offer. Enjoy!

1) The Hitchhiker's Guide to the Galaxy --Infocom text game. Original box and manuals. Check it
out the props are still in the box! Price $5

2) Flight Simulator II --subLogic flight simulator. Original box and manuals. Including the navigation maps. Price $15

3) AtariWriter and Atari Proofreader --the classic word processor and a dictionary program. Original manual including the quick reference sheet for the AtariWriter but no documentation for
the Proofreader and no box. Price $25

4) Movie Maker --an animation construction set by Electronic Arts. Original manual and box. Price $10

5) 5"1/4" Disk Organizer with disks! --a grab bag of software everything from Antic Magazine
disks to games like Mail Order Monster and Summer Games both classic 80's computer games. Price $25

6) Atari 1010 Cassette drive --not sure if it works but power supply and light seem to work. Also
included is the data cable and a conversational French program. Has sound and original box and
manual. If anything this is the first multimedia device for the Atari! Price $10

7)Atari 1027 Daisy Wheel printer --not sure if it works but power supply and light seem to work.
Also included is the data cable. Price $10

4692. Re: a question about atari 800 keyboards

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-30 00:00:00 UTC
From: Lord Spatula <lordspat@antispam.geocities.com>
Message-ID: <338E7B9E.255B@antispam.geocities.com>
Source record: 72627

Lafleurh wrote:

>
> I once read in an Atari Explorer that a good way to fix the XE keyboard
> was to retrace all of the circuit paths with conductive paint, since the
> keyboard's circuit was not made well. Originally I thought that it was
> really cheesy to make a keyboard with two plastic layers and conductive
> paint instead of a nice switch for each key (like the 800, 800XL), but
> most keyboards today use the plastic/paint method. (Of course, most
> keyboards today are not mounted on top of the motherboard either.)
>
That's why I still use an original IBM AT keyboard (with my 5x86-133 and Windows 95)... I hate keyboards that I can literally wear out within a year (or break just by holding on to the ends and twisting)... Also it's getting hard to find new keyboards that are not "ergonomic" or split into 2 sections of keys turned at angles... I don't see how anyone (even a 90 WPM touch-typist) could ever stand to use these things...

For the record the only Atari keyboards I've ever used are 400 (yech!), 800 (would be OK except half the keys stick) and 800XL (my keyboard of choice)...

4693. Re: Was XLit abandoned?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-30 00:00:00 UTC
From: Lord Spatula <lordspat@antispam.geocities.com>
Message-ID: <338E83DF.6EE9@antispam.geocities.com>
Source record: 72628

Glenn Saunders wrote:
>
> The mortal SJC wrote:
> : "Why doesn't xxx work " or "can someone post xyz". To me the console
> : crowd that's only interested in warez only hurts us 8 bit enthusiasts.
>
> It seems to me that 8-bit enthusiasts are also interested in "warez" off
> the net, or has all the 8-bit software available via Yogi, etc...
> magically gone public domain?

There's a difference between copying software that has been commercially unavailable for 5 to 10 years, much of which was produced by companies that no longer even exist (or in some cases no longer care), and copying Super Nintendo and/or Sega Genesis ROM images of cartridges which are still being marketed in stores all over the world (well, all over my part of the world, anyway.. Southeastern USA)... With the Atari 8-bit stuff, the user has two choices: get the software from Yogi's site (or wherever.. "pirate" it anyway) or not get the software at all. None of the companies that produced the software, nor the authors of the software, are losing money from this sort of thing, since they no longer sell this software (when's the last time you went to CompUSA or MicroCenter and asked where the Atari 800XL games section was?)

The console warez guys are in the business of pirating software that, for the most part, can still be found at many retailers, and in some cases is still in production (Does Sega still manufacture Genesis carts?)

Both activities are, of course, illegal... but then in most states it's illegal to pull your car into an intersection on a green light during rush hour and wait for it to turn red (thereby blocking traffic, but allowing you to make an otherwise-impossible left hand turn)... most police turn a blind eye to this sort of thing, and concentrate on catching drunk and reckless drivers (OK, so I'm not so great at analogies...)

What I'm saying is that most of the console guys have the choice not to break the law, and choose to do it anyway...

4694. Re: NEW SITE

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-30 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5mmfc5$ffp@dfw-ixnews7.ix.netcom.com>
Source record: 72629

"Casper D. Hulshof" <hulshof@edte.utwente.nl> wrote:
> http://www.aesthetico.com
>Tell us what you think. We need your feedback.

When I saw this I thought there would be something related (even remotely) to the Atari 8-bit. Looks like Art to me. Obviously not of interest from this point of view. Looks nice, but where's the 8-bit relation?

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4695. Re: updated homepage

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-30 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <338F4AC3.69EB@zeus.fh-pforzheim.de>
Source record: 72630

i hope its all right now...

4696. Re: WTB: Atari Diskformat Infos

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-30 00:00:00 UTC
From: ricortes@netmagic.net
Message-ID: <338ef4bf.0@news.netmagic.net>
Source record: 72631

In article <5m212g$87j$1@sleepy.inch.com>,
John McGowan <jmcgowan@shell.inch.com> wrote:
>In comp.sys.atari.8bit David A. Paterson <davepat@total.net> wrote:
>> In an article dated 19 May 1997 16:04:28 GMT, someone named John McGowan
>> says...
>> >
>> >288 RPM for the 810, 850 (has anyone ever seen one of those beasts?),
>
>> I think you mean the 815, two SS/DD drives in an enclosure. Used DOS 2.0D
>> (2 or 3 bytes changed from 2.0S)
>
>Ooops... yep... the only time I ever saw just a picture of one was in the
>810 user's manual/guide (DOS 2.0D ONLY supported 256 byte sectors and
>could only be used on the 815, according to the guide... so one could not
>mix 810 and 815s or use single density disks in the 815, I believe)

Not entirely correct. There was a version that behaved as you stated, I got
a copy of it with the MMG compiler. But on one of my trips into the silly
con valley surplus shops I found a bunch of disks labeled ~Atari 815 Disk
Operating System. It had a version of Atari double density DOS that was
density smart.
Rick

4697. I'm looking for a copy of SMARTDOS...

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-30 00:00:00 UTC
From: Fernando Ortiz <fernando.ortiz@mci2000.com>
Message-ID: <01bc6d19$ea0a8820$a84437a6@default>
Source record: 72632

Hi

I'm looking for a copy of SMARTDOS. It originally came with the Rana drives way back and I remember it was very nice. If anyone can send me a diskette, or tell me how to create an ATARI disk image on a PC, please email me. Thanks in advance.

Fernando

Fernando.Ortiz@mci2000.com

4698. Re: Atari support

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-30 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970530184401.OAA28109@ladder02.news.aol.com>
Source record: 72633

In article <5ml8ph$1q7$1@ccnet3.ccnet.com>, felinoid@ccnet.com (Jeffery C McLean) writes:

>Ok I have an Atari 800 set up along side a c64 and an Apple //e
>having done some research I have found that there are a few busnesses
>supporting Apple][s and Commodore 8 bits
>so Are there any busnesses left supporting Atari 8 bits or did
>EAs going out of there way to buy up all the Atari support companys
>trash that....
>
>Jeff

HUH?

4699. fs: Aari 800XL with Floppy drive etc

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-30 00:00:00 UTC
From: salimk@nt.com
Message-ID: <5mn6eb$4fu@bcrkh13.bnr.ca>
Source record: 72634
Cross-posted to: misc.forsale.computers.other.systems,misc.forsale.computers.other.misc,rec.games.video.misc,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

Posting for a friend:

Please send replies to johny@pipeline.com

Atari 800XL

Atari 1050 Floppy Drive

Atari 1010 Program Recorder

Atari 1027 Printer

Joysticks and Paddles

All with Power Supplies

Most of the items have manuals, orignal Boxes.

Everything is in excellent condition.

All for $175

Buyer Pays the shipping

Salim Khan
Norcross, Georgia (USA)

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins or the matter in this post.

4700. FA:Atari 400/800 - Small Auction (1)

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-30 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <338F3B2C.1556@administaff.com>
Source record: 72635
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

```
Auction will run approximately 2 weeks (intial post on 05/29/97).
Mail your bids or inquiries directly to: dennis_cooper@administaff.com
Rules at end of post
----- Update 05/30/97
-----------------------------------------------------

Atari 400/800 items:

| Hardware | Minimum Bid | Current High
Bid |
|------------------------------------------|-------------|------------------|
| Atari
XM301 Modem 3.00

| Carts (all loose, vg condition) | Minimum Bid | Current High
Bid |
|------------------------------------------|-------------|------------------|
| Atari
| CXL4002 Basic Computer Language (ver ?) 1.00
| RX8040 Donkey Kong Junior 1.00 1.00 - wwsmith
| RX8030 E.T. Phone Home! 1.00
| CXL4024 Galaxian 1.00
| CXL4018 Pilot Programming Language 2.00
| Chalk Board
| 10031A-3 BearJam 3.00 4.00 - mbates
| 10042A-3 LogicMaster 3.00 4.00 - mbates
| 10016A-3 Micro Illustrator 3.00 4.00 - mbates

Rules:
Format will be Going-Going-Gone.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups and bidders every couple of days.
Ties will go to the earliest posting.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.

Mail your bids or inquiries directly to: dennis_cooper@administaff.com

Thank you,
```

Dennis Cooper
--
dennis_cooper@administaff.com

4701. Re: I'm looking for a copy of SMARTDOS...

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-30 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5mnivk$ded@cletus.bright.net>
Source record: 72636

```
--
http://CloserToHome.dyn.ml.org (Web page)
ftp://CloserToHome.dyn.ml.org/ftp (For web browsers)
ftp.CloserToHome.dyn.ml.org (For ftp clients)

Fernando Ortiz wrote in article <01bc6d19$ea0a8820$a84437a6@default>...
>Hi
>
>I'm looking for a copy of SMARTDOS. It originally came with the Rana
>drives way back and I remember it was very nice. If anyone can send me a
>diskette, or tell me how to create an ATARI disk image on a PC, please
>email me. Thanks in advance.
>

Try:

ftp://ftp.CloserToHome.dyn.ml.org/FTP/pub/Atari_8bit/NEW/Utilities
/smartdos.zip

It's a zipped ATR.
```

4702. Re: Atari support

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-30 00:00:00 UTC
From: felinoid@ccnet.com
Message-ID: <5mnnqo$1dg$1@ccnet3.ccnet.com>
Source record: 72637

ASharkis (asharkis@aol.com) wrote:
: In article <5ml8ph$1q7$1@ccnet3.ccnet.com>, felinoid@ccnet.com (Jeffery C
: McLean) writes:

: >Ok I have an Atari 800 set up along side a c64 and an Apple //e
: >having done some research I have found that there are a few busnesses
: >supporting Apple][s and Commodore 8 bits
: >so Are there any busnesses left supporting Atari 8 bits or did
: >EAs going out of there way to buy up all the Atari support companys
: >trash that....
: >
: >Jeff

: HUH?

Electronic Artists at one point tried to activly kill Atari
by buying up all the 8 bit software makers...
They were of the opinion that it was time 8 bit boxes die..
However they did not go after anyone supporting any 8 bit other
than Atari...

Eventialy they started buying up companys that made ST software
that's when it was make clear the 8 bit statment was lipservice
they were out to kill Atari...

EA so drained there own funds they ended up selling companys they
bought...

I'm asking if there was any companys that made 8 bit atari software
/hardware that survived EAs buying spree...

and from what I have gotten there are a lot of Atari support companys

Jeff
--
Vote for Jeffery C McLean for City Council in the city of Concord California
Internet:felinoid@ccnet.com FidoNet:5249@1:125/233
http://www.ccnet.com/~felinoid

4703. Re: RGB Pinouts

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-30 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <338F8E81.40@tcd.net>
Source record: 72638

Look in your Commadore Store near you it should carry a 5pin Din cable
that will work..if not let me know.

bob

4704. Re: NEW SITE

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-30 00:00:00 UTC
From: Francis Lapeyre <flapeyre@communique.net>
Message-ID: <338F842A.34A8@communique.net>
Source record: 72639
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.hp.hardware,comp.sys.intel,comp.sys.ibm.as400.misc

Casper D. Hulshof wrote:
>
> > http://www.aesthetico.com
> >Tell us what you think. We need your feedback.
>
> Crap.
>
> CH

They could have at least used the correct spelling for St. Louis
(instead of St. Luis). They were referring to the city in Missouri (I
saw the picture of the Gateway Arch), not some other person/place/thing.

Casper, your opinion, shall we say, is generous compared to mine. I'll
leave it at that.
--
Francis Lapeyre flapeyre@communique.net

"The probability of life originating from accident is
comparable to the probability of the Unabridged Dictionary
resulting from an explosion in a printing factory."

Prof. Edwin Conklin

****** If you spam me, you will incur the wrath of your Internet **
****** Service Provider. I KNOW who you REALLY are!!***************

Opinions are my own. Otherwise, they are someone else's.

4705. Re: NEW SITE

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-30 00:00:00 UTC
From: Larry Anderson & Diane Hare <foxnhare@goldrush.com>
Message-ID: <338F9740.26FE@goldrush.com>
Source record: 72640
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.hp.hardware,comp.sys.intel,comp.sys.ibm.as400.misc

> > > http://www.aesthetico.com
> > >Tell us what you think. We need your feedback.

No Atari, Apple, Commodore, DEC, Handheld, HP, etc. stuff (actually not any computer stuff) to be found there what so ever, just a bunch of pictures of 'the outside' (augh! the light, no computers! no net! I'm melting....)

The buttons were hard to understand I assumed incorrectly uou click on the blue thingis below the names to go to different pages, wrong. Also takes forever to view if you have a 14.4k modem.

Post back here to us when you get some good computer shots, ok.

Larry Anderson
--
-+-
Visit our web page at: http://www.goldrush.com/~foxnhare
Call our BBS (Silicon Realms BBS 300-2400 baud) at: (209) 754-1363
-+-

4706. Re: Was XLit abandoned?

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-30 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <338f4a8e.1463216@news.injersey.com>
Source record: 72641

On Fri, 30 May 1997 03:38:07 -0400, Lord Spatula
<lordspat@antispam.geocities.com> wrote:

-Glenn Saunders wrote:
->

NO!!! NOT THIS THREAD AGAIN!!

And, just for the record, I pirate Snes roms also. BUT I DONT
distribute them. I dont play them either, most Snes games suck.
(other than zelda and the dkc series, both of which I bought AND
play.)

4707. $99.00 GIFT

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-30 00:00:00 UTC
From: fghhg@usa.net
Message-ID: <5mnaqu$7ip$1@its.hooked.net>
Source record: 72642

```
------------------>>>>> FREE GIFTS!!

--------------------->>>>>>>> FREE GIFTS!!!

Come visit our WEB SITE & Receive $99.00 worth of FREE GIFTS!

http://www.cyberbundle.com
```

4708. Wanted Mac/65

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-30 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <5mmjnk$f2u$1@macaw.cyberport.com>
Source record: 72643

```
If anyone has this assembler cart with manual for sale or trade
please contact me via email,
```

4709. Free Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-31 00:00:00 UTC
From: cas@netcom.com
Message-ID: <338f7158.1781846@snews.zippo.com>
Source record: 72644

I am giving away my Atari 800. It is in working order and includes
all original H/W, manuals. Includes modem, floppy drive, joysticks,
many game cartridges, S/W library, technical references, magazines,
other stuff.

The catches are:
1) You pick it up - I live in Redondo Beach, CA
2) You take everything or nothing
3) You convince me that you are going to use it, not sell it.

4710. Archon Game

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-31 00:00:00 UTC
From: Steven Suttle <suttle@gte.net>
Message-ID: <5momuoatl1@news7.gte.net>
Source record: 72645

I am not sure of the spelling, but this game was made by (EA) Electronic Arts and I played on on a C-64 many years ago. Did they make this game for Atari computers and if so any ideas on where to get this item? Thank you! Please reply: suttle@gte.net

4711. Re: Atari support

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-31 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970531183401.OAA14209@ladder02.news.aol.com>
Source record: 72646

In article <5mnnqo$1dg$1@ccnet3.ccnet.com>, felinoid@ccnet.com (Jeffery C McLean) writes (after some history):

>I'm asking if there was any companys that made 8 bit atari software
>/hardware that survived EAs buying spree...
>
>and from what I have gotten there are a lot of Atari support companys
>
>

Thanks for the clarification! Now I'm beginning to understand how software that I thought was produced by others was later marketed under the EA name. That little piece of Atari history somehow escaped me and others who should have known about it.

Good luck in your quest.

4712. Looking for Atari 2600 + Games + Controllers + etc...

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-31 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5mpra6luh1@news1.fast.net>
Source record: 72647

Hello. I have a friend who is interested in purchasing a 2600 w\ all cables and controllers. He is also looking for games (doesn't matter which). Please make offers. Also, please don't flame me or even bother to tell me to post to a different group- this is comp.sys.atari.8bit and the 8bit means any Atari 8bit (even the 2600).
Thanks, rhkramer@fast.net

4713. Re: Looking for Atari 2600 + Games + Controllers + etc...

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-31 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <3390872e.3777013@news-west.sony.com>
Source record: 72648

Randy,

Thanks for "straightening us out" with your attitude that this is the appropriate group for your post.

First off, nobody in this group would have flamed you.

Second off, rec.games.video.classic is where 99% of all 2600 activity is.

jj

On Sat, 31 May 1997 18:37:48 GMT, rhkramer@fast.net (Randy Kramer) wrote:

>Hello. I have a friend who is interested in purchasing a 2600 w\ all
>cables and controllers. He is also looking for games (doesn't matter
>which). Please make offers. Also, please don't flame me or even bother
>to tell me to post to a different group- this is comp.sys.atari.8bit
>and the 8bit means any Atari 8bit (even the 2600).
>Thanks, rhkramer@fast.net
>

4714. FA:Atari 400/800 - Small Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-05-31 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <3390B34C.458D@administaff.com>
Source record: 72649
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

```
Auction will run approximately two weeks or until bidding slows.
Date of initial post: 05/29/97.
Mail your bids or inquiries directly to: dennis_cooper@administaff.com
Rules at end of post
|---- Update 05/31/97
-----------------------------------------------------|
|Atari 400/800 items:

| Hardware | Minimum Bid | Current High
Bid |
|------------------------------------------|-------------|------------------|
| Atari
| XM301 Modem 3.00 3.00 - bensonj

| Carts (all loose, vg condition) | Minimum Bid | Current High
Bid |
|------------------------------------------|-------------|------------------|
| Atari
| CXL4002 Basic Computer Language (ver ?) 1.00
| RX8040 Donkey Kong Junior 1.00 2.00 - bensonj
| RX8030 E.T. Phone Home! 1.00 1.00 - bensonj
| CXL4024 Galaxian 1.00 1.00 - bensonj
| CXL4018 Pilot Programming Language 2.00 2.00 - bensonj
| Chalk Board
| 10031A-3 BearJam 3.00 5.00 - cmoore
| 10042A-3 LogicMaster 3.00 5.00 - cmoore
| 10016A-3 Micro Illustrator 3.00 5.00 - cmoore

Rules:
Format will be Going-Going-Gone.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups and bidders every couple of days.
Ties will go to the earliest posting I receive.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.

Mail your bids or inquiries directly to: dennis_cooper@administaff.com

Thank you,
```

Dennis Cooper
--
dennis_cooper@administaff.com

4715. Re: Looking for Atari 2600 + Games + Controllers + etc...

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5mqins$3gj$1@news1.fast.net>
Source record: 72650

jjessop1@home.com (Jerry Jessop) wrote:

>Randy,

>Thanks for "straightening us out" with your attitude that this is the
>appropriate group for your post.

>First off, nobody in this group would have flamed you.

>Second off, rec.games.video.classic is where 99% of all 2600 activity
>is.

>jj

>On Sat, 31 May 1997 18:37:48 GMT, rhkramer@fast.net (Randy Kramer)
>wrote:

>>Hello. I have a friend who is interested in purchasing a 2600 w\ all
>>cables and controllers. He is also looking for games (doesn't matter
>>which). Please make offers. Also, please don't flame me or even bother
>>to tell me to post to a different group- this is comp.sys.atari.8bit
>>and the 8bit means any Atari 8bit (even the 2600).
>>Thanks, rhkramer@fast.net
>>

SORRY! Just ignore my post, just ignore my comments, just leave me
alone.

4716. IGNORE Re: Looking for Atari 2600 + Games + Controllers + etc... from now on...

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5mqiv9$3gj$2@news1.fast.net>
Source record: 72651

rhkramer@fast.net (Randy Kramer) wrote:

>Hello. I have a friend who is interested in purchasing a 2600 w\ all
>cables and controllers. He is also looking for games (doesn't matter
>which). Please make offers. Also, please don't flame me or even bother
>to tell me to post to a different group- this is comp.sys.atari.8bit
>and the 8bit means any Atari 8bit (even the 2600).
>Thanks, rhkramer@fast.net

Sorry if this came off as rude- I was just in a hurry (not a valid
excuse, however). I will post to the appropriate group in the
appropriate manner.

4717. Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: The Boyle's <pboyle@centuryinter.net>
Message-ID: <01bc6e21$6363eb00$5cb541ce@default>
Source record: 72652

I just got one of these computers today. I would be interested in some
cartridges and some info on how this thing works!!!!
I bought it for $8 with tape drive and all books!

4718. Re: RGB Pinouts

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <EB2syJ.2ot@iglou.com>
Source record: 72653

BobKlaas (bobkla19@tcd.net) wrote:

: Look in your Commadore Store near you it should carry a 5pin Din cable
: that will work..if not let me know.

Failing that, you can make one yourself. Easily done, once you know what
does what. The nice thing is that you can make it as long as you want.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

4719. Re: Model Year???

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970601035500.XAA05405@ladder02.news.aol.com>
Source record: 72654

The Atari XEGS

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

4720. Re: problem with TV sound from UK Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: rhart37663@aol.com
Message-ID: <19970601041401.AAA07191@ladder02.news.aol.com>
Source record: 72655

Hi Sidney!
Yes you do have the same tv system as Germany.
But!.. The sound frequencies are allocated by the authorities of the
particular country intended for reception.

Here in the U.K Sound is transmitted '6.5Mhz above' the VISION frequency.

In the Netherlands, Sound is at 5.5Mhz above the vision frequency. Just a
tad too low!
Plus FM SOUND isn't like AM RADIO. (if its slightly off-tuned you still
hear it.)

FM - you either hear it or you DON'T!

Maybe you could find a competent TV REPAIR MAN to adjust your ATARI's
modulator so that the spacing is 5.5Mhz rather than 6.5.

I hope this is helpful,
Richard.
In a message dated 31/5/97 12:20:41 am, ilaskey@cix.compulink.co.uk wrote:

>There are a couple of types of PAL. The PAL used by Germany has exactly
>this effect i.e. a perfect picture but no sound. If you have a
>multistandard TV it will be able to handle this. COuld it be you also
have
>the version of PAL used in Germany?
>
>The sound sub-carriers are on different frequencies I believe but beyond
>that I don't know.
>
>+--------------+---+
>|Iain R Laskey |ilaskey@cix.compulink.co.uk |

4721. US Doubler docs gone!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: Bob Rayn <ryanr@one.net>
Message-ID: <33910881.5DE238D8@one.net>
Source record: 72656

For those that are interested (and my own sanity):

Due to a problem with my web host, I lost the HTML file of the US
Doubler docs.

If anyone copied them or downloaded the HTML file, let me know. I sure
would like to get them back! It would save me some typing :-)
--

-Bob
ryanr@one.net

4722. 800xl disks => pc ???

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: thodie@tico.lahn.de
Message-ID: <Xg5L8D1w165w@tico.lahn.de>
Source record: 72657

hello,

i have the pc xformer. my atari floppy is broken.
how can i change the atari files to pc???

bye

thomas

4723. Re: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5mrp3kjlg1@news1.fast.net>
Source record: 72658

"The Boyle's" <pboyle@centuryinter.net> wrote:

>I just got one of these computers today. I would be interested in some
>cartridges and some info on how this thing works!!!!
>I bought it for $8 with tape drive and all books!

The Atari 800xl is an excellent computer, IMHO. Do you have all the cables setup? If so, turning it on without a cartridge (or disk, tape) will show you a blue screen and say 'Ready'. This is Atari Basic. To get into a diagnostic, type BYE. (The diagnostic is pretty self-explanatory). To run a cartridge, make sure the power is off. Then put the cartridge in the cartridge slot and turn the power on- the cartridge will then load and run. Disks are a little more complicated. I have a 1050 disk drive (there are many others). On every disk, you must put an operating system (except when told otherwise) such as Atari Dos, SpartaDos, etc. Since I have Atari Dos II, revision 2.5 (is this possible?), you would load dos from Basic (unless it already loaded) by, I think, typing DOS. Then to load a program, select "List directory" (may be different, I don't do this because I have a menu setup) select "All". This will display the different files on the disk. Then "Load" the file and off you go. Again, I am not currently at my Atari right now, so the information about Atari Dos may be inaccurate, but you get the point. Cassete Drives I'd have to look into- I have one, but no tapes for it (Frogger and The E-Factor broke).

I hoped this helped somewhat. It is by no means a complete tutorial, and I welcome anybody's comments. As for finding disk drives/disks/cartridges/joysticks/ etc... just check this newsgroup or ask somebody; there may even be an Atari users group in your area. I sure you'll find something.

4724. Re: NEW SITE

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: "Daniel S. Cochran" <Daniel@DSC-Link.com>
Message-ID: <33917980.493F@DSC-Link.com>
Source record: 72659
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.hp.hardware,comp.sys.intel,comp.sys.ibm.as400.misc

Casper D. Hulshof wrote:
>
> > http://www.aesthetico.com
> >Tell us what you think. We need your feedback.
>
> Crap.
>
> CH

uh, I really liked the "information" page... ;)

ryl,
--
Daniel@DSC-Link.com
Consultant: AS/400, Internet http://www.DSC-Link.com
*** All remarks reflect my ideas since that person is me! ;-)

4725. Re: NEW SITE

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: ���TaX �Rr�R <commodoreboy@cybermail.net>
Message-ID: <01bc6e70$9cd616c0$7bc348a6@default>
Source record: 72660
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.hp.hardware,comp.sys.intel,comp.sys.ibm.as400.misc

Dane Ruyle <dane_ruyle@intuit.com> wrote in article
<338DFD56.7616@intuit.com>...
> Where's the Commodore Section?!
>
> hehe
>
yea, where the hell is the commodore section?
--
LONG LIVE THE COMMODORE 64!!
http://www.cybermail.net/~cgi
+===+
+ I am Homer of Borg.... prepare to be assim... oooo... Donuts... +
+===+

4726. Re: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970601193901.PAA06087@ladder02.news.aol.com>
Source record: 72661

If you have all the books, reading them might help :)

4727. UK 8 Bit Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: Martin G <marting@dircon.co.uk.nospam>
Message-ID: <3391F1C9.79C0@dircon.co.uk.nospam>
Source record: 72662

Hi All

I'm selling 3 Atari 8 Bit computers

1. Atari XE Games System

This is Atari's "sort of" XE console based on the 130XE.

Comprises:

Main Unit
Keyboard
Grey CX40 Standard Joystick
Gun
Flight Simulator 2
Bug Hunt
Missile Command (built in)
Aerial Lead
Power Lead
Good condition, all works perfectly

2. Atari 600XL

Comprises just the computer itself (no aerial or power leads), but uses the same leads as the XE Games System so you could always buy the two together. Average condition, works perfectly

3. Atari 400

Comprises just the computer and aerial lead. Average condition, works perfectly

Please email any offers to marting@dircon.co.uk inc postage at cost or collect from NW Kent. The XE system is an excellent bit of 8 bit kit, nagging other half forces sale.

Martin

4728. Re: Atari 8 Bit Equipment

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: kimura1@aol.com
Message-ID: <19970601223800.SAA22952@ladder02.news.aol.com>
Source record: 72663

I have _MANY_ pieces of 8-bit equipment for sale, including 400s, 800s,
810s and 850s, plus misc parts and manuals

Email for details if intersted to:
wildcat@inxpress.net

4729. Spelunker

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970601135133.14540B-100000@fissure.scar>
Source record: 72664

Greetinx fellow Atarians...

I have been playing that old 8bit game Spelunker using an emulator (finally got it working under Xlit and it looks and sounds great!) Has anyone finished this game?? It is very addictive but the joystick control is inadequate and I find myself dying in relatively routine situations, i.e. I fall off a cliff before I press the jump button.. the controls are a little jerky, but if I remember, it wasn't any better onmy 800Xl..

Alan

4730. Re: Atari support

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: Jeremy Pinkham <jpinkham@blarg.net>
Message-ID: <33922247.25F3@blarg.net>
Source record: 72665

Jeffery C. McLean wrote:

>I'm asking if there was any companys that made 8 bit atari software
>hardware that survived EAs buying spree...

I think it's ironic that Electronic Arts once produced creative software, and then after buying all of these companies (this is the first I've heard of it, but have not been paying enough attention) produces only macho sports games.

"The Need for Speed II" is a far cry from "Seven Cities of Gold" and "MULE." (I understand that Ozark Softscape deserves credit for those titles, but at least EA was interested in publishing such titles). I had the opportunity to visit Electronic Arts Seattle recently and when I mentioned "Archon," I got the reply: "Huh?" Folks hadn't heard of it. I'm not going to insult the folks working for EA, but the corporate philosophy that enables this sad departure from a creative past.

-- Jeremy Pinkham

4731. Re: a question about atari 800 keyboards

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5mtjl8$oa3@nntp02.primenet.com>
Source record: 72666

The mortal Lord Spatula wrote:
: For the record the only Atari keyboards I've ever used are 400 (yech!),
: 800 (would be OK except half the keys stick) and 800XL (my keyboard of
: choice)...

You should try a 1200XL keyboard, the best of the lot, IMHO.

4732. Re: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0106972116450001@port101.bitstream.net>
Source record: 72667

"The Boyle's" <pboyle@centuryinter.net> wrote:

>I just got one of these computers today. I would be interested in some
>cartridges and some info on how this thing works!!!!
>I bought it for $8 with tape drive and all books!

If you haven't yet, be sure to check out the official and unofficial FAQs at
http://www.faqs.org/faqs/atari-8-bit/faq/ (the official one) and
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (the unofficial one).
The information in these sites is as least as helpful and more up-to-date
than anything you're likely to find in a book. There are also a number of
vendors who still sell Atari 8-bit hardware and software (listed at
http://www.faqs.org/faqs/atari-8-bit/vendev/). People with items to sell
or trade also post here often.

Mark

4733. Re: EGA monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ms8fmjmf2@triglav.iwaynet.net>
Source record: 72668

On 1997-05-25 rhart37663@aol.com(RHart37663) said:
>In article <863133786.3033@dejanews.com>, bchermma@bluffton.edu
>wrote:
>>Date: Thu, 08 May 1997 18:34:10 -0600
>> Is it possible to do some sort of hack that will allow an Atari
>>8-BIT I.E. an XE, to use an EGA, Amiga RGB, or a Tandy RGB?

Since RGBI and EGA monitors don't suport 128 colours/lumnas,it would be
impossible.

>The connector is a standard phono type.
>Atari pins 2 - GND
>4 - Comp Video
>3 - Audio
>extra outputs (not entirely useful)
>1 - Comp Luminance (b/w)
>5 - Comp Chroma (extract RGB from this if you
>dare!)

Doesn't using seperate chroma and lumna defeat artefacting?

I also heard that TRS-80 Colour Computers don't have artefacting in PAL.
Is this true for other computers?

Net-Tamer V 1.08 - Test Drive

4734. Re: MIO or Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ms8k3jmf17@triglav.iwaynet.net>
Source record: 72669

On 1997-05-25 guy1015@aol.com(GUY1015) said:
>The 8bit Atari uses mid 70 technology, And I remember that 300bps
>was the mainstreem, 1200 bauds modems ranged in the 6oo.oo .
>ICD's MIO hit the market in the mid 80's and still 9600 baud modems
>where just an idea.. So getting my Mid 70's Mainframe to do Flow
>controll at 19.2 is impressive.

Atari was always going at 19200 with it's disk drives from the start.
It's simply the 850 interface that's limited.

What does speed have to do with flow control?
Besides the BlackBox's automatic flow control,it won't help you to keep up with input.Obviously it's nice for uploading with Zmodem so that you don't over-flow the modem's input buffer.But it doesn't take SPEED to simply check the CTS line before sending data.At least when the line status is maped into memory like it is with the Black Box (and with the MIO,I assume).
Of course with the 850 and P:R:C,you have to disconnect from the interface so that you can send a "Get Status" command packet to it.
(can you exit concurrent mode without purging the input buffer.Of course the point is moot if the RTS/CTS flow control is built into the handler(you don't want anything but the R: handler accessing hardware(c.f. the PC)))

But I never did like the way that the 850 R: handler worked.
The baud rate is set by a index number rather than just giving the handler the FP number of the baud rate.(it could use the FP OS to convert it to a interger)

Also,different status information is returned depending on wether your in block mode or concurrent mode.Aparently,Atari never thought that a cartridge modem (like the Commies use)
interface would come along.
(or a expansion port device,which is really what the Commodore carts are)
What I mean to say is that reporting both sets of numbers (from the STATUS CIO) would better take advantage of the Atari's easy access to the line status of the Black Box's RS232 port.

Net-Tamer V 1.08 - Test Drive

4735. Re: A WWW browser for Atari 130xe??

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ms8fejmf1@triglav.iwaynet.net>
Source record: 72670

On 1997-05-24 kendrick@zippy.sonoma.edu(WilliamKendrick) said:
>Tim Irvin (ziggy29@netgate.net) wrote:
><re: browsing and stuff on an XE>
>I've considered writing an 8-bit web browser. (Too bad the HTML
>spec. and all of those damned add-ons that Netscape and IE add make
>a `final' version pretty impossible. :))
>What >I< imagined was:
>(1) Load terminal (IceT, FT80, whatever... wouldn't matter)
>(2) Dial into shell
>(3) Login
>(4) Quit terminal
>(5) Load "XL Scape" ;)
>(6) Browse!
>(7) When done, quit browser, load terminal, logout/etc.
>What the web browser would do is run a Unix program! :)
>The Unix program would in turn do all of the network stuff (even
>maybe just run "Lynx"... it's not a bad back-end to pull Web files
>off the net! See http://zippy.sonoma.edu/kendrick/webfx/ <--
>you'll need a graphical browser or lots of patience :))
>I had even considered having a number of OTHER Unix programs which
>the Web Browser would "call" which would do things like download a
>graphic and shrink and convert it into something usable by the
>Atari! (4 or 16 greys, "320"x160 or less, etc.)
>I'm actually STILL interested in doing this... anyone want to help
>out? I kinda need a better modem setup than 2400 bps on my Atari,
>though. >:^(

The atari is capable of 160x200x30 monochrome as well as 80x200 16-level RGB.
Also 160x200 4-level RGB.

But even if you have a PC,running Lynx is better.(much faster)

Net-Tamer V 1.08 - Test Drive

4736. Re: Ok... I should be a little more regular here

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ms8kejmf18@triglav.iwaynet.net>
Source record: 72671

On 1997-05-24 kendrick@zippy.sonoma.edu(WilliamKendrick) said:

More regular?!?
We don't want to hear about it!

>School's out! Yay! YAY! YAAAY!!!

School is always out for me.

>So... now I have time to mess around here and on my Atari. :)
>Now.. I EMPLORE you good coders... E-MAIL ME! I want to work on

Emplore?
Is that some way of saying "employ" and "implore" in one word?
(damn ebonics!)
(imagine,actually teaching bad grammar and english)
(I remember back in the (really) old days that slave owners would tell their children and wives that blacks couldn't read&write because they weren't really human.Well no wonder Johny can't read,with this attitude!
That's it,let's just teach make-believe words to children.We already teach make-believe history,what with Columbus discovering America.
Oh look,I have a copy of "Through The Looking Glass",that should come in handy)

>some new software for these little beasts!
>PPPPPLEASE!!!!

I'm talking to roger Rabit already here !!!

>-bill! (noticing folks like Pokey Soft and other cool Euro-coders
>hanging around here >:^))
>Bill Kendrick
>/|\ Software Engineer
>kendrick@zippy.sonoma.edu
>http://zippy.sonoma.edu/kendrick/
Where have I heard that name before?
What have you written?

Sorry for the tangiental deviation,Bill,but I'm a linguist.It's like a Atari programmer being forced to use Micro-soft BASIC.
Oh wait,we already are,except it's a OS and it's called WINDOWS! <SNEER>

Net-Tamer V 1.08 - Test Drive

4737. Re: WTB: Atari Diskformat Infos

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ms8ktjmf19@triglav.iwaynet.net>
Source record: 72672

On 1997-05-27 5m8lf0$43$1@triglav.iwaynet.net said:
>On 25 May 1997 dklugh@iwaynet.net wrote:
>(in reply to the 1997-05-22 reply by jmcgowan@shell.inch.com
>to the reply by David A. Paterson <davepat@total.net> to a post-
>ing dated 19 May 1997 16:04:28 GMT by John McGowan, who wrote:
>->>>>>> DOS 2.0D ONLY supported 256 byte sectors and could only
>->>>>>> be used on the 815, according to the guide...)
>->Are you sure that DOS 2D ONLY worked with double density?
>->That sure doesn't sound right.
>You're right -- it's wrong! I have Atari Dos 2.0D and
>it's flexible like all the other double-density compatible DOSes.
>It works on other brands and models of disk drives, it can be
>loaded in either SD or DD, and it can handle drives of a multi-
>drive system being in different densities at the same time.
>I've never seen any difference between Atari Dos 2.0D and its
>much more common cousin 2.0s, except of course that it works in
>double density and has a density-change option on its menu.

Are you sure,the 815 was only supossed to support double density.Hence a
"density change" option would be useless.Maybe your version has been hacked.

>A note of explanation about the reference above to a DD Dos
>being "in" SD (single density): By using Atari Dos 2.0D to write
>the Dos files onto a SD-formatted disk, the result is a Dos master
>disk "in" SD. The program works either way (like other DD-compa-
>tible DOSes). But of course, to operate in double density one has
>to have a double-density-capable disk drive.

And then the 1050 double density drive came out and it all became confusing.
Thank you very much,Atari!
(thanks also for not coming out with a expansion card interface box like the
TI-99/4 had)

>>>>--<<<
>>>> david moeser -- censornati, ohio <<<
>>>> erasmus@one.net <<<
>>>>--<<<
>* Then there's Vapor DOS 3.14159265: triple density only! *
>(Well, actually, it's "pi" density: 402.1 bytes per sector!)

Actually,density and sector size have nothing to do with each other.
The PC uses 512 byte sectors yet they still get only 360k per disk.
The secret is to put the sectors closer together.Since the Percom/Indus drives
use 256 byte sectors,there are less inter-sector gaps and hence more room.You
could get even more room by puting them closer together.And using more than 40
tracks.But simply making the sectors bigger was the safest course for Atari.

Just look at Linux,it just uses a 8k and 4k sector per track.
(since you can't have 12k sectors)
Now that would be great for those Atari drives (like Happy) that have
a track buffer.
(which the PC drive doesn't)

Net-Tamer V 1.08 - Test Drive

4738. Re: Ape 1.15 Release Now Available

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ms8l2jmf20@triglav.iwaynet.net>
Source record: 72673

On 1997-05-24 kendrick@zippy.sonoma.edu(WilliamKendrick) said:
>Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:
>: Both the registered and trial shareware version of APE 1.15 are
>now ready.
>: The new trial version is available at http://www.nacs.
>net/~classics.
><tons of info on all of the cool new changes snipped>
>Yeah... but can you play Mine Sweeper in it? ;)

Isn't that the site that uses frames and thus blocks out many atari users?

Net-Tamer V 1.08 - Test Drive

4739. Re: Atari Ideas

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-01 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ms8l8jmf21@triglav.iwaynet.net>
Source record: 72674

On 1997-05-27 tomhunt@bright.net said:
>I did write snapshot. The program works with machines with more
>than 64k. Plus the sound utility that plays wave files on the 8bit.
>It automatically configures itself to use anything from 64k to
>1088k.

Please E-Mail me the place to get that wave player from.
I just want to show it to friends who talk about how useless the Atari is.
I also heard of a MOD file player.

Net-Tamer V 1.08 - Test Drive

4740. WTB: Atari DOS 2.5 or ADOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-02 00:00:00 UTC
From: DeNeal Reed <1stlight@worldnet.att.net>
Message-ID: <339279A8.238@worldnet.att.net>
Source record: 72575

'lo

I recently dug up a 130XE with a 1050 FD and a XM301 modem at a
re-sale shop. I need DOS to get it running. Any suggestions?

/--\
Joseph Gerth|baron_harkkonen@hotmail.com
Never, ever, underestimated the awesome
power of human stupidity.
-Robert Anson Heinlein
\--/

4741. Cheat for Drol

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-02 00:00:00 UTC
From: jrotbard@j51.com
Message-ID: <5mt8tl$8ln$1@news.j51.com>
Source record: 72576

Does anyone know of a cheat for Drol by Broderbund?

4742. Re: Archon Game

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-02 00:00:00 UTC
From: bobbyshaw@aol.com
Message-ID: <19970602150301.LAA26940@ladder02.news.aol.com>
Source record: 72577

Yes, it was made for the Atari. Actually, there was two made. Archon, and Archon II. IMO the original was much better.

As to where to find it, I don't know (I am new to this newsgroup). You can find in in my closet if you know where I live ;) I have the original disk and manual for both games.

Robert Shaw

4743. Re: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-02 00:00:00 UTC
From: lvt-cfc@cyber2.servtech.com
Message-ID: <5munr1$r96@cyber2.servtech.com>
Source record: 72578

In article <01bc6e21$6363eb00$5cb541ce@default>,
The Boyle's <pboyle@centuryinter.net> wrote:
>I just got one of these computers today. I would be interested in some
>cartridges and some info on how this thing works!!!!
>I bought it for $8 with tape drive and all books!

First, congratulations! You've acquired one of the landmark machines in the history of home computing; not only is it among the pantheon of "classic" systems, but in the humble opinion of this group's readership it is, of course, the BEST of the classic systems! I/we hope you will get into it and come to really appreciate and enjoy it!

Second, as to what you've actually got. What model, exactly, did you get? Did you get any peripheral devices other than "tape" (I assume you mean "cassette;" what model cassette drive?) ? Did these come with all the necessary power supplies, computer-to-peripheral I/O cables, TV-and/or-monitor connection cables, etc.? What books, exactly? State hardware model numbers (and makers, if not Atari models!) and book titles...

Third, start looking around for a disk drive or two. Cassette tape is okay to start with, but is very slow and requires you to do a lot of dreary "manual tape-positioning" work. Use it for a while -- long enough to really APPRECIATE a disk drive when you get one! -- but definitely move up to disks as soon as possible. There are several makes and models of disk drive for the Atari. Look at the "I/O" connector on your computer and become familiar with its appearance. If you ever come across a disk drive that has that SAME connector on it, it is a virtual certainty that that drive WILL work with the Atari, so snap it up immediately! :-)

Fourth, I'd recommend a modem, if you didn't already get one in your $8 purchase. Any "standard" modem up to 4800 baud can be made to work with the Atari by also acquiring an Atari-I/O-port (SIO) -to-RS232 adapter; again, there are numerous makes-and-models from Atari and many other manufacturers. There is ONE modem which can plug DIRECTLY into the Atari -- the Atari SX212 -- but THAT one requires a special software handler which is NOT built into the computer OR the modem but must itself be obtained "elsewhere" (there's almost certainly a copy somewhere on the Net, in at least one of the many Atari archives; if worst comes to worst, I have a copy myself that I could send you). You'll also need terminal-emulation software, probably with some form of file-transfer capabilities (so that you can continue to download new (to you) software); I personally recommend Kermit65 if you want to use Kermit file-transfer protocol, and BobTerm if you want to use any of the Xmodem family of protocols.

The above will get you SET UP to the point where you can use the system without having to spend most of your energy making things WORK -- i.e., doing all that boring cassette-tape-positioning I mentioned. After that, it depends on what you want to do! Play games? Learn to program? Balance your checkbook? Those things require software, some of which you may have acquired in your purchase, some which is available for download from the Net and elsewhere, and that which you may write YOURSELF once you know the Atari well enough to proceed.

And of course, the Net, the Web, and this newsfeed will be an invaluable resource to you as you go along -- you can probably acquire the disk drive, modem and interface, terminal-emulator and modem-driver (if needed) software, etc., either here or through someone you meet here after asking for help... It's amazing in here and you are more than welcome. We need all the Atarians we can get! :-)

Welcome aboard,

Chris Chiesa (Atari 8-bitter since 1982, comp.sys.atari.8bit participant since 1987)
lvt-cfc@servtech.com

4744. FS: 800XL complete system

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-02 00:00:00 UTC
From: markd@cc.gatech.NO_SPAM.edu
Message-ID: <59soz16me7.fsf@pravda.cc.gatech.edu>
Source record: 72579
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

For sale:

- 800 XL with way cool Atari-logo dust cover and power supply
- 1050 disk drive w/ power supply
- 1010 cassette drive
- Owner's manual for 800XL
- DOS II manual and disk
- all cables
- some games on cart : Centipede, Qix, Frogger, Ms. Pac Man
- a couple games on cassette

$45 + shipping (could be persuaded to trade for
2600/5200/7800/INTV/Coleco/etc. carts instead...)

Thanks,
Mark
--
|-----_____-----_____-----_____-----_____-----_____-----_____-----_____-----|
| Mark Devaney |
| Artificial Intelligence / Cognitive Science (404) 894-5612 |
| http://www.cc.gatech.edu/people/home/markd/ markd@cc.gatech.edu |
| *** PGP public key available via finger *** |

4745. The SIP project for 8-bit computers

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-02 00:00:00 UTC
From: Fabrice Frances <frances@ensica.fr>
Message-ID: <3392FD54.1C076EF8@ensica.fr>
Source record: 72580
Cross-posted to: comp.sys.oric,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

```
Hi all, titles says all, if you are interested in joining an IP stack
development, please read http://www.ensica.fr/~frances/sip.html

Best Regards,
--
main(){char*s="@_DOONN_@AJQQDQA@AQQQDAA@OQOODAO@A_QEDAA@AQQIDQA@AQOQNN_";int
i,j,m,n,k;for(i=0;i<7;i++)for(j=0;m=j-6+i,j<55-i;j++)putchar(j==54-i?'\n':j<6-
i?32:s[n=i*8+m/6]&(k=1<<m%6)?(i==6||!(s[n+8]&k)?95:32):k/2&&(s[n]&k/2)?47:32);}
```

4746. FS/T: Atari Equipment

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-02 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <339345A1.4E5A@isd.net>
Source record: 72581

I've got a new, still in shrinkwarp Windows NT 4.0 Workstation CD that
I'd like to trade for Atari 8bit equipment and/or software...

I'll accept offers 'till 6/10 and then take the best offer.

I'm looking for...

-Books/Manuals
-Carts
-Computers
-Disk Drives
-Just about anything for the 8bit...

4747. Re: Atari support

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-02 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970602132410.2263E-100000@fissure.scar>
Source record: 72582

On Sun, 1 Jun 1997, Jeremy Pinkham wrote:

> Jeffery C. McLean wrote:
>
> >I'm asking if there was any companys that made 8 bit atari software
> >hardware that survived EAs buying spree...
>
> I think it's ironic that Electronic Arts once produced creative
> software, and then after buying all of these companies (this is the
> first I've heard of it, but have not been paying enough attention)
> produces only macho sports games.
>
> "The Need for Speed II" is a far cry from "Seven Cities of Gold" and
> "MULE." (I understand that Ozark Softscape deserves credit for those
> titles, but at least EA was interested in publishing such titles). I
> had the opportunity to visit Electronic Arts Seattle recently and when I
> mentioned "Archon," I got the reply: "Huh?" Folks hadn't heard of it.
> I'm not going to insult the folks working for EA, but the corporate
> philosophy that enables this sad departure from a creative past.
>
> -- Jeremy Pinkham
>

That's really sad when EA employees don't know Archon a classic EA game.
I guess they are simply PC programmers now and stick to Sports games
because that is where all the money is. (Along with DOOM style
maze/fighting games)

Alan

4748. (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-02 00:00:00 UTC
From: dpatekar@ica.net
Message-ID: <3393949C.5313@ica.net>
Source record: 72583

I have something called Smartdos 5. And i also have a rana drive.
If you like a copy maybe i can pull out my old Atari and see if it will
work and make coppies.

Let me know at dpatekar@ica.net

4749. NAS 97!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-02 00:00:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_92378e03_Bertil.Jagard@straight.ct.se>
Source record: 72584

```
The Swedish Atari Users' Association (SAK) 970601
and NoCrew proudly present...

Latest update: ------------------------------------------------------
T H E N O R D I C A T A R I S H O W ' 9 7
----------------------------------------------------------------------
Where: LUNDBY GYMNASIUM, GOTHENBURG.
When: 13th -- 15th of June 1997.
Opens 12 pm on Friday, closes 18 pm on Sunday.
What: Exhibition, seminars, hacker convention,
Internet cafe and much more.
Cost: 150 SEK for three days, 80 SEK for single days.
Info: More updated info at http://www.tripnet.se/sak/nas
or from Rolf Johansson (rojo@tripnet.se), tel. 070-6695235

----------------------------------------------------------------------
Index: 1. WHEN AND WHERE?
2. WHAT WILL IT COST?
3. EXHIBITION
4. HACKER CONVENTION
5. SEMINARS
6. OTHER ACTIVITIES
7. GENERAL RULES AT THE SHOW
8. WHY SHOULD I ATTEND NAS?
9. HOW YOU CAN FIND OUT MORE
----------------------------------------------------------------------

Dear Atari friends,

It's once again time for the Nordic Atari Show, the annual get together
which has rapidly become a fixture for all Atari users.

Third time lucky, so they say, and as we arrange the show for the
third straight year we hope to fulfill everyone's expectations and that
this will result in the best possible atmosphere. We've gotten a certain
amount of criticism, both positive and negative, from those who have
attended the shows in '95 and '96. We've taken heed of the suggestions
made and we're once again off and running!

1 - WHEN AND WHERE?

This year the show will begin on Friday, June 13 and end on Sunday,
June 15. This is the weekend following the beginning of the summer school
holidays as well as the weekend prior to the Swedish Midsummer
celebrations. We'll open at 12 p.m. on Friday and close at 6 p.m. on
Sunday.
```

NAS97 will be held at a school called LUNDBY GYMNASIUM at HISINGEN,
GOTHENBURG. Hisingen is a large island very close to the main parts of
Gothenburg. There are a lot of local transportations there.

A map for the route description can be found at www.tripnet.se/sak/nas

GOING BY TRAIN
The train arrives at Centralstationen. Take tram 2 (destination
Biskopsgarden) at Nordstaden and get off at the stop Rambergsvallen.
Signs will lead your way to LUNDBY GYMNASIUM.

GOING BY BOAT
Boats arrive near the tram stop Masthuggstorget. Take tram 3, 4 or 9 to
Brunnsparken, then change to tram 2 (destination Biskopsgarden) or 5
(destination Lansmansgarden) and stop at Rambergsvallen. Signs will lead
your way.

GOING BY PLANE
Take the airport bus to Centralstationen. Follow the instructions as under
"going by train".

GOING BY CAR
Please have a look at the map, LUNDBY GYMNASIUM is nearby a large road
and should not be hard to find.

2 - WHAT WILL IT COST?

If you intend to attend all three days, you cheapest solution is the
Three Day Pass otherwise a Single Entry ticket will do:

* Three Day Pass ... SEK 150:- (about UKP 12,75)
* Single Entry ..... SEK 80:-

These prices include full access to all the activities being held during
NAS97.

3 - EXHIBITION

The exhibition hall is open:
Friday 12-18, Saturday 11-20 and Sunday 11-18.

At the exhibition you can see:

DISK1 (Sweden)
Will be showing Jaguar games and other fun stuff for Atari.

Daggskimmer/Tom Thomason (Sweden)
Bo Leuf and Tom Thomason will be demonstrating Papyrus, Interface and other
shareware products. Tom will also be handling registrations for those.

Peter Segerdahl
One of the authors of Zero-X, the fantastic sample editing program,
shows how to use Zero-X the best way.

Thorsten Butschke (Germany)
As last year, Thorsten is here and showing and taking registrations for

shareware products and the magazine Atari Computing.

16/32 systems (England)
Nic Harlow has always been at NAS, so why any different this year?
He's showing CD:s for Atari, games and more.

Line Audio
Roger J?nsson shows the different JAM products and more for the musican.

SAK and SAK/Skane
The Swedish Atari Users' Association and the local department in Skane are here too, to show different programs and computer systems in action. SAK will sell T-shirts, PD-disks, have a soldering corner and a swap meeting too for those who whises to sell, buy or trade single items of interest.

4 - HACKER CONVENTION

Demogroups and other programmers can gather for competitions and swap demos and all kinds of code. NoCrew is the Swedish demo group who will see to it that everybody takes part and enjoy themselves. Those of you hungry after rewards in the form of prizes will be well taken care of. Exactly WHAT prizes these will be hasn't been established, as yet.

These are the competitions:
Wild compo
Unlimited demo compo

More detailed information will be sent out to all demogroups by NoCrew. You can also make contact directly to them at their homepage at www.nocrew.pp.se

5 - SEMINARS

Last years seminars were very much appreciated, something of which we naturally have taken notice.

The SEMINARS will be held from 12 p.m. on Saturday and hopefully some of them even on Friday or Sunday. But - please attend on Saturday if you don't want to miss any of them.

- Peter Rottengatter
- About STiNG and Internet
Peter is the author of STiNG (the follow-up to STiK), and he will talk about installation and practical use of this program, plus some general talk about Internet and software for Atari.

- Martin Graiter
- Hardware seminar
Martin is a hardware specialist with long practical experience repairing and servicing Atari computers.

- Mille Babic
- HTML and Internet access

Mille will talk about HTML, and show how this cryptical language
really works. He also gives a lesson about going through the net,
practically, with you Atari.

- Claes Holmerup
- The hardware behind digital recording
Claes was here last year also, and talked about digital mastering.
Now he shows a bit more about all that hardware that's required
to make a digital recordning. Claes will also show how CD burning
can be done with an Atari computer.

- Rolf Johansson
- Layout with Calamus SL
What is Calamus SL, and how can one use it? Rolf shows how the
club magazine is done, special functions and regulars in
the software plus a bit about the new version SL96.

- Ulf Hogberg, Rolf Johansson and others
- General Atari Questions
We will also have a little "chat" seminar where you can ask questions
about everything - and we'll try to answer them. Maybe this also
can become some form of a debate, we don't know right now. Please
attend, as we might need you help.

6 - MORE ACTIVITIES

* Minor competitions such as "A-Z on the Keyboard" (a much appreciated
contest last year), hard disk throwing (this year it WILL happen!),
network games, juggling, etc. Everything depends on our finding
volunteers to act as game leaders and referees. There will be prizes
for the winners.

* A refreshment stand will sell non-alcoholic drinks, sweets, chips,
etc. We CAN arrange quantity discounts at the local pizzeria, and
will take orders for this.

* Internet cafe, with possibilities to surf on the Internet, chat,
telnet or whatever that is legal. The cafe will be nearby the
"normal" cafe, or refreshment stand as written above.

7 - GENERAL RULES AT THE SHOW

* No smoking inside the building or by windows and doors.

* No alcohol, beer or anything like drugs will be tolerated inside
the show. Please have fun with that outside in the city, but not
at NAS97. All such things found will be confiscated.

* Keep a good attitude against other people and show your tickets
to the staff if asked for it.

Anyone breaking these rules or acting violently will be thrown
out of the show.

8 - WHY SHOULD I ATTEND NAS?

The answer is simple: because you care about the TOS platform. We Atari owners are becoming fewer and fewer and a get-together like NAS is a simple way of seeing what's happening in the Atari world (no, it's not dead!) and meeting like-minded Atarians and hearing what kind of tips, ideas and visions they have.

9 - HOW CAN I FIND OUT MORE?

Information will be distributed regularly in the same way as this text file. In addition, we have a number of other sources of information where you can find out more about the show depending on your own resources.

* Our mailing list (e-mail). This will provide the very latest information to those on the list. To have yourself put on the list you MUST have an e-mail address. Send us a message on "nas-users-request@tripnet.se" with "subscribe nas-users" in the body of the text. Don't forget to include your e-mail address.

* Our home page on the World Wide Web. This has been in existence since last year and we'll try to update it as often as the information for the mailing list. The home page will contain more detailed information concerning times, schedule of events, directions on how to get there, competitions and housing.

The address is "www.tripnet.se/sak/nas".

* STraight BBS. This is the Swedish Atari Club's home BBS. Information concerning NAS will be included in the SAK menu. You can also use this BBS to ask any questions you may have. The telephone number is:
+46 31-336 39 73.

* Our club magazine, "AtariMagasinet", will contain adverts with more detailed information concerning NAS97 in issues 1/97 and 2/97. This is the largest mailshot we will send to our (SAK's) members.

* Our show co-ordinator is Rolf Johansson. He's supposed to know everything there is to know about NAS97. If you have questions to which you've been unable to get answers anywhere else you can send him a message at "rojo@tripnet.se" and you'll get your answers. If you wish to get into direct contact with him, he can be reached on his mobile phone on
+46 70-669 52 35.

KEEP THE TOS PLATFORM ALIVE.
WE ARE LOOKING FORWARD TO SEE YOU AT THE NORDIC ATARI SHOW 1997!

==
= E-Mail: bertil.jagard@straight.ct.se STraight BBS, Sweden =
= Phone: +46-(0)31-3363973. FidoNet 2:203/221, NeST 90:1101/104 =
==

4750. FS: Atari 1050 drive, power supply and data cable.

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-03 00:00:00 UTC
From: matta@cl-sys.com
Message-ID: <33939e4e.1535910@news.alterdial.uu.net>
Source record: 72585

like the subject says. Best price over 20 dollars. Will ship UPS
collect or upon receipt of check. I picked it up at a show and never
got a 800 system to use with it. Lights light, it works on a friend
machine.

4751. Atari Computer HW & SW sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-03 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5n0rjdbqs1@news3.voicenet.com>
Source record: 72586
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers,alt.warez.atari

```
Atari Items for Sale plus shipping

Atari 850 Interface no power supply..... $39
Atari XMM801 printer..... $24
Atari 1020 Printer..... $15
Atari XM301 Modem..... $15
Atari 410 Program Recorder (tape deck) (2)..... $14
Atari 400 Program Recorder (tape deck)..... $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ..... $ 8 each
Paddles (2 sets)..... $12 each
DVE Printer Power Supply Model DV-2412A..... $10
50 5-1/4 diskettes ..... $10
50 3-1/2 diskettes..... $12.50
.....

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
```

Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1

Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor Donkey Kong
Missile Command Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

4752. Re: Atari support

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-03 00:00:00 UTC
From: Fernando Ortiz <fernando.ortiz@mci2000.com>
Message-ID: <01bc6fdb$8fe37220$694337a6@default>
Source record: 72587

Alan Christie <94chrisv@scar.utoronto.ca> wrote in article
<Pine.GSO.3.95.970602132410.2263E-100000@fissure.scar>...
>
> That's really sad when EA employees don't know Archon a classic EA game.
> I guess they are simply PC programmers now and stick to Sports games
> because that is where all the money is. (Along with DOOM style
> maze/fighting games)
>
> Alan

I'm surprised to hear that Electronic Arts does *any* inhouse development
anymore. Years ago they became distributors and they were in the process
of phasing out development. They distribute games for small development
houses like Bullfrog and a few others.

I will have to call a friend of mine at EA and verify what the correct info
is :-)

Fernando

4753. FA:Atari 400/800 - Small Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-03 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <33941B40.CDC@administaff.com>
Source record: 72588
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

```
*** 1 new item - PowerPad by Chalk Board (untested) ***
Auction will run approximately two weeks or until bidding slows.
Date of initial post: 05/29/97.
Rules at end of post.

|---- Update 06/03/97
-----------------------------------------------------|
|Atari 400/800 items:

| Hardware | Minimum Bid | Current High
Bid |
|------------------------------------------|------------|-----------------|
| Atari
| XM301 Modem 3.00 6.00 -
RAUKAMP
| Chalk Board
| PowerPad & cable (untested) 5.00
| connecting cable a bit hacked
| on end which plugs into Powerpad

| Carts (all loose, vg condition) | Minimum Bid | Current High
Bid |
|------------------------------------------|------------|-----------------|
| Atari
| CXL4002 Basic Computer Language (ver ?) 1.00
| RX8040 Donkey Kong Junior 1.00 3.00 -
wwsmith
| RX8030 E.T. Phone Home! 1.00 1.00 -
bensonj
| CXL4024 Galaxian 1.00 1.00 -
bensonj
| CXL4018 Pilot Programming Language 2.00 2.00 -
bensonj
| Chalk Board
| 10031A-3 BearJam 3.00 \
| 10042A-3 LogicMaster 3.00 > Buyout
Pending
| 10016A-3 Micro Illustrator 3.00 /

Rules:
Format will be Going-Going-Gone.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
```

2.00 if 20.00 or greater
Bids will be updated to newsgroups and bidders every couple of days.
Ties will go to the earliest posting I receive.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.

Mail your bids or inquiries directly to: dennis_cooper@administaff.com

Thank you,

Dennis Cooper
--
dennis_cooper@administaff.com

4754. Atari 64 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-03 00:00:00 UTC
From: mad@gdi.net
Message-ID: <33946000.5537538@NEWS>
Source record: 72589

Can anyone advise me on the Atari 64, does it compare to the nintendo 64. I am thinking about buying one. Give me your opinion.

Thanks

John
mad@gdi.net

4755. ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-03 00:00:00 UTC
From: HOWARD25 <HOWARD25@Prodigy.Net>
Message-ID: <3393C371.643E@Prodigy.Net>
Source record: 72590

HEY YOGI ABOUT YOUR ATARI SITE WHAT HAPPEN TO THE ATARI BINARY EXE GAME FILES, IT NOT ON THE SITE AND THE 2600 FILE TOO?

4756. help

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-03 00:00:00 UTC
From: HOWARD25 <HOWARD25@Prodigy.Net>
Message-ID: <3393C70E.28E3@Prodigy.Net>
Source record: 72591

any body d/l all the file to yogi site all those game on yogi and lives
in the us please email me

4757. help

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-03 00:00:00 UTC
From: HOWARD25 <HOWARD25@Prodigy.Net>
Message-ID: <3393C6E7.1299@Prodigy.Net>
Source record: 72592

any body d/l all the file to yogi site all those game on yogi and lives
in the us please email me

4758. ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-03 00:00:00 UTC
From: HOWARD25 <HOWARD25@Prodigy.Net>
Message-ID: <3393C377.5C93@Prodigy.Net>
Source record: 72593

HEY YOGI ABOUT YOUR ATARI SITE WHAT HAPPEN TO THE ATARI BINARY EXE GAME FILES, IT NOT ON THE SITE AND THE 2600 FILE TOO?

4759. Looking for SIO cables/connectors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-03 00:00:00 UTC
From: John McCormick <john@ultrabac.com>
Message-ID: <5n1m02ljj1@news5.gte.net>
Source record: 72594

Are the connectors used on the SIO cable still available? Were they
proprietary to the Atari?

4760. Re: Looking for SIO cables/connectors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-03 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <339473e5.11426372@news-west.sony.com>
Source record: 72595

John,

Yes.....and yes,

I know a salvage place in Santa Clara with the PC mount I/O
connectors. As for serial I/O cables, I still have about 1000 sitting
in my garage.

jj

On 3 Jun 1997 17:58:26 GMT, "John McCormick" <john@ultrabac.com>
wrote:

>Are the connectors used on the SIO cable still available? Were they
>proprietary to the Atari?
>
>

4761. Re: Was XLit abandoned?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-03 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EB7r01.5Lz@cix.compulink.co.uk>
Source record: 72596

```
In article <338E83DF.6EE9@antispam.geocities.com>,
lordspat@antispam.geocities.com (Lord Spatula) wrote:
> There's a difference between copying software that has been commercially
> unavailable for 5 to 10 years, much of which was produced by companies
> that no longer even exist (or in some cases no longer care), and copying
Actually, it's exactly the same in law. Only your conciounce says
otherwise.

+--------------+-----------------------------------------+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+-----------------------------------------+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+---------------------------------------------------------+
```

4762. sio2pc

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-03 00:00:00 UTC
From: ataricoltr@aol.com
Message-ID: <19970603205900.QAA12336@ladder02.news.aol.com>
Source record: 72597

Does anyone have an xtra working sio2pc cable for sale? Email me at Ataricoltr@aol.com

4763. Misc Atari Misc Computers FS

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-03 00:00:00 UTC
From: dcbberry@aol.com
Message-ID: <19970603212600.RAA14959@ladder02.news.aol.com>
Source record: 72598

```
COMPUTERS FOR SALE

BUYER PAYS SHIPPING COSTS
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
Apple History Books

"So Far, The First Ten Years Of A Vision"
10th Anniversary Factory Promotion Book
never distrubuted to the public very rare
sealed never opened very rare
$140 each only a few left
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
ATARI

Atari 800 Computer, RGB monitor, floppy drives,
printer and sofware $175
Atari 400 $5.00 each
Atari 800 $10
Atari 800XL $20
Atari 800XL NIB $50
Atari 1200XL $60
Atari XF 551 5.25 FD NIB $25
INDUS 5.25 FD for Atari $20 each
Atari 410 Cassette $10
Atari 1010 Cassette $10
Atari 830 Acoustic Modem $10
Atari 3" dual floppy drive (amdek)
old style atari,15, and 25 pin connectors
and 12 disks $75/ offers
misc atari cables. power supplies email for needs

AMIGA 1000 keyboard/mouse $200/0ffers

APPLE SYSTEMS

Apple //c CPU $100

Apple //c 9" monochrome monitor with stand $20

Apple //C+ CPU 3.5 FD, internal power supply
$125

Apple ][e system, 80 col.card, 10 meg Apple Profile extHD
5.25 floppies monitor /// and printer $400/offer

Apple ][e system; 2 disk// 5.25 FD's, green mono Monitor /// $150

Apple ][+ system; 2 disk //'s, monitor /// $100
```

Apple /// system, 2 disk //'s, monitor $150

Apple //GS 512K, Apple RGB Color Monitor, 3 ext.FD's 3.5, 5.25
keyboard/mouse as new $350

APPLE llGS, 'WOZ' case, expanded to 1 meg, SCSI hard drive,
external 5.25 and 3.5 FD's. color monitor, keyboard, mouse
as new OFFERS ?

APPLE lle new in the box, never used, new disk ll FD's
new monitor ll OFFERS ?

Apple Monitor /// green mono $35 each

Disk][ext 5.25 drive $25 each

Corvus 10 meg (?) external hard drive for][family
computers $100 obo

FAX MACHINES

NEC NEFAXBIT l $85

MITAC TC110 $135

MAC SYSTEMS AND HARDWARE

Mac Plus w/ keyboard and mouse $195

Mac 512K w/ keyboard and mouse $100

Mac SE, 4 meg key/mouse/ $395 offers

Mac Plus, 4 meg ext 30 meg HD $295/offers

Mac Charlie external dual 5.25 FD for Mac Plus $75/offers

Mac SE/30 8meg, 120 meg HD, 1.44 FD
keyboard, mouse $350/offers

Apple Imagewriter l's $100, Imagewriter ll's $150

Apple Imagewriterll Platnimum as new $200

Apple Imagewriter ll Platnium with single sheet feeder OFFERS ?

Apple Single Sheet Feeder for Imagewriter ll $65

CP/M SYSTEMS

Sanyo 550 complete system, monitor, manuals, disks as new
$150/offers

Commodore 128 runs CP/M, C64, 128 software
color monitor, FD, manuals, software $250/offers

Apple][e runs CP/M or prodos
RGB monitor, HD $250/offers

Osborn Portable $75 each
or buy all four, three working one for parts
plus all the Osborn software we have
for $200

Kapro portables
3 complete working systems, 1 for parts
$250 for all 4 / offers
(if you buy all 4 you get all the software we have for them)

HEWETT PACKARD

H.P. Touch Screen 150's complete systems;
monitor/printer, keyboard, software HD 3.5/5.25 FD's
manuals $250 to $350 offers email for details
extensive 100 series software available email for list

HP Portable Plus $250
external 3.5 FD's $100
HP ink jet printers $100

HP Vectra ES12 286
VGA monitor, keyboard, mouse $250

TECHTRONICS 21" Color Monitor
2 meg video card 16 million colors
$1296/offers

Hyuandai 286 color VGA, keyboard $200

Commodore C64 CPU's @ $25 each

Commodore 64 software
75 titles for $50
175 titles for $100

Anderson Model A 242 acoustic modem
complete with doc and cables $50 obo

NEC Model N 9630 network Modem 3 line inputs/outputs
circa '90 $50 obo

Misc XT's and AT, 286, 386 systems
IBM PS/2 286 $295, 386 $395

numerous monitors mono's RGB's, VGA's etc obscure system keyboards, FD's,
HD's
email for needs and interests

Packard Bell Legend 2052 486
VGA monitor, keyboard, mouse $400

Packard Bell Pentenium 100mhz
sound card, 28.8 internal modem, 256 color video card,
16 meg RAM, 1 gig HD, w/SVGA monitor, keybaord and mouse
$995

NEC PC/820JA portable computer
$100/offers

CASIO FA10 portable computer
printer, cassette storage recorder,power supply
$100/offers

CompuStar XT mono monitor, keyboard, HD, printer $125

Tandy TRS80 Model ll Catalog # 26-4002
8" internal FD's, monitor, keyboard, software
printer $100

Tandy TRS 80 Model 3 Catalog # 26-1065
$150-offers

Tandy TRS 80 CPU's:
64K Computer 2 Catalog # 26-3127B,
VIDEOTEX Catalog # 26-5000
Offers????

Tandy 1000 SX Personal Computer Catalog #25-1051B,
Tandy RGB HiRes color monitor CM-11 Catalog # 25-1024,
keyboard $75

Tandy Deluxe 2 button color mouse for
computer 2.3. 1000 family
new in boxes $25

Tandy 4-Pen Color Graphic Printer NIB $165/offers
IBM PS/2 286 VGA monitor, keyboard, mouse $295

Tandy Multipak Interface Cat# 26-3124, Tandy applicance
and light controller (2) for TRS 80 systems
interface for computer and 2 light controllers $35

COMPUTER MAGAZINES 1984-1987
Back Issues MacWorld, Mac User, InCider, A+,
Atari Antic, Amiga World, Timex User,
Commodore, Foghorn, Portable Companion, Profiles,
k&#65533;gram (Kaypro users group)
.50 each or offer on entire collection
email for info

Apple, Mac, PC Computer Sales And Service
Software Hardware Upgrades Repairs

Vic Halling (805) 528-1117 534-1117 (FAX)
Associated Enterprises
Computer Sales and Service
2781 Houston Drive
Los Osos, CA 93402

email:

Dave Berry
DCBBERRY@aol.com
dberry@job.punk.net

Vic Halling
halling@silicon.com

4764. Atari material for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-03 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970603145401.15558H-100000@fissure.scar>
Source record: 72599

Here's a detailed list of the computer books (90% Atari 8bit) I have for
sale

But first, the original software..

B/Graph with Enhancement disks from Antic plus original spiral bound docs
$15

Sentinel One
Stellar Shuttle
$2 each (sorry no docs, no nothing with these two)

Lode Runner C64 version one side, Atari 8 bit (48k) version on other
with original box
$5 SOLD!!!

Dos 2.5 original disk with spiral bound docs
$5

Dos XE : original disk with spiral bound original docs
$5

original docs for Cartridge Demon Attack
$1

Now for books, magazines..

The following are original spiral bound...
COMPUTE 1st Book of Atari, (c) 1981 $10
COMPUTE 2nd Book of Atari, (c) 1982 $5
COMPUTE 3rd Book of Atari (with RARE 1200Xl memory map) $10 SOLD!
COMPUTE 1st Book of Atari Games $5 SOLD!
COMPUTE 2nd Book of Atari Grafx $5 SOLD!
COMPUTE Mapping the Atari (complete 400/800 memory map) $12 SOLD!!

Epson FX-286 9pin printer manual $2
Atari SX212 manual $1
SpartaDos 1.1 original manual with 1050 Ultraspeed installation docs
$5

basic for adventure games and graphics the Atari way $2 both SOLD!
Compute Magazine issues Septemeber, october and november 1981 $10/each
Compute Magazine April 1982, June 1982- Nov 1983 (complete) $5/each
Computer December 1983 (mega issue) $8
COMPUTE magazine Jan. 1984 - December 1986 $3/each
COMPUTE October 1987, April 1988 $2/each
COMPUTE May 1988- March 1989 $1/each (no more Atari 8bit support in these
uissues)

Family Computing March 1985 $1
Atari Adventurer April 92 $1
Consumer Resport Feb 1984, compares C64/Xl/Coleco and TRS 80 $2
Users Guide to Atari (contains product info) $2
Computer monsters (basic programming book) $1
Atari Explorer Jan/Feb 89, February 1992 (both issues $3)

Analog November 1989 $2

Antic magazines June and May 1983, $4 each
Antic June 84, Aug to Dec 84, $3 each
Antic January to December 1985 complete, $2.50 each
Antic Jan 86, Feb 86, May 86, April 87, May 87, July 87, $2/each
Antic Sept 87 - December 87, $2/each
Antic March 88, June 88, May 88, $2/each
Antic october 1988 thru to May 1989, $1.50 each

Antic Anthology 1982 Volume 1, book.. $5 SOLD!!

Prices are in US funds and are firm unless you want to buy more than one item.. then prices are negotiable..

Please reply via private mail.

Alan

ALSO added to the list

What Else Can you do with a MicroComputer by hayes 1984
-- has basic programs for the ADAM, Apple, C64 and Atari 8bit
-- games, productivity, simple basic stuff $1 50 pages

Understanding Computer Grafx by Usborune/Hayes with simple basic programs, not much Atari stuff in this one but it is great for children to understand computer grafx $1 50 pages

Basic Atari Basic by Coan and Kushner, hayden Books
- this baby has everything about the 8bit (in basic) sound, grafx, i/o, etc, 1984, has tonnes of type in programs $10 over 300 pgs

Inside Atari Basic by Bill Carris about 160 pgs, an excellent intro basic book with humurous pictures. Not as technical as the previous book $5

4765. buiing Amiga 2000s!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-03 00:00:00 UTC
From: bchermma@bluffton.edu
Message-ID: <865389197.23258@dejanews.com>
Source record: 72600

Will buy working Amiga 2000s with at least 1 MEG of chip RAM, at least one working internal disk drive (two prefered), and the Revision 4 plus mother board.

I will cover all shipping.

if interested call at:

419 358 0913

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4766. Re: Atari 64 Bit

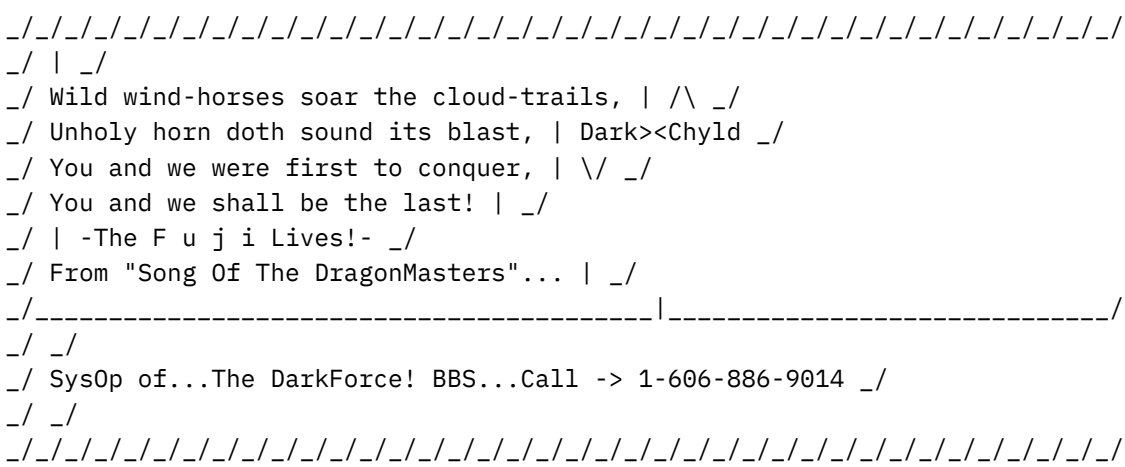
Newsgroup: comp.sys.atari.8bit
Date: 1997-06-03 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <865357330_OASIS_@pcc-uky.campus.mci.net>
Source record: 72601

In article <33946000.5537538@NEWS>
mad@gdi.net said:-

>Can anyone advise me on the Atari 64, does it compare to the nintendo
>64. I am thinking about buying one. Give me your opinion.
>
>Thanks
>
>John
>mad@gdi.net

Where, pray tell, did you hear of an Atari "64"...? I've never heard of
such a beastie! :)

--


_/ | _/
_/ Wild wind-horses soar the cloud-trails, | /\ _/
_/ Unholy horn doth sound its blast, | Dark><Chyld _/
_/ You and we were first to conquer, | \/ _/
_/ You and we shall be the last! | _/
_/ | -The F u j i Lives!- _/
_/ From "Song Of The DragonMasters"... | _/
_/ _/
_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/
_/ _/

4767. PLEAAASE! Help ME!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-03 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6YBHhmWKzHB@peter.soemtron.sb.sub.de>
Source record: 72602

Howdy !

one disk of my collection is no more ;-(! I lost some files and I didn't
have any backups of it. So if !YOU! can help me...

where to find those files?:

POOYAN.COM POOYAN KONAMI / Datasoft / (c) 1983
by Scott Spanburg
OLYMPSKI.COM OLYMPIC SKIER A.Hoque / AMERIKANA SOFTWARE

I know, they are very rare, but a error 164 is really frustrating :/(

if *you* have it, please send it uuencoded via e-mail!

thx, for any help!
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

4768. Re: Atari 64 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-04 00:00:00 UTC
From: swolfe@miworld.net
Message-ID: <3395cc76.2922601@news.miworld.net>
Source record: 72475

On Tue, 3 Jun 97 17:02:10 GMT, thechyld@pcc-uky.campus.mci.net (Ronald
J. Hall) wrote:

> In article <33946000.5537538@NEWS>
> mad@gdi.net said:-
>
>>Can anyone advise me on the Atari 64, does it compare to the nintendo
>>64. I am thinking about buying one. Give me your opinion.
>>
>>Thanks
>>
>>John
>>mad@gdi.net
>
>
> Where, pray tell, did you hear of an Atari "64"...? I've never heard of
> such a beastie! :)
>
>__
>
> _/_/_/_

4769. Re: Atari 8 Bit Equipment

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-04 00:00:00 UTC
From: magnus@x-net.net
Message-ID: <3394b7f4.5727652@news.infoave.net>
Source record: 72603

Well.. you can usually find what you're looking for off of the internet.. but you'll pay out the yin-yang for it. My suggestion is to hit some of your local thrift stores & flea markets before you commit to buying off the net. I've bought huge boxes of Atari equipment from thrift stores (sometimes with 4 & 5 8-bit computers) for around $10 - $15 bucks. Some times you get working stuff.. some times you don't. But even non-working items have value. Where do you think the internet sellers get all of that "untested/as-is" stuff from? :)

Good luck...

On Sun, 25 May 1997 23:57:53 -0400, IBS and The Space Cowboy <swolfe@miworld.net> wrote:

>anyone know where I can buy 8 bit stuff?

4770. Re: Looking for SIO cables/connectors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-04 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970604005701.UAA06298@ladder02.news.aol.com>
Source record: 72604

I know B&C Computervisions sells these connectors.
408-986-9960

They also have a web page at http://www.myatari.com

4771. Re: help

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-04 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5n2dcn$k3b@freenet-news.carleton.ca>
Source record: 72605

HOWARD25 (HOWARD25@Prodigy.Net) writes:
> any body d/l all the file to yogi site all those game on yogi and lives

Please stop posting everything twice.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4772. Re: Looking for SIO cables/connectors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-04 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5n2dgj$k49@freenet-news.carleton.ca>
Source record: 72606

"John McCormick" (john@ultrabac.com) writes:
> Are the connectors used on the SIO cable still available? Were they
> proprietary to the Atari?

I know american technavision or B&C both have cables and PCB mount
SIO connectors available. If they were not made for atari, they
are pretty rare then, since none of the major suppliers, like
DigiKey, carry them.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4773. ANTIC opcodes?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-04 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5n2dvo$kbj@freenet-news.carleton.ca>
Source record: 72607

Is there a document that describes what all the different ANTIC commands
are, and what they do?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4774. 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-04 00:00:00 UTC
From: automech77@aol.com
Message-ID: <19970604111901.HAA14960@ladder02.news.aol.com>
Source record: 72608

Am I the only person on this planet that owns an Atari 1200XL somputer? I never see anything on the net, newsgroups, or the web that talks about this computer system...can anyone gimme some info? Please?

4775. Lost 1200 mod

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-04 00:00:00 UTC
From: luecknik@world-net.net
Message-ID: <33955003.1001255@news.world-net.net>
Source record: 72609

About 2 months ago a mod appeared on one of the websites for adding the other Atari OS roms piggyback on the 1200 rom, so you could select with a switch the OS you wanted. I printed out a copy, scrounged the materials, and as usual, have now lost the printout. Re-visited every faq and site I can find, but can't relocate the instructions. Could someone send the file if they have it?. I'm not slick enough to attempt it cold turkey. Thanks, James.

4776. Re: ANTIC opcodes?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-04 00:00:00 UTC
From: Trevin Beattie <*trevin*@*xmission*.*com*>
Message-ID: <5n3ogm$p6r$1@news.xmission.com>
Source record: 72610

Steven J. Tucker wrote:
>
> Is there a document that describes what all the different ANTIC commands
> are, and what they do?
>
> Steve

http://www.xmission.com/~trevin/atari/antic_insns.html

--
Trevin Beattie "Do not meddle in the affairs of wizards,
*To*reply*to*this* for you are crunchy and good with ketchup."
*message,*remove*the* --unknown
*asterisks*from*my*email*address.*

4777. Re: NEW SITE

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-04 00:00:00 UTC
From: Gary Feinstein <GFeinste@PlanetHollywood.com>
Message-ID: <33956B6C.5F2C@PlanetHollywood.com>
Source record: 72611
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.hp.hardware,comp.sys.intel,comp.sys.ibm.as400.misc

Ahhhh...Commodore64. What a beatuiful machine. I don't think I ever had to load a PTF on that computer.

���TaX �Rr�R wrote:
>
> Dane Ruyle <dane_ruyle@intuit.com> wrote in article
> <338DFD56.7616@intuit.com>...
> > Where's the Commodore Section?!
> >
> > hehe
> >
> yea, where the hell is the commodore section?
> --
> LONG LIVE THE COMMODORE 64!!
> http://www.cybermail.net/~cgi
> +===+
> + I am Homer of Borg.... prepare to be assim... oooo... Donuts... +
> +===+

4778. FA:Atari 400/800 - Small Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-04 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <339571EA.6B24@administaff.com>
Source record: 72612
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

```
*** 1 new item - PowerPad by Chalk Board (untested) ***
** NOTE: There is no buyout option. Please bid on individual items.
Bid on as many as you like, but state bids per item.
* Sorry for the confusion, bidding has been reset prior to the
buyout consideration. see below for most current info.

Auction will run approximately two weeks or until bidding slows.
Date of initial post: 05/29/97.
Rules at end of post.

|---- Update 06/04/97
-----------------------------------------------------|
|Atari 400/800 items:

| Hardware | Minimum Bid | Current High
Bid |
|------------------------------------------|-------------|------------------|
| Atari
| XM301 Modem 3.00 6.00 -
RAUKAMP
| Chalk Board
| PowerPad & cable (untested) 5.00
| connecting cable a bit hacked
| on end which plugs into Powerpad

| Carts (all loose, vg condition) | Minimum Bid | Current High
Bid |
|------------------------------------------|-------------|------------------|
| Atari
| CXL4002 Basic Computer Language (ver ?) 1.00
| RX8040 Donkey Kong Junior 1.00 3.00 -
wwsmith
| RX8030 E.T. Phone Home! 1.00 1.00 -
bensonj
| CXL4024 Galaxian 1.00 1.00 -
bensonj
| CXL4018 Pilot Programming Language 2.00 2.00 -
bensonj
| Chalk Board
| 10031A-3 BearJam 3.00 9.00 -
cmoore
| 10042A-3 LogicMaster 3.00 9.00 -
cmoore
| 10016A-3 Micro Illustrator 3.00 9.00 -
```

cmoore

Rules:
Format will be Going-Going-Gone.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups and bidders every couple of days.
Ties will go to the earliest posting I receive.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.

Mail your bids or inquiries directly to: dennis_cooper@administaff.com

Thank you,

Dennis Cooper
--
dennis_cooper@administaff.com

4779. Re: Atari 64 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-04 00:00:00 UTC
From: mad@gdi.net
Message-ID: <3395a0de.64734934@NEWS>
Source record: 72613

Ronald,
I saw a ad in the Power Up computer mag. it says Atari 64-Bit Jaguar System. The artical reads. "If you couldn't get your hands on the Ninendo 64 this past holiday season----you lucked out. That's right you can now get yourself (or the kids) a true 64Bit, full 3D game system. etc, etc. Includes 3 games 1-Cybermorph 2-Checkered Flag & 3-Kasumi Ninja. ALL this for $59.99. And their other game packs are bundled 3 to a pack for $29.99

On Tue, 3 Jun 97 17:02:10 GMT, thechyld@pcc-uky.campus.mci.net (Ronald J. Hall) wrote:

> In article <33946000.5537538@NEWS>
> mad@gdi.net said:-
>
>>Can anyone advise me on the Atari 64, does it compare to the nintendo
>>64. I am thinking about buying one. Give me your opinion.
>>
>>Thanks
>>
>>John
>>mad@gdi.net
>
>
> Where, pray tell, did you hear of an Atari "64"...? I've never heard of
> such a beastie! :)
>
>__
>
> _/_/_/_

4780. Re: Looking for SIO cables/connectors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-04 00:00:00 UTC
From: buesch@srv.net
Message-ID: <m2oh9mqnlo.fsf@caligula.srv.net>
Source record: 72614

ai123@FreeNet.Carleton.CA (Steven J. Tucker) writes:

> "John McCormick" (john@ultrabac.com) writes:
> > Are the connectors used on the SIO cable still available? Were they
> > proprietary to the Atari?
>
> I know american technavision or B&C both have cables and PCB mount
> SIO connectors available. If they were not made for atari, they
> are pretty rare then, since none of the major suppliers, like
> DigiKey, carry them.

Somebody once posted some info on the "origin" of the SIO
connectors---all I remember is that they're not a proprietary Atari
thing but were used by virtually no one else.

Brent

4781. Re: Atari 64 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-04 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970604175000.NAA10210@ladder02.news.aol.com>
Source record: 72615

Must be thinking of the "Jaguar", the Atari 64 bit game machine?

4782. Re: 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-04 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970604175000.NAA10188@ladder02.news.aol.com>
Source record: 72616

I have one. It was the first XL, even before the 800XL. Like the old Atari 800, Basic roms aren't built in. It has 64K of ram like the 800XL. Programs were rarely written that made use of those 4 function keys, F1 - F4 (I think LOGO and maybe others allow them to be used as cursor keys, but I never touch them).
The stock 1200XL didn't allow power to be drawn from the SIO port, so if you connected something that needed power from the computer, like some printer interfaces or modems or the last tape program recorder, they wouldn't work. A simple modification allows these things to work. Your computer might have had it done already.
Many have said that the 1200XL keyboard is the best one in the Atari 8 bit series. I don't really know. Anyway, I think it's the only Atari 8 bit computer that starts up with that really cool rainbow effect screen when started with no cartridge and nothing on the SIO port.

4783. Closet Clean Up!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-04 00:00:00 UTC
From: "M.West" <mwest@isd.net>
Message-ID: <3395A78B.3462@isd.net>
Source record: 72617

Hey 8 bit lovers I cleaned out my closet this stuff came out. Check out the list there is some GREAT stuff here. It all worked when I quit using it about 1989...

Take it all for $250 you pay shipping from Minneapolis. (there is a lot of stuff here!)
reply to Mwest@isd.net

Arari 130XE Upgraded to 256K
Supra Hard Drive 16 meg
Astra Big D Two D/S D/D Drives in one case
Double external Drive Two D/S D/D Drives in one case Plugs into Astra for four total drives (not factory)
Atari 850 Serial / Parallel Interface
ICD P: R: Connection Serial / Parallel Interface
Koala Touch Pad
Atari 410 Tape Recorder
Atari 1050 Disk Drive HAPPY Enhanced
Atari Joy stick
Atari 16K Ram Cartridge CX853
Printer, AXIOM Atari direct connect
Printer, ATARI 820 (needs repair, doesn't go back and forth properly)
Muppet Learning Keyboard

Manuals

Atari Microsoft BasicII
Atari Dos #3
Mac/65 (assembler)
The Mac/65 toolkit
Top Dos
Typesetter
ICD SpartaDos Construction Set
Oss Basic XE
Oss Basic XL
Basic XL tool kit
R-Verter Serial Bus Modem Adapter
Sparta Dos
Super Cart
The Monkey Wrench
The Clone (goes with Super Clone cart ?)
Happy 1050
R:time
P:R: Connection
AtariWriter

Seikosha printer
Koala light pen owners Manual
Koala Micro Illustrator
Turbo Print/A
Mydos ver 4.1 (2 of them)
Muppet learning Keys (C-64)
US Doubler instalation
Supra Hard Drive
Axiom printer graphX
The Handyman Slow lister
Atari 130 XE owners Manual (two of them)
Atari 810 owners guide
Atari 850 Interface Module Operators Manual
Atari 800 XL owners Guide
Atari 400/800 Disk Operating System II
Atari 400/800 An Invitation To Progeaming 3
Atari 400/800 Assembler Editor
Donkey Kong
River Raid
Centipede
Zork I With hints
Zork II With hints
Zork III With hints
StarCross With hints

Books

Dr. Wackos Miracle Guide Atari Game Programing
Free Software for your Atari
Basic Exercises for the Atari
Mapping the Atari
Computes Second book of Atari Graphics
Computes Machine Language for Beginners
Your Atari Computer The absloute most valuable book of all!!!! (Dog
Eared)
The Atari Assembler
Inside Atari DOS
De Re Atari
How to program your Atari in 6502 Machine Language
Computer Software Protection and Code Breaking
Atati Annual Corprate Report 1987
Atati Annual Corprate Report 1990

Magazines

Antic Magizines 83-87 (not complete)
Analog Magazine 84-87 (not complete)
Atari Explorer summer 85, winter 89, summer 89
ST Log Jan,feb, 1987
STInformer 88,89 (not complete
Orange Juce Club Magazine 86 (complete)

Original Disks
(this stuff is over 10 years old I dont know if any of them can be read)

Spartados
Spartados R-Time
Koala Micro Illusrtator
P:R: Connection
Warp Speed (for Happy Drive)Versions 6.6 & 7.0
MYDOS (for the Hard Drive) Versions 4.0 & 4.2
Mac 65 tool kit
Super Cart
Basic XL Tool Kit
MPP Modem Driver
Mosaic HandyMan
Indus GT data manager, word processor, Spread sheet
Top Dos
Arari 810 master disk
Arari master Diskette #3
Aprox 250 misc. Disks Much BBS stuff

Cartridges

Atari Assembler Editor Assembler
OSS Mac 65 Assembler
The Monkey Wrench Disk tools
SuperCart Copies cartridges to disk
ICD R-TIME Cartridge based real time clock (a second cart can be
plugged into it)
Atari Basic Basic
Atari Basic II Basic
OSS Basic XL Basic
OSS Basic XE Basic
AtariWriter Word Processor
River Raid Game
Centipede Game
Donkey Kong Game

4784. Re: help

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-04 00:00:00 UTC
From: "Michael A. Ortiz" <Longevity@accesspro.net>
Message-ID: <3395C9D6.8A24F86C@accesspro.net>
Source record: 72618

HOWARD25 wrote:

> any body d/l all the file to yogi site all those game on yogi and
> lives
> in the us please email me

God! You are so annoying!

--
****
Michael A. Ortiz Fledgeling Novelist
*a.k.a. Longevity *
*o.k.a. [_"THE"_TERMINATOR_] *

4785. SIO2PC for cassettes / storing cassettes on a PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-04 00:00:00 UTC
From: ernest@pi.net
Message-ID: <3395e041.2728838@news.pi.net>
Source record: 72619

For those of you that like ALL classic Atari software, there is now a
way to store all software that has been recorded on cassette tapes on
the hard disk of your PC. I have written a program that is similar to
the SIO2PC utility written by Nick Kennedy. But this one is intended
for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free
disk space to work with. The sound card should be able to sample sound
at a sample rate of 44.100 Hz mono. The sample must be recorded into
a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file.
The .cas file is a digital cassette image file that only contains the
data that is on the cassette tape. Once you have that, you can throw
away the .wav file. The .cas files are typically 16 to 64K, so they
are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette
image) you do not need a sound card. You do need a SIO2PC cable or
similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives
of Umich by now. They have been put together in one zip file
wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file
format as of version 1.15 of APE. It looks real neat, so try that out
too! Thanks to Steven for adding a nice user interface for these
cassette images. He did a nice job. I am hoping other using are
willing to write some programs to get more enjoyment out of this
underrated storage medium.

My stuff is available totally free for personal use, so I hope you
enjoy it. Read the docs about the conditions.

Keep those XL's/XE's humming.
If you have any questions feel free to E-mail me: ernest@pi.net

4786. Classic Computers Discussion List Info.

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-04 00:00:00 UTC
From: bcw@u.washington.edu
Message-ID: <3395eb6f.427015475@news.u.washington.edu>
Source record: 72620

Yep - it's time to promote the Classic Computers List
once again. If you don't want to read this message
then stop right now.

The Classic Computers List is a discussion list for
people who collect/preserve/restore old computers of
any kind. If you would like more info you can find
it at http://weber.u.washington.edu/~bcw/ccl.html.

If you don't have access to the web, then send an
e-mail to bill@booster.u.washington.edu.

On the web site you'll find information on how to
subscribe in addition to the two ClassicCmp FAQs.
If you decide to subscribe, please read all three
documents first.

Bill Whitson
ClassicCmp ListOp
bill@booster.u.washington.edu

4787. Re: Looking for SIO cables/connectors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-04 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <3395EAAD.5D94@pacbell.net>
Source record: 72621

John McCormick wrote:
>
> Are the connectors used on the SIO cable still available? Were they
> proprietary to the Atari?*
Never seen the SIO connectors used on anything but an Atari....
American TechnaVision has a million of them - at good prices. Look for
posts by R. Maddox - he is ATV.

or, I could look up his phone number when I get home.

Bob Woolley

4788. Re: Atari support

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-04 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970604131329.27064E-100000@fissure.scar>
Source record: 72622

On 3 Jun 1997, Fernando Ortiz wrote:

> Alan Christie <94chrisv@scar.utoronto.ca> wrote in article
> <Pine.GSO.3.95.970602132410.2263E-100000@fissure.scar>...
> >
> > That's really sad when EA employees don't know Archon a classic EA game.
> > I guess they are simply PC programmers now and stick to Sports games
> > because that is where all the money is. (Along with DOOM style
> > maze/fighting games)
> >
> > Alan
>
> I'm surprised to hear that Electronic Arts does *any* inhouse development
> anymore. Years ago they became distributors and they were in the process
> of phasing out development. They distribute games for small development
> houses like Bullfrog and a few others.
>
> I will have to call a friend of mine at EA and verify what the correct info
> is :-)
>
> Fernando

I guess EA figures it is no longer profitably to do in house development
and perhaps let the smaller potatoes do all the hard work (i.e.
programming) and just publish and distribute stuff.

Who knows for sure..

Alan

4789. FA:Atari 400/800 - Small Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-04 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <33962BE1.3D0E@administaff.com>
Source record: 72623
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

```
*** ER items by Chalk Board ***
* NOTE: There is no buyout option. Please bid on individual items.
Bid on as many as you like, but state bids per item.

Auction will run approximately two weeks or until bidding slows.
Date of initial post: 05/29/97.
Rules at end of post.

|---- Update 06/04/97
-----------------------------------------------------|
|Atari 400/800 items:

| Hardware | Minimum Bid | Current High
Bid |
|------------------------------------------|-------------|------------------|
| Atari
| XM301 Modem 3.00 6.00 -
RAUKAMP
| Chalk Board
| PowerPad & cable (untested) 5.00 6.00 -
cmoore
| connecting cable a bit hacked
| on end which plugs into Powerpad

| Carts (all loose, vg condition) | Minimum Bid | Current High
Bid |
|------------------------------------------|-------------|------------------|
| Atari
| CXL4002 Basic Computer Language (ver ?) 1.00
| RX8040 Donkey Kong Junior 1.00 3.00 -
wwsmith
| RX8030 E.T. Phone Home! 1.00 1.00 -
bensonj
| CXL4024 Galaxian 1.00 1.00 -
bensonj
| CXL4018 Pilot Programming Language 2.00 2.00 -
bensonj
| Chalk Board
| 10031A-3 BearJam 3.00 12.00 -
cmoore
| 10042A-3 LogicMaster 3.00 12.00 -
cmoore
| 10016A-3 Micro Illustrator 3.00 12.00 -
cmoore
```

Rules:
Format will be Going-Going-Gone.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups daily and individuals if requested.
Ties will go to the earliest posting I receive.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.

Mail your bids or inquiries directly to: dennis_cooper@administaff.com

Thank you,

Dennis Cooper
--
dennis_cooper@administaff.com

4790. Re: 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-04 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5n5mis$4hv@nntp02.primenet.com>
Source record: 72624

The mortal Bostone1 wrote:
: computer that starts up with that really cool rainbow effect screen when
: started with no cartridge and nothing on the SIO port.

This replaced the Atari 800 memo pad routines.

The 1200XL has the potential for being the best 8-bit, but only after
heavy modifications. Luckily, there is plenty of room inside for
expansions and hacks.

4791. Low Audio - Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-05 00:00:00 UTC
From: fxites@aol.com
Message-ID: <19970605013401.VAA22981@ladder02.news.aol.com>
Source record: 72476

Hello All,

Many thanks to Bob Bell who recently bequeathed his entire Atari computer collection to me. I am having great fun trying to connect everything and resoring hardware that has not worked in 10 years. If any members of Atari User Groups local to N. New Jersey would like to contact me, please drop me an email. I'm looking for a group or individual who will use the items that I do not need.

Anyhow, one of my planned projects has been restoring the the audio output on one of the Atari 800 computers that Bob gave me. The system is in prefect working order and pristine minus a very weak audio signal. I would like to fix the audio so that this system could be put back inot the mainstream 8-bit world. It already has 48K installed and looks brand new.

Bob has replaced ANTIC and POKEY as well as the 6805 and most other socketed chips with no improvement. I suspect that this audio problem is probably as simple as a weak capacitor or failing transistor somewhere in the works. In my owrk with Atari 2600s, weak audio is almost always the culprit of a smoked capacitor. I do not know if Atari ever published a Field Service Manual for the 400/800, or if any of the c.s.a.8-bit users are very familiar with the nooks and crannies of the system, but perhaps someone can provide me with some pinouts, documents, etc... that will help me locate the correct transistor or capacitor to replace? Maybe someone will even wipe my nose for me and tell me what is -really- wrong with the computer and how to fix it. :)

Thanks for all your time,
Jon Savory

And the #1 most frequently asked Atari 2600 question is... <drumroll>
"What kind of power adapater do I need for my 2600?"
The answer? 9 volt @ 500 mA with a 1/8 inch, possitive-tipped plug!

4792. FS: Vintage Microcomputer Books

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-05 00:00:00 UTC
From: dastar@crl.com
Message-ID: <5n5mbn$3om$2@nnrp1.crl.com>
Source record: 72477

Collector's Book Sale!

I've decided to share a recent used bookstore find with other collectors of vintage computer stuff.

These are all books published by Franklin Watts in a series called "Computer Literacy Skills". All the books in the series were written by Christoper Lampton. They are hard bound with paper covers. The books themselves are in mint condition, but the covers range from mint to very good (some tears). They are all copyrighted in 1984/1985. The best books will be sold on a first-come, first-served basis. These are really nice books, and I am keeping a set for myself.

The titles are:

Graphics and Animation on the TRS-80 Models I, III and 4

Graphics and Animation on the Atari 800, 400, 1200XL, 800XL, and 600XL

Graphics and Animation on the Commodore 64

6502 Assembly-Language Programming for Apple, Commodore, and Atari Computers

Z80 Assembly-Language Programming for Radio Shack, Timex Sinclair, Adam, and CP/M Computers

PILOT for Beginners

FORTH for Beginners

I have a total of 43 of these books in different assortments. I am selling each book for $4.00 each. Buy all seven titles for $24.00 (in other words buy six and you get one free).

All books will be shipped in a protective cardboard container to preserve their superb condition. Shipping charges are bourne by the buyer.

If interested, please send e-mail to dastar@crl.com

--

Sam

Computer Historian, Programmer, Musician, Philosopher, Athlete, Writer, Jackass

4793. Re: IAuctioN (2600-5200-7800-8-bit-intelliv-Oddessy-TI-Aquar) Last Post!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-05 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970605064200.CAA22467@ladder02.news.aol.com>
Source record: 72478

I Bid

2.00 for 3d tic tac toe 2600 game
3.00 for Pitfall II 2600 game

4794. fs: Atari 800XL and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-05 00:00:00 UTC
From: salimk@nt.com
Message-ID: <5n6bt3$23k@bcrkh13.bnr.ca>
Source record: 72479
Cross-posted to: misc.forsale.computers.other.systems,misc.forsale.computers.other.misc,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

Posting for a friend.

Please send replies to johny@pipeline.com

Atari 800XL

Atari 1050 Floppy Drive

Atari 1010 Program Recorder

Atari 1027 Printer

Joysticks and Paddles

All with Power Supplies

Most of the items have manuals, orignal Boxes.

Everything is in excellent condition.

All for $175

Buyer Pays the shipping

Salim Khan
Norcross, Georgia (USA)

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins or the matter in this post.

4795. FA:Extremely Rare Atari 400/800 items (aka Atari 400/800 small auction)

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-05 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <3396E7DD.226@administaff.com>
Source record: 72480
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace

*** Includes: ER items by Chalk Board ***
** NOTE: There is no buyout option. Please bid on individual items.
Bid on as many as you like, but state bids per item.
* Alias's now being used!
Auction will run approximately two weeks or until bidding slows.
Date of initial post: 05/29/97.
Rules at end of post.

|---- Update 06/04/97 --|
|Atari 400/800 items:

Hardware	Current High Bid
Atari
XM301 Modem 6 - penguin
Chalk Board
PowerPad & cable (untested) 15 - alfred
connecting cable a bit hacked
on end which plugs into Powerpad

Carts (all loose, vg condition)	Current High Bid
Atari
CXL4002 Basic Computer Language (ver ?) 1 -
RX8040 Donkey Kong Junior 3 - batman
RX8030 E.T. Phone Home! 1 - riddler
CXL4024 Galaxian 1 - riddler
CXL4018 Pilot Programming Language 10 - alfred
Chalk Board
10031A-3 BearJam 20 - alfred
10042A-3 LogicMaster 20 - alfred
10016A-3 Micro Illustrator 20 - alfred

Rules:
* I will use an alias for all bidders from here on out, as some people
have requested anonymity. I will send alias's out with my next direct
updates to participating individuals.
Format will be Going-Going-Gone.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups daily and individuals if requested.
Ties will go to the earliest posting I receive.

Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.

Mail your bids or inquiries directly to: dennis_cooper@administaff.com

Thank you,

Dennis Cooper
--
dennis_cooper@administaff.com

4796. Re: Wanted Mac/65

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-05 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <3397603E.3DC1@zeus.fh-pforzheim.de>
Source record: 72481

there is a diskbased shareware or pd-version by fte out there...
you can copy it in bundle with pxformer 3.0 and pay the share-ware
price to the pcxformer guys... but as i know it right the 3.0 is
free now... so theoreticly this mac/65 version could be free, too?

bye, heaven/tqa

4797. Re: ANTIC opcodes?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-05 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33976345.4156@zeus.fh-pforzheim.de>
Source record: 72482

well, these are the official informations...so for further
information conc. antic and gtia and demo-coding in general or
"illegal" opcodes-list... check out:

http://iraul1.ira.uka.de/~s_tomczy/heaven.html

ps. the page has been updated and contains now some screen-shots...

4798. Misc Atari FS

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-05 00:00:00 UTC
From: dcbberry@aol.com
Message-ID: <19970605171000.NAA23415@ladder02.news.aol.com>
Source record: 72483

COMPUTERS FOR SALE

VISA + DISCOVER + MASTERCARD + AMERICAN EXPRESS + DINERS CLUB
CARDS ACCEPTED

BUYER PAYS SHIPPING COSTS
++
Apple History Books

"So Far, The First Ten Years Of A Vision"
10th Anniversary Factory Promotion Book
never distrubuted to the public very rare
sealed never opened very rare
$140 each only a few left
++
ATARI

Atari 800 Computer, RGB monitor, floppy drives,
printer and sofware $175
Atari 400 $5.00 each
Atari 800 $10
Atari 800XL $20
Atari 800XL NIB $50
Atari 1200XL $60
Atari XF 551 5.25 FD NIB $25
INDUS 5.25 FD for Atari $20 each
Atari 410 Cassette $10
Atari 1010 Cassette $10
Atari 830 Acoustic Modem $10
Atari 3" dual floppy drive (amdek)
old style atari,15, and 25 pin connectors
and 12 disks $75/ offers
misc atari cables. power supplies email for needs

AMIGA 1000 keyboard/mouse $200/0ffers

APPLE SYSTEMS

Apple //c CPU $100

Apple //c 9" monochrome monitor with stand $20

Apple //C+ CPU 3.5 FD, internal power supply
$125

Apple][e system, 80 col.card, 10 meg Apple Profile extHD
5.25 floppies monitor /// and printer $400/offer

Apple][e system; 2 disk// 5.25 FD's, green mono Monitor /// $150

Apple][+ system; 2 disk //'s, monitor /// $100

Apple /// system, 2 disk //'s, monitor $150

Apple //GS 512K, Apple RGB Color Monitor, 3 ext.FD's 3.5, 5.25
keyboard/mouse as new $350

APPLE llGS, 'WOZ' case, expanded to 1 meg, SCSI hard drive,
external 5.25 and 3.5 FD's. color monitor, keyboard, mouse
as new OFFERS ?

APPLE lle new in the box, never used, new disk ll FD's
new monitor ll OFFERS ?

Apple Monitor /// green mono $35 each

Disk][ext 5.25 drive $25 each

Corvus 10 meg (?) external hard drive for][family
computers $100 obo

FAX MACHINES

NEC NEFAXBIT l $85

MITAC TC110 $135

MAC SYSTEMS AND HARDWARE

Mac Plus w/ keyboard and mouse $195

Mac 512K w/ keyboard and mouse $100

Mac SE, 4 meg key/mouse/ $395 offers

Mac Plus, 4 meg ext 30 meg HD $295/offers

Mac Charlie external dual 5.25 FD for Mac Plus $75/offers

Mac SE/30 8meg, 120 meg HD, 1.44 FD
keyboard, mouse $350/offers

Apple Imagewriter l's $100, Imagewriter ll's $150

Apple Imagewriterll Platnimum as new $200

Apple Imagewriter ll Platnium with single sheet feeder OFFERS ?

Apple Single Sheet Feeder for Imagewriter ll $65

CP/M SYSTEMS

Sanyo 550 complete system, monitor, manuals, disks as new
$150/offers

Commodore 128 runs CP/M, C64, 128 software
color monitor, FD, manuals, software $250/offers

Apple][e runs CP/M or prodos
RGB monitor, HD $250/offers

Osborn Portable $75 each
or buy all four, three working one for parts
plus all the Osborn software we have
for $200

Kapro portables
3 complete working systems, 1 for parts
$250 for all 4 / offers
(if you buy all 4 you get all the software we have for them)

HEWETT PACKARD

H.P. Touch Screen 150's complete systems;
monitor/printer, keyboard, software HD 3.5/5.25 FD's
manuals $250 to $350 offers email for details
extensive 100 series software available email for list

HP Portable Plus $250
external 3.5 FD's $100
HP ink jet printers $100

HP Vectra ES12 286
VGA monitor, keyboard, mouse $250

TECHTRONICS 21" Color Monitor
2 meg video card 16 million colors
$1296/offers

Hyuandai 286 color VGA, keyboard $200

Commodore C64 CPU's @ $25 each

Commodore 64 software
75 titles for $50
175 titles for $100

Anderson Model A 242 acoustic modem
complete with doc and cables $50 obo

NEC Model N 9630 network Modem 3 line inputs/outputs
circa '90 $50 obo

Misc XT's and AT, 286, 386 systems
IBM PS/2 286 $295, 386 $395

numerous monitors mono's RGB's, VGA's etc obscure system keyboards, FD's,
HD's
email for needs and interests

Packard Bell Legend 2052 486
VGA monitor, keyboard, mouse $400

Packard Bell Pentenium 100mhz
sound card, 28.8 internal modem, 256 color video card,
16 meg RAM, 1 gig HD, w/SVGA monitor, keybaord and mouse
$995

NEC PC/820JA portable computer
$100/offers

CASIO FA10 portable computer
printer, cassette storage recorder,power supply
$100/offers

CompuStar XT mono monitor, keyboard, HD, printer $125

Tandy TRS80 Model ll Catalog # 26-4002
8" internal FD's, monitor, keyboard, software
printer $100

Tandy TRS 80 Model 3 Catalog # 26-1065
$150-offers

Tandy TRS 80 CPU's:
64K Computer 2 Catalog # 26-3127B,
VIDEOTEX Catalog # 26-5000
Offers????

Tandy 1000 SX Personal Computer Catalog #25-1051B,
Tandy RGB HiRes color monitor CM-11 Catalog # 25-1024,
keyboard $75

Tandy Deluxe 2 button color mouse for
computer 2.3. 1000 family
new in boxes $25

Tandy 4-Pen Color Graphic Printer NIB $165/offers
IBM PS/2 286 VGA monitor, keyboard, mouse $295

Tandy Multipak Interface Cat# 26-3124, Tandy applicance
and light controller (2) for TRS 80 systems
interface for computer and 2 light controllers $35

COMPUTER MAGAZINES 1984-1987
Back Issues MacWorld, Mac User, InCider, A+,
Atari Antic, Amiga World, Timex User,
Commodore, Foghorn, Portable Companion, Profiles,
k&#65533;gram (Kaypro users group)
.50 each or offer on entire collection
email for info

Apple, Mac, PC Computer Sales And Service
Software Hardware Upgrades Repairs

Vic Halling (805) 528-1117 534-1117 (FAX)
Associated Enterprises
Computer Sales and Service

2781 Houston Drive
Los Osos, CA 93402

email:

Dave Berry
DCBBERRY@aol.com
dberry@job.punk.net

Vic Halling
halling@silicon.com

4799. Re: 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-05 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <3396FF7A.3BF9@pacbell.net>
Source record: 72484

AutoMech77 wrote:
>
> Am I the only person on this planet that owns an Atari 1200XL somputer? I
> never see anything on the net, newsgroups, or the web that talks about
> this computer system...can anyone gimme some info? Please?*
A 1200XL? That's all I use! I got 'em with hard drives inside, 80 column cards inside, 4 megs inside, floppy controllers inside, 65816s inside, programmable OSs..... I love them. You have to tweak them a little - in the video and the OS. Then, they work real nice. Stop looking on the net, newsgroups and web, and look in Atari Classics magazine!
What info are you looking for?

Bob Woolley

4800. Re: fs: Atari 800XL and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-05 00:00:00 UTC
From: stern@panix.com
Message-ID: <5n700a$ko@panix3.panix.com>
Source record: 72485
Cross-posted to: misc.forsale.computers.other.systems,misc.forsale.computers.other.misc,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

In <5n6bt3$23k@bcrkh13.bnr.ca> salimk@nt.com (S. Khan) writes:

>Posting for a friend.

>Please send replies to johny@pipeline.com

>Atari 800XL

>Atari 1050 Floppy Drive

>Atari 1010 Program Recorder

>Atari 1027 Printer

>Joysticks and Paddles

>All with Power Supplies

>Most of the items have manuals, orignal Boxes.

>Everything is in excellent condition.

>All for $175
>

With all respect, your price is very high.

/stern
--

We'll add creationism to science
textbooks just as soon as you add http://www.panix.com/~stern/
Darwin to the Bible. stern@[spambuster]wheels.org

4801. Re: Lost 1200 mod

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-05 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <33970071.F2C@pacbell.net>
Source record: 72486

luecknik@world-net.net wrote:
>
> About 2 months ago a mod appeared on one of the websites for adding
> the other Atari OS roms piggyback on the 1200 rom, so you could select
> with a switch the OS you wanted. I printed out a copy, scrounged the
> materials, and as usual, have now lost the printout. Re-visited every
> faq and site I can find, but can't relocate the instructions. Could
> someone send the file if they have it?. I'm not slick enough to
> attempt it cold turkey. Thanks, James.*
That is kind of a messy way to upgrade the 1200XL OS, I would think.... I usually just replace the ROMs with EPROMs and use the TV switch to select 800XL or 800 code. I don't have the upgrade you were requesting, but I do have a set of instructions for doing it my way.

Bob Woolley

4802. Bulk Mail Software: Mailloop

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-05 00:00:00 UTC
From: a
Message-ID: <5n74ck$v@newsfep3.sprintmail.com>
Source record: 72487

Mailloop v3.0 is an industrial strength bulk mailer.

Mailloop v3.0 is a bulk mailing program for the internet. It can take a single message and broadcast it to either a listing of e-mail addresses or to a listing of newsgroups. Creates custom newsgroup lists by filtering NNTP servers. Creates custom e-mail lists by extracting them from newsgroups. Can also extract e-mail addresses or newsgroup names from other protocols. Built-in NNTP, SMTP, POP, FTP, HTTP, EXEC, CGI, WHOIS and FINGER clients. Anti-cancelbot feature. Automatically processes remove requests. Includes extensive on-line help.
The most powerful bulk mailer available. Requires Windows 95 or NT 3.51+ and internet access.

The "Program" Mailloop is only available in English.

For more info goto: http://205.199.4.219

http://205.199.4.219

Using it is easy:

1) Create a message (http://205.199.4.219/editor.htm)
...by using the pull down menus or
...by using any editor

2) Create a newsgroups list (http://205.199.4.219/news3.htm)
...by filtering an NNTP server or
...by importing from any text file or
...by manually creating with any editor or
...by extracting from any FTP file or
...by extracting from any HTTP file

3) Create an e-mail list (http://205.199.4.219/em3.htm)
...by extracting from newsgroups or
...by importing from any text file or
...by manually creating with any editor or
...by extracting from a WHOIS response or
...by extracting from a fingering response or
...by extracting from a UNIX response or
...by extracting from any FTP file or
...by extracting from any HTTP file or

4) Broadcast the message
...to the e-mail list or (http://205.199.4.219/embc.htm)
...to the newsgroup list (http://205.199.4.219/ngbc.htm)

5) Then process the remove requests
...by using the mailbox processor (http://205.199.4.219/pop.htm)

6) If you want you can use the Newsletter Sever
...The Newsletter Sever will allow you to have an topic-specific newsletter that other can subscribe
and unsubscribe to.
...Customizing this server response files (http://205.199.4.219/response.htm)
...Creating a new newsletter (http://205.199.4.219/create.htm)
...Creating and Updating a newsletter the actual newsletter (http://205.199.4.219/update.htm)

For more info visit http://205.199.4.219

http://205.199.4.219

4803. Re: Lost 1200 mod

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-05 00:00:00 UTC
From: luecknik@world-net.net
Message-ID: <3397193d.31580306@news.world-net.net>
Source record: 72488

On Thu, 05 Jun 1997 11:07:45 -0700, rwoolley@pacbell.net wrote:

>luecknik@world-net.net wrote:
>>
>> About 2 months ago a mod appeared on one of the websites for adding
>> the other Atari OS roms piggyback on the 1200 rom, so you could select
>> with a switch the OS you wanted. I printed out a copy, scrounged the
>> materials, and as usual, have now lost the printout. Re-visited every
>> faq and site I can find, but can't relocate the instructions. Could
>> someone send the file if they have it?. I'm not slick enough to
>> attempt it cold turkey. Thanks, James.*
>That is kind of a messy way to upgrade the 1200XL OS, I would think.... I
>usually just replace the ROMs with EPROMs and use the TV switch to select
>800XL or 800 code. I don't have the upgrade you were requesting, but I do
>have a set of instructions for doing it my way.
>
>Bob Woolley
Thanks for the response, Bob!. This way is the only route I believe I
can take, as I don't have an E-PROM burner, and wouldn't know how to
do it if I had the tool and chips. It just seemed a simple matter to
grab the ROMS that are already set up out of junked 8-bits. Unless
there is a source of burned E-PROMS out there somewhere I can
purchase. Anyway, if your instructions are in a txt file , maybe you'd
e-mail them to me? I'll check B&C and Toad for chips. Thanks. James

4804. FA:Extremely Rare Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-05 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <33974922.6CE6@administaff.com>
Source record: 72489
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

```
** Includes: ER items by Chalk Board **
* NOTE: There is no buyout option. Please bid on individual items.
Bid on as many as you like, but state bids per item.

Auction will run approximately two weeks or until bidding slows.
Date of initial post: 05/29/97.
Rules at end of post.

|---- Update 06/05/97 ----------------------------------------|
|Atari 400/800 items:

| Hardware | Current High Bid |
|------------------------------------------|------------------|
| Atari
| XM301 Modem 6 - penguin
| Chalk Board
| PowerPad & cable (untested) 15 - alfred
| connecting cable a bit hacked
| on end which plugs into Powerpad

| Carts (all loose, vg condition) | Current High Bid |
|------------------------------------------|------------------|
| Atari
| CXL4002 Basic Computer Language (ver ?) 2 - king tut
| RX8040 Donkey Kong Junior 3 - batman
| RX8030 E.T. Phone Home! 1 - riddler
| CXL4024 Galaxian 2 - king tut
| CXL4018 Pilot Programming Language 10 - alfred
| Chalk Board
| 10031A-3 BearJam 30 - alfred
| 10042A-3 LogicMaster 30 - alfred
| 10016A-3 Micro Illustrator 30 - alfred

Rules:
I will assign and use an alias for all bidders.
Format will be Going-Going-Gone.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups daily and individuals if requested.
Ties will go to the earliest posting I receive.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.
```

Mail your bids or inquiries directly to: dennis_cooper@administaff.com

Thank you,

Dennis Cooper
--
dennis_cooper@administaff.com

4805. Re: Lost 1200 mod

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-05 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <3397422E.74B0@pacbell.net>
Source record: 72490

luecknik@world-net.net wrote:

> Thanks for the response, Bob!. This way is the only route I believe I
> can take, as I don't have an E-PROM burner, and wouldn't know how to
> do it if I had the tool and chips. It just seemed a simple matter to
> grab the ROMS that are already set up out of junked 8-bits. Unless
> there is a source of burned E-PROMS out there somewhere I can
> purchase. Anyway, if your instructions are in a txt file , maybe you'd
> e-mail them to me? I'll check B&C and Toad for chips. Thanks. James*
*
Not having seen your upgrade.... the 1200XL has two ROMs - the 800 has three - and the 800XL/130XE has one. No simple matter to make them work together... AC subscribers can order ROMs from me directly. (this being a very thinly veiled attempt to entice subscriptions... :)

Bob

4806. FS: Atari 400/800 Cartridges and books

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-05 00:00:00 UTC
From: stever@bbs.prowlers.net
Message-ID: <tcpnntpd.17.6.5.20.32.50.2916987023.1651250@bbs.prowlers.net>
Source record: 72491

```
SteveR's Classic Cartridges 6/05/97
-=-=-=-=-=-=-=-=-=-=-=-=-=-

FREE SHIPPING on ALL Cartridge orders OVER $30.00 - US and Canada ONLY
^^^^^^^^^ ^^
^^^^^^ ----
>>>>>>> 20% DISCOUNT on All CASH ORDERS <<<<<<<<<<<<<<<<<<<<<
>>>>>>> This does NOT include Checks, MO's or Credit cards!!

>>>> Overseas Shipping Cost More, See End of Files <<<<

--All Prices are in US Funds. Cartridges and Prices Change WEEKLY--
----Visa/Mastercard accepted on ANY Order. E-mail me for Details-----
^^^^^^^^^^^^^^^
For complete list of other Video game systems goto my web site at:
http://prowlers.net/stever or
http://www.ior.com/~stever

DISCOUNTS: $30.00 and Over: FREE Shipping
$50.00 to $99.00 10% discount
$100.00 to $200.00 15% discount
$200.00 and Up 20% discount

If you need a LABEL VARIATION, Let me know, I might be able to
help you with what you need, at no extra cost!!!!!!!!!

This is NOT an Auction - all cartridge are sold for the price listed
This is NOT an Auction - all cartridge are sold for the price listed
This is NOT an Auction - all cartridge are sold for the price listed
^^^ ^^^^^^^

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

Codes:
(#) = number available
A,B,C = Condition: A = Nice to minor damage - For the
Collector
B = Notable Damage (Not for
serious collectors)
C = Significant Damage (works,
but that's it)

ATARI 400/800 (CARTRIDGES Only) TESTED and Works
---------------------------------
BOOK: ATARI Games & Recreations 338 pages $12.00
Atari 1027 Printer $5.00 PLUS $8.oo shipping (UNTESTED/No Cables)
Atari Speed Reading $10.00 Plus $5 Shipping
```

205 Pages, 5 Data
Cassettes
Atari XM301 Modem $8.00 - untested -
Atari ARTIST $25.00 Touch Tablet (TESTED)
Atari Writer $5.00 (2)
Astro-Grover $40.00 COMPLETE! Box/Case, Docs, For
600/800/1200
2-KeyBoard Overlays, and reference card
Basic Computer Language $2.00 (4)
BasketBall $4.00 (1)
Bug Hunt $8.00 (1) Light Gun Used (XE) RX8087
Centipede $4.00 (3)
ChoperLifter $9.00 Broderbund
Delta Drawing $3.00
Donkey Kong $4.00 (1)
Donkey Kong $7.00 XE/RX8091
Eastern Front (1941) $10.00
ET Phone Home $5.00
Face Maker $5.00 NO LABEL
Flight Simulator II $12.00 XE/RX8091
Frogger $5.00 (2)
Journey of the Planets $7.00 (1)
Joust $7.00
Kinder Comp $12.00 Case/Box, Docs inc
Letter-Go-Round $40.00 COMPLETE! Box/Case, Docs, For 600/800
KeyBoard Overlay, and reference card
Music Composer $4.00 (1)
Pac-Man $3.00 (6)
Pole Position $8.00
Q*bert $4.00 No endlabel/tear
Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
Star Raiders $3.00 (6)
Submarine Commander $25.00 WITH Very Nice CASE and Docs by Thorm
Emi
Telelink $2.00 WASTED Label/Didn't work in testing

Books

Atari Basic Reference Guide for Experienced Programmers
1983 - 14 Pages $5.00

Atari DOS 3 - Reference Manual
1983 - 100 Pages $6.00

Atari Graphics 49 Pages
$7 Plus $2 Postage

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

Atari ST, Owners Manual, 93 Pages $5.00

Compute's Second Book of ATARI (2)
250 pages, Copyright 1982
$8 Plus $3 shipping

Compute's FIRST Book of ATARI GRAPHICS
248 Pages, copyright 1982
$12.00 Plus $3 shipping

Cubabe Lite Manual, for Atari ST, STE 100 pages $4.00

Technical Reference Notes - Atari Computers
Includes: Operating System User's manual
Operating System Source Listing
HardWare manual PLUS Schematics
About 500 PAGES in 3-ring binder
$40

Magazines

ANALOG - Sept 1985 - 96 pages (1) $3.00
ANALOG - March 1987 - 104 pages (1) $2.00
ANTIC - Jan 1987 - 130 pages $3.00
ANTIC - Nov 1987 - 82 pages $3.00
ATARI EXPLORER - Nov/Dec 1987 - 80 pages $3.00
ATARI INTERFACE - Feb 1990 - 51 pages $3.00
ATARI INTERFACE - March 1990 - 56 pages $3.00
ATARI USER - Oct/Nov 1990 - 75 pages - EUROPE Mag $4.00
ATARI USER - Dec/Jan 1990 -75 pages - EUROPE Mag $4.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
COMPUTE! - Jan 1986 - 128 pages $4.00
COMPUTE! - March 1986 - 128 pages $4.00
COMPUTE! - April 1986 - 128 pages $4.00
COMPUTE! - Feb 1986 - 128 pages $4.00
Home Computer Magazine focuses on Apple, Commodore, IBM and TI ONLY
Home Computer Mag. Vol4,No2 1984 161 pages $5.00
Home Computer Mag. Vol4,No4 1984 130 pages $4.00
Home Computer Mag. August 1984 162 pages $4.00
Home Computer Mag. Vol4,No5 1984 130 pages $4.00
Home Computer Mag. Vol5,No1 1985 138 pages $4.00
Home Computer Mag. Vol5,No2 1985 130 pages $4.00
Home Computer Mag. Vol5,No3 1985 130 pages $4.00
Home Computer Mag. Vol5,No4 1985 130 pages $4.00
Home Computer Mag. Vol5,No5 1985 146 pages (Atari too) $4.00
inCIDER - Aug 1985 - 112 pages (APPLE II Mag) $3.00

WANT LIST: Starpath CD-Rom with Book, Chase the Chuckwagon, Crazy
Climber,
SwordQuest:WaterWorld, X-rated Double-enders, Cakewalk,
Cubicolor, Gas Hog, LockJaw, Master Builder, Q*Bert Qubes

Quadrun, Stronghold, 128 in 1 system, CompuMate,
anything else extremely Rare

SHIPPING USA/Canada ALL Other Countries
1 items $1.50 $3.50
2 items $2.00 $4.00
3 items $2.50 $4.50
4 items $3.00 MAX $5.00 or More for Hardware/Books

All Carts are sold as Working conditions Only (unless otherwise noted),
(UNTESTED Items are sold AS/IS May or may NOT work)
If you have a concern of the Labels Condition Please ask first.
All Boxes/carts will be mailed within 1-4 days after money is recieved!
After I tell you that I've got you down for any certain cart,
you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you
ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Stever@on-ramp.ior.com
http://prowlers.net/stever (Updated Videogame page)
http://www.ior.com/~stever (Classic Cart Web Page)
Call: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Contact: Night Prowler
/***/
/* SteveR */
/* stever@bbs.prowlers.net */
/* */
/* Sent from Prowler's DOMAIN BBS */
/***/

4807. Re: Lost 1200 mod

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-06 00:00:00 UTC
From: luecknik@world-net.net
Message-ID: <339762e2.50436774@news.world-net.net>
Source record: 72492

On Thu, 05 Jun 1997 15:48:14 -0700, rwoolley@pacbell.net wrote:

>luecknik@world-net.net wrote:
>
>> Thanks for the response, Bob!. This way is the only route I believe I
>> can take, as I don't have an E-PROM burner, and wouldn't know how to
>> do it if I had the tool and chips. It just seemed a simple matter to
>> grab the ROMS that are already set up out of junked 8-bits. Unless
>> there is a source of burned E-PROMS out there somewhere I can
>> purchase. Anyway, if your instructions are in a txt file , maybe you'd
>> e-mail them to me? I'll check B&C and Toad for chips. Thanks. James*
>*
>Not having seen your upgrade.... the 1200XL has two ROMs - the 800 has
>three - and the 800XL/130XE has one. No simple matter to make them work
>together... AC subscribers can order ROMs from me directly. (this being
>a very thinly veiled attempt to entice subscriptions... :)
>
>Bob
O.K. Bob. Our user group just voted last night to renew our sub. to
the Atari Classics mag and disk. The disks go in our library and are
easy to access. One mag for the group never gets around though, so I
wouldn't mind subscribing to it. I've about changed my mind on the mod
though. Probably beyond my capabilities. The mod I read just involved
soldering extra piggyback sockets on the existing chips, and running a
control wire from one pin on each OS to the switch.---perhaps I
misread it. Easy to do at my age. I'll have to look up your sub. info
on the net. james.

4808. Re: Looking for SIO cables/connectors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-06 00:00:00 UTC
From: "Michael A. Ortiz" <Longevity@accesspro.net>
Message-ID: <33978C05.4A4B2E52@accesspro.net>
Source record: 72493

rwoolley@pacbell.net wrote:

> John McCormick wrote:
> >
> > Are the connectors used on the SIO cable still available? Were they
> > proprietary to the Atari?*
> Never seen the SIO connectors used on anything but an Atari....
> American TechnaVision has a million of them - at good prices. Look for
>
> posts by R. Maddox - he is ATV.
>
> or, I could look up his phone number when I get home.
>
> Bob Woolley

Why is your name so familiar????

--
****
Michael A. Ortiz Fledgeling Novelist
*a.k.a. Longevity *
*o.k.a. [_"THE"_TERMINATOR_] *

4809. Atari site has been updated

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-06 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970606070400.DAA10141@ladder02.news.aol.com>
Source record: 72494

For those who have never been to this site or for those who
haven't taken a look at it in a while, the Atari Prototypes and Vaporwares
site has been updated. Please stop by and have a look.

http://members.aol.com/cvendel/vaporware.html

Curt

4810. Re: MIO or Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-06 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970606081801.EAA12982@ladder02.news.aol.com>
Source record: 72495

Funny how an old post returns with a reply almost taken out of context.
The BB has flowcontroll in hardware and system OS, on the other hand
the MIO has the hardware but no code in OS. ICD at the time just didnt
do
it. Have you ever see a screen of Atascii graphics come threw at 19.2
without flow controll? <Yuk> I know first hand, I run Star NET BBS
for
9 years. However there is now a RS232 handler for the MIO called
Hyperspeed
Developed by Len Spencer that Lets the MIO controll the flow.

The original post had nothing to do with floppie drives.

4811. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-06 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_865588322@rtfm.mit.edu>
Source record: 72496
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

4812. great demo+games hompage

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-06 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33985966.5D38@zeus.fh-pforzheim.de>
Source record: 72497

check this great site out!!!

http://www.tu-chemnitz.de/~sgl/atari/

bye, heaven/taquart

4813. FS/T: Atari 8-bit computer items [06/06/97]

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-06 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <339cfa1c.1012267@nntp.ix.netcom.com>
Source record: 72498

All Video Game Advantage (VGA) FS/T lists are updated weekly and are
available on the WWW at http://www.io.com/~vga2000/

'Sales Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *before*
asking any questions, or placing any orders. Thank you!

This list was last updated on 06/06/97

NOTE: There are currently 1669 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 4.00 Atariwriter
$ 4.00 Basic -- for use with the Atari 400 and 800
$ 5.00 Centipede
$ 9.00 Delta Drawing (Spinnaker)
$ 8.00 Frogger [Parker Brothers]
$ 2.50 Missile Command
$ 2.50 Space Invaders
$ 4.00 Star Raiders

Cartridges with case and manual:
$15.00 Alphabet Zoo (Spinnaker)

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips

$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex
connector cable.

$24.00

*****

LOT #2

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex
connector cable.

This item has not been tested.

$ 4.00

*****

LOT #3

ATARI 820 PRINTER, with two (2) rolls of paper and built-in
power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$12.00

*****

LOT #4

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$17.00

*****

LOT #5

EPSON RX-80 PRINTER with built-in power cord.

$29.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are able to follow through on your
order *before* you place it,
3) next send me a list of the items that you are interested in,
4) also include your full name and full postal mailing address
(this information is for internal VGA use only)!
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com -- backup e-mail account
dw901@cleveland.freenet.edu -- backup e-mail account

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

4814. Re: FA:Extremely Rare Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-06 00:00:00 UTC
From: "D.J Terry" <visioner@injersey.com>
Message-ID: <5n89tebjd1@news.injersey.com>
Source record: 72499
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

hey, if you guys are looking for rare atari stuff, i g ot a atari 400 console, an atari 800 console, a bunch of games, and one of those old tape recorder things you ran the games on by simple audio cassettes, if any one is intrested send me an email and i'll send you a list of exactly what i got,dj

4815. Looking for a 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-06 00:00:00 UTC
From: juans@usa.net
Message-ID: <3398226f.64833656@192.168.51.100>
Source record: 72500

I am looking to buy an Atari 130XE. E-mail me if you have one to
sell.

juans@usa.net

4816. Re: WTB: Atari DOS 2.5 or ADOS

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5n9e2n$t7p$6@triglav.iwaynet.net>
Source record: 72501

On 1997-06-02 1stlight@worldnet.att.net said:
>'lo
>I recently dug up a 130XE with a 1050 FD and a XM301 modem at a
>re-sale shop. I need DOS to get it running. Any suggestions?

The XM301 modem has a handler built-in.
My 1030 modem had a handler AND term programme.But I don't know about the XM301.You could write a X-modem programme in BASIC.It would be slow,but at least you could download a ML term programme.
Of course this depends on a number of factors.

1.Access to the XM301 T: handler programming specs. (I could provide these)
2.Access to the X-modem protocol specs.
3.Being able to download DOS and a term programme unARCed.(try a ATR/XFD site)
4.You actually being a programmer.

Converting a XFD/ATR file to a real disk from BASIC would actually be easy,if slow.XFD isn't even a file format,it's just the raw sectors from the disk.ATR is the same with a 16-byte header telling you what kind of disk it is.

In sumary,I'd try turning on the 130XE with the 1050 turned off to see if you can boot off of the XM301 like you can the 1030.

In addition,it would be nice if someone would write up a BASIC programme that would download a ATR/XFD directly to disk and put it up for HTTP/Gopher/FTP/finger/telnet access so that someone could type it in.

Net-Tamer V 1.08 - Test Drive

4817. FA:Extremely Rare Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-06 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <339895FB.2446@administaff.com>
Source record: 72502
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

** Includes: ER items by Chalk Board **
* NOTE: There is no buyout option. Please bid on individual items.
Bid on as many as you like, but state bids per item.

Auction will run approximately two weeks or until bidding slows.
Date of initial post: 05/29/97.
Rules at end of post.

|---- Update 06/06/97 --|
|Atari 400/800 items:

Hardware	Current High Bid
Atari
XM301 Modem 6 - penguin
Chalk Board
PowerPad & cable (untested) 15 - alfred
connecting cable a bit hacked
on end which plugs into Powerpad

Carts (all loose, vg condition)	Current High Bid
Atari
CXL4002 Basic Computer Language (ver ?) 2 - king tut
RX8040 Donkey Kong Junior 3 - batman
RX8030 E.T. Phone Home! 1 - riddler
CXL4024 Galaxian 3 - riddler
CXL4018 Pilot Programming Language 10 - alfred
Chalk Board
10031A-3 BearJam 30 - alfred
10042A-3 LogicMaster 30 - alfred
10016A-3 Micro Illustrator 30 - alfred

Rules:
I will assign and use an alias for all bidders.
Format will be Going-Going-Gone.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups daily and individuals if requested.
Ties will go to the earliest posting I receive.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.

Mail your bids or inquiries directly to: dennis_cooper@administaff.com

Thank you,

Dennis Cooper
--
dennis_cooper@administaff.com

4818. Re: Ape 1.15 Release Now Available

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-06 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5na4iu$2eo@cletus.bright.net>
Source record: 72503

```
--
Closer To Home | Serving The A8 Community Since 1987! | Message Bases |
Chat | Files | More!
http://CloserToHome.dyn.ml.org (Main Web Page) | ftp://CloserToHome.dyn.ml.o
rg/ftp (Files)
http://CloserToHome.dyn.ml.org/pub/Atari_8bit (Files)
http://CloserToHome.dyn.ml.org/pub/Atari_8bit/More_Atari8bit (More Files!)
>
>Isn't that the site that uses frames and thus blocks out many atari
users?
>

If you have access to telnet on your a8, you can view web pages that have
frames by first telnetting to the sailor anonymous lynx server at
192.188.199.5. You can use this lynx server to surf the web, via it's
text-based interface. When you come to a web page that has frames, you'll
get a menu for each page that makes up the frames. You can then select
which one(s) you want to go to.

Regards, Tom.
```

4819. Re: Lost 1200 mod

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-06 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <33989C6A.3451@pacbell.net>
Source record: 72504

One mag for the group never gets around though, so I
> wouldn't mind subscribing to it. I've about changed my mind on the mod
> though. Probably beyond my capabilities. The mod I read just involved
> soldering extra piggyback sockets on the existing chips, and running a
> control wire from one pin on each OS to the switch.---perhaps I
> misread it. Easy to do at my age. I'll have to look up your sub. info
> on the net. james.*
*
at your age? gee.... we may have a senior citizens discount. :)
We have more than a couple of 8-bit folks out here that will never see 70
again. What I do is use one of those big magnifiers on a lamp arm when
I'm soldering. Of course, I have about 100 spare boards.....
Then again, I've seen a couple of real messes done by the younger
generation, too.
I tell you what.... any AC subscribers that mess up their 1200XLs by
hacking on it, I'll clean them up. How's that for sticking my neck out??
Just don't tell Sharon about my offer, or I'll be building bathrooms and
garages for the next six months. And, sleeping in the Attic with my
Ataris. :)
Atari Classics
1161 Bay St.
Alameda, CA 94501
$25 - 6 issues + $9 - 3 disks USA
elsewhere is more $

4820. Re: EGA monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-06 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <33989831.3D87@pacbell.net>
Source record: 72505

> >> Is it possible to do some sort of hack that will allow an Atari
> >>8-BIT I.E. an XE, to use an EGA, Amiga RGB, or a Tandy RGB?
>
> Since RGBI and EGA monitors don't suport 128 colours/lumnas,it would be
> impossible.*

Inside your standard composite monitor, the electronics decodes the video into analog RGB signals. This is what drives the CRT. If you duplicate the monitor circuits, you can use an EGA or analog RGB (ST, etc.) monitor.
BUT, what's the difference? Any TV with a composite input will do all this for you. Better yet, use a S-Video monitor like I have. Why build a bunch of stuff and use a hard-to-find and maintain monitor? If you think you will get EGA quality video, you'll be disappointed. Only way to do THAT is back in GTIA circuits. Long before you get to composite....

Bob Woolley

and, yes. I have thought about doing it back in GTIA. Might as well do it on a VGA monitor, then.

4821. Re: Ape 1.15 Release Now Available

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-06 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5n9oau$ik7@freenet-news.carleton.ca>
Source record: 72506

(dklugh@iwaynet.net) writes:
> On 1997-05-24 kendrick@zippy.sonoma.edu(WilliamKendrick) said:
> >Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:
> >: Both the registered and trial shareware version of APE 1.15 are
> >now ready.
> >: The new trial version is available at http://www.nacs.
> >net/~classics.
> ><tons of info on all of the cool new changes snipped>
> >Yeah... but can you play Mine Sweeper in it? ;)
>
> Isn't that the site that uses frames and thus blocks out many atari users?

No. Thanks for asking though.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4822. EGA monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-06 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <865660835.23123.0.nnrp-4.9e9882d2@news.demon.co.uk>
Source record: 72507

Whilst reading the rubbish I usually find here, dklugh@iwaynet.net wrote so=
mething interesting about "EGA monitors"

Hello dklugh@iwaynet.net,

din> I also heard that TRS-80 Colour Computers don't have artefacting in
din> PAL.
din> Is this true for other computers?

Yes, the machine for the discerning reader (read: you, and an Atari
8-bit), don't do artifacting in the same way that an NTSC machine does. =
More's the pity. :-(

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. Gary don't need his eyes to see, Gary and his eyes have parted company.
Gary Gilmore's Eyes; The Adverts

4823. Demon Attack ???

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-07 00:00:00 UTC
From: rayrite@blue.engin.umich.edu
Message-ID: <5nah8b$b8e@srvr1.engin.umich.edu>
Source record: 72508

Hi I am a happy owner of a 600XL with 64K of RAM.
I bought the computer and Demon Attack game from B&C Computervisions
in 1991. I brought the system back out to do some work on it.

I tried to play my Demon Attack cart on it and it wouldn't work.
I know that there are some games like Chicken, etc. that will only
work on a 400/800. The ad I read in the magazine when I bought it
also pointed out some of the games (as also their web site).
I didn't see (400/800) next to demon attack so I bought it hoping
to play it on my 600XL.

Well I just stored this game and happily played my other ones, but
now that I brought my system back I wanted to pose this question.

Does the game actually work on a XL machine? Is there a compiled
list of games that work on a 400/800 and not on an XL?

Thanks, any info would be appreciated. And I'm sorry if this is
in a FAQ somewhere (i'm slowly but surely going through all the links!)

-RDW

4824. Atari Stuff For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-07 00:00:00 UTC
From: cdhoste@aol.com
Message-ID: <19970607025900.WAA02769@ladder02.news.aol.com>
Source record: 72509

Atari items for sale. I'll pay one half the shipping and handling costs
but NOT the C.O.D. charge. If you don't believe the prices are fair I am
willing to listen to your offer. Enjoy!

1) The Hitchhiker's Guide to the Galaxy --Infocom text game. Original box
and manuals. Check it
out the props are still in the box! Price $5 SOLD

2) Flight Simulator II --subLogic flight simulator. Original box and
manuals. Including the
navigation maps. Price $15

3) AtariWriter and Atari Proofreader --the classic word processor and a
dictionary program.
Original manual including the quick reference sheet for the AtariWriter
but no documentation for
the Proofreader and no box. Price $25

4) Movie Maker --an animation construction set by Electronic Arts.
Original manual and box.
Price $10

5) 5"1/4" Disk Organizer with disks! --a grab bag of software everything
from Antic Magazine
disks to games like Mail Order Monster and Summer Games both classic 80's
computer games.
Price $25

6) Atari 1010 Cassette drive --not sure if it works but power supply and
light seem to work. Also
included is the data cable and a conversational French program. Has sound
and original box and
manual. If anything this is the first multimedia device for the Atari!
Price $10

7)Atari 1027 Daisy Wheel printer --not sure if it works but power supply
and light seem to work.
Also included is the data cable. Price $10

4825. Re: FS/T: Atari Equipment

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-07 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <339ac37c.992378@news.earthlink.net>
Source record: 72510

On Mon, 02 Jun 1997 17:13:53 -0500, Jim Klein <jklein@isd.net> wrote:

>I've got a new, still in shrinkwarp Windows NT 4.0 Workstation CD that
>I'd like to trade for Atari 8bit equipment and/or software...
>
>I'll accept offers 'till 6/10 and then take the best offer.
>
>I'm looking for...
>
>-Books/Manuals
>-Carts
>-Computers
>-Disk Drives
>-Just about anything for the 8bit...
>
I've got all that stuff. What exactly do you want?

ZZyzx

"Me, indecisive? I'm not so sure about that."

4826. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-07 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <5namni$d13$1@newbabylon.rs.itd.umich.edu>
Source record: 72511
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- kendric 591 Jun 4 17:28 ./8bit/00.CHANGES.97.03.22
-rw-r--r-- kendric 637 Jun 4 17:29 ./8bit/00.CHANGES
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

4827. FS: Parker Bros. Chess

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-07 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <339dcf38.3996766@news.earthlink.net>
Source record: 72512

Several months ago I advertised I had the complete package and had several offers. Then I couldn't find the cart.

Last week I visited a good friend who is a chess player and by accident I discovered I had given him the cart years ago. Since he hasn't used it for ages, I got it back.

So now I do have the whole package including the box, the manual and the cart. All in excellent condition. Pleas send me your offers. I'm sorry to have deleted the offers from before.

ZZyzx

"Me, indecisive? I'm not so sure about that."

4828. ATARI 2600

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-07 00:00:00 UTC
From: CHermanns@t-online.de
Message-ID: <5nacq8$e28$1@news02.btx.dtag.de>
Source record: 72513

URGENT!
SEARCHING FOR: ATARI 2600 (as cheap as possible!)
incl. PITFALL and PELE�S SOCCER
PLEASE EMAIL ME!!
THANKS..
Christian

4829. Re: Demon Attack ???

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-07 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <865655402_OASIS_@pcc-uky.campus.mci.net>
Source record: 72514

In article <5nah8b$b8e@srvr1.engin.umich.edu>
rayrite@blue.engin.umich.edu (Ray Dorian Wright) said:-

>Does the game actually work on a XL machine? Is there a compiled
>list of games that work on a 400/800 and not on an XL?
>
>Thanks, any info would be appreciated. And I'm sorry if this is
>in a FAQ somewhere (i'm slowly but surely going through all the links!)
>
>-RDW

Hi... I bought the Demon Attack cartridge about a month ago, and I have not
been able to get it to work on my 800XL either... Oh well... Good luck! :)

--

```
_/_/_/
```

4830. Re: Atari support

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-07 00:00:00 UTC
From: lafleurh@aol.com
Message-ID: <19970607184201.OAA03564@ladder02.news.aol.com>
Source record: 72515

I remember when EA came out. They were the coolest game company around. They had drag and drop before the Macintosh (Pinball Construction Set). All of their games were made by one or two programmers each. (And I'm sure that they coded in assembly language!)
I guess that there are only a few of us "real" programmers left. It's too bad. Now it takes thirty people and a corporation to make a game, and I guess EA, which is supposed to mean Electronic Arts, has sold out to the "machine" and is distributing instead of coding. I wouldn't call that an "Electronic Art"!

Henry.

p.s. I think I'm going to get a license plate that says AOL SUX...but that is for another news group.

4831. Re: Demon Attack ???

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-07 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <3399a8f2.774498@news.abest.com>
Source record: 72516

On Sat, 7 Jun 97 03:50:02 GMT, thechyld@pcc-uky.campus.mci.net (Ronald
J. Hall) wrote:

> Hi... I bought the Demon Attack cartridge about a month ago, and I have not
> been able to get it to work on my 800XL either... Oh well... Good luck! :)

Yeah, Demon Attack doens't work on the XL/XE series, I have it on disk
and need to run a translator before it will work. Don't know how to
get the cart version to run unless you get one of those dual OS's that
lets you switch between XL/XE and original 800 OS's.

4832. Best Cigars

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-07 00:00:00 UTC
From: sales@gclounge.com
Message-ID: <5nbss2$2q5@inout.beachnet.com>
Source record: 72517

```
Lounge, relax and enjoy with us at http://www.gclounge.com
If you are interested in fine cigars then you can't refuse
our enticing offer.
Phone 310-412-6799
Web http://www.gclounge.com
Email mailto:sales@gclounge.com
```

4833. Win95 OSR 2.1 CD $35 W/Fat32, Fat converter, Full install

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-07 00:00:00 UTC
From: jasonben@aol.com
Message-ID: <5nc8tp$d7n$904@usenet85.supernews.com>
Source record: 72518

Win '95 OSR-2.1 on CD with Fat32 Boot Floppy, FAT to FAT32
converter; $35 + 4.50 for Postage/COD, or offer.

Full install version. USB Support. This CD also contains
the Microsoft FAT to Fat32 converter.

Are you tired of losing up to 40% of your disk capacity
to the huge cluster size of FAT16, P-n-Pray that does
not work, poor pcmcia support, misidentified motherboard
resources, CPUs, ect?

Well, moving to the OSR 2.1 version of Windows '95 is the
answer.

Win '95 OSR2 also contains important patches, an expanded
(and debuged) drver library, PnP that works, GUI improvements
and bug fixes.

Yes - Some, not all, of these are available for as downloads.
Yet - The most important parts: *FAT 32*, the Kernel and GUI
enhancements, PnP improvements and proper CPU identifier codes
are NOT available for download and currently can only be
obtained with the purchase of a new computer or "memphis"
(Win'97), whenever that will be available.

The CD is the full install version. Included is a OEM cd-key,
an OSR2 boot floppy for creating a new FAT32 partition, MS CVT.EXE
for converting a FAT partition to FAT 32 detailed installation
instructions. In addition to these instructions, there is full
documentation on the CD. There is no "paper manual." Except
detailed installation information. Your current Win '95 manuals
will still apply, with a few *highly documented* exceptions.

The primary reason for migrating to OSR2 is, of course, FAT32,
which increases the storage capacity of your drive simply
by keeping the cluster size at 4K, despite the size of your
hard drive. It also recognizes partitions larger than 2.1g,
the current Win '95 limit.

I was hoping to get $ 35 for the CD, Boot Disk and instructions,
+ 4.95 for USPS COD. I am, however, open to reasonable offers.
I will pay shipping on pre-paid orders.
E-mail for more information.
Jason

4834. Computer games for sale cheap

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-07 00:00:00 UTC
From: glens@natinst.com
Message-ID: <5ncg9d$305@falcon.natinst.com>
Source record: 72519
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.misc,rec.games.video.atari,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.games,comp.sys.amiga.marketplace,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace,rec.games.computer.puzzle,comp.sys.ibm.pc.games.sports,comp.sys.ibm.pc.games.action

I have the following games for sale: (Never Used, in sealed boxes)

Prices are $3.00 each plus shipping and handling.

For IBM - Alf's World of Words 1
(256K 2.0 DOS

Alf's Party Kit 4

Dac-Easy LIGHT 1

The Conference Coord. 1

For Comm.64 & Atari 800XL

LA Swat & Panther 1
(2 games in 1)

Math Maze 1

For Comm.64 & Atari 400 w/48K, 800XL, 1200XL, and 130XE w/1050

Print Power 1

Sesame Street Print Pwr 1

For Commodore 64

Pac Man 3
Super Pac Man 4
Ms. Pac Man 2
Victory Road 4
Techno Cop 1
Batman (Caped Cruisader) 4
Hat Trick 1
Pocket Rockets 1
Top Gun 1
Raw Recruit 3
Gun Smoke 1
Bad Dudes 1
Fast Break 1
Tiger Road 1
Rampage 5
Gauntlet 1
Ikari Warriors 1

World Karate Champ. 1
Ultimate Casino Gambling 1
Coconotes 1
Sea Horse Hide-n-Seek 3

Official TV Game Shows (for Commodore 64)
Jeopardy New Edition 9
Jeopardy 2nd edition 7
Jeopardy Sports Edition 4
The $100,000 Pyramid 1
Wipe Out 3
Wheel of Fortune 1
Family Feud 2
High Rollers 1
Classic Concentration 2
Classic Concentration 2 3

Rhonda from glens@natinst.com

4835. 4Mb

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-07 00:00:00 UTC
From: Bill Himmelstoss <whimmelNOSPAM@southeast.net>
Message-ID: <5ncism$is7$1@news.mco.bellsouth.net>
Source record: 72520

Someone mentioned having a 4Mb XL... the biggest I've seen on the 'net is 1088K... how would I go about finding this mod? I've got an 800XL.

(Does it use 8-bit SIMMs? I've got a ton of 'em.)

--
Bill Himmelstoss
Site Builder Network - Level 2
http://himmelstoss.home.ml.org mailto:whimmel@southeast.net

4836. Atari Computer Repair and Exchange

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-07 00:00:00 UTC
From: Teresa Chermok <tchermok@flash.net>
Message-ID: <01bc735c$a9d31620$112c1ed1@tchermok.radware.net>
Source record: 72521

```
Call Digital Data Factory
for all of your 8-Bit Atari Needs
Great Prices
Warranties
Service and Support
Exchanges 15.00 to 30.00 with 6-Month Warranty

Digital Data Factory
(501) 985-2082
Edward Williams
Tell Him Teresa Sent Ya....
```

4837. SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-07 00:00:00 UTC
From: Ulf.Petersen@KIEL.netsurf.de
Message-ID: <6YP9iYXonhB@ulf.kiel.netsurf.de>
Source record: 72522

Hi there!

Is it actually possible to connect a 1050 (with speeder) to a PC using SIO2PC? If so, what kind of software do I need and where do I find it (ftp sites?). Thanks for your help :))))!

Ulf

4838. Electronic Arts (was: Atari support)

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-07 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0706972217270001@port170.bitstream.net>
Source record: 72523

In article <19970607184201.OAA03564@ladder02.news.aol.com>,
lafleurh@aol.com (Lafleurh) wrote:

> I remember when EA came out. They were the coolest game company
> around. They had drag and drop before the Macintosh (Pinball Construction
> Set). All of their games were made by one or two programmers each. (And
> I'm sure that they coded in assembly language!)

I believe the Lisa had drag and drop first. (And Xerox PARC probably had
it before that.) In fact, Trip Hawkins was on the Lisa team at Apple (in
what capacity I don't recall) before he left to found EA. Apparently he
brought some of the ideas with him. EA's Deluxe Music Construction Set had
a similar "look and feel". Interestingly, both programs were ported to the
Mac early on. I used the Mac version of DMCS to do MIDI stuff until System
7 broke it. EA had dropped its support long before.

> I guess that there are only a few of us "real" programmers left.
> It's too bad. Now it takes thirty people and a corporation to make a
> game, and I guess EA, which is supposed to mean Electronic Arts, has sold
> out to the "machine" and is distributing instead of coding. I wouldn't
> call that an "Electronic Art"!

The last EA thing I ever bought was Studio 8 (for Mac) which was very good
(though not actually developed by them--someone in France did it). It was
replaced by Studio 32 which was not so good (slow) and, like many others
since, could not compete with Photoshop.

Mark

4839. Re: SIO2PC for cassettes / storing cassettes on a PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-08 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <5nd19t$mg3$1@news0.xs4all.nl>
Source record: 72524

Would it be possible to reverse this process so that a file can be converted to tape and transfered from the PC to the XL. This can have the following uses.

+ Any PC owner with a soundcard and XL with a casette drve can transfer stuff between the PC and the XL without having to build/buy extra hardware. This is a slow transfer method, but for some, it's the only one they can immediately use.

+ You can create casette software with a PC.

In De-Re-Atari, there's a whole section on how the Atari Casette format works. Writing casettes should be a lot easier than reading them. It mentioned that one of the stereo channels is used for data recording, and the other for sound. It would be cool if you could convert your data to tape format on a PC and mix a sample that is to be played while the tape-file loads. Due to the nature of the casette format, you can adjust the interval between data blocks so that it's the same length as the sample. Perhaps, a more advanced utility could be made that helps you build one of those multi-media programmes that started and stopped the tape so you could listen to it. You could also mix someone speaking the program instructions while the program loads.

AE.

--
Andrei Ellman -- URL: http://www.xs4all.nl/~ellman/ae-a -- ae1@york.ac.uk
"All I wanna do is have some fun :-) || ae-a@minster.york.ac.uk
I've got the feeling I'm not the only one" || mailto:ellman@xs4all.nl
-- Sheryl Crow :-) || It's what you make of it.

4840. Sell YourPhotosNYC.Agency

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-08 00:00:00 UTC
From: Photorep45@ibm.net
Message-ID: <5ndpnjnm1015@news.internetmci.com>
Source record: 72525

PHOTO PHOENIX INTERNATIONAL

We are an international New York based agency representing
amateur and professional photographers in the following areas: Galleries,
Business and Organizations, Book Publishers, Paper Products, Consumer
Publication, Newspapers & Newsletters Publication, Special Interest Publication,
and Trade Publication.
We are seeking photographers who strive for excellence in the aesthetic/
creative and technological world of images, who have the talent to capture
the setting and to convey the mood. Your work should reflect a genuine,
pervasive interest in photography as a fine art.
Whether your work portrays conservative, experimental, stylish, or innovative
themes, your project proposal should be well thought out before submitting to
us.
For first contact, please submit a query letter, direct mail flier/brochure,
tearsheets, slides, photographs & SASE.
For amateur photographers, send sample photos and/or slides.
TO ALL: Do not send entire portfolio unless we ask for it. If we are not interested,
you might not hear from us, so please submit material that does not need to be
returned.

Send to:
Photo Phoenix International
33-29 58 Street
Woodside, New York 11377
Tele: Florida Branch-(941) 642-660

4841. Re: Atari 64 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-08 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ne6t1igg4@triglav.iwaynet.net>
Source record: 72526

On 1997-06-04 mad@gdi.net said:
>Ronald,
>I saw a ad in the Power Up computer mag. it says Atari 64-Bit Jaguar
>System. The artical reads. "If you couldn't get your hands on the
>Ninendo 64 this past holiday season----you lucked out. That's right
>you can now get yourself (or the kids) a true 64Bit, full 3D game
>system. etc, etc. Includes 3 games 1-Cybermorph 2-Checkered Flag &
>3-Kasumi Ninja. ALL this for $59.99. And their other game packs are
>bundled 3 to a pack for $29.99

You DO know that the Jaguar only 32-bit.(if that!)
I think that it has one 32-bit and two 16-bit chips.Aparently they think that
that makes it 64-bit.(and all three chips aren't CPUs)

Net-Tamer V 1.08 - Test Drive

4842. Re: SIO2PC for cassettes / storing cassettes on a PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-08 00:00:00 UTC
From: rdell@best.com
Message-ID: <5nee2b$em0$1@shell5.ba.best.com>
Source record: 72527

In article <5nd19t$mg3$1@news0.xs4all.nl>, <ellman@xs4all.nl> wrote:
>Would it be possible to reverse this process so that a file can be converted
>to tape and transfered from the PC to the XL. This can have the following
>uses.
>

Relatively simple ... though I haven't done a software only approach, I do
have an RS-232 to Atari cassette interface circuit from my old 6800 system.

As I recall, all one needs is a simple frequency shift circuit between
1200 Hz and 2400 Hz, at a 600 baud data rate.

Golly, ancient history from when Ataris were expensive .. I also have
an homebreww interface to connect the Atari to a high fi stereo deck,
both record and playback ... from back when I had more time than money,
and was saving the $ and not buying the Atari tape deck. My stereo
deck had solenoid control, so the Atari could start and stop using the
pause function.

--
Richard Dell

4843. Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-08 00:00:00 UTC
From: James King <jeking@xmission.xmission.com>
Message-ID: <5nemmm$lal@xmission.xmission.com>
Source record: 72528

Looking for file, great atascii graphics ad cartoons? Search no further.
Get that 1980's feeling back.

Call the Atari Connection BBS at 801 280 7486
5gig of 8bit Atari files (capacity)
Online Games (Nebula Elite, Chess, Tactx, Arena, etc.)
QWK Support
Networked Messages (IAN, IMR, USF, etc

Support for ATASCII, ANSI and ASCII screens, but your experience would be
better in native ATARI ATASCII format.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

4844. FS: Some new stuff, some you've seen before

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-08 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <33a1d975.7474167@news.earthlink.net>
Source record: 72529

```
ATARI 800 INVENTORY 6/97
-----------------------------------------------------------------------------------------

Please MAKE OFFERS on any items of interest.

HARDWARE:
-----------
KOALA PAD plus the following related stuff:
+++++++++

SPIDER EATER. Floppy plus the box from Koala Ware. good

Koala Ware MICRO ILLUSTRAROR floppy, manual plus box.
Excellent

COLORING SERIES 1: GEOMETRIC DESIGNS from Koala. Floppy and
box.
++++++++++

STAR MICRONICS UNIVERSAL/ATARI PARALLEL interface. Excellent

ATARI 1025 PRINTER. Includes Manual and data cable. Excellent.
Atari 1050 Floppy drive. Includes power supply, data cable,
and Owner's manual. Excellent
Atari 1050 Floppy drive. Includes power supply, and data
cable. Excellent
Atari 1050 Floppy drive. Includes power supply, and data
cable. Excellent
ATARI 810 floppy drive. Includes power supply and data cable.
Excellent.

ATARI 1030 modem. No Power suply or data cable. Excellent.
Atari 800xl. Power supply, rf cable included. Excellent.
ATARI 850 Serial Interface. Includes power supply and data
cable, and 3 foot 9 pin to centronics cable. Excellent

MM1632. 32 k memory module. INTEC PERIPHERALS CORP. 1982.

16 K RAM- ATARI CX853 memory module. Excellent

POINTMASTER JOY STICKS (2). Very Good

The POWER-STICK (2). These nifty joysticks are only about 2"
wide by 3 " high. Work great.

WICO COMMAND CONTROL TRACBALL. Excellent

RGA REMOTE CONTROL JOY STICKS 2 joystics plus control box.
Excellent
```

Atari Joysticks (2) good.

GEMSTICK.Joystick. fair.

Complete Cart Packages for the 400/800 COMPUTER
---

*STAR RAIDERS including manual, box plus the cart. The box has been slightly crushed;
The cart and manual are mint.

*ATARI LOGO including manual (xerox) plus cart plus the box. Good

*ATARIWRITER Release software. Cart, manual, warranty card, box. Excellent

*PACMAN, plus manual, plus old syyle box. Excellent

*QIX cart,box, manual, registration card .Excellent

*MUSIC COMPOSER cart, manual and Box . Excellent

*REAL SPORTS FOOTBALL CART, MANUAL, PLAYCARD and box. Excellent

*SUBMARINE COMMANDER from Thorn EMI inc. box and manual. Excellent

*JUMBO JET PILOT from Thorn EMI,inc. box and manual. Excellent

*CHESS by Parker Bro. Cart (label loose on top, and slightly stained),manual,box. Excellent

*RETURN OF THE JEDI by Parker Bros. New in shrink wrap. Mint.

*ASTROCHASE by Parker Bros. New in shrink wrap. Mint.

*FROGGER by Parker Bros. New in shrink wrap. Mint.

Carts only:

ASSEMBLER EDITOR
ASTEROIDS. excellent
BASIC
CASTLE HASSLE by Roklan. Lable faded by sun.
KICKBACK from Thorn EMI
MUSIC COMPOSER
PACMAN
PACMAN
SOCCER from Thorn EMI
STAR RAIDERS
TELELINK 1
TENNIS
VIDEO EASEL

DOCUMENTS ONLY:
---

*ARCHON II: ADEPT. Box and manual. Poor (lots of wear, but no tears on box. Manual is excellent.
*ATARI LOGO box only
*ATLANTIS from Imagic. Manual, catalog box, and warranty registration card.. Mint
*BILL BUDGE PINBALL CONSTRUCTION SET box and manual. Electronic Arts. Good
*BOULDERS AND BOMBS box and warranty card. Excellent
*CENTIPEDE, plus manual plus old syyle box. Very Good
*CENTIPEDE, plus manual plus old syyle box. Excellent.
*DONKEY KONG by Nintendo for the Atari 800. Manual plus box . Very Good
*E.T. PHONE HOME. Box . Good
*JUMBO JET PILOT instructions only. good
*K-RAZY ANTICS manual and box
*K-RAZY SHOOT-OUT manual and box
*MILLIPEDE . Game box, maunal, warranty card. Excellent.
*MISSILE COMMAND,Manual plus old style box . Excellent
*MISSILE COMMAND. Old style box and manual. Excellent
*POLE POSITION from Atari. Manual and box. very good.
*PENGO box and Manual. Very good
*POOL 400 from IDSI. Box and manual. Excellent
*Robotron 2084. Box and manual. Very good
*Q*bert from Parker Bros. Box and Manual
*QIX from Atari. box and manual. excellent.

$5.00 COUPON from Atari. Offers a check for $5.00 if you buy something and fill out coupon. I doubt it.

DATASOFT catalog from 1983. 6 colorful pages of stuff. Excellent

APX (Atari Program Exchange) Product Catalog. Winter Edition 1983-84> Complete with address label to Me. Screen shots of the 14 games offered. I'll bet you never heard of any of them! Mint

ATARI O.S. and Hardware manuals. November 1980. These are the cheaply printed official Atari in-house manuals. Mint

Atari 800 Mailing List (computer program maunal). Excellent

Atari Basic Instruction Manual. Excellent

Atari Microsoft Basic Instruction Manual copyright 1981. Excellent

DE RE ATARI a guide to effective programming, by APX (Chris Crawford). In a spiral notebook, has a few pages loose. Good.

WORD PROCESSING DISKETTE by APX. This is the manual for the Atari Program-Text Editor, and Text Formatter (forms). Excellent.
Medit manual. Xerox copy. Medit stands for "Mike's Editor." Mike is

Mike Lorenzen who went on to work at Activision.
Medit Manual. Cheaply printed inhouse manual for Medit,. Dated 3/02/81. In a glossy graphic Atari 400-800 personal computer 3 ring notebook. good.

ATARI DISK OPERATING SYSTEM 2 reference manual.

FONTEDIT from IRIDIS. 56 pagr manual for an interesting package that was on Cassette tape..I think I have the program on diskette.I'll check if I get any interest in the package. Excellent

ATARI MUSIC CONSTRUCTION SET REFERENCE CARD xerox of about 10 pages.Good

ATARI MACRO ASSEMBLER MANUAL. Excellent

MATCHBOXES instruction card. Very Good

EPYX 1983 catalog 8 pages fold out. 8 1/2 by 11" color brochure.Mint

PLANE WRAP SOFTWARE box from Rantom Software. This box doesnt say what was inside cause they used the same box for all their products. I forget how you were supposed to figure out what was in the box. Good

FLOPPY SOFTWARE:

VEGAS POKER User's Guide plus floppy of the same game. One floppy stamped "Atari Company Trade Secrets Enclosed". I guess I had one of those stamps.This is the program I wrote at night while a Game tester. It led to my being promoted to programmer, but I refused to "give" it to the company so it never got published. User's Guide is 1 page printout. The game is the first Poker Slot Simulation ever written (to my knowledge)

CARTOON MAKER 1982 by me. 5 page instructions for a stupid little software toy I put together using routines I had written for the PLAYER MISSILE EDITOR. Floppy plus manual

ATARI MUSIC II. Release software. 2 diskettes, manual, warranty card, box

FAMILY FINANCES 1 & 2. Official Atari release on 2 floppys. User's Guide included.

PREPPIE II. Floppy plus very colorful manual, plus very colorful plastic box.

SOUND AND MUSIC TRICKY TUTORIAL #6 manual and casette tape from Educational Software

CROSSFIRE Floppy Disk in official dust jacket plus manual from ONLINE SYSTEMS (later became Sierra OnLine)Excellent

REALM OF IMPOSSIBILITY by Mike Edwards from Electronic
Arts.......Floppy plus box (10" flat square box) from Electronic Arts.
Excellent

THE E FACTOR Floppy and manual and box from Cosmi

SWEAT SYSTEM Rev #3 Serial #24 stamped "Atari Company Private Trade
Secrets Enclosed". There are 5 floppys in the set. The trade secret
stamp is on a sticker that has been removed from disks 1 and 2 only.
Disks are labeled as follows:
disk 1: Screen, Dledit, and Sstrans
disk2: Screen, Cedit and Sstrans
disk3: Pmedit and Sstrans
disk4: Sound and Sstrans
disk 5:P/M Animation Driver

EXCALIBUR 1.0 the official floppy by Crawford, Summers, Atkinson, from
APX (Atari Program Exchange)

A.E. floppy from Broderbund. Stamped Dealer Demo, not for resale. In a
Broderbund dust jacket plus manual

BANK STREET WRITER floppy from Broderbund. Stamped Dealer Demo, not
for resale.

LABYRINTH floppy from Broderbund. Stamped Dealer Demo, not for resale.

SKY BLAZER floppy from Broderbund stamped "dealer demo, not for
resale:" in Broderbund dust jacket Excellent.

GENETIC DRIFT floppy from Broderbund stamped "dealer demo, not for
resale:" Excellent.

S.A.M. serial # 19722 from Don't Ask Software. Speech synthesis.
Excellent

SEA FOX floppy from Broderbund stamped "dealer demo, not for resale:"
in Broderbund dust jacket.Fair

CASTLE WOLFENSTEIN floppy plus manual from Muse. Excellent

MICKEY IN THE GREAT OUTDOORS. From Walt Disney Personal Computer
Software. in Dust Jacket, plus manual and box. The box is about 8x10",
plastic, with Mickey on both sides (and as with many games from this
period, is the best part of the package).Mint

COIN-OP CONSOLE PLASTIC TITLE PLATES:

I'm sure there is a more official way to describe these. They would
have been part of the game console, except they must have made too
many, so they sold them in the company store. They are all from 1 1/2
to 2 feet long and 5 to 6" wide, and are made of 1/4" plastic. They
have decals on the backside and are meant to have a light shining
through them to announce what game it is.

SKYRAIDER from 1977...this one has a little bit of the paint (decal on back) chipped off. Good

BATTLEZONE from 1980....this one also has a little bit of the paint (decal on back) chipped off. Very Good

SUPER BUG from KEY Games, copyright Atari, Inc. 1977. Good

ZZyzx

"Me, indecisive? I'm not so sure about that."

4845. FS: Former Atari addict's stash uncovered

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-08 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <33a0d639.6645586@news.earthlink.net>
Source record: 72530

I brought a large collection of 800 stuff back to Michigan, from
Washington DC where I am going through it now. I must say, this fellow
read and collected more things than I ever knew existed.

So what follows is an inventory of what there is for sale. Please MAKE
AN OFFER on anything that interests you.

Original Software Manuals:
---
810 USER'S MANUAL
850 INTERFACE MODULE USER'S MANUAL
850 INTERFACE MODULE TECHNICAL MANUAL
ATARI 800 OPERATOR'S MANUAL.
ATARI BASIC REFERENCE MANUAL
ATARI PERSONAL COMPUTER SYSTEM OPERATING SYSTEM USER'S MANUAL AND
HARDWARE MANUAL. Jan 1982. Excellent.
DE RE ATARI
FORCASTER by Larry McGinnis
LETTER WRITER by Larry McGinnis

Magazines:

ANTIC (all excellent condition):

June, 92
April, 83
July, 83
Sept. 83
October, 83
November, 83

10 STARTER PROGRAMS FROM FAMILY COMPUTING for 7 different computers.
1983, Scholastic, Inc.

Books, Original, soft cover

6502 SOFTWARE DESIGN BY Scanlon. Sam's and Co. 269 pages. Ex library.
Excellent.
THE ADDISON-WESLEY BOOK OF ATARI SOFTWARE 1983 by Stanton, Wells,
Rochowansky.347 pages. Mint
THE ADDISON-WESLEY BOOK OF ATARI SOFTWARE 1983, spring update.
excellent.
THE ADDISON-WESLEY BOOK OF ATARI SOFTWARE 1984 by Stanton, Wells,
Rochowansky.429 pages. Excellent.
THE ATARI ASSEMBLER by Inman, and Inman. Reston Publishing, 1981. 270

pages. excellent
ATARI GAMES AND RECREATIONS by Kohl, Kahn, Lindsay, Cleland. 1982,
Reston Publishing. 338 pages. Excellent.
ATARI FOR THE BEGINNING BEGINNER, Judy and Tom Chamberlin.
Einrich/Ohas, 1983, 65 pages, excellent.
ATARI FOR THE BEGINNING BEGINNER, Judy and Tom Chamberlin.
Einrich/Ohas, 1983, 65 pages, excellent.
COMPUTE'S 1st BOOK OF ATARI, Compute Books, 1981. Excellent
COMPUTE'S 2ND BOOK OF ATARI, Compute Books, 1982. Excellent
EPSON MX PRINTER MANUAL with graftrax plus. by Lein. 1982 by Compusoft
Publishing.
HOW TO PROGRAM YOUR ATARI IN 6502 MACHINELANGUAGE by Roberts. 1982 by
Hofacker. 106 pages. Very good.
MAPING THE ATARI, by Chadwick, Compute Books, 1983. Excellent
MASTER MEMORY MAP FOR ATARI 400/800 COMPUTERS by Sherer. 1982
Educational Software, Inc. 30 pages.
OEM OPERATING AND SERVICE MANUAL. TM-100-1 AND -2 DISK DRIVES 48
TRACKS PER INCH. Tandon Corp.
OS/A PLUS reference manual. System software for Apple and Amiga
computers. 112 pages. Mint
PROGRAMMING AND INTERFACING THE 6502, BY DEJONG, Sam's and Co. 1980.
Ex library. Excellent.
PROGRAMMING THE 6502. by Zaks. Sybex books. 1980. 368 pages. Ex
library. Excellent.
SOME COMMON BASIC PROGRAMS ATARI EDITION. by Poole, Borchers, Cook.
Osborne 1981. 200 pages. Excellent.
SPRING/SUMMER SUPPLEMENT for THE BOOK OF ATARI SOFTWARE 1983. by
Stanton, Wells, Rochowansky, Mellin. 128 pages. Excellent
YOUR ATARI COMPUTER, A Guide to 400/800 personal computers by Lon
Poole, Martin McNiff, and Steven Cook. Osborne, 1982, 458 pages, very
good.

PHOTOCOPYS, unbound or loose

There are dozens of articles about the Atari from the early 80's. Most
are a few pages. IF some people show a serious interest in these I
will make a list. Examples:

ATARI TUTORIALS by Chris Crawford. From BYTE Magazine
1981-82.
THE INTELLIGENT TOASTER or Experiments in Computer Control. From
Microcomputing Mag. 1982-83.
OUTPOST ATARI. Dozens of articles from a regular column in Creative
Computing, 1982-83

PHOTOCOPYS, manuals. An * indicates that the pages are bound in
booklike form.

ABC
THE ADVANCED MUSIC SYSTEM
ARCHON

*ATARI 400/800 PERSONAL COMPUTER SYSTEM SERVICE MANUAL
*ATARI ASSEMBLER EDITOR USER'S MANUAL
*ATARI BASIC
ATARI HOME FILING MANAGER
*ATARI MACROASSEMBLER
ATARI MEDIT EDITOR (in "Arari" notebook.)
*ATARI MICROSOFT BASIC
*ATARI PERSONAL COMPUTER SYSTEM, OPERATING SYSTEM USER'S MANUAL
*ATARI HARDWARE MANUAL
*ATARI PROGRAM-TEXT EDITOR
*ATARI SERVICE MANUAL
ATARI WORD PROCESSOR TRAINING MANUAL
ATARI WRITER
BANK STREET WRITER
*BASIC COMPILER by Datasoft

*BASM. BASIC COMPILER AND ASSEMBLER FOR THE 400 & 800
CALCULATOR 190 page manual. The program is from APX
CAVERNS OF MARS
CHAMELEON CRT TERMINAL EMULATOR
*COMPUTE'S FIRST BOOK OF ATARI
CREATIVE FIRMWARE
DATA MANAGEMENT SYSTEM
*DATAASM/65
*DATA PERFECT
*DE RE ATARI
DISKEY
*DOS PLUS
EASTERN FRONT
EPROM PROGRAMMER (CREATIVE FIRMWARE)
F-15 STRIKE EAGLE
FILE MANAGER 800
*INTER-LISP
JUPITER MISSION 1999
*K-DOS HANDBOOK FROM K-BYTE.
*LETTER PERFECT
THE MONKEY WRENCH
MULE
MURDER ON THE ZINDERNUEF
NIGHN MISSION PINBALL
*OEM OPERATING AND SERVICE MANUAL. TM-100-1 AND -2 DISK DRIVES 48
TRACKS PER INCH. Tandon Corp.
OS FORTH
*OSS BASIC A+
*PERSONAL FINANCE FOR THE ATARI
*PERSONAL FINANCIAL MANAGEMENT SYSTEM
PINBALL CONSTRUCTION SET
POOL 1.5
PROTECTOR
*RETIREMENT PLANNING

RESCUE AT RIGEL
STARBOWL FOOTBALL
STARCROSS
STARRAIDERS
*TEXT WIZARD
*USING FORTH
VALFORTH 1.1
VALFORTH 1.1, GENERAL UTILITIES AND VIDEO EDITOR.
VALFORTH PLAYER-MISSILE GRAPHICS
VALFORTH TEXT COMPRESSION AND AUTO TEXT FORMATTING
VALFORTH DELAY FORMATTER
VALFORTH TURTLE GRAPHICS AND ADVANCED FLOATING POINT ROUTINES.
VALFORTH 2.0
WIZARD AND THE PRINCESS
WORD FLYER
WORMS
ZORK III

HARDWARE:

ATARI 800 COMPUTER w/ 48k memory, and 10 k Rom. Has power supply, and switch box. All in the original foam container and box. The box that fits around the container is torn badly and 20% of it is missing. Includes Owner's guide. The computer is excellent.

ATARI 800 Computer w/ 48k memory and 10k rom. Power supply. No switch box. excellent.Packed in original shipping cardboard box.

ATARI 800 Computer w/ 48k memory and 10k rom. Power supply. No switch box. This one is in fine shape, but the case has yellowed some (sunlight?).

ATARI 410 Program Recorder in original box, with cables, and operator's manual.

ATARI 850 Serial Interface plus manual. In original shipping box. Includes Power supply and a 1 foot cable (9 pin to 25 pin connectors).

PERCOM FLOPPY DRIVE. In original box plus manual. Internal power supply. Atari data cable included. Uses a rom chip. "stop copy" is inserted. Also included are 3 other roms: another "stop copy" (eprom), RFD ROM v 1.10, and another RFD Rom v 1.10 (eprom). Manual for the Stop-Copy rom included.

CENTRONICS 739 Serial printer plus manual. cable included. Internal Power supply. excellent.

ATARI 400 COMPUTER. Power Supply. No switch box or carton.

SMITH-CORONA TP1 SERIAL PRINTER. Manual, cable. Excellent.

ATARI Paddle controllers. Set of 2.

ATARI Paddle controllers. Set of 2.

Atari video/sound cable for the 800. Excellent.

Edumate Light Pen plus manual.

CASSETTE TAPES

More cassette tapes for the 410 recorder than I ever knew existed.
There are 14 commercial (with printed labels from the manufacturer),
and 44 tapes which are hand labled.

Commercial label:

CRYSTALS. Dynacomp, including manual.
DUNJONQUEST-DATESTONES OF RYN. 1981. Automated Simulations. Manual
included.
GIANT SLALOM. Dynacomp
GHOST ENCOUNTERS. 1982. JV Software. Manual included.
GHOST HUNTER. 1981. Arcade Plus, including manual
GHOST TOWN ADVENTURE. 1981 Scott Adams, Adventure International.
Manual included
INTRUDER ALERT. Dynacomp
INVASION ORION. 1981. Automated Simulations. Manual included.
MONARCH. Dynacomp
RED BARON DOGFIGHT. 1980. Sebree's Computing
RINGS OF THE EMPIRE. Dynacomp
SPACE CHASE. 1981. Swifty Software
SPACE TILT. Dynacomp
TRIP TO JUPITER SPACE ADVENTURE. 1981. Sebree's Computing

Homemade label:

256 COLORS
3-D GRAPHICS
3-D GRAPHING
747 SIMULATOR
ASTRONOMY
BLUE DANUBE
C:CHECK
COLOR(RAINBOW)
CONCENTRATION
DICE
DOWNLOADER, INCLUDING MANUAL.
DRIVEWAY MONITOR
FROG
GOLDRUSH
GRAPHICS OF POLAR FUNCTIONS
GTIA (BARS)
GTIA DEMO
HORSE
LANDER
MEMORY DIAGNOSTIC
MOIRE PATTERNS BY AL FRANKEN

MORE SING ALONG WITH PHRED
OUR HOUSE
OUTPOST
PERFECT PITCH
POLYFILL
REAL TIME CLOCK
SCREEN SAVE
SCREEN SAVE ROUTINE
SHAPE DEMO
SHOOT
SING ALONG WITH PHRED
SOUND EFFECTS
SPHERE DEMO
STAR BLAZER
STARTREK 35
SWIRLS
TERM 34
TIME TRIAL
TOWERS OF BRAHMA
ULTRACUBE
VIDEO GRAFFITTI

ZZyzx

"Me, indecisive? I'm not so sure about that."

4846. Re: SIO2PC for cassettes / storing cassettes on a PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-08 00:00:00 UTC
From: ernest@pi.net
Message-ID: <339b1459.3271449@news.pi.net>
Source record: 72531

On 8 Jun 1997 01:18:53 GMT, ellman@xs4all.nl () wrote:

>Would it be possible to reverse this process so that a file can be converted
>to tape and transfered from the PC to the XL.
Yes of course. I suggested several other utilities that could be
written. If you like cassettes, you should download the wav2cas.zip
file. It has about 80K of documentation and suggestions on this
subject.

>+ You can create casette software with a PC.
This is excactly one of the things I mentioned in the docs. You could
create a stereo .wav file from .cas data and then output that to an
audio cassette recorder. This would allow you to create a multimedia
presentation similar to the stuff Atari created to learn foreign
languages. Tapes can be so much fun, if only they would not be slow.

4847. Bob Wooley: I love you and want to have your babies

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-08 00:00:00 UTC
From: worshipper@wooley's.feet
Message-ID: <339b16d5.0@hades.ndirect.co.uk>
Source record: 72532

From the wrong side of the Atlantic, I salute you Bob Wooley...

4848. Sorry! Meant Woolley (with two Ls) -- I'm blinded by love!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-08 00:00:00 UTC
From: worshipper@woolley's.feet
Message-ID: <339b17ca.0@hades.ndirect.co.uk>
Source record: 72533

8-bit silicon scales blinding both eyes, I guess.

4849. Re: Atari 64 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-08 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-0806971404300001@tsb-28.ucsc.edu>
Source record: 72534

In article <5ne6t1igg4@triglav.iwaynet.net>, dklugh@iwaynet.net wrote:

>You DO know that the Jaguar only 32-bit.(if that!)
>I think that it has one 32-bit and two 16-bit chips.Aparently they think that
>that makes it 64-bit.(and all three chips aren't CPUs)

AFAIK it has two 32-bit CPUs and a 68000 (32-bit architecture with 16-bit
bus). The data bus for the system memory is 64 bits wide, so that is
their justification for calling it 64-bit. (Not a good justification, but
that never stopped a game company. Oddly enough, the N64 really does have
a 64-bit CPU.)

Regardless, it is pretty clear that the Jaguar can't compare to the N64 or
PlayStation. Atari was trying to take advantage of the market window
which existed before those two systems were released, and failed to do so,
which is why the Jaguar is being blown out at super-low prices.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

4850. Wanted Assembler cart

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-08 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <5nf1ud$72d$1@macaw.cyberport.com>
Source record: 72535

I am looking for a Mac/65 cart or Elcomp ATmas Macro Assembler.
dont need the Atari cart.

will buy or trade.,,,please email.

4851. Re: Atari 64 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-08 00:00:00 UTC
From: mhop <mhop@snip.net>
Message-ID: <01bc7431$6529f7c0$LocalHost@computer-name>
Source record: 72536

mad@gdi.net wrote in article <3395a0de.64734934@NEWS>...
> Ronald,
> I saw a ad in the Power Up computer mag. it says Atari 64-Bit Jaguar
> System. The artical reads. "If you couldn't get your hands on the
> Ninendo 64 this past holiday season----you lucked out. That's right
> you can now get yourself (or the kids) a true 64Bit, full 3D game
> system. etc, etc. Includes 3 games 1-Cybermorph 2-Checkered Flag &
> 3-Kasumi Ninja. ALL this for $59.99. And their other game packs are
> bundled 3 to a pack for $29.99

Sounds like the same price/deal that http://www.tigerdirect.com has.

> > Where, pray tell, did you hear of an Atari "64"...? I've never heard
of
> > such a beastie! :)

Atari was considering the name Atari 64 before they named it the Jaguar.

--

mhop@snip.net

4852. FA:Extremely Rare Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-08 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <339B4328.68ED@administaff.com>
Source record: 72537
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

```
** Includes: ER items by Chalk Board **
* NOTE: There is no buyout option. Please bid on individual items.
Bid on as many as you like, but state bids per item.

Auction will enter 'going' on the 14th.
Date of initial post: 05/29/97.
Rules at end of post.

|---- Update 06/08/97 ----------------------------------------|
|Atari 400/800 items:

| Hardware | Current High Bid |
|------------------------------------------|------------------|
| Atari
| XM301 Modem 6 - penguin
| Chalk Board
| PowerPad & cable (untested) 15 - alfred
| connecting cable a bit hacked
| on end which plugs into Powerpad

| Carts (all loose, vg condition) | Current High Bid |
|------------------------------------------|------------------|
| Atari
| CXL4002 Basic Computer Language (ver ?) 2 - king tut
| RX8040 Donkey Kong Junior 3 - batman
| RX8030 E.T. Phone Home! 1 - riddler
| CXL4024 Galaxian 3 - riddler
| CXL4018 Pilot Programming Language 10 - alfred
| Chalk Board
| 10031A-3 BearJam 30 - alfred
| 10042A-3 LogicMaster 30 - alfred
| 10016A-3 Micro Illustrator 30 - alfred

Rules:
I will assign and use an alias for all bidders.
Format will be Going-Going-Gone.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups daily and individuals if requested.
Ties will go to the earliest posting I receive.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.
```

Mail your bids or inquiries directly to: dennis_cooper@administaff.com

Thank you,

Dennis Cooper
--
dennis_cooper@administaff.com

4853. Re: That's platonic, respectful, brotherly love and metaphorical babies BTW

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-08 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <339B478E.290D@pacbell.net>
Source record: 72538

*
shoot -- I was hoping you were a chick......
To what do I owe this outpouring of affection? And, do any of the c.s.a.8
folks need to know this? :)

4854. Re: 4Mb

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-08 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <339B4572.596D@pacbell.net>
Source record: 72539

Bill Himmelstoss wrote:
>
> Someone mentioned having a 4Mb XL... the biggest I've seen on the 'net is
> 1088K... how would I go about finding this mod? I've got an 800XL.
>
> (Does it use 8-bit SIMMs? I've got a ton of 'em.)*
yes, it uses SIMMs. 8 bit or 9 bit. It will be in Atari Classics issue
#8. Also good for 16mb..... 256K to 16mb, actually.

Bob Woolley

4855. Re: Lost 1200 mod

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-08 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <5ndb8l$32g@main.freenet.hamilton.on.ca>
Source record: 72540

rwoolley@pacbell.net wrote:

: at your age? gee.... we may have a senior citizens discount. :)
: We have more than a couple of 8-bit folks out here that will never see 70
: again. What I do is use one of those big magnifiers on a lamp arm when
: I'm soldering. Of course, I have about 100 spare boards.....
: Then again, I've seen a couple of real messes done by the younger
: generation, too.
: I tell you what.... any AC subscribers that mess up their 1200XLs by
: hacking on it, I'll clean them up. How's that for sticking my neck out??
: Just don't tell Sharon about my offer, or I'll be building bathrooms and
: garages for the next six months. And, sleeping in the Attic with my
: Ataris. :)
: Atari Classics
: 1161 Bay St.
: Alameda, CA 94501
: $25 - 6 issues + $9 - 3 disks USA
: elsewhere is more $

Greetings Robert!

I just wanted to let you know, that I have full intentions of subscribing again to AC.....keep up the good work! However, I am kinda short of cash and will have to wait until the next issue comes out. So, please let us know when the next issue hits the mail. I don't want to be left out, but I don't want to struggle to get you the cash when I am saving for my trip to Europe....I am kinda late on my ABBUC dues, and must pay for this year AND next when I go to the JHV 97 this Oktober! Anyone else from North America going?

If you are reading Wolfgang, or any other Abbuc members, please send me dates and times in Email. German or English.

Willy

4856. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-08 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <339B5BAA.2394@tcd.net>
Source record: 72541

Used Atari 1050 disk drives, stock good working condition $20.00 shipped comes with power supply sio cable..guranteed to work..

Used Atari 800XL's good working condition 64k, power supply and video cable $25.00 ea shipped..

Atari Logo Cartridge, Logo Introduction to Programing through Turtle Graphics (Manual), Atari Logo Reference Manual. $10.00 shipped.

XF551 Disk Drive 5 1/4 in, Good condition $41.00 Shipped..Wth power supply and sio cable.

Atariwriter cartridge with manual (2)ea...$8.00 shipped.

4857. FORSALE: Buncha Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-09 00:00:00 UTC
From: guess <guesswho@whoknows.com>
Message-ID: <01bc7487$a2d1d9c0$c280a5ce@stimpy.agcs.com>
Source record: 72542
Cross-posted to: alt.binaries.comp.atari8bit,comp.sys.atari.8bit,t-netz.rechner.atari.8bit

I have a bunch of my 8-bit hardware sitting around looking for a good home:

Atari 800XL (with 1200XL function KEYs ADD + RAMbo 256K)
1050 Drive with HAPPY
256K MIO
1020 Plotter
Commodore 1802 Monitor w/cable
Anchor 2400 External Modem

Make an offer... Really just can't bring myself to throw it away and would
like to find a good home for it...

troy@tbliss.com

4858. FS: Atari Programming Books

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-09 00:00:00 UTC
From: dastar@crl.com
Message-ID: <5ng8r8cql3@nnrp1.crl.com>
Source record: 72543

Collector's Book Sale!

I've decided to share a recent used bookstore find with other collectors of vintage computer stuff.

These are all books published by Franklin Watts in a series called "Computer Literacy Skills". All the books in the series were written by Christoper Lampton. They are hard bound with paper covers. The books themselves are in mint condition, but the covers range from mint to very good (some tears). They are all copyrighted in 1984/1985. The best books will be sold on a first-come, first-served basis. These are really nice books, and I am keeping a set for myself.

The titles are:

Graphics and Animation on the TRS-80 Models I, III and 4

Graphics and Animation on the Atari 800, 400, 1200XL, 800XL, and 600XL

Graphics and Animation on the Commodore 64

6502 Assembly-Language Programming for Apple, Commodore, and Atari Computers

Z80 Assembly-Language Programming for Radio Shack, Timex Sinclair, Adam, and CP/M Computers

PILOT for Beginners

FORTH for Beginners

I have a total of 43 of these books in different assortments. I am selling each book for $4.00 each. Buy all seven titles for $24.00 (in other words buy six and you get one free).

All books will be shipped in a protective cardboard container to preserve their superb condition. Shipping charges are bourne by the buyer.

If interested, please send e-mail to dastar@crl.com for more information on ordering and shipping charges.

--

Sam

Computer Historian, Programmer, Musician, Philosopher, Athlete, Writer, Jackass

4859. Re: Demon Attack ???

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-09 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <339c132c.0@news.carleton.edu>
Source record: 72544

In article <5nah8b$b8e@srvr1.engin.umich.edu>, rayrite@blue.engin.umich.edu (Ray Dorian Wright) wrote:

>Thanks, any info would be appreciated. And I'm sorry if this is
>in a FAQ somewhere (i'm slowly but surely going through all the links!)

It's not, but let's fix that!

To everyone, please send me a list of all the titles you're aware of that only
run on the 400/800, and not any of the XL/XE's. This will include Demon Attack, Gorf, etc.

E-mail replies to me will me more reliable, my local news server is perpetually
unreliable.

I'll post a summary list to the newsgroup before inserting the info into the FAQ.

Thanks!

-Michael

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4860. Re: sparta dos x manual, or something...

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-09 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5nhd7h$37b$1@zwieracz.psych.uw.edu.pl>
Source record: 72545

Wed, 14 May 1997 14:33:05 GMT Robert Smith Ely napisal byl w comp.sys.atari.8bit:
> Ex. To copy files from D1: to D2: work exactly like MS-DOS --- COPY D1:*.* D2:*.*. Subdirectories are similar, but use the > simble instead of \. CD, CHDIR or CWD must have a space following the command --- CD >BASIC. Like MS-DOS you can use CD .. to move up one directory level. MD, MAKEDIR work like CD. ARC is a menu driven program and is not really a COMmand program like the previous commands. It's more of an EXEcutable program rather than a command, but it too is built in to SDX. Hope this helps. The SDX manual is rather large, too big to scan and file transfer. It should be available from B&C ComputerVisions. Vheck out their web page at www.myatari.com.

thanks very much for help. i know sdx manual is large - too large for
transferring it scanned in graphic form. i thought maybe someone has ascii
version of this manual, or maybe could ocr it...

anyway - thanks a lot.

627
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

4861. Re: Atari 64 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-09 00:00:00 UTC
From: pih100@york.ac.uk
Message-ID: <5ni3pi$15r$1@netty.york.ac.uk>
Source record: 72546

Timothy A. Seufert (bwanga@cats.uc*sc.edu) wrote:
: AFAIK it has two 32-bit CPUs and a 68000 (32-bit architecture with 16-bit
: bus). The data bus for the system memory is 64 bits wide, so that is
: their justification for calling it 64-bit. (Not a good justification, but
: that never stopped a game company. Oddly enough, the N64 really does have
: a 64-bit CPU.)

Oooh... the blasphemy - too many Commodore sponsored mags have you been
reading. ;)
The Jaguar has two 64-bit RISC chips (Tom'n'Jerry), two 32-bit RISC chips
and a 68000 for menial tasks such as joystick I/O. There's a number
of copies of the Jaguar FAQ about somewhere - do a web search. :)

Paul.

4862. Atari Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-09 00:00:00 UTC
From: bchermma@bluffton.edu
Message-ID: <865893509.871@dejanews.com>
Source record: 72547

I have all new Atari Equipment, which is all in good shape wiht box an
dmanual unless otherwise stated.

SynFile no box
Sargon III with 3 disks
Invitation to Programming 3
Assembler Editor
Viscalc
Microsoft basic
Great American Road Race
Touchdown Football
Banner Catch
130 XE
Micro Computer Games, by:avalon hill
Paper Clip no box
1050
Touch Tablet
850
130XE with 576K no box

I will take cash or trade offers, what I need is:

a XF551 drive (preferably 3.5)
Black Box
Amiga Computer (another Jay Minter) (even dead ones with o.s. 2.0 or
better)!!
Falcon (or maybe less)
Power Mac of some sort
SEGA MASTER SYSTEM GAMES
SEGA GENESIS ROLE PLAYING GAMES, OLD CD ROM (VERSION 1)
Atari Role Playing Games
An Aquarius Game machine (made by: Mattel)
Certain old Nintendo 8-BIT games
Sega SATURN!!!!!!
Almost any Jaguar stuff!

Thanks!
Dee-Lusion

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4863. Video Game Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-09 00:00:00 UTC
From: Neil Gordon <pepper@freenet.edmonton.ab.ca>
Message-ID: <Pine.A41.3.95.970609092515.68914H-100000@fn2.freenet.edmonton.ab.ca>
Source record: 72548

```
What's in this auction?
Turbo Grafx/PC Engine 19 Items ColecoVision 22 Items
Sega Master 31 Items Odyssey 2 5 Items
Atari Lynx 13 Items Nintendo/Famicom 39 Items
Atari 400/Ect. 21 Items Commodore 64 40 Items
Atari 2600 69 Items Vic-20 34 Items
Atari 5200 8 Items Misc. Items 4 Items
Intellivision 22 Items CD-I 72 Items

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

Turbo Grafx / PC Engine
******************************************************
Andre Panza Kick Boxing Card $5 wotan1
Battle Royale Card,Case,Inst. $5 lehrer
Be Ball PC Engine Card,Case,Inst. $6 wotan1
Bonks Adventure Card,Case,Inst. $9 smatz
Chase H.Q PC Engine Card,Case,Inst. $10 wizard
Final Lap Twin Card $5 Min
Kaizou Ningen Subibinman2 PC Engine Card,Case,Inst. $11 sexton
Momotarou Katsugeki Vol 32 PC Engine Card,Case,Inst. $6 mbates
Motoroader PC Engine Card,Case,Inst. $5 bt
Ninja Spirit Card $5 wotan1
PC Genjin 2 PC Engine Card,Case,Inst. $6 sexton
Strip Fighter II PC Engine Card,Case $12 sexton
Takin It to the Hoop Card $5 lehrer
Tatsunoko Fighter PC Engine Card,Case,Inst. $6 dvillanueva
The Legendary Axe PC Engine Card,Case,Inst. $5 bt
Victory Run Card $5 Min
Vigilante Card $5 lehrer

Turbo Grafx 16 system with 1 game Keith Courage &
Power Supply, 1 controller $22 holiday

TurboGrafx 16 Compact Disc CD Player (Turbo Grafx 16 system required)
Also a DC in 11V Power Supply Required $22 bladez

SEGA MASTER
******************************************************
Aladdin Complete $30 gfranks
Alex Kidd in Miracle World Cart,Box $6 crimso1
Alien Syndrome Complete $6 doleman
Altered Beast Cart,Box $5 ccoffin
```

American Pro Football Complete $6 doleman
Astro Warrior Cart,Box $5 ccoffin
Bomber Raid Complete $6 crimso1
Choplifter Cart,Box $5 ccoffin
Donald Duck Lucky dime caper Complete $25 gfranks
Double Dragon Complete $5 ccoffin
Double Hawk Copied inst. Complete $10 gfranks
Fantasy Zone the Maze Cart,Box $5 ccoffin
Galaxy Force Complete $11 slapdash
Great Baseball Complete $5 ccoffin
Great Football Cart,Box $5 ccoffin
Indiana Jones & last crusade Cart $8 slapdash
James Pond 2 - RoboCod - Complete $24 rgood
Lion King Complete $30 gfranks
Lord of the Sword Cart,Box $7 gfranks
My Hero Card,Box $5 ccoffin
Penguin Land Cart $5 ccoffin
Quartet Complete $7 fusoyaa
Rescue Mission Cart,Box $5 theylven
Scramble Spirits Complete $11 gfranks
Sonic the Hedgehog Cart,Box $22 sonic1
Wonder Boy III Dragon's Tr Complete $5 ccoffin
Xenon 2 Megablast Complete $20 gfranks
Sega Control Pad $3 Min
Sega Control Stick $5 Min

Sega Master System , 1 Controller, Power Supply, Laser Gun
2 Built-In game Safari Hunt, Super Hang On (a) $20 wizard

Sega Master System, 1 Controller, No Power Supply
2 Built-In game Safari Hunt, Super Hang On (b) $20 Min

Atari Lynx
****
Batman Returns $5 Min
Blue Lightning $6 scumdog
Gates of Zendocon $5 mojo8
Gauntlet $6 scumdog
Ms. Pac-Man $8 scumdog
RoadBlasters $6 scumdog
Robotron 2084 $7 scumdog
Scrapyard Dog $5 Min
S.T.U.N. Runner $6 scumdog
Toki $6 scumdog
Viking Child $5 Min
Zarlor Mercenary $5 Min

Atari Lynx Color Handheld with Owner's Manual, Original Box
1 Game (Paper Boy) $50 wizard

Atari 400/Ect. Carts (all loose unless stated)
****

Alphabet Zoo (Complete) $5 Min
Assembler Editor $3 bensonj
AtariWriter $5 Min
Basic $3 Min
Bug Hunt $3 bensonj
Chess with inst. $10 Min
Computer Chess $3 bensonj
Eastern Front (1941) Complete $5 ccoffin
Flight Simulator II $5 Min
Frogger (No Label) $3 bensonj
K-razy Shoot-out $5 bensonj
Miner 2049er $5 bensonj
Ms. Pac-man $5 bensonj
Pole Position $5 Min
Pool 400 $15 alias
Rally Speedway $15 alias
Star Raiders $3 Min
Super Breakout $3 wizard
Telelink 1 Complete $5 bensonj
Track & Field with Controller $12 alias

Atari XE System with Joystick, Power Supply $20 bensonj
and star raiders

Atari 2600 (All loose unless stated)
****
Feuerwehr Im Einsatz StarSoft No EndLabel Pal $10 Min
Galactic Grooved Vee Shaped Pal $20 tspigp
Kung-Fu Master Activision $5 Min
Landung in der Normandie StarSoft Pal $10 Min
Mouse Trap CBS Electronics Pal $10 Min
Space Channel StarSoft Pal $15 Min
Star Force StarSoft Pal $15 Min
Time Race Grooved Vee Shaped Pal $20 Min
Time Race StarSoft Pal $15 Min
Wing War Plain White Label Imagic Rough Label Pal $30 kickass
12 Street Racer $2 Min
Air Raiders white label $2 Min
Asteroids Complete $1 Min
Astroblast $1 Min
Baseball white label $1 awwatkin
Blue Print $5 Min
California Games Epyx Ice Blue Text Pal $10 Min
California Games Epyx Dark Blue Text $2 dh374
Carnival $2 Min
Chopper Command Canadain $2 Min
Demons to Diamonds $2 invisibelt
Dig Dug Complete $2 invisibelt
Dolphin $2 dh374
Donkey Kong Jr. $2 Min
Fishing Derby $2 Min

Football white label $1 Min
Frogger $1 Min
Galaxian $2 Min
Ghost Manor/Spike's Peak Hole In Cart $5 Min
Gorf $2 Min
Indy 500 with 2 Driving Controllers $10 Min
Kaboom $3 mrarthur
Kangaroo $2 Min
Lock N Chase white label $2 Min
MASH $2 Min
Millipede $2 tcarson
Missile Command Complete $2 invisibelt
Mouse Trap $2 invisibelt
Night Driver $2 Min
Pele's Soccer $3 bensonj
Pressure Cooker $2 dh374
Q*Bert Red Label $3 invisibelt
Realsports Baseball Complete $2 Min
Realsports Soccer $2 Min
Realsports Volleyball $2 Min
Sea Quest $5 Min
Skiing $2 Min
Sky Jinks $1 ccoffin
Space Cavern Blue Label $2 Min
Space Cavern Red Label $2 Min
Space Invaders Complete $2 Min
Space War $2 Min
Spider Fighter $2 Min
Stampede $1 Min
Star Raiders With Box and inst. & Pad $3 Min
Star Voyager Small tear $1 Min
Star Wars Empire Strikes Back $2 tcarson
Super Challenge Football Complete White Label $2 dh374
Superman $2 invisibelt
Tennis $1 Min
Tron Deadly Discs White Label $2 invisibelt
Turmoil $4 mrarthur
Venture $1 Min
Video Checkers $3 bensonj
Wizard of Wor $2 tcarson

2600 Manual Package 19 Manuals $7 sthorpe
Super Breakout Vanguard Defender Pacman
Missile Command Asteroids Warlords Catalog
Circus Atari Combat Breakout Galaxian
Raiders of the lost ark Mario Bros Battlezone Kangaroo
Pole Position Ms. Pac-Man Phoenix

2600 Manual Package 21 Manuals $7 sthorpe
Star Raiders Missile Command Asteroids E.T.
Yars Rev. Comic Owners Manual Starmaster Pac Man

Super Breakout Ice Hockey 2 Catalogs Combat
Swordquest Earthworld Space Invaders Grand Prix Defender
Tron Deadly Disc Adv. of Tron Astroblast Breakout

SuperCharger with 2 Tapes Fireball & Phaser Patrol $30 mrarthur

Atari 2600 System with Power Supply, 1 Joysticks $10 Min
2 games Missile Command, Asteroids

Atari 5200 (all Loose unless stated)
****
Astro Chase $15 olavese
Diagnostic Cartridge $40 Min
Pac-Man $1 Min
Galaxian $1 Min
Star Trek $15 olavese
Super Breakout $5 olavese
Zone Ranger $15 olavese

Atari 5200 Manual Package 7 Manuals $3 Min
Centipede Qix Catalog VCS Cartridge Adapter Manual
Missile Command PacMan Star Raiders

Intellivision
****
Adv Dungeons & Dragons Treasure Tarmin (b) SW $5 Min
Adv Dungeons & Dragons Treasure Tarmin (a) SW $5 Min
Astrosmash Complete $2 Min
Backgammon Purple Label Cart $2 Min
Beauty & the Beast Cart $1 Min
Boxing Complete $2 Min
Championship Tennis Cart $5 Min
Checkers Cart $2 Min
Frogger Cart $2 Min
Las Vegas Poker & Blackjack Complete $1 Min
Motocross Cart $5 Min
NASL Soccer Complete $2 Min
NBA Basketball Complete $2 Min
Scooby Doo's Maze Chase SW $11 bensonj
Sea Battle Complete $2 Min
Snafu Complete $2 Min
Space Battle Complete $2 Min
Space Hawk overlays,Cart,Box $2 Min
Star Strike Complete $2 Min
Tennis Complete $2 Min

Overlay Package (25 Overlays) $10 dogbert
Beauty and the Beast (2) Golf (2) Burgertime (1) B-17 Bomber (2)
Swords & Serpents (1) Tennis (2) Space Hawk (1) Space Armada (1)
Adv. Dung TOT (1) Chess (1) Football (2) Star Strike (2)
Lock N Chase (1) Soccer (2) Basketball (2) Hockey (1)
Horse Racing (1)

Overlay Package (28 Overlays) $10 Min
Pitfall (2) Tron Deadly Disc (2) Triple Action (2) Utopia (2)
Reversi (2) Night Stalker (2) Sea Battle (2) Bowling (2)
Vectron (2) Space Battle (2) Royal Dealer (2) Snafu (2)
Truckin (2) Backgammon (2)

ColecoVision (All loose unless stated)
****
BC II Grogs Rev. Screws Showing $5 murph
BC Quest For Tires $5 dogbert
Carnival $2 wfp1
Cosmic Avenger $2 wfp1
Donkey Kong Jr. Small Tear $2 tcarson
Gorf Screws Showing $3 wfp1
Lady Bug $2 wfp1
Looping $2 wizard
Mouse Trap $2 murph
Mr. Do! $5 tcarson
Q*Bert $2 tcarson
Rocky Screws Showing $2 Min
Smurf $2 tcarson
Space Fury $2 wizard
Space Panic $2 wfp1
Super Action Football $2 Min
Venture $2 tcarson
Zaxxon $2 tcarson

Super Action Baseball with 1 Super Action Controller $10 wizard
Turbo with steering wheel & Petal (Module #2) $10 wizard

ColecoVision System with 2 Controllers, Power Supply,
& 2 Games (Donkey Kong & Cosmic Avenger) $30 mrarthur

ColecoVision Manual Package 17 Manuals $10 werner
Zaxxon Mouse Trap Rocky Super Action Boxing Schtroumpf/Smurf
Mr. Do! Space Fury Super Action Football Donkey Kong Jr.
Gorf Space Panic Super Action Baseball Cosmic Avenger
Turbo Carnival BC II Grogs Rev. Looping
Lady Bug

Odyssey 2
****
Black Jack Cart $2 ccoffin
Freedom Fighters Cart $2 ccoffin
K.C. Krazy Chase Cart $2 Min
Keyboard Creations Complete $8 sevndstrev
UFO Complete $5 bensonj

Nintendo (NES) Manufacturer (loose unless stated)
****
Bubble Bobble Taito $9 dogbert
Cool World Ocean $5 Min
Days of Thunder Mindscape $5 Min

Death Race AGCI $5 Min
Dragon Fighter Sofel $5 Min
Dragon Warrior II NES $10 kmckee
Final Fantasy NES $5 kmckee
Game Action Replay QJ SV 801 $10 slapdash
Jeopardy! 25 Anniversary Edition GameTek $5 Min
Magician Taxan $6 dogbert
Mega Man 5 Capcom Cart & Box $12 dogbert
Orb 3D Hi Tech $5 Min
Pac-Man Tengen $9 darr
Shockwave AGCI Complete $6 dogbert
Side Pocket Data East $6 dogbert
Super Mario 3 NES $5 Min
Widget Atlus $5 dogbert
Items:
Game Tape Vol 1 No. 2 Shrinkwrapped VHS $2 d0p
Game Tape Vol 1 No. 4 Shrinkwrapped VHS $2 d0p
Python 2 NES Joystick Shrinkwrapped $5 Min
Honeybee Converter (Famicom games on the NES) $10 dogbert
Famicom Photo Gun 3 With Stereo Sounds $10 Min
Famicom Photo Gun 3 With Stereo Sounds Missing Eye piece $8 Min
Famicom Disks (Disk Drive Required) Package of 10 disks $10 d0p

Famicom: (Plays on the NES System with Honeybee Converter)
Contra $5 ksims
Gradius $5 ksims
Heavy Barrel $5 Min
Kong Lives? $5 doleman
Soccer $5 Min
Super Mario Bros 3 $5 Min
Tennis $5 Min
Tiger Heli $5 Min
Unknown (Chinese Chess?) $5 slapdash
Unknown (Ninja Type?) $5 Min
Unknown (Bayou billy?) $5 Min
Unknown (Orange Cart) $5 d0p

Maxi 15 In 1 with case $30 d0p
1. F-15 City War 6. Double Strike 11. Rad Racket Tennis
2. Puzzle 7. Dudes W Attitude 12. Chiller
3. Pyramid 8. Venice Volleyball 13. Solitaire
4. Tiles of Fate 9. Stakk M 14. Menace Beach
5. Krazy Kreatures 10. Deathbots 15. ShockWave

20 in 1 with Converter $40 Min
1. Super Mario Bros 8. Pin Ball 15. Galaga
2. Mario Bros 9. Mahjong 16. Ice Climber
3. Battle City 10. Exerion 17. Pac Man
4. F1 Race 11. Star Force 18. Circus Charlie
5. Road Fighter 12. Knights in Fight 19. Duck Hunt
6. Excite Bike 13. Kung Fu 20. Wild Gunman

7. Baseball 14. Donkey Kong 3

58 in 1 No Converter Required $60 gfranks
1. Adv. Island 21. Star Force 41. Pac-Man
2. Grading 22. Kung-Fu 42. Ice Climber
3. Star Soldier 23. Ninja 1 43. Exerion
4. Goonies 24. Pipeline 44. Wrestle
5. Legendry 25. Mahjong 2 45. Battle City
6. Tetris 26. Mahjong 4 46. Golf
7. Super Mario Bros 27. Lode Runner1 47. Chess
8. Twin Bee 28. Lode Runner2 48. Pooyan
9. Ninja 2 29. Donkey Kong 49. Formation Z
10. City Connection 30. Donkey Kong Jr. 50. Balloon Fight
11. B-Wings 31. Donkey Kong 3 51. Circus Troupe
12. 1942 32. Mappy 52. Sky Destroyers
13. Spartan 33. Excite Bike 53. Nuts & Milk
14. Super Arabian 34. F1 Race 54. Karateka
15. Antarctic 35. Road Fighter 55. Fancy Bros
16. Lunar Ball 36. Pin Ball 56. Star Soldier 2
17. Bomber Man 37. Base Ball 57. Super Pac-Man
18. Front Line 38. Popeye 58. Super Tank
19. Macross 39. Galaga
20. Galaxian 40. Galaxian

Commodore 64 Carts loose Unless stated (Not Tested)
****
1541 Express By RTC $10 Min
Mach 5 $10 Min
Master Modem with Inst. $5 Min
Speech 64 Cover on Case Taped $5 Min
Star Micronics Parallel Interface No Inst. $5 Min
Super-G Printer Interface No Inst. $5 Min
Super 1750 Clone 512K of Ram $30 Min
Utility Cartridge From Sharedata with inst. $10 Min
Warp Speed $10 Min
Alpha Build $3 Min
Blue Print $3 Min
Calc Result with Inst. $3 Min
Choplifter $3 Min
Donkey Kong $3 ccoffin
Fraction Fever Complete $5 Min
Gridrunner $5 mrarthur
International Soccer $3 Min
Juke Box Complete $5 Min
Jumpman Junior Complete $4 Min
Jungle Hunt with inst. $5 Min
Jupiter Lander $3 Min
Kickman $3 Min
Logic Levels $3 Min
Magic Desk I with inst. $3 Min
Maze Master (No Label) $3 Min

Memory Manor Complete $3 Min
Music Composer $3 Min
Music Machine $3 Min
Number Tumblers $3 Min
Omega Race $5 mrarthur
Peanut Butter Panic Complete $5 Min
Pitstop $5 Min
Radar Rat Race $3 Min
Sea Speller $3 Min
Speed/Bingo Math $3 Min
Story Machine Complete $5 Min
Super Zaxxon with inst. $5 ccoffin
Up & Add Em $3 Min
Visible Solar System $3 Min

C2N Cassette Unit Complete $5 Min

Vic-20 Cartridges (Not tested)
****
3K Ram Cartridge $3 Min
8K Ram Cartridge $5 Min
8K Ram Cartridge Complete Xetec $10 Min
16K Ram Cartridge $5 Min
A. E. $5 slapdash
Adv. Land Cart,Box $2 Min
Aggressor $5 Min
Avenger $2 Min
Congo Bongo $5 Min
Cosmic Cruncher $2 Min
Crossfire $5 Min
Demon Attack $5 Min
Frogger $5 Min
Gorf $2 Min
Home Babysitter Complete $2 Min
Jawbreaker II $5 slapdash
Jupiter Lander $2 Min
Mole Attack $5 Min
Omega Race Complete $2 Min
Pin Ball $3 Min
Pirates Cove $3 Min
Radar Ratrace $2 Min
Raid on Fort Knox $2 Min
Road Race $2 Min
Robin Hood/Sir Lancelot $12 dogbert
Sea Wolf $2 Min
Speed Math/Bingo Math $2 Min
Super Smash $2 Min
The Count $2 Min
Turtle Graphics with Manual $5 Min
Vic Music Composer $5 Min
Vicmodem with Manual $2 jose

Visible Solar System $2 Min

Vic-20 Manual Package 17 Manuals $5 Min
UN Word Processor 2 Robin Hood Ghost Manor Q*Bert
Vic-20 Schematic Version E Rat hotel Type Attack Crossfire
City Bomber & Minefield Sir Lancelot Spike's Peak
Programmers Aid Cartridge Monster Maze Master Type Sargon II
Super Expander Renaissance

Misc.
****
Antistatic Touch Pad $1 Min
Sharp CE-126P Printer and Cassette Interface $3 Min
Video Touch Pad with overlay for Star Raiders $1 Min
Set of 2 (9 Pin Y Adapter) Unknown $1 Min

CD-I by Philips - All Shrinkwrapped Unless stated -
****
A Revolution in Color $5 horde420
Alice In Wonderland $5 Min
Andrew Lloyd Webber $5 Min
Art of the Czars $5 Min
Backgammon $9 skidoosky
Berenstain Bears on their Own $5 Min
Best of Baby Songs DV $8 Min
Bill Brandt Hulton Deutsch $5 jleith
Burn Cycle (a) $5 Min
Burn Cycle (b) $5 Min
Burn Cycle (c) $5 Min
Burn Cycle (d) $5 Min
Caesars World of Boxing DV $5 Min
Cartoon Jukebox Opened $5 horde420
CD Shoot Opened $5 Min
Compton's Interactive Encyclopedia Opened $4 Min
Dragon's Lair DV $10 horde420
Earth Rhythms $5 Min
Eric Clapton DV $5 Min
Flintstones/Jetsons Timewarp Opened $5 Min
Flowers of Robert Mapplethorpe $5 Min
Food of France $5 Min
Full Swing Opened $4 Min
Getting Ahead: Managing Your Boss $5 Min
Getting Ahead: Making Time $4 Min
Getting Ahead: Money At Work Opened $4 Min
Gifts to Behold $5 Min
Goal (a) $4 Min
Goal (b) $4 Min
Golf My Way DV $5 Min
Golf Tips Opened $4 Min
Grand Prix Special $5 horde420
Great American Golf 1 Opened $5 Min

Great American Golf 2 $5 Min
Great British Golf $5 Min
Harvest of the Sun (a) $5 Min
Harvest of the Sun (b) $5 Min
How the Camel Got His Hump Opened $5 Min
International Tennis Open $5 Min
Jazz Guitar (a) $5 Min
Jazz Guitar (b) $5 Min
Jigsaw Opened $5 Min
Joy of Sex DV Opened $10 smatz
Karaoke Klassics Family Favorites Opened $5 horde420
Karaoke Klassics Greatest Love Duets Opened $5 Min
Karaoke Klassics Male Standards Opened $5 Min
Karaoke Klassics Special Occas Opened $5 Min
Kether Opened $5 Min
Max Magic $7 oaacdi
Mutant Rampage DV Opened $10 horde420
Mystic Midway Opened $5 horde420
NFL Football Trivia Challenge $5 Min
Paint School I $8 Min
Peter Gabriel all about US DV $5 oaacdi
Power Hitter Opened $5 horde420
Rembrandt $5 horde420
Sailing $5 Min
Sandy's Circus Adv. Opened $8 Min
Space Ace (a) DV Opened $5 Min
Space Ace (b) DV Opened $5 Min
Space Ace (c) DV Opened $5 Min
Tennis Our Way DV $5 Min
The 7th Guest (a) DV Opened $8 Min
The 7th Guest (b) DV Opened $8 Min
Thunder In Paradise DV $10 Min
Time-Life Astrology $5 Min
Time-Life Photography $5 Min
TR-I No World Order $5 Min
Wimbledon Challenge $4 Min
Zelda: The Wand of Gamelon (a) $10 Min
Zelda: The Wand of Gamelon (b) $10 Min
Zombie Dinos No Inst. Opened $5 Min

Rules:
The 1st part of the auction ends June 17/97
Then a G1, G2, Sold format will occur June 18/97
One update per day or until bidding slows down...
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All items are tested and work, unless stated otherwise..

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40

$5 --- $40 - Up

E-Mail bids to

E-Mail pepper@freenet.edmonton.ab.ca
=-
Pepper's Videogame Homepage
http://www.freenet.edmonton..ab.ca/~pepper
=-=

4864. Re: EGA monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-10 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5nif26$7p8$4@triglav.iwaynet.net>
Source record: 72549

On 1997-06-06 brad@pianosa.demon.co.uk(BradRogers) said:
>Whilst reading the rubbish I usually find here, dklugh@iwaynet.net
>wrote so= mething interesting about "EGA monitors"
>Hello dklugh@iwaynet.net,
>din> I also heard that TRS-80 Colour Computers don't have
>artefacting in din> PAL.
>din> Is this true for other computers?
>Yes, the machine for the discerning reader (read: you, and an Atari
>8-bit), don't do artifacting in the same way that an NTSC machine
>does. = More's the pity. :-(

Well how does it do it?
Does it just come out black&white?
How do you play Ultima?

Net-Tamer V 1.08 - Test Drive

4865. New European software

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-10 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970610031901.XAA26606@ladder02.news.aol.com>
Source record: 72550

Here in the US we have gotten a hold of a lot of european software. Now I know that there's currently a lot of new stuff being made in Poland etc. How can we buy it? TAQUART? and Co. over there- can you tell us how we can get your stuff here in america?

4866. ROCKMAN - Best game ever?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-10 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970610032401.XAA27072@ladder02.news.aol.com>
Source record: 72551

OK, OK maybe that was a little bit of an exageration. Still this game made by mirage in 1995 kicks butt - looks more like a 16 bit game. Has anyone else played it? If so, any cheats available? I've made it to level 15 on 3 lives! If you havent tried it, you just gotta!!

4867. Linux/ELKS

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-10 00:00:00 UTC
From: Bill Himmelstoss <whimmelNOSPAM@southeast.net>
Message-ID: <5nikkh$i3m$1@news.mco.bellsouth.net>
Source record: 72552

Has anyone else here heard of ELKS? It's the embedded Linux kernel
subset... designed to work on tiny machines. Currently there are projects
to port it to the 8086, Z80, TI 99/4A, and Apple IIgs that I'm aware of.
Would anyone be interested in this, or is it blasphemy? ;-)

--
Bill Himmelstoss
Site Builder Network - Level 2
http://himmelstoss.home.ml.org mailto:whimmel@southeast.net

4868. Re: New European software

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-10 00:00:00 UTC
From: mfranczak@ajax.umcs.lublin.pl
Message-ID: <5niu98$pe3$1@helios.man.lublin.pl>
Source record: 72553

> Here in the US we have gotten a hold of a lot of european software. Now I
> know that there's currently a lot of new stuff being made in Poland etc.
> How can we buy it? TAQUART? and Co. over there- can you tell us how we
> can get your stuff here in america?

try:
http://ajax.umcs.lublin.pl/~mfranczak

Gumi/TighT

4869. Re: New European software

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-10 00:00:00 UTC
From: Dhor <dhor@student.uci.agh.edu.pl>
Message-ID: <339D205F.7E1C@student.uci.agh.edu.pl>
Source record: 72554

Euskara wrote:
>
> Here in the US we have gotten a hold of a lot of european software. Now I
> know that there's currently a lot of new stuff being made in Poland etc.
> How can we buy it? TAQUART? and Co. over there- can you tell us how we
> can get your stuff here in america?

well, try on this page :

http://student.uci.agh.edu.pl/~dhor/atari/atari.html

and watch out for brandnew site (it's growing slowly :)

http://www.boss.com.pl/atari/

dhor/M.E.C.

4870. Cart to PC, for Pokey & other emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-10 00:00:00 UTC
From: CyberF|re <cyberfire@rocketmail.com>
Message-ID: <339D9FBF.115B@rocketmail.com>
Source record: 72555

Hi, could someone please help me, i want to be able to play my favorite games from my old 8-bit on pokey, trouble is there on carts, I have no idea how to get them onto PC disk.

I have a fair bit of computing know how, from programming to system design, and I know a little about electronics, a layout for a cart to RS232/prn port would be great, failing that an image of Miner2049er, or the games Zybex, Henry's house, the last v8 & loderunner(yes i liked loderunner, it was the first game I ever played)

Tnx.

4871. Atari 800 Computer HW & SW sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-10 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5njbi9$937$1@news1.voicenet.com>
Source record: 72556
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers,alt.warez.atari

```
Atari Items for Sale plus shipping

Atari 850 Interface no power supply..................... $39
Atari XMM801 printer.................................... $24
Atari 1020 Printer...................................... $15
Atari XM301 Modem....................................... $15
Atari 410 Program Recorder (tape deck) (2).............. $14
Atari 400 Program Recorder (tape deck).................. $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ................... $ 8 each
Paddles (2 sets)........................................ $12 each
DVE Printer Power Supply Model DV-2412A................. $10
50 5-1/4 diskettes ..................................... $10
50 3-1/2 diskettes...................................... $12.50
.....................................................................

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
```

Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1

Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor Donkey Kong
Missile Command Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

4872. Re: MAC 65 question

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-10 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.865944083@math.tu-berlin.de>
Source record: 72557

Hi there!

"Silver Surfer" <SilverSurfer@HalleBoppe.com> writes:

>In the old days, some programmers were hot on synassembler...developed
>internally by Synapse software and used by them for Atari 8-bit stuff,
>eventually got marketed commercially. Anyone have any info on this? I'm
>looking for it :-)

>Fernando

Well, I have the synasm at home, but I prefer the Mac 65 anyways - much better
debugger and the assembler is superb.

Greetings,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/
/ / / / / / \ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / /____/ / /
_____

4873. Re: ANTIC opcodes?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-10 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.865944928@math.tu-berlin.de>
Source record: 72558

ai123@FreeNet.Carleton.CA (Steven J. Tucker) writes:

>Is there a document that describes what all the different ANTIC commands
> are, and what they do?

Try to get the "De Re Atari". I don't know where it's available, though...

Greetings,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/
/ / / / / / \ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / /____/ / /
_____

4874. -Teen Babes take off there school clothes teenclo.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-10 00:00:00 UTC
From: as
Message-ID: <5njl9f$6u6$15@news9.gte.net>
Source record: 72559

Check out this site, it has tons of Nude Teenagers Fucking
and Sucking Cock.

Are you ready to cum all over a teenagers face? Then Check out:

http://www.nasty-schoolgirls.com

http://www.nasty-schoolgirls.com

http://www.nasty-schoolgirls.com

4875. Re: Linux/ELKS

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-10 00:00:00 UTC
From: kmosiejc@lcp.HATESPAMATWORK.com
Message-ID: <5njmuv$n7f@tlpnews.tlp.com>
Source record: 72560

> "Bill Himmelstoss" <whimmelNOSPAM@southeast.net> writes:

> Has anyone else here heard of ELKS? It's the embedded Linux kernel
> subset... designed to work on tiny machines. Currently there are projects
> to port it to the 8086, Z80, TI 99/4A, and Apple IIgs that I'm aware of.
> Would anyone be interested in this, or is it blasphemy? ;-)

Not to be a downer, but I would think this would be nigh-impossible.
Now, I would not be unhappy if someone proved me very wrong, but all
the other computers/processors mentioned I believe have better support
for a multitasking environement (I'm no expert though). But then
again, someone does have a multitasking system for the 6502 (just not
for a stock Atari)....

--Kurt

4876. use atari trackball on pc ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-10 00:00:00 UTC
From: krypton@suncity.com
Message-ID: <5njr7nsgk5@newsserver.dircon.co.uk>
Source record: 72561

Is there any way of converting my Atari (Marcus Marconi) trackball
for use ona windows pc ??

please email wisdoma@logica.com

Aston.

4877. fs: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-10 00:00:00 UTC
From: salimk@nt.com
Message-ID: <5njpvn$oui@bcrkh13.bnr.ca>
Source record: 72562
Cross-posted to: misc.forsale.computers.other.systems,misc.forsale.computers.other.misc,rec.games.video.misc,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

Posting for a friend.

Please send replies to johny@pipeline.com

Atari 800XL

Atari 1050 Floppy Drive

Atari 1010 Program Recorder

Atari 1027 Printer

Joysticks and Paddles

All with Power Supplies

Most of the items have manuals, orignal Boxes.

Everything is in excellent condition.

All for $150

Buyer Pays the shipping

Salim Khan
Norcross, Georgia (USA)

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins or the matter in this post.

4878. ATARI Equipment MUST SELL!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-10 00:00:00 UTC
From: STARFLEET@mcleodusa.net
Message-ID: <339cf0ea.14879402@news.mcleodusa.net>
Source record: 72563

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
connector, original cost $599.00, Joysticks $19.95 each, asking $50.00
or best offer. These SELL AT Video 61 for $49.95 used.

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
manual, power supply, connecting cables, oil, original cost $399.95.
Also have a non-working 1027, can be fixed at any Atari service
center,
both printers cost new $399.95 each, asking $100.00 for both of them.
Again, these sell, each $49.95 at Video 61.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
good condition, like new, supports single and dual density modes,
includes power supply, original cost $179.95, asking $75.00. These
sell at Video 61 for $74.95, same price.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers.
Upgrades and replaces the 6502C in the computer with the 16-bit 65C816
CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up
programs as much as 350% faster. The 65C816 processes 4 instructions
per clock cycle (Only the new P6, 80686 Intel chip does that, besides
this), as compared to the 6502 which processes one instruction per
clock cycle. Original cost $249.95. Includes T816 assembler $75.00,
Cross Developer for IBM $75.00, sevreal other Turbo 816 specific
disks,
valued at $25.00 each. Asking $250.00 for the entire package. These
are not currently available anywhere else that I know of.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific
programs, already wired for Turbo-816 installation, just need to
re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original
cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the
256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for
$59.95.

Supra External 2400 Baud Modem, includes powewr supply, no manual,
Hayes Compatible, requires 850/P:R:/ATR8000, asking $30.00

ATARI RELATED MAGAZINES, Found this unopened box that I had boxed up
for a person, but then he never sent the order in:

ATARI EXPLORER, February 1985, Cover Price $3.00
ATARI EXPLORER, April/May 1985, Cover Price $3.00
ATARI EXPLORER, Summer 1995, Cover Price $3.00, $3.95 Canadian

ATARI EXPLORER, Winter 1986, Cover Price $3/$3.95 Canadian

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Sept/Oct 1986, Cover Price $2.95 $3.95 Canadian

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Nov/Dec 1986, Cover Price $2.95 $3.95 In Canada

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Spring 1987, Cover Price $2.95 $3.95 In Canada

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Summer 1986, Cover Price $2.95 $3.95 In Canada

The Above Magazines are in good/fair confition. They are from the same
collection the above 1027, 1050, are from, the previous owner suffered a stroke and asked me to dispose of these for him, as he has moved, and
I am asking FAIR MARKET VALUE, as can be seen from the prices sent to me by Video 61, who seem to use the Internet and stocks and sells Atari
equipment, Video 61 may send me an offer on these then, as I need the cash.

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE
BADLY someone has to have one, or a trak double-sided slave drive.
MAKE OFFERS!!

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

Internet Email: STARFLEET@mcleodusa.net

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

4879. FA:Extremely Rare Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-10 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <339DB76E.6DCD@administaff.com>
Source record: 72564
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

```
***Auction will enter going1-going2-gone phase on Sat 06/14/97.***
** Includes: ER items by Chalk Board **
* NOTE: There is no buyout option. Please bid on individual items.
Bid on as many as you like, but state bids per item.

Date of initial post: 05/29/97.
Rules at end of post.

|---- Update 06/10/97 ----------------------------------------|
|Atari 400/800 items:

| Hardware | Current High Bid |
|------------------------------------------|------------------|
| Atari
| XM301 Modem 6 - penguin
| Chalk Board
| PowerPad & cable (untested) 15 - alfred
| connecting cable a bit hacked
| on end which plugs into Powerpad

| Carts(all loose,vg condition,no box/docs) | Current High Bid |
|------------------------------------------|------------------|
| Atari
| CXL4002 Basic Computer Language (ver ?) 2 - king tut
| RX8040 Donkey Kong Junior 3 - batman
| RX8030 E.T. Phone Home! 1 - riddler
| CXL4024 Galaxian 3 - riddler
| CXL4018 Pilot Programming Language 10 - alfred
| Chalk Board
| 10031A-3 BearJam 30 - alfred
| 10042A-3 LogicMaster 30 - alfred
| 10016A-3 Micro Illustrator 30 - alfred

Rules:
I will assign and use an alias for all bidders.
Format will be Going-Going-Gone.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups daily and individuals if requested.
Ties will go to the earliest posting I receive.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.
```

Mail your bids or inquiries directly to: dennis_cooper@administaff.com

Thank you,

Dennis Cooper
--
dennis_cooper@administaff.com

4880. software

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-10 00:00:00 UTC
From: larry5@webtv.net
Message-ID: <5nkcbf$o54$1@newsd-102.bryant.webtv.net>
Source record: 72565

does anyone out there have the necessary software to acess the internet
and are they willing to sell it to me for a reasonable sum.
thank you?
larry5@webtv.net
please reply e-mail ,thank ypu

4881. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-10 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970610221001.SAA12519@ladder02.news.aol.com>
Source record: 72566

NO! Don't try to use an SIO2PC cable to connect a 1050 directly to a PC.
The SIO2PC is only used for connecting a PC to an Atari 8 bit computer.
What you are looking for can be found in 2 places that I know of.
APE at http://seka.nacs.net/~classics/ has both an SIO2PC compatible cable
and also the "PROSYS" cable that allows a 1050 to be connected to the PC
to allow direct transfers of a disk to ATR image on the PC.
Emulators Online at http://www.emulators.com/ used to sell (and might
continue to sell) its XFORMER cable that allows its Atari 130XE emulator
running on a PC to load programs directly from a 1050.
Hope this helps.

4882. Re: Linux/ELKS

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-10 00:00:00 UTC
From: fachat@galileo.rhein-neckar.de
Message-ID: <EBKu7u.Eo@galileo.rhein-neckar.de>
Source record: 72567

kmosiejc@lcp.HATESPAMATWORK.com wrote:

: for a multitasking environement (I'm no expert though). But then
: again, someone does have a multitasking system for the 6502 (just not
: for a stock Atari)....

http://wwwcip.rus.uni-stuttgart.de/~etk10217/lunix/lunix.html
http://www.tu-chemnitz.de/~fachat/csa

Andre

--
Email address may be invalid. Use "fachat AT physik DOT tu-chemnitz DOT de"
----------Thanks, spammers...
Andre Fachat, Institute of physics, Technische Universit&#65533;t Chemnitz, FRG
http://www.tu-chemnitz.de/~fachat

4883. Re: ATARI Equipment MUST SELL!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-10 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970610223201.SAA14342@ladder02.news.aol.com>
Source record: 72568

Not again!

4884. Compatibility problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-11 00:00:00 UTC
From: John McCormick <john@ultrabac.com>
Message-ID: <5nmo15lqr1@news10.gte.net>
Source record: 72375

Many programs I try to run on the Atari 800XL won't work even if I press the Option button while loading the program or using the Translator diskette. I heard that there was a ROM that amongst other things made the 800XL more compatible with the 800. Is this available somewhere?

If I can't get something to make my 800XL more compatible I'd be interested in buying an Atari 800. Anyone got one complete and working for a reasonable price?? :)

4885. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-11 00:00:00 UTC
From: ernest@pi.net
Message-ID: <339eed80.1737221@news.pi.net>
Source record: 72376

On 10 Jun 1997 22:10:50 GMT, bostone1@aol.com (Bostone1) wrote:

>NO! Don't try to use an SIO2PC cable to connect a 1050 directly to a PC.
>The SIO2PC is only used for connecting a PC to an Atari 8 bit computer.
Well, version 4 of SIO2PC allows you to connect a 1050 to the PC and
then read from it. You have to modify the cable though. All this is
in the SIO2PC documentation. Just wanted to straigthen this out.
It also supports bad sectors and stuff like that, and documentation
on the extensions to the ATR format are included. But then again
nobody ever reads documentation, so how would anybody know?
I think this is also somewhat experimental of nature. The APE PRO
system has been around for some time too.
As far as I know the current version of SIO2PC is 4.13. It can be
obtained from Nick Kenneddy of course.

4886. Re: Atari 64 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-11 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EBMn5z.2Fn@cix.compulink.co.uk>
Source record: 72377

In article <33946000.5537538@NEWS>, mad@gdi.net () wrote:

> Can anyone advise me on the Atari 64, does it compare to the nintendo
> 64. I am thinking about buying one. Give me your opinion.
Well its a) Pretty old now and b) no longer made or supported. Pretty good
at the time and probably worth it if you get one cheap but nothing at all
like the N64. More like a poor Saturn or Playstation. Iron Soldier, Super
Burnout and of course Tempest 2000 were pretty good.

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+---+

4887. M.U.L.E. on an 800XL with FIX-XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-11 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1106971538470001@nntp.netgate.net>
Source record: 72378

Now that I downloaded FIXXL.ATR and converted it to an Atari disk, I can run a few programs on the 800XL which used to require the 800. I no longer have the 800 set up anywhere. M.U.L.E. will boot up, but starts acting funny when selecting characters, presumably because there are only two joystick ports when it's expecting four.

Is there no way around this other than to drag out the 800 again?

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
Now coming at ya from our new house...
Virtual Tour: http://www.netgate.net/~ziggy29/hometour.html

4888. What is a "vaporware"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-11 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6YgVdfF4zHB@peter.soemtron.sb.sub.de>
Source record: 72379

Howdy !

sorry, I'm a german student. I try to translate the official atari faq to
german. But there is a word with no entry in my dictionary...

what are "vaporware computers" ?

here the entry in the faq:

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800-D (Developers Bus System)
1200 1200XL internally, many slight cosmetic differences
800XLF late 800XL with a redesigned motherboard, & FREDDY (from the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
1600XL ????
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE/AMY sound chip

---

would be nice if you english speaking people explain me this one with some
other words :-)

for the german speaking people:

h��? Prototypen? ... prototype
Entwicklungscomputer? --- klingt bl�de
Testcomputer und nie ver�ffenlicht? === vaporware?

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

4889. Re: Wanted Mac/65

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-11 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6YgXyVU$zHB@peter.soemtron.sb.sub.de>
Source record: 72380

In article <Re: Wanted Mac/65>, nadkar@zeus.fh-pforzheim.de (nadkar) wrote:

Howdy nadkar,

> there is a diskbased shareware or pd-version by fte out there...
> you can copy it in bundle with pxformer 3.0 and pay the share-ware
> price to the pcxformer guys... but as i know it right the 3.0 is
> free now... so theoreticly this mac/65 version could be free, too?

yep, the diskbased MAC65 is released for free since PC Xformer 2.5 if i'm
right.

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

4890. Re: Atari Computer Repair and Exchange

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-11 00:00:00 UTC
From: david moeser <erasmus@one.net>
Message-ID: <Pine.LNX.3.95.970611020032.12496G-100000@shell.one.net>
Source record: 72381

On 7 Jun 1997, Teresa Chermok wrote:
->Call Digital Data Factory ->for all of your 8-Bit Atari Needs
->Digital Data Factory ->(501) 985-2082
->Edward Williams ->Tell Him Teresa Sent Ya....

It's nice to know there are still Atari businesses out there. It would be even nicer to know where they are! <grin> This phone number happens to be the Jacksonville, Arkansas, area. (Where there used to be an Atari club. Does it still exist?)

>>>----------<<<
>>> david moeser -- erasmus at one net <<<
>>> Censornati, Ohio - USA <<<
>>>----------<<<
* A seminar on Time Travel will be held two weeks ago *

4891. Atari Dos 2.0D

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-11 00:00:00 UTC
From: david moeser <erasmus@one.net>
Message-ID: <Pine.LNX.3.95.970611024341.12496I-100000@shell.one.net>
Source record: 72382

On 1 Jun 1997 dklugh@iwaynet.net replied to a posting where I had written:
->>> I've never seen any difference between Atari Dos 2.0D and its
->>> much more common cousin 2.0s, except of course that it works in
->>> double density and has a density-change option on its menu.

In his 1 Jun 1997 reply, dklugh@iwaynet.net wrote:
-> Are you sure, the 815 was only supossed to support double density.
-> Hence a "density change" option would be useless.

You betcha I'm sure! <grin> I've had a copy of 2.0D and used it for a decade now! It's a "normal" DD Dos program; it works in either single density or double density, and with disk drives in either density.

-> Maybe your version has been hacked.

Anything's possible. But I think it's unlikely. In the heyday of the 8-bits the 815 drive was famous as vaporware -- or at best, semi-vaporware. If the only way in which 2.0D was originally distributed was with a vaporous product like the 815, that could explain why this Dos program was (or is) so rare.

Also in his 1 Jun 1997 reply, dklugh@iwaynet.net wrote this response to my tagline:
->>> * Then there's Vapor DOS 3.14159265: triple density only! *
->>> (Well, actually, it's "pi" density: 402.1 bytes per sector!)
->
->Actually,density and sector size have nothing to do with each other.
[10 additional lines snipped]

Cheer up! I think you're taking this too seriously. It's a joke, son! (Special note for Atarians in Upper Volta or the Falkland Islands who actually have copies of "PI DOS 3.14159265": Please hold off on sending in those cards and letters. We know you have Vapor DOS and have used it successfully since UNIVAC days. We thank you for your support!)

>>>--<<<
>>> david moeser -- erasmus at one net <<<
>>> Censornati, Ohio - USA <<<
>>>--<<<
* "DSFA" = Doesn't Stand For Anything! *

4892. CABLE BOX DESCRAMBLER BUILD YOUR OWN DESCRAMBLER FAST CHEAP AND EASY

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-11 00:00:00 UTC
From: Free Cable <larry@aol.com>
Message-ID: <5nkps8$e72@chronicle.concentric.net>
Source record: 72569

CABLE BOX DESCRAMBLER BUILD YOUR OWN DESCRAMBLER FAST CHEAP AND EASY

Just a few inexpensive parts from Radio Shack and a little time and you can descramble every cable channel. See all your favorite movie channels,pay per view etc

To recieve detail instructions and diagrams on how to construct your own Cable Box Descrambler
Mail $5.00 CASH MONEY ORDER CHECK

S&G Enterprise
12145 Augusta Woods Cir
Suite 3
Orlando FL. 32824

Please be sure to include your full name & address
Allow 10 days to recieve

Thank You
Seth Garner

4893. WTB: Floppy board

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-11 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970611005601.UAA29046@ladder02.news.aol.com>
Source record: 72570

Looking for a floppy board, if anyone would like to part with theirs.
E-mail me with price .

Thanks!

4894. 850 pin layout wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-11 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.866018871@math.tu-berlin.de>
Source record: 72571

Hi folks!

Does anybody have a description of the 850 interface box pin layout - both,
for the parallel and for the serial output. I lost mine years ago...

Thanks a lot,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/
/ / / / / / \ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / /____/ / /
_____

4895. Re: Cart to PC, for Pokey & other emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-11 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5nm2g6$6ft@sjx-ixn6.ix.netcom.com>
Source record: 72572

In article <339D9FBF.115B@rocketmail.com>,
CyberF|re <cyberfire@rocketmail.com> wrote:
>Hi, could someone please help me, i want to be able to play my favorite
>games from my old 8-bit on pokey, trouble is there on carts, I have no
>idea how to get them onto PC disk.
>
>I have a fair bit of computing know how, from programming to system
>design, and I know a little about electronics, a layout for a cart to
>RS232/prn port would be great, failing that an image of Miner2049er, or
>the games Zybex, Henry's house, the last v8 & loderunner(yes i liked
>loderunner, it was the first game I ever played)
>
>Tnx.
>

Cyberfire,
This is easy, go to http://www.hackerz.com locate the Atari 8-bit archive then whichever game you are looking for. Most are available in either and ATR emulator disk image or as an EXE executable file.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4896. Re: Model Year???

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-11 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5nme1j$t50$1@zwieracz.psych.uw.edu.pl>
Source record: 72573

22 May 1997 20:30:00 +0100 Thomas Havemeister napisal byl w comp.sys.atari.8bit:
> 65XE?? You mean perhaps the 800XE. I have never seen a 65XE here in (east)
> germany or poland...

what?! i have 65xe, it was plenty of them here, in poland. 800xe came
about 3-4 years after 65xe.

639
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

4897. Re: 850 pin layout wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-11 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970611165701.MAA01456@ladder02.news.aol.com>
Source record: 72574

Here you go:

Pin R1: R2: & R3 R4:
P:
----- ----- ------------ -----
---
1 DTR DTR DTR always on (+10v)
Strobe (inverted)
2 CD nc nc
Data Bit 0
3 TX TX Send Data
Data Bit 1
4 RX RX Receive Data
Data Bit 2
5 GND GND GND
Data Bit 3
6 DSR DSR nc
Data Bit 4
7 RTS nc RTS always on (+10v)
Data Bit 5
8 CTS nc nc
Data Bit 6
9 nc nc -8v
nc
10
nc
11
GND
12
Fault (inverted) 13
Busy
14
nc
15
Data Bit 7

NOTES:

On printer, pin-out assumes Atari 825 printer and cable may have to be customized for other printers. Also, pin 12 must be +5v for port to operate. If printer doesn't need this line, connect pin 9 to pin 12.

For most printers, the cable connections are as follows (from the P: R: Connection Manual):

Atari 850 side (DB15P) Printer side (36-pin Centronics
male)

1
1
2
2
3
3
4
4
5
5
6
6
7
7
8
8
11
16
12
32
13
11
15
9

Also from the P: R: Connection Manual, the connections for R1: and R2:
(and presumably for R3: on the 850):

Atari 850 side (DB9P) Modem Side (DB25P)

---
1 20
2
8
3
2
4
3
5
7
6
6
7
4
8
5
No connection to shield Frame to the shield
wire

The 850 manual also gives this hookup for R4: with a 20 mA loop device:

```
Pin Function
----- ------------
1 Send data + \_______ 20 mA
3 Send data - /
7 Receive Data + \______ 20 mA
9 Receive Data - /
```

4898. Atari software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-12 00:00:00 UTC
From: cdhoste@aol.com
Message-ID: <19970612035801.XAA05643@ladder02.news.aol.com>
Source record: 72383

Atari items for sale. I'll pay one half the shipping and handling costs
but NOT the C.O.D. charge. If you don't believe the prices are fair I am
willing to listen to your offer. Enjoy!

1) The Hitchhiker's Guide to the Galaxy --Infocom text game. Original box
and manuals. Check it
out the props are still in the box! Price $5 SOLD!

2) Flight Simulator II --subLogic flight simulator. Original box and
manuals. Including the
navigation maps. Price $15

3) AtariWriter and Atari Proofreader --the classic word processor and a
dictionary program.
Original manual including the quick reference sheet for the AtariWriter
but no documentation for
the Proofreader and no box. Price $25

4) Movie Maker --an animation construction set by Electronic Arts.
Original manual and box.
Price $10

5) 5"1/4" Disk Organizer with disks! --a grab bag of software everything
from Antic Magazine
disks to games like Mail Order Monster and Summer Games both classic 80's
computer games.
Price $25

6) Atari 1010 Cassette drive --not sure if it works but power supply and
light seem to work. Also
included is the data cable and a conversational French program. Has sound
and original box and
manual. If anything this is the first multimedia device for the Atari!
Price $10

7)Atari 1027 Daisy Wheel printer --not sure if it works but power supply
and light seem to work.
Also included is the data cable. Price $10

4899. Re: What is a "vaporware"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-12 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <19970612050601.BAA12690@ladder02.news.aol.com>
Source record: 72384

> what are "vaporware computers" ?

"Vaporware" can also apply to software. Basically, those are products that are usually designed and produced with intentions of being released, but often never get past the prototype phase. Atari, as you have noticed, was famous for making quite a few of them.

Sometimes the products *are* released, but are such bombs that they disappear rather quickly.

4900. mouse-driver

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-12 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33A01EB3.4674@zeus.fh-pforzheim.de>
Source record: 72385

i have found on abbuc-mag #40 a mouse-driver for

atari st mouse and amiga mouse... but what i dont like is:
it uses pokey-timerinterrupts which causes several difficulties in
a draw-editor...

is there any mouse-driver out there which works with

amiga-mouse
pc-mouse
atari st-mouse?

i know that amiga and st-mouse are incompatible... but to which
mouse-type is a normal pc-mouse similar?

is there any possbility to check by the program itself which mouse-type
is connected?

thanx, heaven/taquart

4901. Hey Don, look what I found man

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-12 00:00:00 UTC
From: alison@intercon.net
Message-ID: <5no6sn$r44$65@nw001.infi.net>
Source record: 72386

Hey, just thought i'd share with everyone,
I found a site with loads of nude CHEERLEADERs. The
address is:

http://www.mid-night.com/cheer.htm

--Jason--

(Sorry for the intrusion, everyone needs some short skirts in their life)

P.S. They also have a few thounsand celebrities but im not into that.

4902. Re: mouse-driver

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-12 00:00:00 UTC
From: Dhor <dhor@student.uci.agh.edu.pl>
Message-ID: <339FAC80.4C6C@student.uci.agh.edu.pl>
Source record: 72387

> atari st mouse and amiga mouse... but what i dont like is:
> it uses pokey-timerinterrupts which causes several difficulties in
> a draw-editor...

difficulties ? what a draw editor ? try use less frequency of pokey
for interrupts... We has written some time ago an editor, which
has been using mouse, and one and only thing which hadn't work
quite clear were DL & pokey interrupts togehter....

> is there any possbility to check by the program itself which mouse-type
> is connected?

there was a article in older TA (Tajemnice Atari, polish paper
magazine) whit explanation of that....

4903. Re: mouse-driver

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-12 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.866103338@math.tu-berlin.de>
Source record: 72388

nadkar <nadkar@zeus.fh-pforzheim.de> writes:

>i have found on abbuc-mag #40 a mouse-driver for

>atari st mouse and amiga mouse... but what i dont like is:
>it uses pokey-timerinterrupts which causes several difficulties in
>a draw-editor...

>is there any mouse-driver out there which works with

>amiga-mouse
>pc-mouse
>atari st-mouse?

I wrote a mouse driver for the amiga mouse, but it uses some additional
hardware for that purpose - no pokey interrupts are needed, the mouse counters
are polled during the VBI. (Hence, much less CPU power is necessary!)
The hardware consinsts basically of two scaled binary counters
(for the mouse input) and two shift registers to read the
mouse pointers over the joystick input. I hacked several programs to work with
this mouse driver.

>i know that amiga and st-mouse are incompatible... but to which
>mouse-type is a normal pc-mouse similar?

None of the above. AFAIK the PC mouses come with a serial interface that
transmits the mouse position in some way similar to my hardware interface.

Greetings,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/
/ / / / / / \ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / /____/ / /
_____

4904. Re: mouse-driver

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-12 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33A03AE1.778B@zeus.fh-pforzheim.de>
Source record: 72389

hi dhor! how are you? ;)))

is there a possibility to translate polish paperzine into english?
(most important articles)...

yes... i have problems with dli and pokeys... it sux and flickers
some time... i think dracon wont like it in this way ;)

bye, heaven/TQA

4905. Re: mouse-driver

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-12 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33A03B86.78AF@zeus.fh-pforzheim.de>
Source record: 72390

unfortunatly if i would need a hardware-"hack" for a "vbi"-mouse
driver then its useless for me.... :(

or is it expencive and complicated to build such a circuit? (i am not
a hardware-gur...)

bye, heaven

4906. Re: mouse-driver

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-12 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <339FBE22.51F@kawo2.rwth-aachen.de>
Source record: 72391

nadkar wrote:

> i know that amiga and st-mouse are incompatible... but to which
> mouse-type is a normal pc-mouse similar?
They aren't as incompatible as many people think - only two pin are
switched, the working strategie is just the same.

Does an interface for a serial standard PC-mouse exist somewhere ?

>
> is there any possbility to check by the program itself which mouse-type
> is connected?
Should be no problem with ATARI/AMIGA mouse. Just set the default type
to ATARI, an AMIGA Mouse will cause strange results then .

Matt

> thanx, heaven/taquart

4907. Re: mouse-driver

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-12 00:00:00 UTC
From: Dhor <dhor@student.uci.agh.edu.pl>
Message-ID: <339FD48E.1453@student.uci.agh.edu.pl>
Source record: 72392

> yes... i have problems with dli and pokeys... it sux and flickers
> some time... i think dracon wont like it in this way ;)

yep..... it's flickers sometimes... the only way is to check
durning pokey interrupts if there should be DL interr...
(have to remember in which lines you want to call DLI and check it
ever pokey int(...)
it seems to work :)

dhor

4908. Xlit 0.20

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-12 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970611203932.29281A-100000@fissure.scar>
Source record: 72393

Just playing around with Xlit 0.20 and I have noticed a GREAT deal of software does not run using the ATARIXL.ROM.. yet when I swtich over to the ATARIOSB.ROM and run under ATARI 800er emulation and turn off XE emulation a lot of stuff works (but the catch NONE of the software I am trying is ATARI 800 specific.. in fact some of it ONLY ran on an XL/XE which is very odd. (I tried POW, a commando style game that is 64k XL/XE.. runs fine under atari 800 mode but under XE mode it is distorted. And they are several that are like this. Any ideas?

Also, music in a lot of games runs slower than the normal speed but the animation is fine (when you speed up the frames/second) My question is, is the sound emulation purely based on the speed of the CPU (I am using a 486 DX33 with 24 megs of ram and so far everything runs at a decent speed, some things a little slower than the original 8bit, but overall I am very impressed. I wish I had more time to dabble in it. Sure brings back good old 8bit memories.

My compliments to Markus. Great job.

Alan

4909. Help! Deaf

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-12 00:00:00 UTC
From: CyberF|re <cyberfire@rocketmail.com>
Message-ID: <33A068FD.5121@rocketmail.com>
Source record: 72394

I am trying to write a Minicom program for my friends deaf daughter.
I can not find the settings for a minicom anywhere, can someone help me?

I need to know the following

baud rate
data bits
stop bits
parity

and if the data is in ASCII or another form.

Please help, If I ever get it writen, it'll be free ware!!!

tnx

4910. Re: PLEAAASE! Help ME!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-12 00:00:00 UTC
From: The Shadow <shadow01@aracnet.com>
Message-ID: <5np2o3$l60$1@spitting-spider.aracnet.com>
Source record: 72395

> Howdy !
>
> one disk of my collection is no more ;-(! I lost some files and I didn't
> have any backups of it. So if !YOU! can help me...
>
> where to find those files?:
>
> POOYAN.COM POOYAN KONAMI / Datasoft / (c) 1983
> by Scott Spanburg
> OLYMPSKI.COM OLYMPIC SKIER A.Hoque / AMERIKANA SOFTWARE
>
> I know, they are very rare, but a error 164 is really frustrating :/(
>
> if *you* have it, please send it uuencoded via e-mail!
>
> thx, for any help!

Error 164 is a file number mis-match and should be easy to rectify with any good sector editor. DiskFix from Shadow Software is especially useful for that task since it lets you change the file number as one of it's options. Any sector editor should do the trick though.

The Shadow

4911. Re: mouse-driver

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-12 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <EBo7qy.F5p@iglou.com>
Source record: 72396

Matthias Belitz (matz@kawo2.rwth-aachen.de) wrote:

: They aren't as incompatible as many people think - only two pin are
: switched, the working strategie is just the same.

Which two pins? I've been trying to find this out!

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

4912. Re: M.U.L.E. on an 800XL with FIX-XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-12 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5no6s0$5t@freenet-news.carleton.ca>
Source record: 72397

Tim Irvin (ziggy29@netgate.net) writes:
> Now that I downloaded FIXXL.ATR and converted it to an Atari disk, I can
> run a few programs on the 800XL which used to require the 800. I no longer
> have the 800 set up anywhere. M.U.L.E. will boot up, but starts acting funny
> when selecting characters, presumably because there are only two joystick
> ports when it's expecting four.
>
> Is there no way around this other than to drag out the 800 again?

Your disk may be corrupted. There is an 800 ONLY version of MULE, but it
fails to load on XL/XE machines w/ the REMOVE ROM AT C000 message. Are you
using acracked file version?

In any case you can get a working XL/XE copy off the archives.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4913. Re: Atari 64 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-12 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5no6og$5b@freenet-news.carleton.ca>
Source record: 72398

"Iain Laskey" (ilaskey@cix.compulink.co.uk) writes:
> In article <33946000.5537538@NEWS>, mad@gdi.net () wrote:
>
>> Can anyone advise me on the Atari 64, does it compare to the nintendo
>> 64. I am thinking about buying one. Give me your opinion.
> Well its a) Pretty old now and b) no longer made or supported. Pretty good
> at the time and probably worth it if you get one cheap but nothing at all
> like the N64. More like a poor Saturn or Playstation. Iron Soldier, Super
> Burnout and of course Tempest 2000 were pretty good.

Intersting thought: Could atari revive support for the Jag by giving away
all the developer materials for free? I for one would consider it
fun to develop a game for a console system!

Shareware for the Jag? :)

I realize console makers might make a substantial profit selling licences
for development software, but wouldnt the interest generated by a large
influx of new software sell enough consoles for years to come?

Even if it required a soft of Jag-on-a-card for the PC, these should cost
less to make than a external jag?

Any thoughts? Do any of the consoles have PC based development systems or
do they all use scaled up versions of the console machines?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4914. FA:Extremely Rare Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-12 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <33A07E05.7FCE@administaff.com>
Source record: 72399
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

```
** Includes: ER items by Chalk Board **
* NOTE: There is no buyout option. Please bid on individual items.
Bid on as many as you like, but state bids per item.
No activity in last two days!
Auction will enter going1-going2-gone phase on Sat 06/14/97.
Date of initial post: 05/29/97.
Rules at end of post.

|---- Update 06/12/97 ----------------------------------------|
|Atari 400/800 items:

| Hardware | Current High Bid |
|------------------------------------------|------------------|
| Atari
| XM301 Modem 6 - penguin
| Chalk Board
| PowerPad & cable (untested) 15 - alfred
| connecting cable a bit hacked
| on end which plugs into Powerpad

| Carts (all loose, vg condition) | Current High Bid |
|------------------------------------------|------------------|
| Atari
| CXL4002 Basic Computer Language (ver ?) 2 - king tut
| RX8040 Donkey Kong Junior 3 - batman
| RX8030 E.T. Phone Home! 1 - riddler
| CXL4024 Galaxian 3 - riddler
| CXL4018 Pilot Programming Language 10 - alfred
| Chalk Board
| 10031A-3 BearJam 30 - alfred
| 10042A-3 LogicMaster 30 - alfred
| 10016A-3 Micro Illustrator 30 - alfred

Rules:
I will assign and use an alias for all bidders.
Format will be Going-Going-Gone.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups daily and individuals if requested.
Ties will go to the earliest posting I receive.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
```

costs.

Mail your bids or inquiries directly to: dennis_cooper@administaff.com

Thank you,

Dennis Cooper
--
dennis_cooper@administaff.com

4915. TEST

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-12 00:00:00 UTC
From: redraven@worldnet.fr
Message-ID: <5npv81$a2u$2@storm.worldnet.net>
Source record: 72400

```
_____
|\ | |\ ***********************************************
| \ | | \ * _REDRAVEN can be found at : *
| \ |___ | \ * http://www.services.worldnet.net/redraven *
| / | | \ * Mailto:redraven@worldnet.fr *
| \ | | \ * _____________________________ *
__________| \_____|________| / * *
/ * Christian Delelis FRANCE *
/ ***********************************************
```

4916. Re: SIO2PC for cassettes / storing cassettes on a PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-12 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6YkXzTz4zHB@peter.soemtron.sb.sub.de>
Source record: 72401

In article <Re: SIO2PC for cassettes / storing cassettes on a PC>, ernest@pi.net (Ernest R. Schreurs) wrote:

Howdy Ernest,

> >+ You can create casette software with a PC.
> This is excactly one of the things I mentioned in the docs. You could
> create a stereo .wav file from .cas data and then output that to an
> audio cassette recorder. This would allow you to create a multimedia
> presentation similar to the stuff Atari created to learn foreign
> languages. Tapes can be so much fun, if only they would not be slow.

you got it. As I lived in the German Democratic Republic (GDR, ex-East Germany), Diskdrive were so expensive that (almost) nobody could afford it. Some clever hardware hackers constructed a system to manage atari's slow cassette system neraly 15-20 times faster! The programmed wonderfull programms like COS - Cassette Operating System. I still have this interface - I have two cassettes full of games, on each nearly 60-70 GAMES!!!

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

4917. Re: M.U.L.E. on an 800XL with FIX-XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-12 00:00:00 UTC
From: "Michael A. Ortiz" <Longevity@accesspro.net>
Message-ID: <33A0C2BC.1FD217FA@accesspro.net>
Source record: 72402

Tim Irvin wrote:

> Now that I downloaded FIXXL.ATR and converted it to an Atari disk,
> I can
> run a few programs on the 800XL which used to require the 800. I no
> longer
> have the 800 set up anywhere. M.U.L.E. will boot up, but starts
> acting funny
> when selecting characters, presumably because there are only two
> joystick
> ports when it's expecting four.
>
> Is there no way around this other than to drag out the 800 again?

I play MULE on XL-It! AND on PC Xformer and I don't need the
translator. I think you have a bad copy or something.

--
****
Michael A. Ortiz Fledgeling Novelist
*a.k.a. Longevity *
*o.k.a. [_"THE"_TERMINATOR_] *

4918. Re: What is a "vaporware"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-12 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1206972355230001@port154.bitstream.net>
Source record: 72403

In article <6YgVdfF4zHB@peter.soemtron.sb.sub.de>,
peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:

> sorry, I'm a german student. I try to translate the official atari faq to
> german. But there is a word with no entry in my dictionary...
>
> what are "vaporware computers" ?

The term "vaporware" refers to hardware or software which is announced but
is never shipped. The product appears to exist for a while (at least in
the press) but later vanishes like a vapor.

Hope this helps.

Mark

4919. Re: Atari 64 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-12 00:00:00 UTC
From: jasonbar@bolt.ucsb.edu
Message-ID: <5nqb57$dgd@bolt.ucsb.edu>
Source record: 72404

ai123@FreeNet.Carleton.CA (Steven J. Tucker) writes:

>Intersting thought: Could atari revive support for the Jag by giving away
> all the developer materials for free? I for one would consider it
> fun to develop a game for a console system!

>Shareware for the Jag? :)

>I realize console makers might make a substantial profit selling licences
> for development software, but wouldnt the interest generated by a large
> influx of new software sell enough consoles for years to come?

>Even if it required a soft of Jag-on-a-card for the PC, these should cost
> less to make than a external jag?

>Any thoughts? Do any of the consoles have PC based development systems or
> do they all use scaled up versions of the console machines?

Interesting idea, but I don't think it will fly.

For one, it's going to be next to impossible to DISTRIBUTE any software.

Jags are cartridge-based machines, so, even if you've written a great
piece of software, it'll be tricky to come up with the capital to make
a production run of cartridges, then you have to make sure you're not
left holding a bunch of unsold extras, or you'll be out of luck.

Perhaps distribution woudl be possible on the Jag CD--CDs are pretty cheap
to burn, but I'd estimate that the nubmer of Jag CD units out there is
pretty darn small.

Sure, it would be great if you could do it, but I doubt Atari would ever
willfully release proprietary information--they've always been super
secretive and ready to sue anybody for any infringement. Maybe now that
they've been taken over things are different...maybe.

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.TG-16.cycling.PWEI.Tit Wrench.Battle of the Planets.Star Wars.
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN.LEGO.
The Jitterbug.Bill Gibson.Robot Wars.Tim Burton.The Cult.fried cheese.

4920. Re: What is a "vaporware"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-12 00:00:00 UTC
From: davepat@total.net
Message-ID: <339f88e9.0@news.total.net>
Source record: 72405

In an article dated 11 Jun 1997 17:09:00 +0100, someone named Thomas Havemeister says...
>
>
>Howdy !
>
>sorry, I'm a german student. I try to translate the official atari faq to
>german. But there is a word with no entry in my dictionary...
>
>what are "vaporware computers" ?

"Vaporware" refers to computers announced but never released for full retail distribution.

For some models, only prototypes exist. For others, such as the 1400xl and 1450xl, a number of systems were produced but never commercially released.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
If you pick up a stray dog, feed it and take care of it,
it will not bite you. This is the principal difference
between a man and a dog. - Mark Twain

4921. Re: Atari 64 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: pih100@york.ac.uk
Message-ID: <5nqaf3$gn7$1@netty.york.ac.uk>
Source record: 72406

Paul Halliday (pih100@york.ac.uk) wrote:
: The Jaguar has two 64-bit RISC chips (Tom'n'Jerry), two 32-bit RISC chips
: and a 68000 for menial tasks such as joystick I/O. There's a number
: of copies of the Jaguar FAQ about somewhere - do a web search. :)

Slip of the brain - replace chips with `processors'.

Tom ; 32-bit graphics processor
64-bit `object' processor (pixel mapping etc).
64-bit blitter processor

Jerry ; 32-bit processor (sound and a few other things).

68000 ; 16-bit processor (low bandwidth I/O)

The FAQ does this much better - there's one at:

http://www.cs.ruu.nl/wais/html/na-dir/games/video-games/atari/jaguar.html

4922. Re: FS: Some new stuff, some you've seen before

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <33a3e340.2895271@news.earthlink.net>
Source record: 72407

On Sun, 08 Jun 1997 16:12:04 GMT, zzyzx97@earthlink.net wrote:

> ATARI 800 INVENTORY 6/97
Eric BACHER <ebacher@teaser.fr>

You made an offer, and I tried to accept, but the mail come back to
me. Are you for real?

ZZyzx

"Me, indecisive? I'm not so sure about that."

4923. COMPUTE! article

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: Matthew Sew Hoy <buzzard@ihug.co.nz>
Message-ID: <33A1FA18.7C61@ihug.co.nz>
Source record: 72408

I visit this newsgroup every now and then. The last time I visited,
about a few weeks before, someone posted to this group saying that they
had scanned a feature article from the April 1985 issue of COMPUTE! and
wanted to upload it somewhere. If you are that person, or if you've
received the article from him, I'd appreciate an e-mail.
--
_____ ___ _____
___����\ |`,�|/����___/ BuzzardHawk
��__ �-/ \-� __��
�-_____-�
/�__�\

4924. FS/T: Antic Magazine disks $1.50 ea. shipped

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-1306970159200001@ppp41-pac.sonnet.com>
Source record: 72409

I have the following Antic Magazine disks for sale. These are originals.
As always, I would prefer a buyout of the entire stack (and such an offer
will take precedence over any other deals).

Here are the months:
12/87
1/88 (someone has written "290" on it in black felt pen about 1/8" high)
3/88
4/88
5/88 ("345" same as above)
6/88
7/88
10/88 ("438")
11/88 ("440")
12/88 ("442")
1/89 ("445")
2/89 ("447")
3/89 ("449")
4/89
5/89
6/89
7/89
9/89
12/89 - 1/90 ("2 SIDED" written on it as above)

If you have some to trade I am looking for the 1983, 1984, or 1985
managizne disks.

If you want ALL of them I will take $22.00 and that will also covber shipping.

Thanks
-Marlin
---*** Videos, VWs, & Video games...sad and pathetic but social
---*** Marlin Bates, owner: '69 VW Westfalia Bus aka Lazarus
---*** XL/XE: 236/Lynx: 80/Jaguar: 51/CEDs: 1196/Sega: 60/3DO: 30
--*-*-* Always looking for RCA VideoDisks (aka CED)
-*--*--* Web Page: http://www.stocko.sonnet.com/Fujidom/

4925. fs: Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: salimk@nt.com
Message-ID: <5nrlue$1vd@bcrkh13.bnr.ca>
Source record: 72410
Cross-posted to: rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

Posting for a friend.

Please send replies to johny@pipeline.com

Atari 800XL

Atari 1050 Floppy Drive

Atari 1010 Program Recorder

Atari 1027 Printer

Joysticks and Paddles

All with Power Supplies

Most of the items have manuals, orignal Boxes.

Everything is in excellent condition.

All for $150

Buyer Pays the shipping

Salim Khan
Norcross, Georgia (USA)

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins or the matter in this post.

4926. XL-IT! (need help)

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: venglin@hektor.umcs.lublin.pl
Message-ID: <5ns2md$62r$1@helios.man.lublin.pl>
Source record: 72411

Hey,

I am a begginer and I have a big problem. I had an ATARI 65XE few years ago so I try atari emulators. I use XL-IT v.20 on my PC (P5 etc.) and Pokey. I wanted to play my favourites games. I have NINJA.ATR , WORLD KARATE CHAMPION, but I can't run KARATEKA.ATR, - I see only introduction screen and scrolling text - that;s all !!!) OperationBlood.atr ??!! Why???? I use -nobasic option but it doesn;t help.

Other questions:

1) How can I save my simple programs in BASIC on HDD???
2) Where can I find : Bomb Jack, Kick Off, Pit Stop and ..... ONE ON ONE !!!! from EA !!!! This is the best game on ATARI !!!! ???

Please, help me!!!

=-=-=-

4927. Re: Atari 64 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EBq8Bn.62p@cix.compulink.co.uk>
Source record: 72412

The Jaguar has five processors, which are contained in three chips. Two
of the chips are proprietary designs, nicknamed "Tom" and "Jerry". The
third chip is a standard Motorola 68000 used as a coprocessor. Tom and
Jerry are built using an 0.5 micron silicon process. With proper
programming, all five processors can run in parallel.

- "Tom"
- 750,000 transistors, 208 pins
- Graphics Processing Unit (processor #1)
- 32-bit RISC architecture (32/64 processor)
- 64 registers of 32 bits wide
- Has access to all 64 bits of the system bus
- Can read 64 bits of data in one instruction
- Rated at 26.591 MIPS (million instructions per second)
- Runs at 26.591 MHz
- 4K bytes of zero wait-state internal SRAM
- Performs a wide range of high-speed graphic effects
- Programmable
- Object processor (processor #2)
- 64-bit RISC architecture
- 64-bit wide registers
- Programmable processor that can act as a variety of different
video
architectures, such as a sprite engine, a pixel-mapped display, a
character-mapped system, and others.
- Blitter (processor #3)
- 64-bit RISC architecture
- 64-bit wide registers
- Performs high-speed logical operations
- Hardware support for Z-buffering and Gouraud shading
- DRAM memory controller
- 64 bits
- Accesses the DRAM directly

- "Jerry"
- 600,000 transistors, 144 pins
- Digital Signal Processor (processor #4)
- 32 bits (32-bit registers)
- Rated at 26.6 MIPS (million instructions per second)
- Runs at 26.6 MHz
- Same RISC core as the Graphics Processing Unit
- Not limited to sound generation
- 8K bytes of zero wait-state internal SRAM
- CD-quality sound (16-bit stereo)
- Number of sound channels limited by software

- Two DACs (stereo) convert digital data to analog sound signals
- Full stereo capabilities
- Wavetable synthesis, FM synthesis, FM Sample synthesis, and AM synthesis
- A clock control block, incorporating timers, and a UART
- Joystick control

- Motorola 68000 (processor #5)
- Runs at 13.295MHz
- General purpose control processor

Communication is performed with a high speed 64-bit data bus, rated at 106.364 megabytes/second. The 68000 is only able to access 16 bits of this bus at a time.

+--------------+-----------------------------+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+-----------------------------+
|Analyst/Programmer Freelance journalist PC |
+---+

4928. Re: Atari 64 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EBq8BL.624@cix.compulink.co.uk>
Source record: 72413

In article <5ne6t1igg4@triglav.iwaynet.net>, dklugh@iwaynet.net ()
wrote:

>
>
> On 1997-06-04 mad@gdi.net said:
> >Ronald,
> >I saw a ad in the Power Up computer mag. it says Atari 64-Bit Jaguar
> >System. The artical reads. "If you couldn't get your hands on the
> >Ninendo 64 this past holiday season----you lucked out. That's right
> >you can now get yourself (or the kids) a true 64Bit, full 3D game
> >system. etc, etc. Includes 3 games 1-Cybermorph 2-Checkered Flag &
> >3-Kasumi Ninja. ALL this for $59.99. And their other game packs are
> >bundled 3 to a pack for $29.99
>
> You DO know that the Jaguar only 32-bit.(if that!)
> I think that it has one 32-bit and two 16-bit chips.Aparently they think
> that
> that makes it 64-bit.(and all three chips aren't CPUs)
Wrong I'm afraid. The Jag has 5 CPUs. From memory I think 3 were 64bit,
one 32bit and 1 16bit. Check the Jag FAQ for info.

+--------------+-----------------------------+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+-----------------------------+
|Analyst/Programmer Freelance journalist PC |
+---+

4929. Re: Atari 64 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970613190301.PAA16647@ladder02.news.aol.com>
Source record: 72414

The kind of open system you're talking about doesn't seem to work finacially on game consoles. One od the reasons Atari crashed in '84 was the glut of crappy games that intruded toy store shelves. When Nintendo revived the game console business, it solved the problem by requiring Nintendo approval (and money) before a game was allowed to be put into a cartridge. Quality control of the game software made Nintendo the success it is today.

4930. Re: Demon Attack ???

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <5ns61j$d1r$1@earth.execpc.com>
Source record: 72415

In article <339c132c.0@news.carleton.edu>,
Michael Current <mcurrent@carleton.edu> wrote:
>
>To everyone, please send me a list of all the titles you're aware of that
>only
>run on the 400/800, and not any of the XL/XE's. This will include Demon
>Attack, Gorf, etc.
>
>E-mail replies to me will me more reliable, my local news server is
>perpetually
>unreliable.
>
>I'll post a summary list to the newsgroup before inserting the info into the
>FAQ.

My cart list tries to point all of these out.

I could have sworn Demon Attack ran on my 130XE but now I will have to double
check.

These carts for sure are 400/800 only. There probably are many more.

Atari <none> 83 Kangaroo
CBS Software M8788 82 K-razy Kritters (by K-Byte)
Chalkboard Inc. 10031A-3 83 BearJam [ppt]
Chalkboard Inc. 10011A-3 83 Leo's 'Lectric Paintbrush [ppt]
Chalkboard Inc. Leo's Links [ppt]
Chalkboard Inc. 10042A-3 83 LogicMaster [ppt]
Chalkboard Inc. 10021A-3 83 MicroMaestro [ppt]
Chalkboard Inc. 10016A-3 Micro Illustrator [ppt]
Epyx 82 Monster Maze
K-Byte 81 K-razy Kritters
Koala AT00315-1 83 KoalaPainter [kp]
Roklan 09-01102 83 Gorf
Romox <none> 82 Attack at EP-CYG-4 (by Bram)
Synapse <none> 82 Chicken
Synapse <none> 82 Picnic Paranoia
Synapse <none> 82 Shamus
Synapse <none> 82 Slime

Coversely, there are games that only run on XL/XE systems, and some that
require 48K or 64K machines. I am trying to sort all of those out as well.

--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =

=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

4931. EXE&BIN&ARC files

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: venglin@hektor.umcs.lublin.pl
Message-ID: <5ns6pndjt1@helios.man.lublin.pl>
Source record: 72416

How can I run EXE, BIN and ARC files on my XL-IT ???? (or Pokey)

=-=-=-

4932. 400/800 Only games

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <33a1a28d.0@news.carleton.edu>
Source record: 72417

The following are reported to me as compatible only with the 400/800, not with any XL/XE models. Please report corrections to me!

-Michael

Alley Cat Synapse
Apple Panic Broderbund
Aquatron Sierra On-Line
Astro Chase Parker Brothers
Atlantis Imagic
Berzerk Atari
Boulders And Bombs CBS
Claimjumper Synapse
Choplifter Broderbund
Demon Attack Imagic
Deluxe Invaders Rocklan
Designer's Pencil, The Activision
Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
Fort Apocalypse Synapse
Frogger Sierra On-Line
Galahad And The Holy Grail APX
Go Hayden
Gorf Roklan
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
Mario Bros. ('83) Atari
Miner 2049er Big 5
Moon Patrol Atari
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Pac-Man Atari
Pool 1.5 IDSI
Rack 'Em Up Rocklan
Shadow World Synapse
Shamus Synapse
Shamus: Case II Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius
Story Machine
Zaxxon 16K DataSoft

Zaxxon 32K DataSoft

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4933. For Sale: AtariWriter Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: Rob Conder <rob@datasync.com>
Message-ID: <01bc7839$1bd5d9c0$434a84d0@Prob>
Source record: 72418

I purchased an AtariWriter Word Processor cartridge that I have no use for. I would like to sell it, cheap. (The lowest I will accept is $2.00+shipping.) I will take bids until June 20, 1997 at 12:00 AM. Then the cartridge will be sold to highest bidder. There will be no going once, going twice, gone stage. Highest bid before ending date take it.

Cartridge is in excellent shape. No box, and no instructions are included. The cartridge has ATATIRX8036 printed on the label. Copyright is 1982 Atari, Inc. It is a small metal and plastic grey colored rectangle, and Left Cartridge is printed on the end. Thanks for your time...

--
Rob Conder
rob@datasync.com

4934. Re: Apple II Images

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5nscumkoq1@triglav.iwaynet.net>
Source record: 72419
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit

On 1997-06-04 spec@vax2.concordia.ca(MitchellSpector) said:
>In article Doug Browning (vgt507@freenet.mb.ca) writes...
>>][GIF has trouble displaying non apple gifs.
>What are "Apple GIFs"? GIF is not a platform specific format, but
>a portable image format that holds an arbitrary resolution and
>palette depth, but limited to 256 colors (8-bit). Perhaps you might
>mean GIF images created on an Apple II?

256 colours/lumnas combinations per image.GIfs that contain multiple images
could have a seperate palette per image.
(like in animations)

>>Colors and dimentions are often wrong.
>Of course they are, and there is little or no way around it because
>it is a hardware limitation. The two graphic formats you have
>available are Hi-Res and Double-Hi-Res, with odd resolutions like
>240x192 and 560x192. If you want to do color, your working with a

Since those are really 320x200 and 640x200 (with a narrow screen) you should be
able to view CGA pictures,though you'll have to scroll to see the whole image
or just decide what part of the picture to see.
(like viewing pictures on the Atari's 80x200x4096 mode)

>fixed palette, color bleeding and pixel placement restrictions.
>That brings you down to an awful 140x192 with either 6 or 16 (again,
>fixed) colors.

Isn't there a way to interlace screens on the Apple?
On the Atari,a 16-shade and 16-colour screen are interlace (shown every
1/30 seconds) to produce 80x200x256.(APAC mode)
And 80x200x4096 (16-level RGB) is done with interlacing a 16-shade red,blue and
green screen,each being shown 20 times per second.(Colourview mode)
Of course you'd be limited to a APAC-type display since you only get two video
memory buffers.

>Basically your going to get a _very_ fuzzy and distorted image in
>the end. If you stand several feet back from the screen and squint a
>bit, you get a vage idea of what the GIF image is. You may get some
>semi-acceptable results with B&W line-art or very simple color
>cartoon drawings I suppose. The bottom line is, other than the
>Apple IIgs, the Apple II is not really suitable for viewing
>graphics from other machines (or at least those sold in the last 12
>years or so).

Well,Atari always did have the colour advantage over everyone else.

Net-Tamer V 1.08 - Test Drive

4935. Re: MIO or Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5nsd1mkoq5@triglav.iwaynet.net>
Source record: 72420

On 1997-06-06 guy1015@aol.com(GUY1015) said:
>Funny how an old post returns with a reply almost taken out of
>context. The BB has flowcontroll in hardware and system OS, on the
>other hand the MIO has the hardware but no code in OS. ICD at the
>time just didnt do
>it. Have you ever see a screen of Atascii graphics come threw at
>19.2 without flow controll? <Yuk> I know first hand, I run
>Star NET BBS for
>9 years. However there is now a RS232 handler for the MIO called
>Hyperspeed
>Developed by Len Spencer that Lets the MIO controll the flow.

I presume that you mean automatic flow control.Obviously the programme could
manually change the state of XMT,RTS and etc.
I assume you mean that if the buffer becomes full,that the handler automaticly
pauses the modem.Important if the term programme or BBS can't keep up.
For file transfers,this really wouldn't help since it could obviously keep up.
Now if the hardware itself (BB?) paused the modem then this would help out even
downloading.
(since if the software is fast enough to pause the modem,it could just as
easily transfer the byte.Software flow control is important when data is
coming in when the programme isn't reading any data)

Net-Tamer V 1.08 - Test Drive

4936. Re: NEW SITE

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5nsd0skoq4@triglav.iwaynet.net>
Source record: 72421
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.cbm,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.hp.hardware,comp.sys.intel,comp.sys.ibm.as400.misc

On 1997-06-04 GFeinste@PlanetHollywood.com said:
>Ahhhh...Commodore64. What a beatuiful machine. I don't think I
>ever had to load a PTF on that computer.

It did have those high resolution sprites (MOBs)!

>���TaX ►Rr►R wrote:

uh,say what?

>> Dane Ruyle <dane_ruyle@intuit.com> wrote in article
>> <338DFD56.7616@intuit.com>...
>> > Where's the Commodore Section?!
>> >
>> > hehe
>> >
>> yea, where the hell is the commodore section?

Where's the Atari section?

Net-Tamer V 1.08 - Test Drive

4937. Re: help

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5nsd05koq3@triglav.iwaynet.net>
Source record: 72422

On 1997-06-04 ai123@FreeNet.Carleton.CA(StevenJ.Tucker) said:
>HOWARD25 (HOWARD25@Prodigy.Net) writes:
>> any body d/l all the file to yogi site all those game on yogi and lives
>Please stop posting everything twice.

uh,I only see it once.

>* * * Author of Imagic and APE - The Atari Peripheral Emulator!

What's Imagic?

Net-Tamer V 1.08 - Test Drive

4938. Re: Lost 1200 mod

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5nsd9vkue2@triglav.iwaynet.net>
Source record: 72423

On 1997-06-05 luecknik@world-net.net said:
>On Thu, 05 Jun 1997 11:07:45 -0700, rwoolley@pacbell.net wrote:
>>luecknik@world-net.net wrote:
>>> About 2 months ago a mod appeared on one of the websites for
>>>adding the other Atari OS roms piggyback on the 1200 rom, so you
>>>could select with a switch the OS you wanted. I printed out a
>>>copy, scrounged the materials, and as usual, have now lost the
>>>printout. Re-visited every faq and site I can find, but can't
>>>relocate the instructions. Could someone send the file if they
>>>have it?. I'm not slick enough to attempt it cold turkey.
>>Thanks, James.* That is kind of a messy way to upgrade the 1200XL
>>OS, I would think.... I usually just replace the ROMs with EPROMs
>>and use the TV switch to select 800XL or 800 code. I don't have
>>the upgrade you were requesting, but I do have a set of
>instructions for doing it my way. >
>>Bob Woolley
>Thanks for the response, Bob!. This way is the only route I believe
>I can take, as I don't have an E-PROM burner, and wouldn't know how
>to do it if I had the tool and chips. It just seemed a simple
>matter to grab the ROMS that are already set up out of junked
>8-bits. Unless there is a source of burned E-PROMS out there
>somewhere I can purchase. Anyway, if your instructions are in a txt
>file , maybe you'd e-mail them to me? I'll check B&C and Toad for
>chips. Thanks. James

You all know that if you can't run a game on the 1200XL,you could use a 800
OS translator disk.(unless the game needs 64k)
I don't know of any 800XL OS translator for the 1200XL.
Of course this is assuming that all games for the XL are backward compatible
with the 800.And rememeber that there are two 800 OSes,Rev.A and Rev.B.
I remember there being games that wouldn't run with the Rev.B OS that worked
with Rev.A.
(from reading "Mapping The Atari")

Net-Tamer V 1.08 - Test Drive

4939. Re: Cart to PC, for Pokey & other emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5nsd94kue1@triglav.iwaynet.net>
Source record: 72424

On 1997-06-10 cyberfire@rocketmail.com said:
>Hi, could someone please help me, i want to be able to play my
>favorite games from my old 8-bit on pokey, trouble is there on
>carts, I have no idea how to get them onto PC disk.

"trouble is there on carts"???

>I have a fair bit of computing know how, from programming to system
>design, and I know a little about electronics, a layout for a cart
>to RS232/prn port would be great, failing that an image of
>Miner2049er, or the games Zybex, Henry's house, the last v8 &
>loderunner(yes i liked loderunner, it was the first game I ever
>played)

Zybex was on cartridge?
Does the cartridge of Loderunner let you create new levels?
How do you save high scores?

Net-Tamer V 1.08 - Test Drive

4940. Re: EXE&BIN&ARC files

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: Dhor <dhor@student.uci.agh.edu.pl>
Message-ID: <33A1C139.6A7E@student.uci.agh.edu.pl>
Source record: 72425

Tomek Stankiewicz wrote:
>
> How can I run EXE, BIN and ARC files on my XL-IT ???? (or Pokey)
>

you have to create an atari disk image.... (.atr or .xfd)
then put them (progs , EXE, BIN) into image....

dhor

4941. Looking for 1090XL Top Dollar paid

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: msmith@aol.com
Message-ID: <19970613225800.SAA06691@ladder02.news.aol.com>
Source record: 72426

I am looking to purchase the rare 1090XL and any of the available cards.
I will pay top dollar for these items. I am extremely motivated, please
let me know what your asking.

Thanks,
Mark SMith
msmith@aol.com

4942. Everyone Likes an Auction?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33A1EB21.2AE9@tcd.net>
Source record: 72427

Well I can not believe that there are those of you out there that will actuall bid on Atari 8-Bit Cartridges..but who am I to question reality?

SO..I have the following Cartridges I am willing to Auction off to the Higest Bidder...Now Postage on these is $3.00 shipped...in addition to what you bid..I don't care if you bid on 1 or the whole lot..min and maximum postage is $3.00...shipped in addition to your bid.

Now to the meat of the subject:

Super Break Out (Atari CXL4006), Adventure Creater (Spinaker Sofeware) Frogger, MS.PAC-MAN (Atari RX8043), Donkey Kong(Atari RX8031), Millipede(Atari RX8048), Delta Drawing (Spinnaker), Final Legacy (Atari RX8067), Food Fight (Atari XE SYS), Moon Patrol (Atari Rx8052), Missle Command (AtariCLX5012), Astroids (Atari CXL4013), Tennis (atari Rx8042), Q-BERT, Miner 2409er(BigFiveSoftware), Atari Writer (Atari RX8036),Star Raiders (Atari CLX4011) enough for now..

Lets see how this goes..

Will accept Bids on all or 1...Anyone interested in bidding will have 2 weeks to submit an offer e-mail..highest bidder will be notified, those of you who loose will aslo be notified at t

4943. Wanted to Buy

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33A1ECF1.98@tcd.net>
Source record: 72428

I am intestred in purchasing Blown Up! Mio's any size any problem.

Send reply e-mail with what you have and what you want for it shipped.

bob

4944. Atari Logo Cartridge for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: Craig Henrichs <ralph@cts1.internetwis.com>
Message-ID: <33A209BD.235C@cts1.internetwis.com>
Source record: 72429

Does anyone have an Atari Logo cart for sale? Http://www.dantiques.com/
atari4.htm has it for sale for $12.00. I'm looking to pay at the most
$6 to $7 without the manuals (I have a whole bunch of old Compute!
magazines that have articles about Logo in them). Please reply.

Craig Henrichs

4945. Re: SIO2PC for cassettes / storing cassettes on a PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970613182945.28981G-100000@fissure.scar>
Source record: 72430

On 12 Jun 1997, Thomas Havemeister wrote:

> In article <Re: SIO2PC for cassettes / storing cassettes on a PC>, ernest@pi.net (Ernest R. Schreurs) wrote:
>
> Howdy Ernest,
>
> > >+ You can create casette software with a PC.
> > This is excactly one of the things I mentioned in the docs. You could
> > create a stereo .wav file from .cas data and then output that to an
> > audio cassette recorder. This would allow you to create a multimedia
> > presentation similar to the stuff Atari created to learn foreign
> > languages. Tapes can be so much fun, if only they would not be slow.
>
> you got it. As I lived in the German Democratic Republic (GDR, ex-East
> Germany), Diskdrive were so expensive that (almost) nobody could afford
> it. Some clever hardware hackers constructed a system to manage atari's
> slow cassette system neraly 15-20 times faster! The programmed wonderfull
> programms like COS - Cassette Operating System. I still have this
> interface - I have two cassettes full of games, on each nearly 60-70
> GAMES!!!

Out of curiousity how much are 800XLs, 1050 disk drive and Xf551 drives in
countries like Germany, Poland, etc?

(They aren't worth that much in Canada, basically they are worth whatever
you can get for them (which usually not much!)

Alan
University of Toronto, Computer Science for Information Systems

4946. Re: PLEAAASE! Help ME!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970613182809.28981F-100000@fissure.scar>
Source record: 72431

On Thu, 12 Jun 1997, The Shadow wrote:

>
> > Howdy !
> >
> > one disk of my collection is no more ;-(! I lost some files and I didn't
> > have any backups of it. So if !YOU! can help me...
> >
> > where to find those files?:
> >
> > POOYAN.COM POOYAN KONAMI / Datasoft / (c) 1983
> > by Scott Spanburg
> > OLYMPSKI.COM OLYMPIC SKIER A.Hoque / AMERIKANA SOFTWARE
> >
> > I know, they are very rare, but a error 164 is really frustrating :/(
> >
> > if *you* have it, please send it uuencoded via e-mail!
> >
> > thx, for any help!
>
> Error 164 is a file number mis-match and should be easy to rectify with any good sector editor. DiskFix from Shadow Software is especially useful for that task since it lets you change the file number as one of it's options. Any sector editor should do the trick though.
>
> The Shadow
>
>
Error 164 has ALWAYS proved to be a terminal error for me. I have never
recovered a file that had an Error 164 with my sector editor.

(Which dos are/were you using?

Alan

4947. Re: Atari support

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: davepat@total.net
Message-ID: <33a1b2a3.0@news.total.net>
Source record: 72432

In an article dated Mon, 9 Jun 1997 14:57:35 GMT, someone named Alan Christie says...
>
>Those 8bit programmers were "REAL" programmers! Fitting all that great
>code in a little 16K (later up to 64K) was a feat. Nowadays programmers
>have tonnes of megs to waste space. (heh, that should stir the pot a bit)

Here's something I saved from a while back...

From: Chris_F_Chiesa@cup.portal.com
Newsgroups: comp.sys.atari.8bit
Subject: Re: Which is the better buy 800XL or 65XE?
Date: 29 Jan 1996 12:20:05 -0800

Tim Irvin, irvi2187@sundance.sjsu.edu writes:
>Jason John Seaver (jseaver@bigwpi.WPI.EDU) wrote:
>
>: Yikes! What a scary thing to write; to me, it's always been the
>: advent of C that went a long way toward making computers Just No Fun Anymore
..
>: I mean, it cranks out bloated, sluggish code that necessitates buying a
>: higher speed machine -- that's always a feature I wouldn't want my software
>: to have.
>
>I've been saying this for a long time.
>
>As hard drives and memory get cheaper and cheaper, programming skill and
>artistry decline. As long as the answer to a software dilemma remains
>"throw more memory/disk space at it," there will be no attempts by the
>programmer to make the code more efficient and take less space. Faster
>processors make inefficient code less noticeable (if at all) for most
>applications; larger hard drives make it possible for what used to be a
>2 MB application to require 10 MB with only slightly more functionality.
>
>That was one of the beauties of the systems of yesterday--while the
>limited or nonexistent upgradability of them was a solid barrier, it
>was also a challenge to the programmer. How can I get all of this
>to fit on one disk? How can I make it all run in 48K? And how can I
>optimize the code to make a slower processor happy?
>
>You can *not* tell me that a game requiring 4 MB of RAM and 9 MB
>of hard drive space is 100 times better than the old Atari game which
>uses 1% of those resources. Why not? Because the Atari programmers

>knew they had hardware limits, and they performed near-miracles in
>order to make the software work. In other words, they tweaked the
>software to run under the hardware, not vice versa.
>
>When the answer to *everything* is "get a 32MB Pentium and the problem
>will go away," then the art and science of programming becomes just
>drone work. True wizardry is, IMO, squeezing the absolute max out of
>available resources--and trying innovative techniques to work within
>those resource limits before quickly giving up and saying "it needs
>a 32MB Pentium to run."
>
>Throwing more hardware at a problem, for anything except as a truly
>last resort, is (IMO) a lazy cop-out.

I don't normally include an entire article to add just a few lines of
response, but in this case I agreed so heartily with the original article
that I bent my rules so as to allow ALL of the above to be reiterated!
Tim, you said a mouthful, and I couldn't have said it better myself!
Hear, hear!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
If you pick up a stray dog, feed it and take care of it,
it will not bite you. This is the principal difference
between a man and a dog. - Mark Twain

4948. Atari show: July 26

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-13 00:00:00 UTC
From: david moeser <erasmus@one.net>
Message-ID: <Pine.LNX.3.95.970613030810.25485A-100000@shell.one.net>
Source record: 72433

Word has been received that this year's MIST Atari show will be held on Saturday, July 26, in Indianapolis, Indiana. The organizers say this show, the ninth annual, will be the final one.

This year MIST is moving to the Post Road Community Center, 1313 South Post Road, on the east side of the Indianpolis area. The new location is between I-70 and I-74, outside the I-465 circle freeway.

Show hours are 10 am to 3 pm, Indiana time. Admission is one dollar. In past years this show has had displays by vendors, hardware and software developers, magazine publishers, and users groups. All kinds of Atari computers and related products can be found at these shows.

Organizers of the show are: Charlie Sears (317-535-4829), csears at doe dot state dot in dot us. Jeff Hammer (317-244-8492), jghammer at indyunix dot iupui dot edu. Stu Huffman (812-988-7558), shuffman at doe dot state dot in dot us.

4949. Re: EXE&BIN&ARC files

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-14 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <EBr4zG.r2@iglou.com>
Source record: 72434

In message <33A1C139.6A7E@student.uci.agh.edu.pl>,
dhor@student.uci.agh.edu.pl (Dhor) wrote:
>Tomek Stankiewicz wrote:
>>
>> How can I run EXE, BIN and ARC files on my XL-IT ???? (or Pokey)
>>
>
>you have to create an atari disk image.... (.atr or .xfd)
>then put them (progs , EXE, BIN) into image....
>
>dhor
ARC files are compressed. You will have to unarc them either before or after
putting them into the disk image.

--
Bill Marcum bmarcum at iglou dot com
"I'm looking at PAGES AND PAGES of stuff even the Franklin Mint couldn't
give away for free." -- K. Mennie

4950. Re: Armatron from Radio shack

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-14 00:00:00 UTC
From: The Shadow <shadow01@aracnet.com>
Message-ID: <5ntf55rjd1@spitting-spider.aracnet.com>
Source record: 72435

> Ok, I have looked through all my old Atari Magazines looking for an
> article on connecting an Armatron Robot arm to my joystick ports and can
> not find it. If anyone happens to find it, please let me know which
> magazine it is in.
> TIA
> Rick Rowland
> --
>
> __....__ ___ ____ ____ ____ ____ _ _ ____ _
> / /\ \ |__] |___ |__/ [__ | | |\ | |__| |
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> / / O.P \ \ ___/
> ,-'/ / B.O \ \'-,
> | / ---------- \ | Artwork By
> |,-'___ANDROBOT___/'-,| Rick & Rick
> /*_/XXX/__________\XXX_/*\
> ^_/XXX/ | ,----, | \XXX_^
> _/XXX/ \|____|/ \XXX_
> /XXX/ \()/ \XXX\
>
> Gone but not forgotten:
> http://www.geocities.com/SiliconValley/Heights/8970/

Upon doing a 10 second search using Magic Find, I found the following articles about the Armatron.

Analog Jul'86, p109 Wilmot, Ted "Arm
Your Atari" Hardware project to
interface a $30 Armatron robotics arm
from Radio Shack to your Atari. Project
costs $30 and about 3 nights of work.

Very detailed instructions. (ROBOTICS)

Analog Aug'86, p85 Wilmot, Ted "Arm Your Atari" Part 2 of this hardware project to have your Atari control a Armatron robotic arm from Radio Shack discusses how to build in feedback potentiometers on the arm. For 400/800 machines only.

Hope this helps!

The Shadow

Beta-Testing Carina BBS <-> Usenet gateway

4951. Re: EXE&BIN&ARC files

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-14 00:00:00 UTC
From: venglin@hektor.umcs.lublin.pl
Message-ID: <5ntj8s$4go$1@helios.man.lublin.pl>
Source record: 72436

Dhor <dhor@student.uci.agh.edu.pl> wrote:

>Tomek Stankiewicz wrote:
>>
>> How can I run EXE, BIN and ARC files on my XL-IT ???? (or Pokey)
>>

>you have to create an atari disk image.... (.atr or .xfd)
>then put them (progs , EXE, BIN) into image....

>dhor

Yeaaa! But I don't know how. Please step by step .....

-=-=-=

4952. Re: Looking for . . .

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-14 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <33a2549b.53706959@news.inc.net>
Source record: 72437

On 9 May 1997 18:58:14 GMT, "Vidar Olavesen" <olavese@online.no>
wrote:

>Check out : http://aegis.mcs.kent.edu/~clisowsk/8bit.html for more info on
>the IDE interface! Hope it helps you out! Happy hunting for a hard drive
>(I've searched for about 10 years for an Adaptec 4000A with a MFM drive. I
>just got one,

Ten years ago, that equipment should have been easy to find. The last
5 or 6 years has been tough to find MFM or RLL drives and controllers.

Cheers,

Jon

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

4953. One on One and Joy

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-14 00:00:00 UTC
From: venglin@hektor.umcs.lublin.pl
Message-ID: <5ntq4phed1@helios.man.lublin.pl>
Source record: 72438

I found ONE ON ONE - the great game on ATARI 65XE. When I press fire
the player turn around - that;s all ! How can I emulate joy on
keyboard. (note: 2nd player use keyboard)
=-=
Tomek Stankiewicz,Lublin,Poland, Gu on IRC&IPhone,
http://www.uhc.lublin.pl/sport/
http://hektor.umcs.lublin.pl/~venglin/tom/index.htm
-=-

4954. Atari 8-bit to PC and back

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-14 00:00:00 UTC
From: Kyle Brown <cbel@istar.ca>
Message-ID: <01bc78aa$e87cd5c0$7097bfcc@default>
Source record: 72439

I have done alot with emulators, in fact I have a hompage about it. But, I
was thinking:
"Can I download Atari computer games and transfer it to a disk that an
Atari 1050 would read?" I have never delt with Pokey, Ape or anything else.
So, if this is possible, please reply.

4955. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-14 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_866277775@rtfm.mit.edu>
Source record: 72440
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

4956. Re: EXE&BIN&ARC files

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-14 00:00:00 UTC
From: Dhor <dhor@student.uci.agh.edu.pl>
Message-ID: <33A27594.6064@student.uci.agh.edu.pl>
Source record: 72441

> Yeaaa! But I don't know how. Please step by step .....

must get proggs to make atari image ... can't remember their
names.... check pages about emulators ....

http://myst.slcc.edu/~markus/cgi/dl.cgi

http://www.halcyon.com/brasoft/
http://www.ultranet.com/~asmolar/atari8/

you should find something right there .... :)

dhor

4957. ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-14 00:00:00 UTC
From: HOWARD25 <HOWARD25@prodigy.net>
Message-ID: <01bc787e$8cf96be0$04deedcc@default>
Source record: 72442

HEY YOGI WHERE IS YOUR 2600 AND BINARY EXE A-Z GAME FILE FOR THE ATARI
8BIT, DID YOU TAKE IT OFF, CAN YOU PUT IT ON AGAIN PLEASE THANK

4958. Distributors Wanted NOW!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-14 00:00:00 UTC
From: Tony Scott <summer@laoffices.com>
Message-ID: <5nubtg$84p$7521@cadmium.aware.nl>
Source record: 72443

Hi,

This is a Solicitation Email, we are looking for new TUFF'97 DISTRIBUTORS.
TUFF'97 is a promotional concept for a prospect follow-up system called
"Simple Track". Software designed for Windows 95, 3.11 and NT
machines. (Macintosh users read the NOTE below(*))

Concept:

The TUFF'97 software includes a copy of Simple Track, so you can use this
for your own personal administration (free). However, the TUFF'97 software
is designed to give you BIG TIME credits for just taking the efforts to
PROMOTE it.

How do I get those credits?. Easy, just distribute/promote it. How?
(Give away the software for free, put it on your website/homepage
and let everyone download it. Give it to your friends, attach it by
email etc). With a one time $40.00 (USD) validation code purchase,
YOUR name becomes part of all sofware you sent out to your customers.
When your TUFF'97 software gets validated, all your personal information is
automatically integrated in the software, so everyone knows how to reach
you by phone/fax or email and where to sent the check/money or cash orders.

Basically this is the concept. Offcourse you need the software to grasp
the whole thing. Believe it, there is absolutely no marketing knowledge
required, just ask for the software package, join and start promoting your
own TUFF'97 line. The only thing you DO need is a PC or Mac(*) and Internet.

(*) TUFF'97 is only available for MacOS users running Connectix VirtualPC
or Insignia's Sofwindows 95/3.11. A true MacOS version is not available.

When you're interested in becoming a TUFF'97 distributor and create your own
distribution line, sent a mailto:FiReStArTeR@frodo.com and ask for your
copy of the TUFF software (We'll sent you a download location and install
instructions). This is a serious opportunity, so only serious responses
are processed. If you're not interested, have a nice day.
Best Regards,
Tony Scott
Worldwide Pants Promotions
24H Support/Download requests,
mailto:FiReStArTeR@frodo.com
voice:(+01)779 698 4655
Fax :(+01)779 698 4555

4959. Re: Looking for . . .

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-14 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33A2D7D8.25E3@tcd.net>
Source record: 72444

Thats odd on locating MFM/RLL type drives as I have a stack sitting here used in good condition collecting dust, anywhere from 5mg-110mg, as to controlers they are harder to come by but are still avaiable.

bob

4960. Re: ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-14 00:00:00 UTC
From: Chris DiPetta <chris@lovecrft.demon.co.uk>
Message-ID: <01bc78e9$97c95b00$d1dc989e@lovecrft.demon.co.uk>
Source record: 72445

HEY HOWARD CAN YOU FIND THE CAPS KEY ON YOUR KEYBOARD OR MAYBE SOME
PUNCTUATION OR MESSAGE YOGI DIRECTLY SINCE YOU HAVE HIS EMAIL ADDRESS AND
STOP SHOUTING IN THE GROUP AS IM SURE WE WOULD ALL APPRECIATE THAT PLEASE
THANKYOU

HOWARD25 <HOWARD25@prodigy.net> wrote in article
<01bc787e$8cf96be0$04deedcc@default>...
> HEY YOGI WHERE IS YOUR 2600 AND BINARY EXE A-Z GAME FILE FOR THE ATARI
> 8BIT, DID YOU TAKE IT OFF, CAN YOU PUT IT ON AGAIN PLEASE THANK
>
>

4961. Re: M.U.L.E. on an 800XL with FIX-XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-14 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1406971033520001@nntp.netgate.net>
Source record: 72446

In article <33A0C2BC.1FD217FA@accesspro.net>, "Michael A. Ortiz"
<Longevity@accesspro.net> wrote:

> I play MULE on XL-It! AND on PC Xformer and I don't need the
> translator. I think you have a bad copy or something.

I'm not talking about using an emulator--Fix-XL is a program which runs
on the actual hardware. Boot it up, then put in the disk you want to
run and press a key to start booting the app. The problem here seems
to be that the game is expecting to see (or get input from?) four
distinct joystick ports when the 800 XL only has two.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
Now coming at ya from our new house...
Virtual Tour: http://www.netgate.net/~ziggy29/hometour.html

4962. How do I extract files from an ATR image to a pc?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-14 00:00:00 UTC
From: Fernando Ortiz <fernando.ortiz@mci2000.com>
Message-ID: <01bc78ea$cd9c8a80$b14537a6@default>
Source record: 72447

Hi

I'm able to use MYUTIL successfully to transfer files to-and-from pc and atari double density diskettes. But I can't get INT14 to extract files from an ATR image (from yogi site). It claims to do this, but I get many errors and refuses to do so. Is there another utility that will allow me to extract atari files from an ATR image on my pc? Thanks for any help.

Fernando

4963. FA:ER 400/800 - new items added

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-14 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <33A2E002.46BA@administaff.com>
Source record: 72448
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

```
**** Going1 on some items ****
*** New Items Added: Books and Manuals ***
** Includes: ER items by Chalk Board **
* NOTE: There is no buyout option. Please bid on individual items.
Bid on as many as you like, but state bids per item.
Auction will enter going1-going2-gone phase on Sat 06/14/97.
Date of initial post: 05/29/97.
Rules at end of post.

|---- Update 06/14/97 ----------------------------------------|
|Atari 400/800 items:

| Hardware | Current High Bid |
|------------------------------------------|------------------|
| Atari
| XM301 Modem 6 - penguin G1
| *** user manual has been located :)
| Chalk Board
| PowerPad & cable (untested) 15 - alfred G1
| connecting cable a bit hacked
| on end which plugs into Powerpad

| Carts (all loose, vg condition) | Current High Bid |
|------------------------------------------|------------------|
| Atari
| CXL4002 Basic Computer Language (ver ?) 2 - king tut G1
| RX8040 Donkey Kong Junior 3 - batman G1
| RX8030 E.T. Phone Home! 1 - riddler G1
| CXL4024 Galaxian 3 - riddler G1
| CXL4018 Pilot Programming Language 10 - alfred G1
| Chalk Board
| 10031A-3 BearJam 30 - alfred G1
| 10042A-3 LogicMaster 30 - alfred G1
| 10016A-3 Micro Illustrator 30 - alfred G1

| ***Books/Manuals ($1 minimum bid/ea) | Current High Bid |
|------------------------------------------|------------------|
| Atari 400/800
| Basic Reference Manual
| Student Pilot Reference Guide
| An Invitation to Programming 2:
| Writing Programs One and Two
| (missing tapes)
| An Invitation to Programming 3:
```

| Intro to Sounds and Graphics
| (missing tapes)
| The Bookkeeper - User's Guide
| (no diskettes)
| Atari Disk Operating System
| Reference Manual - DOS3
| Other
| Rainy Day Activities for the Atari
| by: Nancy Mayer
| publisher: Reston
| Atari Basic - A Self Teaching Guide
| by: Albrecht, Finkel & Brown
| publisher : Wiley
| Atari Games, Compute!'s First Book of
| publisher : Compute! Books

Rules:
I will assign and use an alias for all bidders.
Format will be Going-Going-Gone.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups daily and individuals if requested.
Ties will go to the earliest posting I receive.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.

Mail your bids or inquiries directly to: dennis_cooper@administaff.com

Thank you,

Dennis Cooper
--
dennis_cooper@administaff.com

4964. Re: ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-14 00:00:00 UTC
From: aramos@coil.com
Message-ID: <aramos-1406971603460001@cmhf6.coil.com>
Source record: 72449

In article <01bc787e$8cf96be0$04deedcc@default>, "HOWARD25"
<HOWARD25@prodigy.net> wrote:

>HEY YOGI WHERE IS YOUR 2600 AND BINARY EXE A-Z GAME FILE FOR THE ATARI
>8BIT, DID YOU TAKE IT OFF, CAN YOU PUT IT ON AGAIN PLEASE THANK

HEY HOWARD25,

SEE THAT KEY ON THE LEFT MARKED CAPS LOCK PRESS IT there much better now
look on the right for keys that are not letters they are called
punctuation. See how punctuation, properly used, makes posts easier to
read?

Now, on to the content of your message: If you want to talk to Yogi, talk
to Yogi, not the rest of the civilized world! And, before you point out
that I'm posting to the world, it's to save you from getting more messages
like this from everyone else who's annoyed with you.

Have a nice day,

Tony R.
--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
855 Chambers Rd. #15 : aramos@coil.com, aramos@hyperreal.com
Columbus, OH 43212 : *** computer-mediated environments ***
(614)297-6352 : *** interface ** image synthesis ***

4965. Re: Atari 64 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-14 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-1406971655350001@tsb-50.ucsc.edu>
Source record: 72450

In article <5ni3pi$15r$1@netty.york.ac.uk>, pih100@york.ac.uk (Paul Halliday) wrote:

>Timothy A. Seufert (bwanga@cats.uc*sc.edu) wrote:
>: AFAIK it has two 32-bit CPUs and a 68000 (32-bit architecture with 16-bit
>: bus). The data bus for the system memory is 64 bits wide, so that is
>: their justification for calling it 64-bit. (Not a good justification, but
>: that never stopped a game company. Oddly enough, the N64 really does have
>: a 64-bit CPU.)
>
>Oooh... the blasphemy - too many Commodore sponsored mags have you been
>reading. ;)
>The Jaguar has two 64-bit RISC chips (Tom'n'Jerry), two 32-bit RISC chips
>and a 68000 for menial tasks such as joystick I/O. There's a number
>of copies of the Jaguar FAQ about somewhere - do a web search. :)

Later on, you elaborated:

>Slip of the brain - replace chips with `processors'.
>
>Tom ; 32-bit graphics processor
> 64-bit `object' processor (pixel mapping etc).
> 64-bit blitter processor
>
>Jerry ; 32-bit processor (sound and a few other things).
>
>68000 ; 16-bit processor (low bandwidth I/O)

Do you think that I was unaware of this? :)

I have talked with people who have programmed the Jag. The "graphics processor" and "sound processor" are custom 32-bit RISC architectures; the main reason that one is a sound processor is that it resides in the ASIC which contains the sound support stuff, likewise for the graphics processor. They are apparently pretty identical otherwise (same instruction set), and there aren't any significant restrictions on what each can do. The idea was that it would be natural for most games to let the sound processor do nothing but generate sound, but there is nothing to prevent programmers from using its cycles to compute 3D graphics, or whatever.

The "object" and "blitter" processors operate on 64-bit wide data because the system data bus is 64 bits wide, but they are not true microprocessors. Unlike the 68000 or one of the two 32-bit RISC CPUs, you could not write program code directly for them -- they are simply commanded by any one of the three general purpose processors to carry out

tasks. (Like copying pixel data around in RAM in the case of the blitter, or drawing text/sprites in the case of the object processor.) Calling one of these a processor would be like saying a 1040STe is a dual-processor machine because it has the ST blitter built in. Atari PR called them processors because they wanted it to sound more powerful and exciting, but really they are 2D graphics acceleration hardware.

In computer architecture the generally accepted definition of the "bitness" of a microprocessor has to do with how wide the internal registers are and whether there is a full set of instructions to operate on them at a given width. The Jaguar does not have any programmable microprocessor with 64-bit internal registers or instructions which implement all the expected 64-bit math operations, therefore it is not a 64-bit machine. It is a 32-bit machine with some 64-bit internal data paths. (Not at all unusual; PowerPC and Pentium processors are 32-bit machines with 64-bit and even wider data paths at various levels.)

Not that this is bad. The main purpose of going to a fully 64-bit CPU is to gain addressing space. 32-bit CPUs can address "only" 4 gigabytes. This does become an issue with really big UNIX server machines and the like, so there are a lot of 64-bit machines in that market. But 64-bit address spaces are hardly needed in a game console, so there is no real advantage to going to true 64-bit here. I respect Atari's Jaguar designers for sticking with 32-bit RISC pipelines; the machine was probably made cheaper and faster by not including pointless extra hardware capability. Probably the only reason that the N64 actually has a true 64-bit CPU is that Nintendo hucked wads of cash at Silicon Graphics to design the thing. SGI uses MIPS processors in its workstations (in fact SGI owns MIPS these days), so they did what comes naturally and used a MIPS R4x00 series 64-bit RISC, plus a SGI-designed 3D accelerator.

The only really odd thing about the Jag architecture was the inclusion of the 68000. The two RISC CPUs are more than sufficient to do everything, and I would bet that almost any game which uses them does not bother with the 68000. I have heard that it was put in only because some developers were uncomfortable with transitioning directly to the multiprocessor Jag architecture, and wanted to be able to just write simple 68000 code for games that would not need the full power (and more complex programming model) of the twin RISCs. Certainly the 68000 must have added some extra complexity and cost to the Jag.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you wish to send me email. No unsolicited commercial junk mail!

4966. WANTED: Drive Enhancement

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-14 00:00:00 UTC
From: John May <xzarium.uk@virgin.net>
Message-ID: <01bc791d$2794b1c0$LocalHost@default>
Source record: 72451

Hi there all...

Wonder if you can help?

I require a 1050 or (XF551) drive enhancement ie. Super Archiver II etc etc.

Since the Atari Emulator came out for the PC I have been transfering all the games over but I have a massive amount in double density warp speed menus that I can no longer access. Although the XF551 is Double Density it just locks up when it reads the warp command.

In return I can either offer cash or supply you with one of my O.S. Controller Cards for the Atari XL or XE with all the software tools disks.

You may not of heard of this card as we never promoted it in the U.S. but in Europe it was the No.1 selling hardware add-on.

Also if anybody has Archon II I would be interested as my original has failed.

Regards John May

4967. FS: games $ other systems

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-14 00:00:00 UTC
From: Jonathan Krakover <krakoverj@zgi.com>
Message-ID: <33A356E8.2DFC@zgi.com>
Source record: 72452

**********For Sale/Trade**********

-Atari 2600 Cartridges
n Please note no system is included
n Realsports baseball
n Home run
n Football
n Adventure
n E.T.
n Astroblast
n Bump n jump
n Space attack
n Defender
n Joust
n Star raiders
n Video chess
n Space invaders
n Guruss
n Raiders of the lost ark x 2
n Pac-man x 3
n Warlords
n Dragster
n Night driver x 2
n Superman x 2
n Superbreakout
n Swordquest fireworld
n Swordquest earthworld
n Lock n chase
n Breakout
n Championship soccer
n Codebreaker
n Brain games
n Memory match
n Othelle
n Poker plus
n Math
n Basic programming
n Laser blast
n Street racer
n Target fun
n Solar fox
n 41 surround
n Worm war I

n Arcade pinball
n Freeway
n Phoenix
n Q-Bert
n $15/OBO

-Misc. things
n Apple mono monitor (composite input) with stand $20/OBO
n CATV decoder (OAK Mini-Code) $5/OBO
n JVC Videomovie (VHS-C) GR-AX7 with a few tapes, battery pack, RF unit
(some items do not function, sold as-is) $20/OBO
n Office-in-a-box $2/OBO

-Commodore 64 with manuals
n 1541 drive
n Software (All in boxes)
n Jupiter landing
n Pole position
n Murder by the Dozen
n Zork II
n Deadline
n Suspended
n Raid over Moscow
n Seven cities of gold
n Tennis
n Robots of dawn
n Superbowl Sunday
n Beach head II
n Summer games
n Planetfall
n $35/OBO

-Atari ST software
n D - Docs, B - Box
n Chronoquest - DB
n Desktop publisher
n Skyfox - D
n Flight sim II - DB
n Harrier strike mission - DB
n Falcon - D
n Terrorpods - D
n F - 15 strike eagle - DB
n World games - DB
n Warship - DB
n Red storm rising - DB
n Jewels of darkness - DB
n Sub battle - DB
n Silicon dream - DB
n Leaderboard birdie - DB
n Bridge 5.0 - DB
n The crimson crown

n The pawn - D
n Forbidden quest - D
n Space quest - D
n Ultama III - D
n Drakkhen - DB
n Super cycle - D
n Buggy boy
n Silent service - DB
n Black lamp
n Space ace - D
n Baseball - D
n Oo - topos
n Shanghai - D
n Turbo - ST - D
n Copy II ST - D
n A - copier
n Smart watch
n Flash
n $2 each or $40 for all /OBO
n 44 various magazine disks $5/OBO

-Vectrex with 1 controller & 1 game (Scramble)
n This is the full unit with built-in-screen and built-in-game.
n Works fine.
n $100/OBO

-TI - 99/4A with joysticks & manuals
n Software (Most are cartridges)
n Tombstone city
n Return to pirates isle
n Microsurgon
n Jawbreaker II
n Munchmobile
n 4A flyer
n Indoor soccer
n Parsec
n Alpiner
n Hopper
n TI invaders
n Pole position
n Adventure x 2
n Personal record keeping
n Household budget management
n a-maze-ing
n Munchman
n Connect four
n Moon patrol
n $35/OBO

-Atari 5200 with box
n Cartridges

n Pac-man
n Soccer
n Start raiders
n Galaxian
n Mario bros.
n Superbreakout
n Vanguard
n QIX
n $25/OBO

-Intellivision II and Intellivision
n Extra controller
n Intellivoice
n Cartridges (Most with box, manual, and overlays)
n Space battle
n Poker & blackjack x 2
n Armor battle
n Advanced D&D
n NBA basketball
n Major league baseball x 2
n NFL football x 2
n Skiing x 2
n Sea battle
n Sub hunt
n Mission-X
n Atlantis
n Tron
n Microsurgen
n Beauty & the beast
n Demon attack
n Star strike
n Swords & serpents
n Lady bug
n Space Spartans
n NHL hockey
n B-17 Bomber x 2
n Lock n chase
n Burger time x 2
n $35/OBO

-Odyssey 2 with box
n Cartridges (With box and manuals)
n Alien invaders plus
n Take the money & run
n Invaders from hyperspace
n K.C. munchkin
n Speedway/Spin-out/Crypto logic
n $20/OBO

-Mac items
n Imagewriter II $40/OBO
n 20 Meg HD $15/OBO
n Extended keyboard with mouse $10/OBO

-Atari 8-bit items
n 1027 Printer $10/OBO
n Over 100 disks (5.25") each full of several programs, games, utilities, applications, demos, and much more $10/OBO
n Koala Pad (In box with manual) $3/OBO
n Track ball $2/OBO
n Light pen $2/OBO
n Video touch pad $2/OBO

-Electronic books
n All in good condition
n RE&#65533;s guide to computer circuits
n Analog switches
n Amplifiers simplified
n Electronics - Principles & applications
n Special purpose IC&#65533;s
n The compactor book
n How to build your own laser, phaser, ion ray gun&#65533;.
n Oscillators simplified
n 30 microprocessor projects
n Demystifying CD&#65533;s
n How to design & build audio amps
n Linear IC
n The laser cookbook
n Laser experiments
n Light, laser & optics
n Electrostatic loudspeaker
n $2 each or $20 for all /OBO

I&#65533;m looking for Atari ST software, Nitendo, SNES, Sega Carts, Jaguar System and carts, and other electronic toys.
Add Shipping to the price unless you can pick up in the Seattle area.

Thanks,
Jonathan
krakovej@zgi.com

4968. Re: WANTED: Drive Enhancement

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-14 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <5nvt37$if@deneb.cs.pdx.edu>
Source record: 72453

"John May" <xzarium.uk@virgin.net> writes:

>In return I can either offer cash or supply you with one of my O.S.
>Controller Cards for the Atari XL or XE with all the software tools disks.

>You may not of heard of this card as we never promoted it in the U.S. but
>in Europe it was the No.1 selling hardware add-on.

I'll bite, what's an OS Controller Card?

Just another ignorant Yank 8-)

Alex Chamberlain
chambera@cs.pdx.edu

4969. Atari Lynx Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-14 00:00:00 UTC
From: HAWEI@milliway.shnet.org
Message-ID: <6Yp6JdvackB@hawei.milliway.shnet.org>
Source record: 72454

Hi everyone,

I'm not sure if the Atari Lynx is an 8-Bit or an 16-Bit System so this might be the wrong newsgroup...

Anyway, does anyone know if an Atari Lynx emulator is available? I think I read sonewhere that someone is working on such a project... If not, how do I use the Lynx files on Yogi's ftp-server?

Regards, Harald

--
** Beispiel-Signatur f�r �ffentliche Nachrichten **

4970. Re: ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-15 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33a359ab.895049@news.injersey.com>
Source record: 72455

On Sat, 14 Jun 1997 17:36:45 GMT, "Chris DiPetta"
<chris@lovecrft.demon.co.uk> wrote:

-HEY HOWARD CAN YOU FIND THE CAPS KEY ON YOUR KEYBOARD OR MAYBE SOME
-PUNCTUATION OR MESSAGE YOGI DIRECTLY SINCE YOU HAVE HIS EMAIL ADDRESS
AND
-STOP SHOUTING IN THE GROUP AS IM SURE WE WOULD ALL APPRECIATE THAT
PLEASE
-THANKYOU
-
Actually, he DOESNT have my email address, and I DIDNT remove the
binaries. In fact, the whole archive is removed, so I hope the mirrors
are up to date cause thats all thats left!

4971. Re: PLEAAASE! Help ME!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-15 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <EBstqv.KLs@iglou.com>
Source record: 72456

Alan Christie (94chrisv@scar.utoronto.ca) wrote:

: Error 164 has ALWAYS proved to be a terminal error for me. I have never
: recovered a file that had an Error 164 with my sector editor.

I've seen a few times when I could actually recover my files, after a
little looking around on the disk. In one case, the sector kept referring
to itself, a loop.

However, 164 is usually, as you said, a terminal error. Don't hold your
breath if you even try to get it fixed.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

4972. Re: ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-15 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <EBstx9.Ksx@iglou.com>
Source record: 72457

Chris DiPetta (chris@lovecrft.demon.co.uk) wrote:

: HEY HOWARD CAN YOU FIND THE CAPS KEY ON YOUR KEYBOARD OR MAYBE SOME
: PUNCTUATION OR MESSAGE YOGI DIRECTLY SINCE YOU HAVE HIS EMAIL ADDRESS AND
: STOP SHOUTING IN THE GROUP AS IM SURE WE WOULD ALL APPRECIATE THAT PLEASE
: THANKYOU

I wouldn't hold out much hope for the guy. Do a DejaNews search on him,
and you'll find posts by him galore on here. You've got the honor of being
the first person to reply to him, if at all.

I kept getting him in email, and kept telling him a bunch of things. I
don't even think he's even listening. All he's interested in doing is
burning a CD ROM of Yogi's entire site, or so it seems. Most all the
messages he's posted seem to point this way.

I'd like to see what Yogi says about this.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

4973. Best Hard Disk for 8Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-15 00:00:00 UTC
From: msmith@aol.com
Message-ID: <19970615045600.AAA24459@ladder02.news.aol.com>
Source record: 72458

What is the best hard disk interface available for the Atari 8 bit.? The last time I did any hard disk work was on my ATR8000 years ago. Does an IDE interface exists now? Any help or details would be greatly appreciated.

Thanks,
Mark Smith
msmith@aol.com

4974. Floppy Interface for 1450XLD

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-15 00:00:00 UTC
From: msmith@aol.com
Message-ID: <19970615045800.AAA24629@ladder02.news.aol.com>
Source record: 72459

I am looking for the floopy daughter board for an Atari 1450XLD. If you have one for sale, or any information on the wherabouts of one, please contact me. Any help would be most appreciated.

Thanks,
Mark Smith
msmith@aol.com

Atari user since its inception!

4975. Re: FS: games $ other systems

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-15 00:00:00 UTC
From: MARIOTTA@worldnet.att.net
Message-ID: <33a3781e.3135702@netnews.worldnet.att.net>
Source record: 72460

Jonathan,

I like to buy this stuff, let me the details.
Thanks,
Mario

>-Atari 8-bit items
>n Koala Pad (In box with manual) $3/OBO
>n Track ball $2/OBO
>n Light pen $2/OBO

Mario Mariotta MARIOTTA@worldnet.att.net

4976. Cheerleaders have long legs...!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-15 00:00:00 UTC
From: chrisj@bellatlantic.net
Message-ID: <5o0ail$go1$48@nw001.infi.net>
Source record: 72461

Hey, just thought i'd share with everyone,
I found a site with loads of nude CHEERLEADERs. The
address is:

http://www.mid-night.com

--Jason--

(Sorry for the intrusion, everyone needs some short skirts in their life)

P.S. They also a have spanish / latina women archive

4977. Re: ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-15 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33a470d3.1162669@news.injersey.com>
Source record: 72462

On Sun, 15 Jun 1997 04:03:08 GMT, rsg0910@iglou.com (Robert Goodwin)
wrote:

I
-don't even think he's even listening. All he's interested in doing is
-burning a CD ROM of Yogi's entire site, or so it seems. Most all the
-messages he's posted seem to point this way.
-
-I'd like to see what Yogi says about this.
-

Yogi says: Let him do whatever he wants. He's almost as annoying at
this point as Terry Ortman.

The archive just IS. Why burn a CDR of it if its all over the net and
takes less than 100 MB?

yogi

4978. Re: ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-15 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33a47135.1260176@news.injersey.com>
Source record: 72463

On Sat, 14 Jun 1997 16:03:45 -0400, aramos@coil.com (Tony Ramos)
wrote:
-Now, on to the content of your message: If you want to talk to Yogi,
talk
-to Yogi, not the rest of the civilized world! And, before you point
out
-that I'm posting to the world, it's to save you from getting more
messages
-like this from everyone else who's annoyed with you.

that's partly my fault..... I did ask anyone that has questions about the archive, (of course, I meant questions that MAKE SENSE) to post it to me here in comp.sys.atari.8bit. I figured people would understand that we could all help one another, and more so many of the co-posters in this group.

4979. Re: Best Hard Disk for 8Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-15 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <33A4CBDE.320F@pacbell.net>
Source record: 72464

MSmith wrote:
>
> What is the best hard disk interface available for the Atari 8 bit.? The
> last time I did any hard disk work was on my ATR8000 years ago. Does an
> IDE interface exists now? Any help or details would be greatly
> appreciated.
>
> Thanks,
> Mark Smith
> msmith@aol.com*
Atari Classics had a do-it-yourself IDE interface in Issue #6 (April '97)
and a German (?) group has done a PBI unit that is IDE.
The best HD interface is the BlackBox from CSS, a SCSI unit.
Bob Woolley - AC magazine

4980. Re: Atari Lynx Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-16 00:00:00 UTC
From: followell@mindspring.com
Message-ID: <33a5567b.521810@news.mindspring.com>
Source record: 72325

On Sat, 14 Jun 1997 13:50:00 +0200, HAWEI@milliway.shnet.org (Harald Weinreich) wrote:

>
>
>Hi everyone,
>
>I'm not sure if the Atari Lynx is an 8-Bit or an 16-Bit System so this
>might be the wrong newsgroup...
>
>Anyway, does anyone know if an Atari Lynx emulator is available? I think I
>read sonewhere that someone is working on such a project... If not, how do
>I use the Lynx files on Yogi's ftp-server?
>
>Regards, Harald
>
>--
>** Beispiel-Signatur f�r �ffentliche Nachrichten **

I don't know if anyone has an emulator in the works or not,
but, to the best of my knowledge, there are no Lynx files on the Yogi
ftp server.

Sincerely,
- Byron Followell
followell@mindspring.com

4981. Re: Atari Logo Cartridge for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-16 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970616154201.LAA09709@ladder02.news.aol.com>
Source record: 72326

Atari Logo is available at B&C Computervisions at 408-986-9960. Ask for the price of the cart alone, because they also sell Atari Logo complete with manuals.

4982. Re: Demon Attack ???

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-16 00:00:00 UTC
From: lvt-cfc@cyber1.servtech.com
Message-ID: <5o3pgs$p8o@cyber1.servtech.com>
Source record: 72327

In article <5ns61j$d1r$1@earth.execpc.com>,
Andrew Krieg <krieg@earth.execpc.com> wrote:
>In article <339c132c.0@news.carleton.edu>,
>Michael Current <mcurrent@carleton.edu> wrote:
>>
>>To everyone, please send me a list of all the titles you're aware of that
>>only
>>run on the 400/800, and not any of the XL/XE's. This will include Demon
>>Attack, Gorf, etc.
>...
>
>I could have sworn Demon Attack ran on my 130XE but now I will have to double
>check.

Ditto for me 'n' my 800XL...

>These carts for sure are 400/800 only. There probably are many more.
>
>Atari <none> 83 Kangaroo

I ran a _disk_-based copy of Kangaroo on my 800XL the night before last. I
suppose it could be a DIFFERENT game by the SAME NAME, though. This one has
a rather blocky-looking (by today's standards anyway) kangaroo who has to
work his way up from the bottom of a puzzle-like screen while dodging items
being thrown by monkeys (also rather blocky; so much so, in fact, that I
mis-identified them as SPIDERS for a while before I realized they were
monkeys!)...

>Roklan 09-01102 83 Gorf

Wish I'd known that before I declared my Gorf cart "dead" and disassembled it
and threw the ROM away, nine or ten years ago... ;-)

>Synapse <none> 82 Shamus

Hmm... I have this one on disk too, and don't recall noticing it not working
on my 800XL. I'll have to check!

>Coversely, there are games that only run on XL/XE systems, and some that
>require 48K or 64K machines. I am trying to sort all of those out as well.

I think "Gumball" requires at least 48K...

Chris Chiesa
lvt-cfc@servtech.com

4983. Misc Atari Misc Computers For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-16 00:00:00 UTC
From: dcbberry@aol.com
Message-ID: <19970616165200.MAA15274@ladder02.news.aol.com>
Source record: 72328

```
ASSOCIATED ENTERPRISES http://www.silcom.com/~halling

ATARI

Atari 400 $5.00 each
Atari 800 $10
Atari 800XL $20
Atari 1200XL $60
Atari 410 Cassette $10
Atari 1010 Cassette $10
Atari 830 Acoustic Modem $10
3" Floppy disks for Amdek drive $35 for 10
misc atari cables. power supplies email for needs

AMIGA 1000 keyboard/mouse $200/0ffers

AMIGA 1000 CPU $75

APPLE SYSTEMS

Apple //c CPU $100

Apple //c 9" monochrome monitor with stand $20

Apple //C+ CPU 3.5 FD, internal power supply
$125

Apple ][e system, 80 col.card, 10 meg Apple Profile extHD
5.25 floppies monitor /// and printer $400/offer

][e system; 2 disk// 5.25 FD's, green mono Monitor /// $150

ATTENTION APPLE ][ COLLECTORS
Apple ][e new in box, color monitor, OFFERS

Apple ][+ system; 2 disk //'s, monitor /// $100

Apple /// system, 2 disk //'s, monitor $150

Apple //GS 512K, Apple RGB Color Monitor, 3 ext.FD's 3.5, 5.25
keyboard/mouse as new $350

Apple llGS 1 Meg, SCSI HD, 3.5 and 5.35 Floppies, Color RGB monitor,
keyboard and mouse
'WOZ' case OFFERS?

Apple Monitor /// green mono $35 each

Disk ][ ext 5.25 drive $25 each
```

Corvus 10 meg (?) external hard drive for][family
computers $100 obo

FAX MACHINES

NEC NEFAXBIT l $85

MITAC TC110 $135

MAC SYSTEMS AND HARDWARE

Mac Plus 1 meg, w/ keyboard and mouse $195

Mac 512K w/ keyboard and mouse $100

Mac SE, 4 meg key/mouse/ $395 offers

Mac SE SDFD 4/80 030 card $450 offers

Mac SE/30 8/80 key/mouse $450 offers

Mac Plus, 4 meg ext 30 meg HD $295/offers

Mac "Charlie" external dual 5.25 FD for Mac Plus $75/offers

Apple Imagewriter l's $100, Imagewriter ll's $150
Apple Imagewriter ll Platnium $250

Apple Imagewriter ll LQ Platnium, Wide Carriage,
Multi Sheet Feeder OFFERS ?

CP/M SYSTEMS

Sanyo 550 complete system, monitor, manuals, disks as new
$150/offers

Commodore 128 runs CP/M, C64, 128 software
color monitor, FD, manuals, software $250/offers

Apple][e runs CP/M or prodos
RGB monitor, HD $250/offers

Osborn Portable $75 each

Kapro portables
3 complete working systems, 1 for parts
$250 for all 4 / offers
(if you buy all 4 you get all the software we have for them)

HEWETT PACKARD

H.P. Touch Screen 150's complete systems;
monitor/printer, keyboard, software HD 3.5/5.25 FD's
manuals mixture of systems, floppy drives, ext HDs
best offer over $700 takes them all

HP Portable Plus $250
external 3.5 FD's $100

HP ink jet printers $100

HP Vectra ES12 286
VGA monitor, keyboard, mouse $250

HP TOUCHSCREEN SOFTWARE
(all HP Software titles include docs and boxes)
OS9 PASCAL
HP Series 100 Communicator
Series 100 Basic
Series 100 Wordstar
Series 100 Spellstar
Series 100 Fortran
Series 100 VisiCalc
Series 100 1-2-3
Micro Plan
Micro Chef
Turbo Pascal
1-2-3 Macro Library
Homeword Plus
DOS Users Guide
Terminal Users Guide
MS Word
Graph Plan
BPI Personal Accounting
Lattice Compiller
Lotus 1-2-3
GW Basic
PC/Forth
Forms Master
Personal Cardfile
Memo Maker
Macro Assembler
Execu Desk

TECHTRONICS 21" Color Monitor
2 meg video card 16 million colors
$1296/offers

Hyuandai 286 color VGA, keyboard $200

Commodore C64 CPU's @ $25 each

Commodore 64 software
75 titles for $50
175 titles for $100

WE HAVE COMPUTER "ORPHAN" SOFTWARE
ATARI-AMIGA-COMMODORE-OSBORN-HP TOUCHSCREEN-APPLE][

Anderson Model A 242 acoustic modem
$50 obo

NEC Model N 9630 network Modem 3 line inputs/outputs
circa '90 $50 obo

Misc XT's and AT, 286, 386 systems
IBM PS/2 286 $275, 386 $375
numerous monitors mono's RGB's, VGA's etc obscure system keyboards, FD's, HD's
email for needs and interests

Packard Bell Legend 2052 486 75 mhz, 12 megs, 100 meg HD
VGA monitor, keyboard, mouse $400

NEC PC/820JA portable computer
$100/offers

CASIO FA10 portable computer
printer, cassette storage recorder,power supply
$100/offers

CompuStar XT mono monitor, keyboard, HD, printer $125

TANDY (Radio Shack)

Tandy TRS80 Model ll Catalog # 26-4002
8" internal FD's, monitor, keyboard, software
printer $100

Tandy TRS 80 Model 3 Catalog # 26-1065
$150-offers

Tandy TRS 80 CPU's:
64K Computer 2 Catalog # 26-3127B,
VIDEOTEX Catalog # 26-5000
Offers????

Tandy 1000 SX Personal Computer Catalog #25-1051B,
Tandy RGB HiRes color monitor CM-11 Catalog # 25-1024,
keyboard $75

Tandy Deluxe 2 button color mouse for
computer 2.3. 1000 family
new in boxes $25

Tandy 4-Pen Color Graphic Printer NIB $165/offers
IBM PS/2 286 VGA monitor, keyboard, mouse $295

COMPUTER MAGAZINES 1984-1987
Back Issues MacWorld, Mac User, InCider, A+,
Atari Antic, Amiga World, Timex User,
Commodore, Foghorn, Portable Companion, Profiles,
k&#65533;gram (Kaypro users group)
.50 each or offer on entire collection
email for info

Apple, Mac, PC Computer Sales And Service
Software Hardware Upgrades Repairs
BUY-SELL-TRADE IN ACCEPTED

MASTERCARD VISA AM EXPRESS DISCOVER DINERS CLUB
CARDS ACCEPTED

WE ARE SEEKING TO BUY:
Mac Black TV, Vectrex Video Game Systems, Mac Color Classic,
Apple Marked Bose Speakers, Apple or Mac 'Euro' Models
Apple or Mac prototypes

Vic Halling (805) 528-1117 534-1117 (FAX)
Associated Enterprises
Computer Sales and Service
2781 Houston Drive
Los Osos, CA 93402

VISIT OUR WEBPAGE
http://www.silcom.com/~halling

email:

Dave Berry
DCBBERRY@aol.com

Vic Halling
halling@silcom.com

4984. gem files to pc format

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-16 00:00:00 UTC
From: slides@abodia.com
Message-ID: <33a5a8b2.31166455@news.wvinter.net>
Source record: 72329

Looking for a graphic converter that will convert Atari gem files to a format recognizable on PCs.....

ted slides@abodia.com

4985. looking for a keyboard for a Atari tt030

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-16 00:00:00 UTC
From: "Brian or Jim at Electronics Etc..." <etc@oz.net>
Message-ID: <01bc7aa3$292ffd00$210808d0@etc.oz.net>
Source record: 72330
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc

looking for a keyboard for a Atari tt030

thanks Jim and brian
etc@oz.net
253-924-1237

4986. Re: FA:Extremely Rare Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-16 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <33b0b0e5.4140207@news.earthlink.net>
Source record: 72331
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

On Mon, 16 Jun 1997 09:13:40 -0500, Dennis Cooper
<dennis_cooper@administaff.com> wrote:

>| RX8030 E.T. Phone Home! 1 - riddler G2
Now here is the most extremely rare cart ever produced. HEH, HEH,
chuckle, chuckle. Well, one thing is for certain, it was the worst
ever produced.

ZZyzx

"Me, indecisive? I'm not so sure about that."

4987. Re: Best Hard Disk for 8Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-16 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970616162104.2890C-100000@fissure.scar>
Source record: 72332

On Mon, 16 Jun 1997, Alan Christie wrote:

> On 15 Jun 1997, MSmith wrote:
>
> > What is the best hard disk interface available for the Atari 8 bit.? The
> > last time I did any hard disk work was on my ATR8000 years ago. Does an
> > IDE interface exists now? Any help or details would be greatly
> > appreciated.
> >
> > Thanks,
> > Mark Smith
> > msmith@aol.com
>
> I know my answer is biased but I say go for a Black Box by CSS. You can't

WHOOOPS! That should be "You CAN use SASI and SCSI interfaces!"

> use SASI and SCSI interfaces, 256 byte sectors, paralel bus printer, RS232
> stadnard modems (up to 19.2kBd) and other goodies. AND bob Puff is still
> in business.
>
> Can't comment too much on the others ATR8000, IDE interface (yes there is
> one!) or the MIO.
>
> Alan
> A previous Black Box owner with 50 megs of HD space
>
>
>
>

4988. Does this cart even exist???

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-16 00:00:00 UTC
From: Jim Klein <jklein@isd.net>
Message-ID: <33A5F800.5663@isd.net>
Source record: 72333

I've posted many times re: me wanting the cart. for Shadow World.

I've seen the cart. rarity list & it says it's common but... nobody has ever seen one that I've dealt with (& I've looked alot & asked many dealers & traders).

Can we pull this cart from the list as it seems it never existed?

4989. Re: Best Hard Disk for 8Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-16 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <5o55r1$4q1@deneb.cs.pdx.edu>
Source record: 72334

```
>> On 15 Jun 1997, MSmith wrote:
>>
>> > What is the best hard disk interface available for the Atari 8 bit.? The
>> > last time I did any hard disk work was on my ATR8000 years ago. Does an
<snip snip>

Hard disk on the ATR8000? Can anybody else corroborate this? My ATR
manual says nothing about hard drives, just how to hook up various types
of floppies.

Alex Chamberlain
chambera@cs.pdx.edu
```

4990. Re: ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-16 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <EBunKA.n4A@iglou.com>
Source record: 72465

Yogi (noone@nowhere.com) wrote:

: Yogi says: Let him do whatever he wants. He's almost as annoying at
: this point as Terry Ortman.

Makes sense, all right. I've usually just let his posts go by. However,
the big question is what everyone would do if he actually tries to sell
copies of the CD?

: The archive just IS. Why burn a CDR of it if its all over the net and
: takes less than 100 MB?

He'd also have to include all of the Umich 8bit stuff as well as stuff
from other places if he expects to fill a CD ROM with around 650 to 700
megs worth, doing what a couple other Atari-related CD ROMs did, by having
both the archive and the unarchived part on the same disk.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

4991. Re: 400/800 Only games

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-16 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970614120649.22370C-100000@fissure.scar>
Source record: 72466

On Fri, 13 Jun 1997, Michael Current wrote:

> The following are reported to me as compatible only with the 400/800, not
> with any XL/XE models. Please report corrections to me!
>
> -Michael
>
> Alley Cat Synapse
> Apple Panic Broderbund
> Aquatron Sierra On-Line
> Astro Chase Parker Brothers
> Atlantis Imagic
> Berzerk Atari
Bezerk works on my 800Xl fine. (the file version)

> Boulders And Bombs CBS
> Claimjumper Synapse
> Choplifter Broderbund
Claim Jumper and Choplifter work fine on my 800Xl.

> Demon Attack Imagic
> Deluxe Invaders Rocklan
> Designer's Pencil, The Activision
Designer's pencil works okay too

> Dreadnaught Factor, The Activision
> Drelbs Synapse
> Forbidden Forest Cosmi
> Fort Apocalypse Synapse
> Frogger Sierra On-Line
Frogger works on the Xl too!

> Galahad And The Holy Grail APX
> Go Hayden
> Gorf Roklan
> Jet Boot Jack English
> Juggler IDSI
> K-Razy Antiks K-Byte
> Mario Bros. ('83) Atari
Mario Bros works fine as well. But I'm not sure of that year though. I
think I had the Mario Bros XE game cart. Can't remember

> Miner 2049er Big 5
> Moon Patrol Atari
MOON PATROL for sure works on ALL XL/XE. I had the cart and the file LONG
time ago.

> M.U.L.E.(early release only)Electronic Arts
> Nautilus Synapse
> Pac-Man Atari
Same with PAC-MAN. BOth cart and file work
> Pool 1.5 IDSI
> Rack 'Em Up Rocklan
> Shadow World Synapse
> Shamus Synapse
> Shamus: Case II Synapse
> Slime Synapse
> Snapper Silicon Valley Systems
> Space Dungeon Atari
> Squish 'Em Sirius
> Story Machine
> Zaxxon 16K DataSoft
> Zaxxon 32K DataSoft

I can't comment on the other ones. but I think Zaxxon worked fine on my
800Xl as well!

Alan

4992. Re: ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-16 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970615220137.2740C-100000@fissure.scar>
Source record: 72467

On Sat, 14 Jun 1997, Tony Ramos wrote:

> In article <01bc787e$8cf96be0$04deedcc@default>, "HOWARD25"
> <HOWARD25@prodigy.net> wrote:
>
> >HEY YOGI WHERE IS YOUR 2600 AND BINARY EXE A-Z GAME FILE FOR THE ATARI
> >8BIT, DID YOU TAKE IT OFF, CAN YOU PUT IT ON AGAIN PLEASE THANK
>
> HEY HOWARD25,
>
> SEE THAT KEY ON THE LEFT MARKED CAPS LOCK PRESS IT there much better now
> look on the right for keys that are not letters they are called
> punctuation. See how punctuation, properly used, makes posts easier to
> read?
>
> Now, on to the content of your message: If you want to talk to Yogi, talk
> to Yogi, not the rest of the civilized world! And, before you point out
> that I'm posting to the world, it's to save you from getting more messages
> like this from everyone else who's annoyed with you.

I hate the UPPER CASE as much as the next guy, but in all fairness, Yogi
does say to post him mail "Attn Yogi" on the c.s.a.8..

(check out Jellystone if you don't beleive me!)

Alan

4993. Re: PLEAAASE! Help ME!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-16 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970615220656.2740D-100000@fissure.scar>
Source record: 72468

On Sun, 15 Jun 1997, Robert Goodwin wrote:

> Alan Christie (94chrisv@scar.utoronto.ca) wrote:
>
> : Error 164 has ALWAYS proved to be a terminal error for me. I have never
> : recovered a file that had an Error 164 with my sector editor.
>
> I've seen a few times when I could actually recover my files, after a
> little looking around on the disk. In one case, the sector kept referring
> to itself, a loop.
>
> However, 164 is usually, as you said, a terminal error. Don't hold your
> breath if you even try to get it fixed.

The Shadow claims to cure almost all error 164s (with dos 2.x and
derivatives) He probably can... just because I could never cure an error
164 doesnt mean it can't be done. It's just i was never able to fix it.

Alan

4994. Re: Best Hard Disk for 8Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-16 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970615220914.2740E-100000@fissure.scar>
Source record: 72469

On 15 Jun 1997, MSmith wrote:

> What is the best hard disk interface available for the Atari 8 bit.? The
> last time I did any hard disk work was on my ATR8000 years ago. Does an
> IDE interface exists now? Any help or details would be greatly
> appreciated.
>
> Thanks,
> Mark Smith
> msmith@aol.com

I know my answer is biased but I say go for a Black Box by CSS. You can't use SASI and SCSI interfaces, 256 byte sectors, paralel bus printer, RS232 stadnard modems (up to 19.2kBd) and other goodies. AND bob Puff is still in business.

Can't comment too much on the others ATR8000, IDE interface (yes there is one!) or the MIO.

Alan
A previous Black Box owner with 50 megs of HD space

4995. Re: Wanted Mac/65

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-16 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33A57B68.5B64@zeus.fh-pforzheim.de>
Source record: 72470

so i can put on my webpage the mac-assembler for downloading without "copyrights"-difficulties??

bye, heaven

4996. Re: 850 pin layout wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-16 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.866452873@math.tu-berlin.de>
Source record: 72471

thor@math.tu-berlin.de (Thomas Richter) writes:

>Hi folks!

>Does anybody have a description of the 850 interface box pin layout - both,
>for the parallel and for the serial output. I lost mine years ago...

Thanks for your superb help! Avoided a lot of trouble, really!

Greetings,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/
/ / / / / / \ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / /____/ / /
_____

4997. Software from cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-16 00:00:00 UTC
From: hale@onet.net
Message-ID: <33a3477a.1365196@news.on-net.net>
Source record: 72472

My apologies if this has been covered before, but was there ever any program that allowed the transfer of the programming in an 8-bit cartridge game to a disk or tape for the 800 or 800XL? I have several old Atari 8-bit computer (not 2600) game cartridges I would like to do this with (if possible)for eventual transfer to a PC for use with an emulator like XL-it.

Thanks,

John Hale

4998. Re: Atari 8-bit to PC and back

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-16 00:00:00 UTC
From: Rieder Rudi <rieder_r@kufgem.co.at>
Message-ID: <01bc7a59$21561960$150101c8@Rieder>
Source record: 72473
Body handling: Inline uuencoded payload not displayed: ataridsk.zip

Kyle Brown <cbel@istar.ca> schrieb im Beitrag
<01bc78aa$e87cd5c0$7097bfcc@default>...
> I have done alot with emulators, in fact I have a hompage about it. But,
I
> was thinking:
> "Can I download Atari computer games and transfer it to a disk that an
> Atari 1050 would read?" I have never delt with Pokey, Ape or anything
else.
> So, if this is possible, please reply.
>
>
this program can format and copy 5,25disks on pc in atari-format...
there is also a (serial?) cable availiable (xformer?),
but I dont know where?

[Inline uuencoded payload not displayed: ataridsk.zip]

4999. FA:Extremely Rare Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-16 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <33A54A14.4E25@administaff.com>
Source record: 72474
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

```
**** Going2 on most items ****
*** New Items Added: Books and Manuals ***
** Includes: ER items by Chalk Board **
* NOTE: There is no buyout option. Please bid on individual items.
Bid on as many as you like, but state bids per item.
Date of initial post: 05/29/97.
Rules at end of post.

|---- Update 06/16/97 ----------------------------------------|
|Atari 400/800 items:

| Hardware | Current High Bid |
|------------------------------------------|------------------|
| Atari
| XM301 Modem 6 - penguin G2
| *** user manual has been located :)
| Chalk Board
| PowerPad & cable (untested) 15 - alfred G2
| connecting cable a bit hacked
| on end which plugs into Powerpad

| Carts (all loose, vg condition) | Current High Bid |
|------------------------------------------|------------------|
| Atari
| CXL4002 Basic Computer Language (ver ?) 2 - king tut G2
| RX8040 Donkey Kong Junior 3 - batman G2
| RX8030 E.T. Phone Home! 1 - riddler G2
| CXL4024 Galaxian 3 - riddler G2
| CXL4018 Pilot Programming Language 10 - alfred G2
| Chalk Board
| 10031A-3 BearJam 30 - alfred G2
| 10042A-3 LogicMaster 30 - alfred G2
| 10016A-3 Micro Illustrator 30 - alfred G2

| ***Books/Manuals ($1 minimum bid/ea) | Current High Bid |
|------------------------------------------|------------------|
| Atari 400/800
| Basic Reference Manual
| Student Pilot Reference Guide
| An Invitation to Programming 2:
| Writing Programs One and Two
| (missing tapes)
| An Invitation to Programming 3:
| Intro to Sounds and Graphics
```

| (missing tapes)
| The Bookkeeper - User's Guide
| (no diskettes)
| Atari Disk Operating System
| Reference Manual - DOS3
| Other
| Rainy Day Activities for the Atari
| by: Nancy Mayer
| publisher: Reston
| Atari Basic - A Self Teaching Guide
| by: Albrecht, Finkel & Brown
| publisher : Wiley
| Atari Games, Compute!'s First Book of
| publisher : Compute! Books

Rules:
I will assign and use an alias for all bidders.
Format will be Going-Going-Gone.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups daily and individuals if requested.
Ties will go to the earliest posting I receive.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.

Mail your bids or inquiries directly to: dennis_cooper@administaff.com

Thank you,

Dennis Cooper
--
dennis_cooper@administaff.com

5000. Re: WANTED: Drive Enhancement

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970617012600.VAA04178@ladder02.news.aol.com>
Source record: 72335

My advice to you is to call Bob Puff at Computer Software services, and get an archiver in decent condition (with a warranty) and youll be helping out one of the few remaining hardware developers for the 8 bit.

The phone number is:

(716) 429-5639 orders
(716) 247-7158 fax
(716) 247-7157 BBS

5001. Price Guide Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: ullera01@ctcnet.net
Message-ID: <5o4qh3$cq5@News.CTCnet.Net>
Source record: 72336

Hi folks,

I recently purchased a working Atari 400. It came with video cord and power cord. It also came with the Pac Man game. It did not have any manuals, joysticks, or any other hardware/software. I paid $15 which I didn't think was too bad. My question is: Is this a fair price or did I get ripped off?

I have the opportunity to buy an Atari 800. It works, comes with cables, but no docs or extras. I can get it for $25. Is this a fair price?

What would be a really cool way to answer these questions would be to have a "Classic Computer Price Guide" like they have for old cars. All makes/models of "classic" computers would be listed along with a rating which told the condition of the machine. Prices would then be given which indicated the accepted value. Such a thing could be an advantage for both buyers AND sellers.

If anybody knows of anything even remotely close to this, I would be grateful to find out. Thanks.

Art

5002. Re: 400/800 Only games

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: "Eric R. Balch" <erbalch@adnc.com>
Message-ID: <01bc7b27$71b8aac0$f90b9ecf@quasar>
Source record: 72337

```
Alan Christie <94chrisv@scar.utoronto.ca> wrote in article
<Pine.GSO.3.95.970614120649.22370C-100000@fissure.scar>...
> On Fri, 13 Jun 1997, Michael Current wrote:
>
> > The following are reported to me as compatible only with the 400/800,
not
> > with any XL/XE models. Please report corrections to me!
> >
> > -Michael
> >
> > Alley Cat Synapse
> > Apple Panic Broderbund
> > Aquatron Sierra On-Line
> > Astro Chase Parker Brothers
> > Atlantis Imagic
> > Berzerk Atari
> Bezerk works on my 800Xl fine. (the file version)
>
> > Boulders And Bombs CBS
> > Claimjumper Synapse
> > Choplifter Broderbund
> Claim Jumper and Choplifter work fine on my 800Xl.
>
> > Demon Attack Imagic
> > Deluxe Invaders Rocklan
> > Designer's Pencil, The Activision
> Designer's pencil works okay too
>
> > Dreadnaught Factor, The Activision
> > Drelbs Synapse
> > Forbidden Forest Cosmi
> > Fort Apocalypse Synapse
I absolutly remember Fort Apocalypse working on my 800XL

> > Frogger Sierra On-Line
> Frogger works on the Xl too!
>
> > Galahad And The Holy Grail APX
> > Go Hayden
> > Gorf Roklan
> > Jet Boot Jack English
> > Juggler IDSI
> > K-Razy Antiks K-Byte
> > Mario Bros. ('83) Atari
```

> Mario Bros works fine as well. But I'm not sure of that year though. I
> think I had the Mario Bros XE game cart. Can't remember
>
> > Miner 2049er Big 5
Miner 2049er Worked fine too... Both the BLUE cart and disk (bootlegged)
version

> > Moon Patrol Atari
> MOON PATROL for sure works on ALL XL/XE. I had the cart and the file
LONG
> time ago.
>
> > M.U.L.E.(early release only)Electronic Arts
> > Nautilus Synapse
> > Pac-Man Atari
Pac-Man worked fine too

> Same with PAC-MAN. BOth cart and file work
> > Pool 1.5 IDSI
> > Rack 'Em Up Rocklan
> > Shadow World Synapse
> > Shamus Synapse
Shadow World AND Shamus worked... Although as I remember Shadow World had
some glitches...
but I think that was from the hack...

> > Shamus: Case II Synapse
> > Slime Synapse
I believe that the Slime cart worked... although I could be wrong (so hard
to remember)

> > Snapper Silicon Valley Systems
> > Space Dungeon Atari
> > Squish 'Em Sirius
> > Story Machine
> > Zaxxon 16K DataSoft
> > Zaxxon 32K DataSoft
>
> I can't comment on the other ones. but I think Zaxxon worked fine on my
> 800Xl as well!
>
> Alan
>
>
>

5003. Re: gem files to pc format

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: lafleurh@aol.com
Message-ID: <19970617035101.XAA19943@ladder02.news.aol.com>
Source record: 72338

In article <33a5a8b2.31166455@news.wvinter.net>, Lafleurh wrote:

>Looking for a graphic converter that will convert Atari gem files to a
>format recognizable on PCs.....
>
>ted slides@abodia.com

There is a shareware program called Graphics Converter for the
Macintosh that will convert from GEM to many PC formats. (actually from
just about any format to any other format). See:
http://www.limkesoft.pingnet.de/

Henry.

5004. Re: PLEAAASE! Help ME!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <EBwKp4.I28@iglou.com>
Source record: 72339

Alan Christie (94chrisv@scar.utoronto.ca) wrote:

: The Shadow claims to cure almost all error 164s (with dos 2.x and
: derivatives) He probably can... just because I could never cure an error
: 164 doesnt mean it can't be done. It's just i was never able to fix it.

There was a program out that I used, that was a regular sector-editor, I
forget the name, that did quite well. It would not only sector-edit, but
also undelete files, search for strings, copy the disk, and other things.

The problem with curing all 164s is that you have to know what you're
doing on the disk, rather than just letting a program do it. I was never
one to be satisfied with letting the program do it all. I wanted to be the
one to do it.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

5005. want Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: J-me <jmemorse@iwaynet.net>
Message-ID: <33A65F5F.272A@iwaynet.net>
Source record: 72340

I am looking for copies of Ali Baba and the 40 Thieves and/or Return of Heracles for the Atari 8 bit emulators...

Both games were built by the programming GOD Stuart Smith....

Both have heavy nostolgic meaning for me...

anyone who can help... please do...

J-me

5006. Re: 400/800 Only games

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: cathryn@junglevision.junglevision.com
Message-ID: <slrn5qbov2.62b.cathryn@junglevision.junglevision.com>
Source record: 72341

In article <01bc7b27$71b8aac0$f90b9ecf@quasar>, "Eric R. Balch" wrote:
>
Most Synapse games didn't work on XL/XE because of a bug in the music routines which were included with most early Synapse games.

5007. Atari stuff 25% off

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5o5pj5$5oa$1@news2.voicenet.com>
Source record: 72342
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers,alt.warez.atari

```
25% off if paid by June 30th 1997

Atari Items for Sale plus shipping

Atari 850 Interface no power supply..................... $39
Atari XMM801 printer.................................... $24
Atari 1020 Printer...................................... $15
Atari XM301 Modem....................................... $15
Atari 410 Program Recorder (tape deck) (2).............. $14
Atari 400 Program Recorder (tape deck).................. $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ................... $ 8 each
Paddles (2 sets)........................................ $12 each
DVE Printer Power Supply Model DV-2412A................. $10
50 5-1/4 diskettes ..................................... $10
50 3-1/2 diskettes...................................... $12.50
.....................................................................

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
```

Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)

Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor Donkey Kong
Missile Command Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

5008. highly interest on xl-invitros...

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33A6E636.3CBC@zeus.fh-pforzheim.de>
Source record: 72343

hi guys!

maybe you have more luck to download the following files then i had...

i am highly interested in the following files:

-quast-copy-party 1997-invitation (inv97_qu.ast) root-dir
-rush hours-partro... in the demo-files-section

they are avaible on the yoshi site... but i can not download them...
yoshi dont want to send me files...

so... if you can manage to download them... PLEASE send them as
soon as possible ;)

thanx...

heaven/taquart

ftp://yoshi.meil.pw.edu.pl/atari8bit

5009. FA:ER Atari 400/800 - new items added

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <33A68DAC.4B63@administaff.com>
Source record: 72344
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

**** Going2 on some items ****
*** New Items Added: Casettes/Diskettes; Books and Manuals ***
** Includes: ER items by Chalk Board **
* NOTE: There is no buyout option. Please bid on individual items.
Bid on as many as you like, but state bids per item.
Date of initial post: 05/29/97.
Rules at end of post.

---- Update 06/16/97 --|
Atari 400/800 items:

Hardware	Current High Bid
Atari
XM301 Modem 6 - penguin G2
incl. user manual
Chalk Board
PowerPad & cable (untested) 15 - alfred G2
connecting cable a bit hacked
on end which plugs into Powerpad

Programs
Carts (loose, vg condition, no docs)	Current High Bid
Atari
CXL4002 Basic Computer Language (ver ?) 2.50 - MrFreeze G1
RX8040 Donkey Kong Junior 3 - batman G2
RX8030 E.T. Phone Home! 1 - riddler G2
CXL4024 Galaxian 3 - riddler G2
CXL4018 Pilot Programming Language 11 - MrFreeze G1
Chalk Board
10031A-3 BearJam 30 - alfred G2
10042A-3 LogicMaster 30 - alfred G2
10016A-3 Micro Illustrator 30 - alfred G2

*** Programs ***
Tapes (vg condition, no docs)	Current High Bid
Atari
CX4108 Hangman 2 - min
CX4112 States & Capitals 2 - min
CX4129 Juggles Rainbow 2 - min
TX9032 Joystick Sketchpad 2 - min

*** Programs ***
Disks (vg condition, no docs)	Current High Bid
Atari
DX5052 Master Diskette 3 2 - min
CX8129 The Home Filing Manager 2 - min
CX8135 My First Alphabet 2 - min
Broderbund
The Print Shop (good condition) 2 - min
incl diskette w/printer driver for
Atari 1020 from Innovative Concepts

*** Books/Manuals	Current High Bid
Atari 400/800
Basic Reference Manual 1 - MrFreeze
Student Pilot Reference Guide 10 - alfred
An Invitation to Programming 1: .50 - min
Casette only: CX4101 - NO MANUAL
An Invitation to Programming 2: 5 - min
Writing Programs One and Two
Includes the 2 Cassette Tapes: CX4106
An Invitation to Programming 3: 5 - min
Intro to Sounds and Graphics
Includes the 2 Cassette Tapes: CX4117
The Bookkeeper - User's Guide 1 - min
(no diskettes)
Atari Disk Operating System 1 - min
Reference Manual - DOS3
Other
Rainy Day Activities for the Atari 2 - min
by: Nancy Mayer
publisher: Reston
Atari Basic - A Self Teaching Guide 3 - min
by: Albrecht, Finkel & Brown
publisher : Wiley
Atari Games, Compute!'s First Book of 2 - min
publisher : Compute! Books

Rules:
I will assign and use an alias for all bidders.
Format will be Going-Going-Gone.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups daily and individuals if requested.
Ties will go to the earliest posting I receive.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.

Mail your bids or inquiries directly to: dennis_cooper@administaff.com

Thank you,

Dennis Cooper
--
dennis_cooper@administaff.com

5010. NEED HELP with broken 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: tagreen@aacvtc.com
Message-ID: <5o6581$qsa@argentina.earthlink.net>
Source record: 72345

I have an 800XL with a recently repaired mother board and I seem to still be getting no video source to come out of it. All I see on my tv is several black wavey lines. I have also replaced the switch box and 75ohm to 300ohm converter to see if that was the problem but no change. I am getting power, the power indicator on the unit is lit. Any suggestions out there as to what it could be??

tgreen@earthlink.net

5011. Anyone have a modem to giveaway?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: hackhell@ripco.com
Message-ID: <5o6g82ijj1@gail.ripco.com>
Source record: 72346

```
i really need a modem that will work with an 800XL, i doesn't matter what
speed, just let me know if you have one...

Thanks

--

hackhell@ripco.com
```

5012. ATARI Equipment, MUST SELL!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: STARFLEET@mcleodusa.net
Message-ID: <33a6d631.20184882@news.mcleodusa.net>
Source record: 72347

cc: comp.sys.atari.8bit@brushtail.hna.com.au
cc: comp.sys.atari.8bit@myriad.alias.net
cc: no.comp.sys.atari.8bit@news.uninett.no

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
connector, original cost $599.00, Joysticks $19.95 each, asking $50.00
or best offer. These SELL AT Video 61 for $49.95 used.

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
manual, power supply, connecting cables, oil, original cost $399.95.
Also have a non-working 1027, can be fixed at any Atari service center,
both printers cost new $399.95 each, asking $100.00 for both of them.
Again, these sell, each $49.95 at Video 61.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
good condition, like new, supports single and dual density modes,
includes power supply, original cost $179.95, asking $75.00. These
sell at Video 61 for $74.95, same price.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers.
Upgrades and replaces the 6502C in the computer with the 16-bit 65C816
CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up
programs as much as 350% faster. The 65C816 processes 4 instructions
per clock cycle (Only the new P6, 80686 Intel chip does that, besides
this), as compared to the 6502 which processes one instruction per
clock cycle. Original cost $249.95. Includes T816 assembler $75.00,
Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks,
valued at $25.00 each. Asking $250.00 for the entire package. These
are not currently available anywhere else that I know of.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific
programs, already wired for Turbo-816 installation, just need to
re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original
cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the
256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for
$59.95.

Supra External 2400 Baud Modem, includes powewr supply, no manual,
Hayes Compatible, requires 850/P:R:/ATR8000, asking $30.00

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED
ONE
BADLY someone has to have one, or a trak double-sided slave drive.
MAKE OFFERS!!

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

Internet Email: STARFLEET@mcleodusa.net

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

5013. FS: Atari 800 Items

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: Anti-Spam-dave@Hellfire.DUsers.Drexel.edu
Message-ID: <Anti-Spam-dave-1706971614460001@ehdup-f1-2.rmt.net.pitt.edu>
Source record: 72348
Cross-posted to: pgh.forsale,pitt.forsale,pa.forsale,comp.sys.atari.8bit,rec.games.video.classic,misc.forsale.computers.other.misc,misc.forsale.computers.other.systems,misc.forsale.computers.printers

I have the following Atari 800 items for sale in the Shadyside section of Pittsburgh.

Atari 800 (dead) and power supply
Atari 1050 disk drive and interface cable (condition unknown)
Atari 1027 printer (condition unknown)

Since the Atari 800 doesn't work, I can't determine the condition of the other items although the physical appearance is just fine. The Atari 800 would be a great source of parts if nothing else.

I'd prefer to sell everything to one person. Make me an offer of what it's worth to you.

Send serious inquiries to me at dave@Hellfire.DUsers.Drexel.edu.

-Dave Slotter

--
Remove the "Anti-Spam-" from my email address to reply.

5014. Re: FS: Atari 800 Items

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: luecknik@world-net.net
Message-ID: <33a6f573.13943247@news.world-net.net>
Source record: 72349
Cross-posted to: pgh.forsale,pitt.forsale,pa.forsale,comp.sys.atari.8bit,rec.games.video.classic,misc.forsale.computers.other.misc, misc.forsale.computers.other.systems,misc.forsale.computers.printers

On Tue, 17 Jun 1997 16:14:46 -0400,
Anti-Spam-dave@Hellfire.DUsers.Drexel.edu (Dave Slotter) wrote:

>I have the following Atari 800 items for sale in the Shadyside section of
>Pittsburgh.
>
>Atari 800 (dead) and power supply
>Atari 1050 disk drive and interface cable (condition unknown)
>Atari 1027 printer (condition unknown)
>
>Since the Atari 800 doesn't work, I can't determine the condition of the other
>items although the physical appearance is just fine. The Atari 800 would be
>a great source of parts if nothing else.
>
>I'd prefer to sell everything to one person. Make me an offer of what it's
>worth to you.
>
>Send serious inquiries to me at dave@Hellfire.DUsers.Drexel.edu.
>
>-Dave Slotter
>
>--
>Remove the "Anti-Spam-" from my email address to reply.
Wit all due respect, there's nothing of value there. Gulp.

5015. Looking for copy of Ultima 3 w/box, docs, etc to purchase

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: "B. Sturk" <bsturk@nh.ultranet.com>
Message-ID: <33A70217.2839@nh.ultranet.com>
Source record: 72350

Anyone know where I can find one???
--
Brian Sturk
Software/Engineer

Curator of The Unofficial Borland C++ Builder Page
http://www.nh.ultranet.com/~bsturk

"Whatever happened to Pong?" Frank Black, The Pixies

5016. Re: FS: Atari 800 Items

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: luecknik@world-net.net
Message-ID: <33a70499.17821294@news.world-net.net>
Source record: 72351
Cross-posted to: pgh.forsale,pitt.forsale,pa.forsale,comp.sys.atari.8bit,rec.games.video.classic,misc.forsale.computers.other.misc, misc.forsale.computers.other.systems,misc.forsale.computers.printers

On Tue, 17 Jun 1997 16:14:46 -0400,
Anti-Spam-dave@Hellfire.DUsers.Drexel.edu (Dave Slotter) wrote:

>I have the following Atari 800 items for sale in the Shadyside section of
>Pittsburgh.
>
>Atari 800 (dead) and power supply
>Atari 1050 disk drive and interface cable (condition unknown)
>Atari 1027 printer (condition unknown)
>
>Since the Atari 800 doesn't work, I can't determine the condition of the other
>items although the physical appearance is just fine. The Atari 800 would be
>a great source of parts if nothing else.
>
>I'd prefer to sell everything to one person. Make me an offer of what it's
>worth to you.
>
>Send serious inquiries to me at dave@Hellfire.DUsers.Drexel.edu.
>
>-Dave Slotter
I publically apologize to Dave for the uncalled for comments I made
earlier on his equipment. Another dumb, foot-in-the-mouth reaction
from yours truely. Sorry, Dave. James Lueck
>
>--
>Remove the "Anti-Spam-" from my email address to reply.

5017. Re: FS: Atari 800 Items

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: Chris DiPetta <chris@lovecrft.demon.co.uk>
Message-ID: <01bc7b6d$42d46a00$d1dc989e@lovecrft.demon.co.uk>
Source record: 72352
Cross-posted to: pgh.forsale,pitt.forsale,pa.forsale,comp.sys.atari.8bit,rec.games.video.classic,misc.forsale.computers.other.misc, misc.forsale.computers.other.systems,misc.forsale.computers.printers

```
But it really is worth $15, tops.

-Chris

luecknik@world-net.net wrote in article
<33a70499.17821294@news.world-net.net>...
> On Tue, 17 Jun 1997 16:14:46 -0400,
> Anti-Spam-dave@Hellfire.DUsers.Drexel.edu (Dave Slotter) wrote:
>
> >I have the following Atari 800 items for sale in the Shadyside section
of
> >Pittsburgh.
> >
> >Atari 800 (dead) and power supply
> >Atari 1050 disk drive and interface cable (condition unknown)
> >Atari 1027 printer (condition unknown)
> >
> >Since the Atari 800 doesn't work, I can't determine the condition of the
other
> >items although the physical appearance is just fine. The Atari 800 would
be
> >a great source of parts if nothing else.
> >
> >I'd prefer to sell everything to one person. Make me an offer of what
it's
> >worth to you.
> >
> >Send serious inquiries to me at dave@Hellfire.DUsers.Drexel.edu.
> >
> >-Dave Slotter
> I publically apologize to Dave for the uncalled for comments I made
> earlier on his equipment. Another dumb, foot-in-the-mouth reaction
> from yours truely. Sorry, Dave. James Lueck
> >
> >--
> >Remove the "Anti-Spam-" from my email address to reply.
>
>
```

5018. FA:ER Atari 400/800 new items added

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <33A7161D.310F@administaff.com>
Source record: 72353
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

```
**** Going2 on some items ****
*** New Items Added: Casettes/Diskettes; Books and Manuals ***
** Includes: ER items by Chalk Board **
* NOTE: There is no buyout option. Please bid on individual items.
Bid on as many as you like, but state bids per item.
Date of initial post: 05/29/97.
Rules at end of post.

---- Update 06/17/97 ----------------------------------------|
Atari 400/800 items:

Hardware | Current High Bid |
-----------------------------------------|------------------|
Atari
XM301 Modem 6 - Penguin G2
incl. user manual
Chalk Board
PowerPad & cable (untested) 15 - Alfred G2
connecting cable a bit hacked
on end which plugs into Powerpad

Programs
Carts (loose, vg condition, no docs) | Current High Bid
-----------------------------------------|------------------
Atari
CXL4002 Basic Computer Language (ver ?) 3.50 - King Tut G1
RX8040 Donkey Kong Junior 3 - Batman G2
RX8030 E.T. Phone Home! 1 - Riddler G2
CXL4024 Galaxian 3.50 - King Tut G1
CXL4018 Pilot Programming Language 15 - Alfred G1
Chalk Board
10031A-3 BearJam 30 - Alfred G2
10042A-3 LogicMaster 30 - Alfred G2
10016A-3 Micro Illustrator 30 - Alfred G2

*** Programs ***
Tapes (vg condition, no docs) | Current High Bid
-----------------------------------------|------------------
Atari
CX4108 Hangman 2 - min
CX4112 States & Capitals 2 - min
CX4129 Juggles Rainbow 2 - min
TX9032 Joystick Sketchpad 2 - min
```

*** Programs ***
Disks (vg condition, no docs)	Current High Bid
Atari
DX5052 Master Diskette 3 2 - min
CX8129 The Home Filing Manager 2 - min
CX8135 My First Alphabet 2 - min
Broderbund
The Print Shop (good condition) 2 - min
incl diskette w/printer driver for
Atari 1020 from Innovative Concepts

*** Books/Manuals	Current High Bid
Atari 400/800
Basic Reference Manual 1 - Batcave
Student Pilot Reference Guide 10 - Alfred
An Invitation to Programming 1: .50 - min
Casette only: CX4101 - NO MANUAL
An Invitation to Programming 2: 5 - min
Writing Programs One and Two
Includes the 2 Cassette Tapes: CX4106
An Invitation to Programming 3: 5 - min
Intro to Sounds and Graphics
Includes the 2 Cassette Tapes: CX4117
The Bookkeeper - User's Guide 1 - min
(no diskettes)
Atari Disk Operating System 1 - Batman
Reference Manual - DOS3
Other
Rainy Day Activities for the Atari 2 - min
by: Nancy Mayer
publisher: Reston
Atari Basic - A Self Teaching Guide 3 - min
by: Albrecht, Finkel & Brown
publisher : Wiley
Atari Games, Compute!'s First Book of 2 - min
publisher : Compute! Books

Rules:
I will assign and use an alias for all bidders.
Format will be Going-Going-Gone.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups daily and individuals if requested.
Ties will go to the earliest posting I receive.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.

Mail your bids or inquiries directly to: dennis_cooper@administaff.com

Thank you,

Dennis Cooper
--
dennis_cooper@administaff.com

5019. Re: FA:Extremely Rare Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1706971631500001@nntp.netgate.net>
Source record: 72354
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <33b0b0e5.4140207@news.earthlink.net>, zzyzx97@earthlink.net wrote:

> On Mon, 16 Jun 1997 09:13:40 -0500, Dennis Cooper
> <dennis_cooper@administaff.com> wrote:
>
> >| RX8030 E.T. Phone Home! 1 - riddler G2
> Now here is the most extremely rare cart ever produced. HEH, HEH,
> chuckle, chuckle. Well, one thing is for certain, it was the worst
> ever produced.

Next up: An auction of Star Raiders.

A good game, to be sure, but it's the Combat of the Atari 8-bit
world. But *this* Star Raiders cart is Extremely Rare, since it's
the only copy in existence on which I ever wrote my name in permanent
black ink...

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
Now coming at ya from our new house...
Virtual Tour: http://www.netgate.net/~ziggy29/hometour.html

5020. Re: Software from cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1706972205170001@206.144.237.80>
Source record: 72355

In article <33a3477a.1365196@news.on-net.net>, hale@onet.net (John Hale) wrote:

> My apologies if this has been covered before, but was there ever any
> program that allowed the transfer of the programming in an 8-bit
> cartridge game to a disk or tape for the 800 or 800XL? I have several
> old Atari 8-bit computer (not 2600) game cartridges I would like to do
> this with (if possible)for eventual transfer to a PC for use with an
> emulator like XL-it.

If you can boot DOS with the cart in (normal language carts for instance), you can can copy the cart to disk by doing a binary save from DOS of the cart address range ($A000 thru $BFFF for 8k; $8000 thru $BFFF for 16k). The image file can be run as is by an emulator that can load cart images.

Carts that prevent DOS from loading (i.e., games) cannot be copied this way. However, there are a number of programs both commercial (The Pill, The Impersonator, others) and noncommercial (DMPCRT from Compuserves 8-bit library, and others) which can. Techniques vary, but often it involves inserting the cart after booting and starting the copy program--not for the faint-hearted :-). Also, the commercial products usually prepend or append some extra code which must be stripped out before using with an emulator. The commercial ones tend to be more reliable in my experience.

Note: Many of the later carts used bank-select techniques and cannot be copied using the techniques outlined above. It's presumably possible, but I personally don't know how. Rainbow (Mac or Windows) can run (at least) OSS SuperCarts which used this scheme.

Mark

5021. ST to XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: RAUKAMP@dame.de
Message-ID: <c17f01be.3681.284b@raukamp.dame.de>
Source record: 72356

Hi all!

I have the chance to get an original Atari 5 1/4"-Discdrive for the ST.
I want it for exchanging files between my STe and my 130XE/800XL, but I'm not
sure if this is possible ... :(

So does anyone know if there's a program that makes exchanging files possible?
Is it possible to write the 8-Bit-disc-format with a ST on a 5 1/4"-disc?

Thanx for an answer :)
--
cu -- thomas -- fonfax (+49)4331849337 -- atariMSTE -- atariJAGUAR -- atari130XE

// THE_DOT V2.23 Regist. //

5022. Atari show on July 26

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: david moeser <erasmus@one.net>
Message-ID: <Pine.LNX.3.95.970617042148.23827A-100000@shell.one.net>
Source record: 72357

Word has been received that this year's MIST Atari show will be held on Saturday, July 26, in Indianapolis, Indiana. The organizers say this show, the ninth annual, will be the final one.

This year MIST is moving to the Post Road Community Center, 1313 South Post Road, on the east side of the Indianpolis area. The new location is between I-70 and I-74, outside the I-465 circle freeway.

Show hours are 10 am to 3 pm, Indiana time. Admission is one dollar. In past years this show has had displays by vendors, hardware and software developers, magazine publishers, and users groups. All kinds of Atari computers and related products can be found at these shows.

Organizers of the show are: Charlie Sears (317-535-4829), csears at doe dot state dot in dot us. Jeff Hammer (317-244-8492), jghammer at indyunix dot iupui dot edu. Stu Huffman (812-988-7558), shuffman at doe dot state dot in dot us.

5023. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-17 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_866535462@rtfm.mit.edu>
Source record: 72358
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: June 16, 1997

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

------------------------------

Subject: Introduction

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete
subscription or ordering information should be given, including prices.
```

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection.

Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*. If there is no copyright notice, software must be considered Freeware rather than in the Public Domain.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of my more prominent sources:
- Atari Classics, published by Bob Woolley
- New Atari User, published by Page 6 Publishing (Les and Sandy Ellingham)
- Classic Computing, published by the Historical Computer Society

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

AMC & Portronic (Armin Stuermer)
Froebelstrasse 14a
D-65203 Wiesbaden
Germany
tel: +49 611/9600975
Developer: Portronics hardware: Uni Pad, Power Pad, Stereo Blaster/Phaser,
Herbert; AMC software

American Techna-Vision (Ralph Maddox)
15338 Inverness St.
San Leandro CA 94579
USA
tel: (510) 352-3787
mailto:rmax99@ix.netcom.com
Vendor: new hardware (parts)

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Artacyis Software (James Catalano)
639 W Grace St Apt 336
Chicago IL 60613-4005
USA
tel: (312) 248-6065
Developer: over 60 original game titles

AS
See: Mirage

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
Mailbox: +49 5439 3265 Online: Mon.-Fri.: 19.00h - 06.45h (MEZ)
Sat.+Sun.: 15.00h - 06:45h (MEZ)
mailto:wburger@cww.de
http://home.t-online.de/home/WBurger/
Developer: various hardware and software
Publisher: ABBUC Magazin (disk magazine)
Repair Shop.

Atari Classics (Bob Woolley, Editorial Director)
1161 Bay St
Alameda CA 94501-3911
USA
mailto:rwoolley@ix.netcom.com
mailto:75126.3446@compuserve.com
mailto:rwoolley@pacbell.net
Publisher: Atari Classics (print magazine)
Published no more than six times a year
Software disks will be distributed every second issue
6 Issues 12 Issues 18 Issues

USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

Avalon
See: L.K. Avalon

Subject: B

B&C ComputerVisions
1725 De La Cruz Blvd Ste 7
Santa Clara CA 95050-3011
USA
tel: (408) 986-9960 Phone Orders: Tue - Fri 10am-6pm
FAX: (408) 986-9968 Store Hours: Thur & Fri 10am-6pm / Saturday 10am-5pm
http://www.myatari.com/

Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Marlin Bates, IV (Fuji-dom)
mailto:mbates@s3.sonnet.com
http://www.stocko.com:80/Fujidom/
Vendor: used hardware, used software

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

Steve Birmanns and Matthias Belitz
Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
Developers: MSC IDE-Harddisk-Controller

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA

tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
mailto:bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,
Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card,
ISA<->Atari interface card, Connector for above

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mailto:itayc@hotmail.com
Developer: Ice-T XE v. 2.72, Ice-T 1.1 (48K)

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Pl N
Minneapolis MN 55427-2259
USA
Developer: various software

Classic Atari OnLine (online magazine)
See: David Schmudde

Classic Computing (print magazine)
See: Historical Computer Society

Closer To Home Enterprises (CTH) (Tom Hunt)
BBS: (419) 368-4413, 3-14.4, USR
mailto:tomhunt@bright.net
http://www.bright.net/~tomhunt/
Developer: SparaDOS 3.2 utilities: Sound Utility, Term80 Version 1.6,
Hyper-Desktop (Under Construction), Long-Integer Library, Armorizer,
Shell For Sparta 3.2d, Shell For Sparta 3.2g/gx, SelF eXtraction Utility,
Read It, Snapshot 3.3m, Disk Fragmentation Displayer, Filenote Utility,
HELP Maker (MAC/65), Zip-Compatable CRC32 File Checker.
Sponser of the QWKNET known as the Independent Atari 8bit Network (IA8N)

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair shop.

Computer Dungeon
tel: (708) 547-7085
Vendor: used hardware

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services (CSS)
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyber Networking (Nelson Nieves)
1621 Green St Unit 2B

Philadelphia PA 19130-3909
USA
mailto:nelson@cybernetworking.com
Developer: Atari 8-bit--SpartaDOS Project
Project Disk 1: Cls, ChkDisk, Code, Cold, Compare, DelTree, EOLCmp, ExPrint,
FAtr, FTD, Reset, Tree, TSplit, UnDel, WipeDisk, WipeFile, xErase, xPeek,
xPoke, xType;
NN Tools

Subject: D

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

D'Antiques (Dan Dotson)
mailto:dand1@azstarnet.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Nir Dary
19185 Castlebay Ln
Northridge CA 91326-1046
USA
tel: (818) 831-2353 evenings only
mailto:nirdary@pacificnet.net
http://www.pacificnet.net/~nirdary/palntsc/palntsc.htm
Developer: PAL/NTSC Upgrade

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DATABYTE Hard- & Softwareservice
Firma Matthias Faust
Fanny-Lewald-Ring 102
D-21035 Hamburg
Germany
Tel: +49-(0)40-735 21 84
Fax: +49-(0)40-735 57 80
BBS: +49-(0)40-735 57 80 (a lot of XL/XE-Software for download)
mailto:databyte@computer4u.com
mailto:databyte@databyte.hh.eunet.de
http://ourworld.compuserve.com/homepages/matzi
Vendor: hardware and software

Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DataQue (NO LONGER REACHABLE???)
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
mailto:dataque.1@genie.com
mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM, Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit, Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

David M. Deaven
mailto:deaven@ishmael.ameslab.gov
http://www.public.iastate.edu/~deaven/Software/top.html
Developer: Atari IRG (InfraRed Gateway) 0.1 (hardware/software project)

Digi-Key
701 Brooks Ave S
Thief River Falls MN 56701-2723
USA
tel: 1-800-344-4539 Orders
tel: (218) 681-6674
FAX: (218) 681-3380 Orders
FAX: (218) 681-3380
http://www.digikey.com/
Vendor: general electronic parts

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Electronics and Computers Surplus City (ECSC)
1490 W Artesia Blvd
Gardena CA 90248-3215
USA
tel: 1-800-543-0540
tel: (310) 217-8021
FAX: (310) 217-0950
BBS: (310) 217-1922
mailto:ecsc@caprica.com
http://www.eio.com/
Vendor: general electronic parts

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302

Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:emulators@msn.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer 3.6, Xformer 96, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Evangelo's Softwares (Angelo Vahatouras)
27 Stiles St
Elizabeth NJ 07208-1902
USA
tel: (908) 558-9518
mailto:evangelos@prodigy.net
mailto:stls88a@prodigy.com
Vendor: commercial software

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (907) 456-3700
Vendor: hardware, software

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

Fine Tooned Engineering (FTe) (Mike Hohman)
PO Box 31270
Mesa AZ 85275-1270
USA
mailto:ftooned@crl.com
**** NOTE: Many complaints that hardware paid-for has not been delivered, and
that Mike is unreachable
Developer: Action! Language Cart, Action! Runtime Libraries Disk, Action!
Language Toolkit Disk, BASIC XE Language Cart, BASIC XL Language Cart, BASIC XL

Runtime Libraries Dsk, BASIC XL Language Toolkit Disk, Express! Terminal Super/Cart, Flashback! HD Backup Software, MAC/65 Language Cart, MAC/65 Language Toolkit Disk, MIO 130XE Extender Card, Atari 850 Style Modem Cable, The MARS 8 Enhancement Board, Newell 256KXLE Memory Board, Newell 65XE 1MB Memory Board, Newell 130XE Memory Board, Newell 800/1200 XL Memory Brd, Omnimon! OS Upgrade for 800, Omnimon! OS Upgrade for XL/XE, Omniview 256K OS Upgrade, Omniview XL/XE OS Upgrade, P:R: Connection, Atari 850 Style Printer Cable, RamRod OS RAM/ROM Card for 800, Ramrod Triple OS for XL/XE's, R-Time 8 Clock Cart, Sweet 16 Upgrade Board ('816), SpartaDOS 3.2, SpartaDOS X Super-Cart, SDX Upgrade ROM, US Doubler

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/david/
Developer: Alien Encounter, Superman, Test Computer Language, UltraSpeed Copier 2.3, 1050 Menu - MultiBoot Variety, Atari800 Emulator 0.8.0

Friedland Computer Systems, Inc. (Nolan Friedland)
tel: (612) 689-0880
mailto:quinn@sliders.com
Vendor: hardware and software

Ron Fries
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Games+
610 North Alma School Rd.
Chandler, AZ 85224
United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

Dean Garraghty (DGS)
62 Thomson Ave.
Balby
Doncaster

DN4 0NU
England
tel/FAX: +44-1302-855-026 (9AM to 6PM BST/GMT only please!!)
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast
Publisher: News-Paper (print magazine)
UK: #6.00 / 4 issues
Europe: #8.00 / 4 issues
USA: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
mailto:iig05-1@htw.uni-sb.de
http://myst.slcc.edu/~markus/
Developer: XL-it! 0.20

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies,
Guntris, Tag!

Subject: H

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
mailto:jharris@cybergate.com
Developer: MAE assembler 1.0

Highlander Soft (Raimund Altmayer)
See Also: Micro Computer Service
Konz, Germany
Developer: Turbo-BASIC-XL, IDE hard disk interface

Mike Hill
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

Historical Computer Society (HCS) (David A. Greelish)
3649 Herschel St
Jacksonville FL 32205-9060
USA
mailto:historical@aol.com
http://www.cyberstreet.com/hcs/hcs.htm
Publisher: Classic Computing (quarterly print magazine, ISSN:1074-2557)
US$14/year or $3 for a sample issue, USA
US$16/year Canada
US$20/year International
US$3 sample issue

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair shop.

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

---

Subject: J

Jameco Electronics
1355 Shoreway Rd
Belmont CA 94002-4100
USA
tel: 1-800-831-4242
tel: (415) 592-8097
FAX: 1-800-237-6948
FAX: (415) 592-2503
BBS: (415) 637-9025
mailto:info@jameco.com
http://www.jameco.com/
Vendor: general electronic components, computer products
Developer: Atari 400/800/800XL/130XE power supplies

JDR Microdevices
1850 S 10th St
San Jose CA 95112-4108
USA
tel: 1-800-538-5000 24 Hour Toll Free Ordering
FAX: 1-800-538-5005 Fax Orders
tel: 1-800-538-5002 Technical Support
tel: (408) 494-1400 local phone number
USA
http://www.jdr.com/
Vendor: general electronic parts

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kaiser Soft (Markus Romer)
Schiefersteinstr. 10
D-55606 Kellenbach

Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software (Polensoft games)
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
FAX: -659-34-14
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas)
4267 Midway Dr
Salt Lake City UT 84120-6035
USA
tel/FAX: (801) 967-7400
BBS: (801) 967-8738 The Repair Shop BBS up 24hr 3-19.2 "Hayes Ultra"
mailto:bobkla19@mail.tcd.net
Vendor: used hardware and software
Developer: BBS Express! Professional v5.0b, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks,
KPI Hard Disk Drive Interface
Repair Shop.

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
Developer: SIO2PC 4.13

KE-Soft (Kemal Ezcan)
Frankenstrasse 24
63477 Maintal
Germany

tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Zador, Drag, Sogon, Zebu-Land, Dredis, Techno Ninja, Cultivation, Chromatics, Oblitroid, Tobot, Bros, Donald, Saper, Tactic, Zador II, Atomit II, Tecno Ninja, Fisher-Technik interface, The Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Konrad M. Kokoszkiewicz (Draco) and Jacek Zuk
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
mailto:conradus@plearn.edu.pl
http://www.orient.uw.edu.pl/~conradus/atari.html
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol description, A proposed standard for Atari executable relocatable file, DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s, CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE, XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Chris Lam
mailto:chris@shenleyfields.demon.co.uk
http://www.shenleyfields.demon.co.uk/
Developer: Rainbow 1.3a (for MacOS), Rainbow 95 1.36 (for Windows 95/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando, Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge with 64KB or 128KB RAM with battery), Centronics interface: Microprint, all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044, Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa, Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus, Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change, Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb, Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums), Chaos Music Composer, Geometria (education), Kurs Fizyki (education), Panther (text editor), Quick Assembler (with some other tools), Szperacz Dyskowy (disk monitor)

London Atari Computer Enthusiasts (LACE)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
mailto:halliwee@ts436.dyess.af.mil
mailto:e.halliwell@genie.com
Developer: FlickerTerm 80, ColorViewSquash, ColorSquashView, EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu, Link Basher, MazeWar 3D, Cliff Diver

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Subject: M

Ivan Mackintosh
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Freddy Offenga, a.k.a. Frankenstein)
P.O. Box 164
8800 AD Franeker
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:offen300@hio.tem.nhl.nl
Publisher: Mega Magazine (disk magazine) -- freeware

Micro Computer Service
See Also: Highlander Soft
Mainz, Germany
Developer: Turbo-BASIC-XL

Micro Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 4pm-8pm Mon-Fri
FAX: 0121-352-1669
mailto:101755.2443@compuserve.com
http://ourworld.compuserve.com/homepages/derekfern/
Vendor: new/used hardware, commercial software
Developer: Arcade Fruit Machine, Blinky's Scary School, Jockey Wilson's Darts, Mirax Force, Ninja Comando, Sidewinder, Cavernia, Las Vegas Casino, Mission Shark, Stack up, Speed Ace, Last Guardian, Tagalon, Print Lab, Print Works (1029 text processor), Victorgraph (1020 printer utility pack), Superscript (word processor), Atari Disk Drive Interface (for 3.5 drive units), Atari 1050 Write Protect Switch System, tape Turbo Tharger, Rambit High Speed Tapes.
MAJOR ATARI PARTS SOURCE

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank, Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor, Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,

Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman, Around the Planet, Rockman, Starball, Crypts of Egypt
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

Moonsoft
See: Black Moon Systems

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States

Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software
c/o Bill Kendrick
1530 Armstrong Ave #47
Novato CA 94945-2513
USA
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/nbs/
Developer: demos: Bob Test, Color Bars, Cells, DAN15, DAN9A, Didi 7, DollMan, Fire, Happy Mondays, James Brown, Knives and Forks, Stars, Stimpy, T-1000. games: Bombi, Balloonier, Boom!, Chicken, Cooltris, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: File Selector 0.4, MuxChat, Colorizer 1.1, DigiPlay Menu, Equation

News-Paper (print magazine)
See: DGS

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
c/o S.J. Murray
P.O. Box 11903
Westhill
AB32 6GE
Scotland
Publisher: Futura (quarterly newsletter on disk)
4-issue/6-disk subscription: #10

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Nybbles & Bytes
See: Phoenix Atari Connection (PAC)

Subject: P

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54
Stafford
ST16 1DR
England
tel: 01785 241153
Vendor: commercial/PD/freeware/shareware
Developer: 800XL Field Service Manual, 130XE Field Service Manual, 10 Print, Enigmatix!, 10th Anniversary Demo, Mini Office II, Transdisk IV, The Big Demo
Publisher: New Atari User (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

David A Paterson
4900 Doherty Ave
Montreal QC H4V 2B2
Canada
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

PD-Magazin
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB)
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States

tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Phoenix Atari Connection (PAC)
PO Box 67511
Phoenix AZ 85082-7511
USA
http://www.inficad.com/~bosco/
mailto:irata@aztec.asu.edu (John Collins)
Vendor: PD/freeware/shareware (formerly NWPAC's Disk Library)
Publisher: Nybbles & Bytes (6 issues per year)
USA residents - $12.00 per year
Canada & Mexico - $15.00 per year
Overseas - $22.00 per year (standard)
Overseas - $28.00 per year (Air Mail)
Sample Issue - $2.00

Pokey Magazine (print magazine)
See: Stichting Pokey

Portronics
See: AMC

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St
Winter Springs FL 32708-4341
USA
mailto:74030.2020@compuserve.com
mailto:potterj@real3d.com
mailto:jdpotter@worldnet.att.net

Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support
Disk 2, S.A.M. (Screen Aided Management) 80 column Desktop System, S.A.M.
Budget (spreadsheet), S.A.M. Utilities 1, S.A.M. Designer (DTP), Quick Ed (chr
set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Bob Puff
See also: Computer Software Services
See also: Wordmark Systems
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
mailto:76702.1076@compuserve.com
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

R.A.M.
c/o Andreas Magenheimer
Diehlgartenstr. 12
D-67591 Wachenheim/Zellertal
Germany
Vendor: PD/freeware/shareware

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software
systems design, developement, and coding; Media conversion from magnetic to
optical and imaging; Consulting on system purchases and requirements; Film
production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Larry Richardson
6043 Dairy Rd
Baker FL 32531-8729
USA
mailto:richard5@eglin.af.mil
Developer: VTEX

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

Torsten Schallt (King Kong)
Developer: hardware for your XL and your 1050

David Schmudde
mailto:dschmud@heartland.bradley.edu
http://ourworld.compuserve.com/homepages/dschmud/fcao.htm
Publisher: Classic Atari OnLine (online magazine)

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@pi.net
Vendor: the POOLDISK PD/freeware/shareware CD-ROM (1.0)

Shadow Software (Dave Hunt, The Shadow)
16016 SE Division St Box 19
Portland OR 97236-1999
USA
mailto:mratari01@aol.com (The Shadow)
mailto:bensmith@teleport.com (Bravo Sierra Computers)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
BBS: (503) 761-9074 (ACE of America)
Developer: Carina BBS

Sikorsoft
Developer: Cyborg, Fire Stone

Richard Smith
P.O.Box 71017
16655 Yonge Street
Newmarket
Ontario
Canada L3X 1Y8
mailto:richs@interlog.com
http://www.interlog.com/~richs/atari.html
Vendor: commercial software (plus a bit of new hardware)

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Lenard Spencer
2513 Healy Dr
Orlando FL 32818-3109
mailto:xeboard@aol.com
mailto:lenspencer@aol.com
http://members.aol.com/xeboard/
Developer: HyperSpeed (high-speed R: handler for Multi-IO and Black Box interfaces), XE-Board (BBS program), Forem-XE Pro (BBS program)

STAK Atari (print magazine)
See: Revista STAK Atari

SteveR's Classic Cartridges (Steve Reed)
mailto:Stever@on-ramp.ior.com
http://prowlers.net/stever (Updated Videogame page)
http://www.ior.com/~stever (Classic Cart Web Page)
BBS: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://woodland.net/wdm/STeves/
Vendor: new/used hardware, new/used commercial software

Stichting Pokey = Pokey Foundation (Fred Meijer)
Postbus 798
NL-3100 AT Schiedam
The Netherlands
Vendor: new hardware, commercial software, books
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip), t-shirts with Atari 8-bit game motives on them
Publisher: Pokey Magazine (print magazine)
50 guilders / year (6 issues, bimonthly)

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de

http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@closer.brisnet.org.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Vendor/Developer: education related

Toad Computers
570 Ritchie Hwy
Severna Park MD 21146-2925
USA
9:00AM - 7:00PM Monday-Friday; 10:30AM - 6:00PM Saturday; Closed Sunday
tel: (410) 544-6943 Voice
FAX: (410) 544-1329 FAX
tel: (410) 544-5354 Tech Support
mailto:info@toad.net mailto:orders@toad.net mailto:service@toad.net
http://www.toad.net/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
See: Kaiser Soft

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF

BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@nacs.net
http://www.nacs.net/~classics/
Developer: Atari Peripheral Emulator (APE) 1.10, APE ProSystem 1.50,
Imagic 1.04, APE Warp+ OS

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
NE28 6DQ
United Kingdom
tel: (0191)-2710086
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following P&P:
UK #1.50
Europe #2.50

USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (612) 462-2500 24 Hours
FAX: (612) 449-0488
Vendor: new/used hardware, new/used software

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (216) 843-8815 24hrs

mailto:vga2000@ix.netcom.com (preferred)
mailto:vga2000@io.com
mailto:dw901@cleveland.freenet.edu
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vogtlander (Helmut Weidner)
Vendor: hardware and software

Subject: W

Wacko Software
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, Bobterm 1.2 and several others

Wordmark Systems (Charles Marslett and Bob Puff)
See also: Bob Puff
mailto:chasm1@village.ios.com (Charles Marslett)
mailto:chasm@bix.com (Charles Marslett)
mailto:76702.1076@compuserve.com (Bob Puff)
Developer: MYDOS 4.53

Subject: Z

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

5024. Re: Atari 8-bit to PC and back

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-18 00:00:00 UTC
From: kerokitty@aol.com
Message-ID: <19970618012101.VAA19889@ladder02.news.aol.com>
Source record: 72359

Use APE. The best by far and please register so that we may support the author for his continued efforts. If you have any questions, Steve, the author of APE will usually respond within 2 days. He is a busy guy!

Long live Atari 8-Bit!

Reggie

5025. Atari Software FS

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-18 00:00:00 UTC
From: cdhoste@aol.com
Message-ID: <19970618052600.BAA15169@ladder02.news.aol.com>
Source record: 72360

Atari items for sale. I'll pay one half the shipping and handling costs
but NOT the C.O.D. charge. If you don't believe the prices are fair I am
willing to listen to your offer. Enjoy!

1) The Hitchhiker's Guide to the Galaxy --Infocom text game. Original box
and manuals. Check it
out the props are still in the box! Price $5 SOLD!

2) Flight Simulator II --subLogic flight simulator. Original box and
manuals. Including the
nav charts. Price $10

3) AtariWriter and Atari Proofreader --the classic word processor and a
dictionary program.
Original manual including the quick reference sheet for the AtariWriter
but no documentation for
the Proofreader and no box. Price $20

4) Movie Maker --an animation construction set by Electronic Arts.
Original manual and box.
Price $10

5) 5"1/4" Lockable Disk Organizer with disks and key! --a grab bag of
software everything from Antic Magazine
disks to games like Mail Order Monster and Summer Games both classic 80's
computer games.
Price $20

6) Atari 1010 Cassette drive --not sure if it works but power supply and
light seems to work. Also
included is the data cable and a conversational French program. Has sound
and original box and
manual. If anything this is the first multimedia device for the Atari!
Price $10

7)Atari 1027 Daisy Wheel printer --not sure if it works but power supply
and light seem to work.
Also included is the data cable. Price $10

5026. Re: Price Guide Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-18 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <33b273d2.11677086@news.earthlink.net>
Source record: 72361

>Hi folks,
>
>I recently purchased a working Atari 400. It came with video cord and power
>cord. It also came with the Pac Man game. It did not have any manuals,
>joysticks, or any other hardware/software. I paid $15 which I didn't think
>was too bad. My question is: Is this a fair price or did I get ripped off?
You got reamed, man. I wouldn't pay a dime more than $14.50 for a 400,
unless it had E.T. in the cart slot.
>
>I have the opportunity to buy an Atari 800. It works, comes with cables, but
>no docs or extras. I can get it for $25. Is this a fair price?
No extras? Another rip-off. I think they should throw in a couple
dozen ER carts, and a dozen bagels.
>
>What would be a really cool way to answer these questions would be to have a
>"Classic Computer Price Guide" like they have for old cars. All makes/models
>of "classic" computers would be listed along with a rating which told the
>condition of the machine. Prices would then be given which indicated the
>accepted value. Such a thing could be an advantage for both buyers AND
>sellers.
>
>If anybody knows of anything even remotely close to this, I would be grateful
>to find out. Thanks.

Great Idea. For a start we know that:
$14.50 is fair for a 400.
$25 is fair for an 800 w/extras.
>
>Art

ZZyzx

"Me, indecisive? I'm not so sure about that."

5027. FS: Vintage Computer Books

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-18 00:00:00 UTC
From: dastar@crl.com
Message-ID: <5o81k2nde2@nnrp1.crl.com>
Source record: 72362

Collector's Book Sale!

I've decided to share a recent used bookstore find with other collectors of vintage computer stuff.

These are all books published by Franklin Watts in a series called "Computer Literacy Skills". All the books in the series were written by Christoper Lampton. They are hard bound with paper covers. The books themselves are in mint condition, but the covers range from mint to very good (some tears). They are all copyrighted in 1984/1985. The best books will be sold on a first-come, first-served basis. These are really nice books, and I am keeping a set for myself.

The titles are:

Graphics and Animation on the TRS-80 Models I, III and 4

Graphics and Animation on the Atari 800, 400, 1200XL, 800XL, and 600XL

Graphics and Animation on the Commodore 64

6502 Assembly-Language Programming for Apple, Commodore, and Atari Computers

Z80 Assembly-Language Programming for Radio Shack, Timex Sinclair, Adam, and CP/M Computers

PILOT for Beginners

FORTH for Beginners

I have a total of 38 of these books in different assortments. I am selling each book for $4.00 each. Buy all seven titles for $24.00 (in other words buy six and you get one free).

All books will be shipped in a protective cardboard container to preserve their superb condition. Shipping charges are bourne by the buyer.

If interested, please send e-mail to dastar@crl.com for more information on ordering and shipping charges.

--

Sam

Computer Historian, Programmer, Musician, Philosopher, Athlete, Writer, Jackass

5028. Re: Best Hard Disk for 8Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-18 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <EByp3D.5nA@iglou.com>
Source record: 72363

In message <5o55r1$4q1@deneb.cs.pdx.edu>,
chambera@cs.pdx.edu (Alex Chamberlain) wrote:
>
>>> On 15 Jun 1997, MSmith wrote:
>>>
>>> > What is the best hard disk interface available for the Atari 8 bit.? The
>>> > last time I did any hard disk work was on my ATR8000 years ago. Does an
><snip snip>
>
>Hard disk on the ATR8000? Can anybody else corroborate this? My ATR
>manual says nothing about hard drives, just how to hook up various types
>of floppies.
>
I haven't actually seen an ATR8000, but I understand it needed an
optional interface board to connect hard disks. If I'm not mistaken,
the ATR was connected to the SIO port and would be no faster than an
Atari floppy drive. The best interface would probably be the Black
Box from CSS, if it is still available. Bob Klaas sometimes reads
this newsgroup; he might sell you a K-Products interface. Then there
is the SIO2PC, which lets the Atari use the hard drive in a PC.

--
Bill Marcum bmarcum at iglou dot com
"I'm looking at PAGES AND PAGES of stuff even the Franklin Mint couldn't
give away for free." -- K. Mennie

5029. Re: highly interest on xl-invitros...

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-18 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33A8323B.7EE7@zeus.fh-pforzheim.de>
Source record: 72364

thanx a lot... got the files...

papa, heaven

5030. Atari Graduate Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-18 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <33A7F75F.A16BD69D@aol.com>
Source record: 72365
Cross-posted to: rec.games.video.atari,comp.sys.atari.advocacy,comp.sys.atari.8bit,rec.games.video.advocacy,rec.games.video.classic,rec.games.video.misc

Hi,

For those into Atari and wanting new and fresh images of never
before seen Atari product prototypes and vaporwares, please stop by and
check out this web site. Last night several new images were added such
as a never before image of peripherals for the Atari Graduate keyboard
like: Wafer Drive, Modem, RAM expander, Thermal Printer. Images of
the 5200 "System X" prototype and cartridges. Also many many unseen
images of other Atari items such as rare 8-bit computers, ST prototypes,
stand alone systems, even an Atari California License Plate! Stop by
and take a look and the would been, could been of Atari....

http://members.aol.com/cvendel/vaporware.html

Curt

5031. Re: Software from cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-18 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33a7fe9d.413596@news.injersey.com>
Source record: 72366

I use Omnimon (for everything, it seems). Since it becomes the OS, you put the cart in and boot into omnimon, just dump the memory.

To dump bank select carts requires a program to switch the bank and dump it to disk which can later be loaded back in and saved to work in the emulators. I havent gotten this to work yet, however. No one has been able to nail down how to switch the banks, and I have no need for basic xe on the emulator anyway, since I can use it on my 800xl.

5032. ape-face

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-18 00:00:00 UTC
From: larry5@webtv.net
Message-ID: <5o9co3$m69$1@newsd-102.bryant.webtv.net>
Source record: 72367

wanted an ape-face converter made by digital device corp. it is used to
convert ibm components to an atari system. if you have one or know where
ican purchase one contact me here or by e-mail.
larry5@webtv.net
thank you much.

5033. 2 BBSses are offline in the Netherlands

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-18 00:00:00 UTC
From: Bernard Kok <bernard@becotel.demon.nl>
Message-ID: <1368.7108T1395T695@becotel.demon.nl>
Source record: 72368

Hello ALL Atari 8bit freaks,

I have some BAD NEWS from 2 Pro BBSses in the Netherlands :

The flowwing BBSses wil be OFFLINE untill we will inform you that
we are back ! ! !

This is about those 2 BBSses :

BECO TEL +31-20-6326859
Node: 176 Baud: 300-14.4 Vers: 5.0b
Location: Amsterdam, The Netherlands
Sysop: Bernard Kok
E-Mail: bernard@becotel.demon.nl
HomePage: http://www.becotel.demon.nl/

Atari Inside +31-182-352755
Node: 476 Baud: 1200-14400 Vers: 5.0b
Location: Bergambacht, The Netherlands
Sysop: Sysop*Marius
E-Mail: pokey@dds.nl
HomePage: http://huizen.dds.nl/~pokey

We both have some problems with the HardDisk, so it can take week
or month's or maybe longer..

So please take a NOTE of it....

Gtx. Bernard Kok (Sysop of BECO TEL bbs)

--

Bernard Kok BECO TEL (XL/XE support)
Mailto:bernard@becotel.demon.nl Online : every day from 17-06 GMT
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

Last Updated : 11 May > Home Page : http://www.becotel.demon.nl/

International Message Relay (IMR)
I.M.R. : http://www.becotel.demon.nl/imr/

... No one does as much harm as one going about doing good.

5034. Re: ST to XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-18 00:00:00 UTC
From: <>
Message-ID: <866670180.17664.0.nnrp-2.9e987e17@news.demon.co.uk>
Source record: 72369

In article <c17f01be.3681.284b@raukamp.dame.de>, RAUKAMP@dame.de (THOMAS RAUKAMP) wrote:
> Hi all!
>
> I have the chance to get an original Atari 5 1/4"-Discdrive for the ST.
> I want it for exchanging files between my STe and my 130XE/800XL, but I'm not
> sure if this is possible ... :(
>
> So does anyone know if there's a program that makes exchanging files possible?
>
> Is it possible to write the 8-Bit-disc-format with a ST on a 5 1/4"-disc?

I don't think it's possible to do what you want. However, there is a
cable/software package called TariTalk which connects to the 8Bits joystick
port and the MIDI-IN on the ST. It used to be available from Page6. Hope this
helps.....

5035. Re: Atari 64 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-18 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <33a858c4.23374985@news.iwaynet.net>
Source record: 72370

bostone1@aol.com (Bostone1) wrote:

>The kind of open system you're talking about doesn't seem to work
>finacially on game consoles. One od the reasons Atari crashed in '84 was
>the glut of crappy games that intruded toy store shelves. When Nintendo
>revived the game console business, it solved the problem by requiring
>Nintendo approval (and money) before a game was allowed to be put into a
>cartridge. Quality control of the game software made Nintendo the success
>it is today.
>

-----BEGIN PGP SIGNED MESSAGE-----

Their obnoxious censorship made me give up on console games entirely.
It always seemed to me that the so-called 'Seal Of Quality' meant some
censorship alongside whatever other issues they may have had in mind,
like playability or graphics. Most Nintendo games are so...Disney. I
can see the fragging death in a N64 version of Doom....not! There is
a glut of crappy game software for Macs and PCs. Does this make
people reluctant to play games on PCs? Not really.

The 7800 was the last console Atari had. A glut of "crappy third
party software?" did not kill it. Other than the fact that the
Tramiel Atari wouldn't make more than a halfhearted attempt to market
their products, it was being tightly closed that killed the 7800.
Atari used an encryption algorithm in the 7800 operating system that
cartridges had to conform to or they would not work. I have no doubt
that any prospective third party developer had to pay BIG bucks to be
let in on the secret.

The point is, it is ESSENTIAL that PCs and game consoles have open
designs to be a success. Who came out with the most cool software for
the 2600? Without a doubt, Activision and Imagic consistently had the
games with the most innovative sound and graphics. Atari published
titles tended to be dull in comparison. If the 2600 was closed there
probably wouldn't have been an Imagic or even an Activision for all
that it was made up of ex-Atari programmers. Atari COULD have stopped
them legally.

It was the early closure of the Mac that is making so much trouble
for it today. It was the open PC with it's glut of "crappy" add-on
cards and software that is the clear winner in the marketplace (Please
spare me long florid descriptions of how good the Mac is, it isn't the
point.). Closed systems are LOSERS.

```
-----BEGIN PGP SIGNATURE-----
Version: 2.6.2

iQCVAwUBM6hcswUcDdLO4sm1AQHrLwQAuvly4JbKZ3pe04xNfx56FPpHXBovSxnk
ADSv4sFch00DpU8aXt/Gm9T5s7uR0CfafPj4eGz8iqNVT2ZQ8VH+ZB+EQSKtIEFH
Ml7F9UN7+vW1nJaay8DUaFsJxIrofNduPk/Xms6n/2/DoKN/7RWRuT6fds9RNf67
PGQgzVdpi8w=
=xxAR
-----END PGP SIGNATURE-----
```

5036. FA:ER Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-18 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <33A85D14.2FFB@administaff.com>
Source record: 72371
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,comp.sys.atari.8bit

```
* Includes: ER items by Chalk Board * - (SOLD)
NOTE: There is no buyout option. Please bid on individual items.
Bid on as many as you like, but state bids per item.
Date of initial post: 05/29/97.
Rules at end of post.

---- Update 06/18/97 ----------------------------------------|
Atari 400/800 items:

Hardware | Current High Bid
-----------------------------------------|--------------------
Atari
XM301 Modem 6 - Penguin *Sold
incl. user manual
Chalk Board
PowerPad & cable (untested) 15 - Alfred *Sold
connecting cable a bit hacked
on end which plugs into Powerpad

Programs
Carts (loose, vg condition, no docs) | Current High Bid
-----------------------------------------|--------------------
Atari
CXL4002 Basic Computer Language (ver ?) 3.50 - King Tut G1
RX8040 Donkey Kong Junior 3 - Batman *Sold
RX8030 E.T. Phone Home! 1 - Riddler *Sold
CXL4024 Galaxian 4 - Riddler G1
CXL4018 Pilot Programming Language 15 - Alfred G1
Chalk Board
10031A-3 BearJam 30 - Alfred *Sold
10042A-3 LogicMaster 30 - Alfred *Sold
10016A-3 Micro Illustrator 30 - Alfred *Sold

Programs
Tapes (vg condition, no docs) | Current High Bid
-----------------------------------------|--------------------
Atari
CX4108 Hangman 2 - min
CX4112 States & Capitals 2 - min
CX4129 Juggles Rainbow 2 - min
TX9032 Joystick Sketchpad 2 - min

Programs
Disks (vg condition, no docs) | Current High Bid
-----------------------------------------|--------------------
```

Atari
DX5052 Master Diskette 3 2 - min
CX8129 The Home Filing Manager 2 - min
CX8135 My First Alphabet 2 - min
Broderbund
The Print Shop (good condition) 2 - min
incl diskette w/printer driver for
Atari 1020 from Innovative Concepts

Books/Manuals	Current High Bid
Atari 400/800
Basic Reference Manual 2 - MrFreeze
Student Pilot Reference Guide 10 - Alfred
An Invitation to Programming 1: .50 - min
Casette only: CX4101 - NO MANUAL
An Invitation to Programming 2: 5 - min
Writing Programs One and Two
Includes the 2 Cassette Tapes: CX4106
An Invitation to Programming 3: 5 - min
Intro to Sounds and Graphics
Includes the 2 Cassette Tapes: CX4117
The Bookkeeper - User's Guide 1 - MrFreeze
(no diskettes)
Atari Disk Operating System 1 - Batman
Reference Manual - DOS3
Other
Rainy Day Activities for the Atari 2 - MrFreeze
by: Nancy Mayer
publisher: Reston
Atari Basic - A Self Teaching Guide 3 - min
by: Albrecht, Finkel & Brown
publisher : Wiley
Atari Games, Compute!'s First Book of 2 - min
publisher : Compute! Books

Rules:
I will assign and use an alias for all bidders.
Format will be Going-Going-Gone.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups daily and individuals if requested.
Ties will go to the earliest posting I receive.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.

Mail your bids or inquiries directly to: dennis_cooper@administaff.com

Thank you,

Dennis Cooper
--
dennis_cooper@administaff.com

5037. for sale: Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-18 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <EBzsFy.KCK.0.bloor@torfree.net>
Source record: 72372

I have the following items for sale:

Hardware:

Atari 1025 printer, 7-pin dot-matrix, connects directly to SIO port. $15

DEAD Atari 1050 drive, not working, for parts only. $5

Okidata Microline 182 printer, 9-pin dot-matrix. $12

Software: (includes box and manual unless otherwise noted.)

Plattermania, cartridge. $4
Gorf, cartridge, for 400/800 only, will not run on xl/xe. $3
Silent Service, disk. $5
Music Construction Set, disk. $5
Verb Viper, disk, no box or manual. $2
Math Blaster, 2 disks, Atari or C64, no box or manual $3
Choplifter, disk, no box or manual. $3
Mind Mazes, disk, no box or manual. $3
Analog Magazine Disk No. 73 June 1989 $3
Print Shop Companion. $10
Print Shop, disk only, no box or manual. $4
Print Shop Graphics Library Disk No. 1 $3
Silent Butler, 2 disks, manual, no box. $4
Timewise, disk, manual, no box. $4
Partyware, 2 disks, for Atari or C64, no box or manual.

Manuals/books: $3 each

1050/DOS 3
Introduction to Disk Operating System (DOS 2.0)
DOS 2 Reference Manual (DOS 2.0s & DOS 2.0d)
1050 Owner's Guide
800XL Owner's Guide

Prices do not include shipping. All prices are in US dollars. I believe my prices are fair but if you disagree please make an offer. I am in Dayton, Ohio. Please reply to bx557@torfree.net.
--

| Justin R. Smith | Dayton, Ohio USA | (937) 233-2125 |
| bx557@freenet.toronto.on.ca / an422@dayton.wright.edu |

5038. Re: Price Guide Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-18 00:00:00 UTC
From: david moeser <erasmus@one.net>
Message-ID: <Pine.LNX.3.95.970618042937.25336D-100000@shell.one.net>
Source record: 72373

On Tue, 17 Jun 1997, Art Ullery wrote:
->I recently purchased a working Atari 400. It came with video cord
->and power cord [and also] Pac Man game. It did not have any manuals,
->joysticks, or any other hardware/software. I paid $15 ...
->Is this a fair price or did I get ripped off?

At a big computer show half a dozen years ago I was in a charitable mood so I paid a starving Atari vendor four bucks for a 400. It had a cartridge in the slot, so since I figured the cart was worth a dollar that effectively reduced my outlay for the 400 to $3. But that was half a dozen years ago! Based on what I've seen at various shows since then, I'd peg the fair-market value of a 400 with 16K at between ten and 25 cents. Since your video cord should be built-in, your game cart's worth $1, and the power supply is worth at least $4, you've got $5.25 value. Look at it this way: You only lost $9.75. (Incidentally, I've since given away that 400.)

->I have the opportunity to buy an Atari 800. It works, comes with
->cables, but no docs or extras. I can get it for $25. Is this a fair
->price?

No. I've seen 800s priced at $5 piled up at shows for years now and nobody ever buys them. (The best one can say is that with that flat top they stack nicely.) For $25 you can expect to get either an XL/XE or lots of additional stuff with the 800. Look around in Goodwill stores, flea markets, hamfests, or computer shows and eventually you'll find better deals.

->"Classic Computer Price Guide" ... If anybody knows of anything even
->remotely close to this, I would be grateful to find out.

Look at all the lists of stuff for sale on this newsgroup. I won't call the prices "sky-high" -- I'll simply refer to them tactfully as "list price." The real-life market value is usually one-half, or one-fourth, or one-tenth, depending on the item and the price. I'll admit that this won't help you much, but it's something. (In other fields some price guides show market prices and some show list price. I know of other fields where the ratio between the list price shown in the standard "value" guides and the actual market value can be as much as ten to one, so such a ratio isn't unheard of. One should always expect "list prices" to be on the high side.)

>>>--<<<
>>> david moeser -- erasmus at one net <<<
>>> Censornati, Ohio - USA <<<
>>>--<<<

* ATARI -- Love it or leave it! *

5039. Xformer Where is it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-18 00:00:00 UTC
From: James Mirous <jmirous@mail.halcyon.com>
Message-ID: <33A87E3D.34@mail.halcyon.com>
Source record: 72374

I mailed my CD label in for an upgrade many months ago. I know you guys think the Xformer sucks, but has anyone received their upgrade as promised? I haven't.
Jim.

5040. Atari 8-bit and 2600/7800 stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-19 00:00:00 UTC
From: amrat2000@aol.com
Message-ID: <19970619000701.UAA07717@ladder02.news.aol.com>
Source record: 72275

I recently picked up a bunch of Atari related stuff in a package deal and want to sell off the stuff that I do not want. All the prices are very reasonable and I just want to get rid of the stuff.

All the following items for sale have the Shiping and handling included in the price and are sold as is.
All sales are for the continential U.S. only.

Atari 400 16k computer w/power supply-.: I hooked it up and the Atari Memo Pad comes up and works and all the keys on the keyboard work. All the Carts that I own are for my XEGS and require 48k, so I could not check to see if the cartridge port works. The computer is in excellent shape and I'll throw in an Atari joystick.
Price: $15.00

Wico Command Control Joystick: Works and in very good shape.
Price: $5.00

Tron Joystick by M Network: This Item is very cool and hard to find, works and in good shape.
Price: $10.00

Pair of 7800 Joysticks: both work and are in good shape.
Price: $5.00

Todd Smith
AMRAT2000@aol.com

5041. New Service for your "Pager"!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-19 00:00:00 UTC
From: lj@sdfsdfwuylitmwywg.com
Message-ID: <5oa7b1$kpd@mtinsc04.worldnet.att.net>
Source record: 72276

ONLY AVAILABLE IN THE:
U.S.A, CANADA VIRGIN ISLANDS, AND PUERTO RICO

BE SURE TO GO TO OUR SITE AND CHECK OUT OUR FREE TRIAL.

Call everyone and tell them to throw away all of your old home, office, fax,
pager, voice-mail, and cellular numbers and give them your New "Virtual Office"
800/888 number! The only number any one will ever need.

Are you tired of giving out all of your different phone numbers to everyone?
Wouldn't it be nice to be able to give everyone just ONE phone number that
will find you anywhere you are? Even out of town, or in a restaurant, or even
on the golf course.

Now you can.

We have the answer to all your communication needs. It's called the "Virtual Office".

And this new service is loaded. It comes with features like:

An automated Call Attendant, Live Call Connect (in real time), Fax Sending, Fax Receiving,
Even without a fax machine! E-Mail Notification and Delivery, Without a PC!,
Outbound calling, Low Cost Long Distance Service, Inbound/Outbound 800/888
Number, Worldwide Call Transfer, Call Forwarding, Call Screening, Full Service Voice
Mail, Nation Wide Pager Notification, Conference Calling, Speed Dialing, Auto Dial,
Auto Messaging, Temporary Greeting, Unavailable Greeting, Password Protection,
Pager Notification, and No Equipment or Software to buy, "Ever".

Priced from $9.95* per month, Plus 10.9 cents per minute per event.

That's less than one phone line would cost per month.

For more information please visit our web sight:
http://www.mynumber.com

* Based on our best priced plan.

5042. Demos

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-19 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970619040601.AAA26386@ladder01.news.aol.com>
Source record: 72277

To coder: Heaven

I have those demos now on the hd, Email me and Ill send them to ya..

5043. Re: ST to XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-19 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5ob5va$o5a@sjx-ixn7.ix.netcom.com>
Source record: 72278

In article <c17f01be.3681.284b@raukamp.dame.de>,
RAUKAMP@dame.de (THOMAS RAUKAMP) wrote:
> Hi all!
>
> I have the chance to get an original Atari 5 1/4"-Discdrive for the ST.
> I want it for exchanging files between my STe and my 130XE/800XL, but I'm not
> sure if this is possible ... :(
>
> So does anyone know if there's a program that makes exchanging files possible?
> Is it possible to write the 8-Bit-disc-format with a ST on a 5 1/4"-disc?
>
> Thanx for an answer :)
>--
>cu -- thomas -- fonfax (+49)4331849337 -- atariMSTE -- atariJAGUAR -- atari130XE
>
>// THE_DOT V2.23 Regist. //
>
>

Thomas,
Locate a copy of ST Xformer (try http://www.emulators.com) and build or buy the XFormer cable for the ST. Instructions are available at Emulators.com. You can then use the ST and a real 8-bit drive to transfer file directly to the ST.
Another way is to use a communications program that supports y-modem batch for the ST and the 8-bit and connect them with a null-modem cable. Simple file transfer is easy. It's the same as up/downloaging files to/from a BBS. This methode is slow, but works fine. I do it all the time.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

5044. Re: Atari 64 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-19 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970619153201.LAA16355@ladder02.news.aol.com>
Source record: 72279

dmaxwell@iwaynet.net (David A. Maxwell) wrote:

>The point is, it is ESSENTIAL that PCs and game consoles have open
>designs to be a success.

I totally agree that PCs need to be open to be a success. I remember when TI tried to control what software worked with the TI99/4. Terrible idea.

I disagree that it is essential that game consoles have open systems to be a success. Do you think Nintendo has been unsuccessful over the years? and Sega? If so, then we'll have to agree to disagree on the meaning of success.

Later...

5045. FA:ER 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-19 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <33A9B107.A1B@administaff.com>
Source record: 72280
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,comp.sys.atari.8bit

```
* Includes: ER items by Chalk Board * - (SOLD)
NOTE: There is no buyout option. Please bid on individual items.
Bid on as many as you like, but state bids per item.
Date of initial post: 05/29/97.
Rules at end of post.

---- Update 06/19/97 -------------------------------------------
Atari 400/800 items:

Hardware | Current High Bid
-----------------------------------------|--------------------
Atari
XM301 Modem 6 - Penguin *Sold
incl. user manual
Chalk Board
PowerPad & cable (untested) 15 - Alfred *Sold
connecting cable a bit hacked
on end which plugs into Powerpad

Programs
Carts (loose, vg condition, no docs) | Current High Bid
-----------------------------------------|--------------------
Atari
CXL4002 Basic Computer Language (ver ?) 5 - Batcave G1
RX8040 Donkey Kong Junior 3 - Batman *Sold
RX8030 E.T. Phone Home! 1 - Riddler *Sold
CXL4024 Galaxian 4 - Riddler G1
CXL4018 Pilot Programming Language 16 - Batcave G1
Chalk Board
10031A-3 BearJam 30 - Alfred *Sold
10042A-3 LogicMaster 30 - Alfred *Sold
10016A-3 Micro Illustrator 30 - Alfred *Sold

Programs
Tapes (vg condition, no docs) | Current High Bid
-----------------------------------------|--------------------
Atari
CX4108 Hangman 2 - min
CX4112 States & Capitals 2 - min
CX4129 Juggles Rainbow 2 - min
TX9032 Joystick Sketchpad 2 - min

Programs
Disks (vg condition, no docs) | Current High Bid
-----------------------------------------|--------------------
```

Atari
DX5052 Master Diskette 3 2 - min
CX8129 The Home Filing Manager 2 - min
CX8135 My First Alphabet 2 - min
Broderbund
The Print Shop (good condition) 2 - min
incl diskette w/printer driver for
Atari 1020 from Innovative Concepts

Books/Manuals	Current High Bid
Atari 400/800
Basic Reference Manual 3 - Batcave
Student Pilot Reference Guide 11 - Batcave
An Invitation to Programming 1: .50 - min
Casette only: CX4101 - NO MANUAL
An Invitation to Programming 2: 5 - min
Writing Programs One and Two
Includes the 2 Cassette Tapes: CX4106
An Invitation to Programming 3: 5 - min
Intro to Sounds and Graphics
Includes the 2 Cassette Tapes: CX4117
The Bookkeeper - User's Guide 1 - MrFreeze
(no diskettes)
Atari Disk Operating System 1 - Batman
Reference Manual - DOS3
Other
Rainy Day Activities for the Atari 2 - MrFreeze
by: Nancy Mayer
publisher: Reston
Atari Basic - A Self Teaching Guide 3 - min
by: Albrecht, Finkel & Brown
publisher : Wiley
Atari Games, Compute!'s First Book of 2 - min
publisher : Compute! Books

Rules:
I will assign and use an alias for all bidders.
Format will be Going-Going-Gone.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups daily and individuals if requested.
Ties will go to the earliest posting I receive.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.

Mail your bids or inquiries directly to: dennis_cooper@administaff.com

Thank you,

Dennis Cooper
--
dennis_cooper@administaff.com

5046. When is Ornetta 97 going to happen?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-19 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970619223400.SAA13868@ladder01.news.aol.com>
Source record: 72281

We are all looking foward to more cool demos!!!

5047. Re: Software from cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-19 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5oaeet$bhn@freenet-news.carleton.ca>
Source record: 72282

Yogi (noone@nowhere.com) writes:
> I use Omnimon (for everything, it seems). Since it becomes the OS, you
> put the cart in and boot into omnimon, just dump the memory.
>
> To dump bank select carts requires a program to switch the bank and
> dump it to disk which can later be loaded back in and saved to work in
> the emulators. I havent gotten this to work yet, however. No one has
> been able to nail down how to switch the banks, and I have no need for
> basic xe on the emulator anyway, since I can use it on my 800xl.

I think most carts take advantage of the cartridge control line to do
bank switching. You should be able to implement a bank switch with
just one latch IC that way, very cheeeeep :)

I was thinking of doing just that and putting a bunch of my favorite carts
on one multicart.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

5048. Atari Computers For Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-19 00:00:00 UTC
From: bensmith@linda.teleport.com
Message-ID: <5ocja8$b92$1@linda.teleport.com>
Source record: 72283
Cross-posted to: pnw.forsale,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

I've been recuperating from serious depression & treatment at a Mental Hospital. I've still got bills to pay, so I'm going back to work in a limited capacity. Selling Atari in the U.S. I can handle. But for now, I'm cutting back on selling abroad as it's hard enough when I'm in good shape. So I'm dealing with depression in the usual way. 1) Don't make promises I can't keep. 2) Only set goals within my reach. 3) Commit myself to taking weekends off and keeping my mind off of work. Lessons we could all learn.

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at

www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

5049. Re: Best Hard Disk for 8Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-19 00:00:00 UTC
From: "Daniel R. Lee" <dlee@interport.net>
Message-ID: <33A9DDAA.3EE6@interport.net>
Source record: 72284

I own the Black Box by CSS and am in love with it. There are alot of
old 272m and 424m SCSI externals floating around used for old UNIX
machines. These just PLUG RIGHT IN. No hassle. Also, the parallel
printer and standard modem options are great. I transferred all the
stuff from my PC that I got from Yogi to the SCSI drive and now I have a
nearly complete Atari software set on one SCSI 320. Also, the ability
to set up to 96 small partitions as virtual floppies makes game play
awesome!!! Finally, the Floppy Board is an add-on to the black box that
lets you use an external 1.44 floppy drive on the Atari.
Unbelieveable!! The Black Box is the only way to go. Bob Puff is real
gentleman too. Excellent product Get it NOW!!

Danny
dlee@interport.net

5050. Re: NEED HELP with broken 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-19 00:00:00 UTC
From: "Daniel R. Lee" <dlee@interport.net>
Message-ID: <33A9E262.41A5@interport.net>
Source record: 72285

Todd Alan Green wrote:
>
> I have an 800XL with a recently repaired mother board and I seem to
> still be getting no video source to come out of it. All I see on my tv
> is several black wavey lines. I have also replaced the switch box and
> 75ohm to 300ohm converter to see if that was the problem but no
> change. I am getting power, the power indicator on the unit is lit.
> Any suggestions out there as to what it could be??
>
> tgreen@earthlink.n

Try not using the RF output. Instead, find a cable that breaks the 4
pin DIN into it's audio and video signals. You can get the parts at
Radio Shack to make one if you can't find one.

5051. Re: Software from cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-19 00:00:00 UTC
From: "Daniel R. Lee" <dlee@interport.net>
Message-ID: <33A9E37E.397E@interport.net>
Source record: 72286

John Hale wrote:
>
> My apologies if this has been covered before, but was there ever any
> program that allowed the transfer of the programming in an 8-bit
> cartridge game to a disk or tape for the 800 or 800XL? I have several
> old Atari 8-bit computer (not 2600) game cartridges I would like to do
> this with (if possible)for eventual transfer to a PC for use with an
> emulator like XL-it.
>
> Thanks,
>
> John Hale
Why waste your time. There is nothing you have on cartridge that isn't
available as an XFD or ATR ready to run in the emulator. See Yogi's
sight.

Danny
dlee@interport.net

5052. FS: Atari 400/800 cartridges - POWERSTAR - ER -

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-19 00:00:00 UTC
From: stever@on-ramp.ior.com
Message-ID: <stever.1955.0077651A@on-ramp.ior.com>
Source record: 72287

SteveR's Classic Cartridges 6/05/97
-=-=-=-=-=-=-=-=-=-=-=-=-=-

FREE SHIPPING on ALL Cartridge orders OVER $30.00 - US and Canada ONLY
^^^^^^^^^ ^^ ^^^^^^ ----
>>>>>>> 20% DISCOUNT on All CASH ORDERS <<<<<<<<<<<<<<<<<<<<<
>>>>>>> This does NOT include Checks, MO's or Credit cards!!

>>>> Overseas Shipping Cost More, See End of Files <<<<

--All Prices are in US Funds. Cartridges and Prices Change WEEKLY--
----Visa/Mastercard accepted on ANY Order. E-mail me for Details-----
^^^^^^^^^^^^^^^
For complete list of other Video game systems goto my web site at:
http://prowlers.net/stever or
http://www.ior.com/~stever

DISCOUNTS: $30.00 and Over: FREE Shipping
$50.00 to $99.00 10% discount
$100.00 to $200.00 15% discount
$200.00 and Up 20% discount

If you need a LABEL VARIATION, Let me know, I might be able to
help you with what you need, at no extra cost!!!!!!!!!

This is NOT an Auction - all cartridge are sold for the price listed
This is NOT an Auction - all cartridge are sold for the price listed
This is NOT an Auction - all cartridge are sold for the price listed
^^^ ^^^^^^^

-=-

Codes:
(#) = number available
A,B,C = Condition: A = Nice to minor damage - For the Collector
B = Notable Damage (Not for serious collectors)
C = Significant Damage (works, but that's it)

ATARI 400/800 (CARTRIDGES Only) TESTED and Works

BOOK: ATARI Games & Recreations 338 pages $12.00
Atari 1027 Printer $5.00 PLUS $8.oo shipping (UNTESTED/No Cables)
Atari Speed Reading $10.00 Plus $5 Shipping
205 Pages, 5 Data Cassettes
Atari XM301 Modem $8.00 - untested -
Atari ARTIST $25.00 Touch Tablet (TESTED)
Atari Writer $5.00 (2)

Astro-Grover $40.00 COMPLETE! Box/Case, Docs, For 600/800/1200
2-KeyBoard Overlays, and reference card
Basic Computer Language $2.00 (4)
BasketBall $4.00 (1)
Bug Hunt $8.00 (1) Light Gun Used (XE) RX8087
Centipede $4.00 (3)
ChoperLifter $9.00 Broderbund
Delta Drawing $3.00
Donkey Kong $4.00 (1)
Donkey Kong $7.00 XE/RX8091
Eastern Front (1941) $10.00
ET Phone Home $5.00
Face Maker $5.00 NO LABEL
Flight Simulator II $12.00 XE/RX8091
Frogger $5.00 (2)
Journey of the Planets $7.00 (1)
Joust $7.00
Kinder Comp $12.00 Case/Box, Docs inc
Letter-Go-Round $40.00 COMPLETE! Box/Case, Docs, For 600/800
KeyBoard Overlay, and reference card
Music Composer $4.00 (1)
Pac-Man $3.00 (6)
Pole Position $8.00
PowerStar NEW in Box, ONLY 600 Ever Made of this Cart.
--TRADE for ER Atari 2600 Cartridges--
Q*bert $4.00 No endlabel/tear
Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
Star Raiders $3.00 (6)
Submarine Commander $25.00 WITH Very Nice CASE and Docs by Thorm Emi
Telelink $2.00 WASTED Label/Didn't work in testing

Books

Atari Basic Reference Guide for Experienced Programmers
1983 - 14 Pages $5.00

Atari DOS 3 - Reference Manual
1983 - 100 Pages $6.00

Atari Graphics 49 Pages
$7 Plus $2 Postage

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

Atari ST, Owners Manual, 93 Pages $5.00

Compute's Second Book of ATARI (2)
250 pages, Copyright 1982
$8 Plus $3 shipping

Compute's FIRST Book of ATARI GRAPHICS
248 Pages, copyright 1982
$12.00 Plus $3 shipping

Cubabe Lite Manual, for Atari ST, STE 100 pages $4.00

Technical Reference Notes - Atari Computers
Includes: Operating System User's manual
Operating System Source Listing
HardWare manual PLUS Schematics
About 500 PAGES in 3-ring binder
$40

Magazines

ANALOG - Sept 1985 - 96 pages (1) $3.00
ANALOG - March 1987 - 104 pages (1) $2.00
ANTIC - Jan 1987 - 130 pages $3.00
ANTIC - Nov 1987 - 82 pages $3.00
ATARI EXPLORER - Nov/Dec 1987 - 80 pages $3.00
ATARI INTERFACE - Feb 1990 - 51 pages $3.00
ATARI INTERFACE - March 1990 - 56 pages $3.00
ATARI USER - Oct/Nov 1990 - 75 pages - EUROPE Mag $4.00
ATARI USER - Dec/Jan 1990 -75 pages - EUROPE Mag $4.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
COMPUTE! - Jan 1986 - 128 pages $4.00
COMPUTE! - March 1986 - 128 pages $4.00
COMPUTE! - April 1986 - 128 pages $4.00
COMPUTE! - Feb 1986 - 128 pages $4.00
Home Computer Magazine focuses on Apple, Commodore, IBM and TI ONLY
Home Computer Mag. Vol4,No2 1984 161 pages $5.00
Home Computer Mag. Vol4,No4 1984 130 pages $4.00
Home Computer Mag. August 1984 162 pages $4.00
Home Computer Mag. Vol4,No5 1984 130 pages $4.00
Home Computer Mag. Vol5,No1 1985 138 pages $4.00
Home Computer Mag. Vol5,No2 1985 130 pages $4.00
Home Computer Mag. Vol5,No3 1985 130 pages $4.00
Home Computer Mag. Vol5,No4 1985 130 pages $4.00
Home Computer Mag. Vol5,No5 1985 146 pages (Atari too) $4.00
inCIDER - Aug 1985 - 112 pages (APPLE II Mag) $3.00

WANT LIST: Starpath CD-Rom with Book, Chase the Chuckwagon, Crazy Climber,
SwordQuest:WaterWorld, X-rated Double-enders, Cakewalk,
Cubicolor, Gas Hog, LockJaw, Master Builder, Q*Bert Qubes
Quadrun, Stronghold, 128 in 1 system, CompuMate,
anything else extremely Rare

SHIPPING USA/Canada ALL Other Countries
1 items $1.50 $3.50

2 items $2.00 $4.00
3 items $2.50 $4.50
4 items $3.00 MAX $5.00 or More for Hardware/Books

All Carts are sold as Working conditions Only (unless otherwise noted),
(UNTESTED Items are sold AS/IS May or may NOT work)
If you have a concern of the Labels Condition Please ask first.
All Boxes/carts will be mailed within 1-4 days after money is recieved!
After I tell you that I've got you down for any certain cart,
you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you
ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Stever@on-ramp.ior.com
http://prowlers.net/stever (Updated Videogame page)
http://www.ior.com/~stever (Classic Cart Web Page)
Call: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Contact: Night Prowler

http://prowlers.net/stever (Classic Video game Page)
http://www.ior.com/~stever (Mirror of the For-Sale List)
Buying and Selling:
Atari 2600/5200/7800 Atari 400/800 ColecoVision Intellivision
Vectrex Hand-Helds Ody2 Much More
E-mail for COMPLETE Price/Trade list
Prowler's DOMAIN bbs 509-327-8922 9-lines 20.0-Gigs+30 CD-ROMS

5053. Terminal software for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-19 00:00:00 UTC
From: RAUKAMP@dame.de
Message-ID: <36f3df79.3ec0.9a13@raukamp.dame.de>
Source record: 72288

Hi all!

What would you say is the best terminal-proggie for an Atari 130XE.
It should support 19200-modems (with black box) and should be VT100/102.
Any suggestions?
--
cu -- thomas -- fonfax (+49)4331849337 -- atariMSTE -- atariJAGUAR -- atari130XE

// THE_DOT V2.23 Regist. //

5054. Picture of the XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-19 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6ZBn29x$zHB@peter.soemtron.sb.sub.de>
Source record: 72289

```
Howdy !

I never sawn a XE Game System, so is there anyone who has one scanned?
```

.jpg perhaps? url?
--
6502 R&#65533;SC power! ||| &#65533;ntel Outs&#65533;de! | ,- _ C64 II - alternate
(MEGA) 8-b&#65533;t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b&#65533;t power !

5055. Re: PLEAAASE! Help ME!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-19 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6ZBn2QLpzHB@peter.soemtron.sb.sub.de>
Source record: 72290

In article <Re: PLEAAASE! Help ME!>, rsg0910@iglou.com (Robert Goodwin) wrote:

Howdy Robert,

> There was a program out that I used, that was a regular sector-editor, I
> forget the name, that did quite well. It would not only sector-edit, but
> also undelete files, search for strings, copy the disk, and other things.
>
> The problem with curing all 164s is that you have to know what you're
> doing on the disk, rather than just letting a program do it. I was never
> one to be satisfied with letting the program do it all. I wanted to be the
> one to do it.

and what do you changed on disk?
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

5056. Re: Best Hard Disk for 8Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-19 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6ZBn2fHpzHB@peter.soemtron.sb.sub.de>
Source record: 72291

In article <Re: Best Hard Disk for 8Bit Atari>, rwoolley@pacbell.net wrote:

Howdy rwoolley,

> > appreciated.
> >
> > Thanks,
> > Mark Smith
> > msmith@aol.com*
> Atari Classics had a do-it-yourself IDE interface in Issue #6 (April '97)
> and a German (?) group has done a PBI unit that is IDE.
^^^^^^ yes, the ABBUC - Atari Bit Byte User Club

as I heard of, the IDE inteface can manage ide atapi cd-roms too! Well
great Idea, ALL the Games in one drive ?!!?

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

5057. Carts FS/T: C-64, Atari 400/800/5200/XE, TI, Ch. F, Arcadia, CV, Apple 2.....

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-20 00:00:00 UTC
From: jdixon@ruf.rice.edu
Message-ID: <5ocl45$7jh$1@joe.rice.edu>
Source record: 72292
Cross-posted to: rec.games.video.classic,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ti,rec.games.video.marketplace

For Sale / For Trade

Want list at bottom of post.

Items listed in this order:
C-64 Educational Carts
C-64 Game/Utility Carts
Atari Computer 400/800/1200 Carts
TI 99/4A Carts
Channel F Carts
Atari 5200 Carts
Atari XE Carts
Arcadia Carts
Colecovision carts
Apple 2 software

Prices are negotiable, and offers that mix cash and trade
are welcome. Prices do NOT include shipping, which is almost
always via US Postal Service (you pick the priority and packing).

C-64 Educational

Sesame Street: Ernie's Magic Shapes $3
Includes box (some wrinkling of plastic),
Game Play and Activity Manual, and
cartridge (good condition).

Sesame Street: Letter Go Round $3
Includes box (some wrinkling of plastic),
Game Play and Activity Manual,
How to Play summary card,
plastic keyboard overlay, and
cartridge (good condition).

Sesame Street: Big Bird's Special Delivery $2
Includes cartridge only (near-mint condition).

Fisher Price Number Tumblers $2
Includes box (squished), manual,
Registration Card, and cart (OK condition).

CBS Software Ducks Ahoy! $4
Includes box (some wrinkling of plastic),
Game Play Manual, Ducks Ahoy! Book of
Silly Duck Stuff, cartridge (good condition)

Spinnaker ALF in the Color Caves $3
Includes box, manual, cartridge (OK condition)

Spinnaker Story Machine $3
Includes box and cartridge (OK condition)

Spinnaker Kinder Comp $3
Includes box, manual, cartridge (OK condition)

C-64 Games
Untested

Super Smash P/N C64622 $10
Cart only; label is typed, case is standard Commodore.

UNKNOWN from Hesware $2
Something without a label. Cart Only.

Pitfall II $5
Shrinkwrapped.

Partner 64 $6
Cart Only; button and foot in good condition.

IDSI's Rack 'em Up! by Roklan Corp. $3
Cart only; label doesn't appear damaged, but
doesn't really fit the cart well either. Red
dot (sticker) affixed. Vibrant yellow cart.

Atari 400/800/1200
Untested; look to be in good condition

Atari -- Pilot Programming Language $10
Missile Command $1
Telelink I $3
Big Five -- Miner 2049er $2
Microbits Peripheral Products -- Smart Terminal $5
Thorn/EMI Video -- Kickback $3
Soccer $3
unlabeled cart $1

TI 99/4A

Untested; handwritten labels could be incorrect and
I wouldn't know it.

Donkey Kong $4
Reading Fun 2A $1
Alligator Mix $1
Disk Dup (handwr. label, Chip 3 label as well) $5
(unlabeled) $1
Sneggit (handwr. label) $2.50
MASH (handwr. label) $2.50
Microsurgeon (handwr. label) $2.50
Slymoids (handwr. label) $2.50

Star Trek (handwr. label) $2.50
Facemaker (handwr. label) $2.50

Channel F
Untested; all look fine except #2 which is missing end label.

1 -- TicTacToe, Shooting Gallery, Doodle, Quadra-Doodle $1
2 -- Desert Fox, Shooting Gallery $2
5 -- Space War $3
13 -- Robot War, Torpedo Alley $4

Atari 5200

River Raid $3
Kaboom! $3
Space Dungeon $1.50

Atari XE

One-on-One $3

Arcadia

Jungler $4

Colecovision

River Raid $3
Pitfall! $3

Apple 2
On Disk with manuals, box, etc:
Temple of Apshai Trilogy $2.50

Condition: All labels are intact (except the UNKNOWN
and handwr. carts, of course). A few have some defects,
but just minor ones unless noted.

Wanted:

Atari Light Gun (XE or 7800)

7800 carts: Ace of Aces, Alien Brigade, Basketbrawl, Crack'ed,
Desert Falcon, F-18 Hornet, Fatal Run, Ikari Warriors,
Impossible Mission, Mario Brothers, Midnight Mutants,
Motor Psycho, Planet Smashers, Pyromania, Rescue on
Fractalus, Sentinel, Super Huey, Tank Command, Tomcat
F-14 Flight Simulator, Water Ski, White Water Madness,
Xenophobe

Also looking for ER 2600 carts.

Please do not include shipping in your offers -- the
purchaser pays the actual cost, nothing extra. I
normally use US Postal Service and padded mailers.

References available on request. Contact me at
jdixon@ruf.rice.edu
with offers, questions, etc.

Jeff Dixon

5058. Re: Xformer Where is it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-20 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5odq04$b6s@sjx-ixn10.ix.netcom.com>
Source record: 72293

In article <33A87E3D.34@mail.halcyon.com>,
James Mirous <jmirous@mail.halcyon.com> wrote:
>I mailed my CD label in for an upgrade many months ago. I know you guys
>think the Xformer sucks, but has anyone received their upgrade as
>promised? I haven't.
>Jim.
>
James,
The following is direct from Derak Mahoka himself (Emulators.com).

To: <rsely@dhs.state.nj.us>
Cc:
Bcc:
From: "Mihocka Darek"
<emulators@msn.com>
Subject: RE: PCXformer for Win95
Create Date: Monday, April 28, 1997 1:32
PM
Send Date: Wednesday, December 31, 1969
8:00 PM
Attach:
Certify: N

For various reasons I won't get into detail here
(but mainly scheduling
related and the fact that Gemulator brings in far
more money than Xformer) I
won't be releasing it as a separate commercial
product. It's being rolled in
to the Gemulator 97 product so that one product
does Atari 8-bit, Atari ST,
and Mac emulation in one product instead of trying
to market 3 separate
products. People who wish to buy a Windows version
of Xformer will be able to
buy Gemulator 97 this summer, or else keep using
the free 3.6 version which I
made freeware simply because I didn't have the
time to keep supporting it as a
commercial product. People who sent in a disk for
an upgrade to Xformer 96
either got a pre-release beta of Xformer sent to
them in November, or their
disk is still here and what they'll get is a

Gemulator 97 disk this summer.

Also, please note that a bunch of the people on
the net who are complaining
about not receiving either Gemulator 96 or Xformer
96 update disks didn't
follow the upgrade instructions - they didn't
respond by Nov. 15th, or they
didn't send back their old disk, or they didn't
include a return disk mailer,
or they didn't put return postage on the mailer,
etc. and those people simply
will not receive an upgrade, no apologies. Maybe
this summer when I have more
free time I'll go through the pile and send those
people upgrades anyway, I
don't know.

The web page should make things clear. If it
doesn't, I'm sorry, but again at
this point you're looking July or August for the
Gemulator 97 release.

- Darek

-----Original Message-----
From: Robert S Ely
Sent: Friday, April 25, 1997 1:07 PM
To: Mihocka Darek
Subject: PCXformer for Win95

Darek,
What happened to the Win 95 version of PC
Xformer? I can't find any
reference to it anywhere on you web page anymore.
I'd really like to get
my update as I sent in the v3.0 disk way back in
October ('96). I have
downloaded the 3.6 version and really like it. I
am running it from an
Iomega Zip drive. Works great! I know many who are
curious about the
Win95 version from comp.sys.atari.8bit. Please
make some sort of
statememt in that newsgroup as to the ststus of
this product.
Eagerly waiting...
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

Hope this answers your question.

5059. Re: NEED HELP with broken 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-20 00:00:00 UTC
From: luecknik@world-net.net
Message-ID: <33aa74b0.4383029@news.world-net.net>
Source record: 72294

And if all else fails, and you're sure you have the channel set
correctly, maybe you need a known good 800XL to narrow the problem
down. I'm sure I can dig a good one up out of this mess. You can have
it for the shipping cost (probably about $8), but don't put me to the
bother of packing it up if you don't really feel you need it. James.
On Thu, 19 Jun 1997 21:52:34 -0400, "Daniel R. Lee"
<dlee@interport.net> wrote:

>Todd Alan Green wrote:
>>
>> I have an 800XL with a recently repaired mother board and I seem to
>> still be getting no video source to come out of it. All I see on my tv
>> is several black wavey lines. I have also replaced the switch box and
>> 75ohm to 300ohm converter to see if that was the problem but no
>> change. I am getting power, the power indicator on the unit is lit.
>> Any suggestions out there as to what it could be??
>>
>> tgreen@earthlink.n
>
>Try not using the RF output. Instead, find a cable that breaks the 4
>pin DIN into it's audio and video signals. You can get the parts at
>Radio Shack to make one if you can't find one.

5060. New Service for your "Pager".....

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-20 00:00:00 UTC
From: adfkj@woeiruffsrwwgf.com
Message-ID: <5oee4p$iv@mtinsc02.worldnet.att.net>
Source record: 72295

ONLY AVAILABLE IN THE:
U.S.A, CANADA VIRGIN ISLANDS, AND PUERTO RICO

BE SURE TO GO TO OUR SITE AND CHECK OUT OUR FREE TRIAL.

Call everyone and tell them to throw away all of your old home, office, fax,
pager, voice-mail, and cellular numbers and give them your New "Virtual Office"
800/888 number! The only number any one will ever need.

Are you tired of giving out all of your different phone numbers to everyone?
Wouldn't it be nice to be able to give everyone just ONE phone number that
will find you anywhere you are? Even out of town, or in a restaurant, or even
on the golf course.

Now you can.

We have the answer to all your communication needs. It's called the "Virtual Office".

And this new service is loaded. It comes with features like:

An automated Call Attendant, Live Call Connect (in real time), Fax Sending, Fax Receiving,
Even without a fax machine! E-Mail Notification and Delivery, Without a PC!,
Outbound calling, Low Cost Long Distance Service, Inbound/Outbound 800/888
Number, Worldwide Call Transfer, Call Forwarding, Call Screening, Full Service Voice
Mail, Nation Wide Pager Notification, Conference Calling, Speed Dialing, Auto Dial,
Auto Messaging, Temporary Greeting, Unavailable Greeting, Password Protection,
Pager Notification, and No Equipment or Software to buy, "Ever".

Priced from $9.95* per month, Plus 10.9 cents per minute per event.

That's less than one phone line would cost per month.

For more information please visit our web sight:
http://www.mynumber.com

* Based on our best priced plan.

5061. attn yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-20 00:00:00 UTC
From: HOWARD25 <HOWARD25@Prodigy.Net>
Message-ID: <33AA2A83.7F82@Prodigy.Net>
Source record: 72296

yogi can you answer my question, you took off your exe binary exacutable
and 2600 file from your site can you put it back on so i can d/l it

5062. fs: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-20 00:00:00 UTC
From: salimk@nt.com
Message-ID: <5oeh5i$ccj@bcrkh13.bnr.ca>
Source record: 72297
Cross-posted to: misc.forsale.computers.other.systems,misc.forsale.computers.other.misc,rec.games.video.marketplace,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

Posting for a friend

Please send replies to johny@pipeline.com

Atari 800XL

Atari 1050 Floppy Drive

Atari 1010 Program Recorder

Atari 1027 Printer

Joysticks and Paddles

All with Power Supplies

Most of the items have manuals, orignal Boxes.

Everything is in excellent condition.

All for $130

Buyer Pays the shipping

Salim Khan
Norcross, Georgia (USA)

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins or the matter in this post.

5063. FA:ER 400/800 items - reduced

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-20 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <33AAF38E.13EE@administaff.com>
Source record: 72298
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,comp.sys.atari.8bit

```
** Some minimums reduced **
* Includes: ER items by Chalk Board * - (SOLD)
NOTE: There is no buyout option. Please bid on individual items.
Bid on as many as you like, but state bids per item.
Date of initial post: 05/29/97.
Rules at end of post.

---- Update 06/20/97 ------------------------------------------
Atari 400/800 items:

Hardware | Current High Bid
-----------------------------------------|--------------------
Atari
XM301 Modem 6 - Penguin *Sold
incl. user manual
Chalk Board
PowerPad & cable (untested) 15 - Alfred *Sold
connecting cable a bit hacked
on end which plugs into Powerpad

Programs
Carts (loose, vg condition, no docs) | Current High Bid
-----------------------------------------|--------------------
Atari
CXL4002 Basic Computer Language (ver ?) 5 - Batcave G2
RX8040 Donkey Kong Junior 3 - Batman *Sold
RX8030 E.T. Phone Home! 1 - Riddler *Sold
CXL4024 Galaxian 4 - Riddler G2
CXL4018 Pilot Programming Language 16 - Batcave G2
Chalk Board
10031A-3 BearJam 30 - Alfred *Sold
10042A-3 LogicMaster 30 - Alfred *Sold
10016A-3 Micro Illustrator 30 - Alfred *Sold

Programs
Tapes (vg condition, no docs) | Current High Bid
-----------------------------------------|--------------------
Atari
CX4108 Hangman 1 - **min
CX4112 States & Capitals 1 - **min
CX4129 Juggles Rainbow 1 - **min
TX9032 Joystick Sketchpad 1 - **min

Programs
Disks (vg condition, no docs) | Current High Bid
```

```
-----------------------------------------|--------------------
Atari
DX5052 Master Diskette 3 1 - **min
CX8129 The Home Filing Manager 1 - **min
CX8135 My First Alphabet 1 - **min
Broderbund
The Print Shop (good condition) 1 - **min
incl diskette w/printer driver for
Atari 1020 from Innovative Concepts

Books/Manuals | Current High Bid
-----------------------------------------|--------------------
Atari 400/800
Basic Reference Manual 3 - Batcave
Student Pilot Reference Guide 11 - Batcave
An Invitation to Programming 1: .50 - min
Casette only: CX4101 - NO MANUAL
An Invitation to Programming 2: 3 - **min
Writing Programs One and Two
Includes the 2 Cassette Tapes: CX4106
An Invitation to Programming 3: 3 - **min
Intro to Sounds and Graphics
Includes the 2 Cassette Tapes: CX4117
The Bookkeeper - User's Guide 1 - MrFreeze
(no diskettes)
Atari Disk Operating System 1 - Batman
Reference Manual - DOS3
Other
Rainy Day Activities for the Atari 2 - MrFreeze
by: Nancy Mayer
publisher: Reston
Atari Basic - A Self Teaching Guide 3 - min
by: Albrecht, Finkel & Brown
publisher : Wiley
Atari Games, Compute!'s First Book of 2 - min
publisher : Compute! Books

Rules:
I will assign and use an alias for all bidders.
Format will be Going-Going-Gone.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups daily and individuals if requested.
Ties will go to the earliest posting I receive.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.

Mail your bids or inquiries directly to: dennis_cooper@administaff.com
```

Thank you,

Dennis Cooper
--
dennis_cooper@administaff.com

5064. Atari 8-Bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-20 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33AB08B2.1D1F@tcd.net>
Source record: 72299

2-800Xl's, in good condition, comes with power supply video cable, guranteed 30days +..$25.00ea shipped.

Atari 850 Interface, comes with modem cable, printer cable, power supply and sio cable. No manual..$25.00 shipped.. Guranteed 30days +

Multiplexer, (from Bob Puff)..New not used, $110.00 shipped, bought this couple years ago for customer who never picked it up..manual and disks.

bob

5065. Re: Xformer Where is it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-20 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <33AB1ACF.5485@worldnet.att.net>
Source record: 72300

James Mirous wrote:
>
> I mailed my CD label in for an upgrade many months ago. I know you guys
> think the Xformer sucks, but has anyone received their upgrade as
> promised? I haven't.
> Jim.

I believe the company sucks more than xformer..

5066. FS:EGA Color Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-20 00:00:00 UTC
From: sfpu@scfn.thpl.lib.fl.us
Message-ID: <5oejf4$j55@ns1.thpl.lib.fl.us>
Source record: 72301

For Sale Packard Bell 14 inch EGA Color Monitor you make the offer plus shipping. e-mail please sfpu@scfn.thpl.lib.us

5067. Re: attn yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-20 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33aafe6f.1361657@news.injersey.com>
Source record: 72302

On Fri, 20 Jun 1997 00:00:19 -0700, HOWARD25 <HOWARD25@Prodigy.Net>
wrote:

-yogi can you answer my question, you took off your exe binary
exacutable
-and 2600 file from your site can you put it back on so i can d/l it

No, I didnt take it down.
I dont run the site directly its still there at ftp.hackerz.com

5068. Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-20 00:00:00 UTC
From: Chuckie@Chelseamusic.com
Message-ID: <Chuckie-2006971901160001@dial5-dyn5-29.bna.telalink.net>
Source record: 72303

Hello,
I have a simple question:

I have a Mac... and an Atari 8 Bit emulator (until My Atari 800 comes in the mail sometime next week)... where can I download Star Raiders?

I can't find it

Please E-Mail if you can help

Chuckie@Chelseamusic.com

--
Michael R. Bagnall
Chuckie@Chelseamusic.com

5069. help (again)

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-20 00:00:00 UTC
From: J-me <jmemorse@iwaynet.net>
Message-ID: <33AB4EE2.4A4C@iwaynet.net>
Source record: 72304

Ok,

I just got into re-collecting all my old Atari games for my emulators... I have a few questions if any of you know-it-alls could help... :)

which extentions run with which emulators?? I can run the .atr files, but I can't seem to find any sites with them... are they illegal? what about the .arc files? will they run with xformer? I found a killer site, but all the files are in .exe form... they won't run with xformer.. do I have to transfer them to a different kind of file? What are the legalities around archiving all this old stuff? can I create my own files and transfer them without fear of recompense?

Does anyone know a good site with .atr files? or .xfd files? And lastly, I can't seen to get on the server with XL-IT (which I hear is the best) and I can't find it anywhere... if anyone could e-mail me xl-it version .20 I would appreciate it...

Everyone has been real nice about helping me and I really appreciate it... I guess the usenet is good for somehting other than collecting dirty pictures... :)

J-me

5070. Re: help (again)

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-20 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2006972051090001@port136.bitstream.net>
Source record: 72305

In article <33AB4EE2.4A4C@iwaynet.net>, J-me <jmemorse@iwaynet.net> wrote:

> Ok,
>
> I just got into re-collecting all my old Atari games for my
> emulators... I have a few questions if any of you know-it-alls could
> help... :)
>
> which extentions run with which emulators?? I can run the .atr files,
> but I can't seem to find any sites with them... are they illegal?
> what about the .arc files? will they run with xformer? I found a
> killer site, but all the files are in .exe form... they won't run with
> xformer.. do I have to transfer them to a different kind of file? What
> are the legalities around archiving all this old stuff? can I create my
> own files and transfer them without fear of recompense?
>
> Does anyone know a good site with .atr files? or .xfd files? And
> lastly, I can't seen to get on the server with XL-IT (which I hear is
> the best) and I can't find it anywhere... if anyone could e-mail me
> xl-it version .20 I would appreciate it...
>
> Everyone has been real nice about helping me and I really appreciate
> it... I guess the usenet is good for somehting other than collecting
> dirty pictures... :)

Yes, well, it's high time you stopped that nonsense, anyway. ;-)

Most of the answers you're looking for can be found in the "Atari 8-bit New User, Emulator Help FAQ" (http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html).

The ".exe" files you refer to are most likely Atari 8-bit programs intended to be run from DOS on an Atari or emulator (not to be confused with MS-DOS programs, which also use the same extension). Some emulators can run these directly, but usually you need to get them into a disk image (usually an .atr or .xfd file on PC, Mac, ST, Amiga or UNIX boxes). You can also transfer the .exe file to a real Atari and run it there.

I just checked the XL-IT site and also was unable to connect. I was just there earlier this week, so it's probably just some technical glitch. I would wait and try again later. (BTW, I tried linking to the XL-IT site from the FAQ mentioned above and ran smack dab into an "access denied" page. It's a different URL than the usual one. Don't know what the deal is with that.)

Good luck!

Mark

5071. Re: Terminal software for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-20 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970620144500.12779F-100000@fissure.scar>
Source record: 72306

On Wed, 19 Jun 1997, THOMAS RAUKAMP wrote:

> Hi all!
>
> What would you say is the best terminal-proggie for an Atari 130XE.
> It should support 19200-modems (with black box) and should be VT100/102.
> Any suggestions?
> --
> cu -- thomas -- fonfax (+49)4331849337 -- atariMSTE -- atariJAGUAR -- atari130XE
>
> // THE_DOT V2.23 Regist. //
>
>
>

Again, another CSS plug, and another bias answer. Bobterm is the only way to go.. Can;t remember if it supports those emulations you want, but I know it 9600 bd for sure, and even 19.2kbd with a proper patch.

The highest Bobterm version I ever used was 1.22.. not sure if anything newer came out.

i heard a Zmodem file protocol patch was released for it? Anybody comment on that?

Alan

5072. FILE: ATARI!.EXE

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-20 00:00:00 UTC
From: Kai.Dubro@t-online.de
Message-ID: <5oeqgd$52k$1@news01.btx.dtag.de>
Source record: 72307

Hello to all Atari-Users,
come to the following link and download the ultimativ file ...
http://members.aol.com/KaiDubro/welcome.htm#Software
THX to me, CU, Kai from Hamburg in Germany
--
>http://home.t-online.de/home/kai.dubro/dubro.htm (akt.:06/97)
>http://members.aol.com/KaiDubro/welcome.htm (akt.:06/97)
>http://www.geocities.com/Heartland/4783/index.html (akt.:06/97)

5073. ATARI Groups, thieves are alive and well in this group

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-21 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <5ogpj9$4ug$2@macaw.cyberport.com>
Source record: 72225

Its a damn shame that in over 100 internet newsgroup transactions.
involving the NeXT, Mac, PC, and Atari community.
along with Vectrex and classic video games.
The only times i have been ripped off...every time ... 3 times now.
its by someone in the ATARI community.

WHAT GIVES HERE ??

Eric Cron \ I HOPE I GET TO MEET THESE TWO FUCKUPS SOMEDAY IN PERSON !!
Pat Barnes /
Mike Babcock..at least mike..has made efforts to slowly repay his debt.

its no wonder ATARI went under,, buncha thieves and Pirates abound here.

am i PISSED OFF>.....DAMN Right.

ok, I ADMIT, theres some nice folks here too.

5074. Re: PLEAAASE! Help ME!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-21 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <EC3s66.ECs@iglou.com>
Source record: 72308

Thomas Havemeister (peter@soemtron.sb.sub.de) wrote:

: and what do you changed on disk?

Well, what I did was made a backup of the disk, then went ahead and use the backup to see if I could get the stuff back.

The last three bytes of the sector tell you what's next. You have the file number, next sector number, and how many bytes in that sector. In most cases, the next sector number was modified, or the file number, in some rare cases. There were times even I screwed up, but you have to know how many sectors the file takes up, and go from there. Divide by 125 for single density, 253 for double density, taking into account those last three bytes.

Finally, once you get the file back, copy every good file on that backup disk to a blank disk. Keep going til you can't get any more files back, if there's more than one. That blank disk that now has the recovered files, use it as the original disk.

Jeez... I can't believe I remembered all that... Also remember that sector 360 is the VTOC, and 361-366 or 367 are the file tables, the directory sectors. There was a way to change a file so it won't show up, but rather, it's there, taking up space. If I'm remembering right, the normal flag was 42, and changing it to 43 would make it a hidden file.

A former college roomie and now old friend sometimes regale each other with the constant pranks we played on this guy who constantly bothered us. We were hiding his files all the time, and he never figured it out, even after an entire year of us doing it to him. We even went so far as to give him the software we used, and he *STILL* didn't figure it out.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

5075. Re: Hard drive with ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-21 00:00:00 UTC
From: The Shadow <shadow01@aracnet.com>
Message-ID: <5ofsvsogl1@spitting-spider.aracnet.com>
Source record: 72309

> Hard disk on the ATR8000? Can anybody else corroborate this? My ATR
> manual says nothing about hard drives, just how to hook up various types
> of floppies.
>
> Alex Chamberlain

A hard drive interface card was optional for the ATR8000, its been a while
but if I remeber correctly, it was a SCSI connection.

The Shadow

5076. Re: NEED HELP with broken 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-21 00:00:00 UTC
From: The Shadow <shadow01@aracnet.com>
Message-ID: <5ofu0jouf1@spitting-spider.aracnet.com>
Source record: 72310

> I have an 800XL with a recently repaired mother board and I seem to
> still be getting no video source to come out of it. All I see on my tv
> is several black wavey lines. I have also replaced the switch box and
> 75ohm to 300ohm converter to see if that was the problem but no
> change. I am getting power, the power indicator on the unit is lit.
> Any suggestions out there as to what it could be??
>
>
> tgreen@earthlink.net

Sounds like what I found to be a flaky power supply....

The Shadow

5077. FS/T: Atari 8-bit computer items [06/21/97]

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-21 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <33abaa5b.15557341@nntp.ix.netcom.com>
Source record: 72311

All Video Game Advantage (VGA) FS/T lists are updated weekly and are
available on the WWW at http://www.io.com/~vga2000/

'Sales Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *before*
asking any questions, or placing any orders. Thank you!

This list was last updated on 06/21/97

NOTE: There are currently 1669 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 4.00 Atariwriter
$10.00 Ballblazer -- XE cartridge
$ 4.00 Basic -- for use with the Atari 400 and 800
$ 5.00 Centipede
$ 9.00 Delta Drawing [Spinnaker]
$ 8.00 Frogger [Parker Brothers]
$ 2.50 Missile Command
$10.00 Movie Musical Madness [CBS Software]
$ 8.00 Qix
$ 2.50 Space Invaders
$ 4.00 Star Raiders

Cartridges with case and manual:
$14.00 Alphabet Zoo [Spinnaker]

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 400 COMPUTER with power supply, built-in RCA cable, one
Atari Joystick, and three [3] cartridges [no boxes, or manuals
for cartridges]:

Basic -- for use with the Atari 400 and 800
Missile Command
Space Invaders

This is a complete system, except for RF switchbox. This system
also includes the Atari 410 Program Recorder (listed below), at no
additional charge.

$34.00

*****

LOT #2

ATARI 1050 (127K) DISK DRIVE, with power supply and Molex
connector cable.

$39.00

*****

LOT #3

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex
connector cable.

$24.00

*****

LOT #4

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex
connector cable.

This item has not been tested.

$ 4.00

*****

LOT #5

ATARI 820 PRINTER, with two (2) rolls of paper and built-in
power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$10.00

*****

LOT #6

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$15.00

*****

LOT #7

EPSON RX-80 PRINTER with built-in power cord.

$27.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for
something that isn't listed, please don't ask (because if I
had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and
systems have been tested and are in working order. I very
rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are able to follow through on your order *before* you place it,
3) next send me a list of the items that you are interested in,
4) also include your full name and full postal mailing address (this information is for internal VGA use only)!
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com -- backup e-mail account
dw901@cleveland.freenet.edu -- backup e-mail account

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari, Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and 6861 Anthony Lane all Classic video game and cartridge

Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

5078. Re: Price Guide Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-21 00:00:00 UTC
From: The Shadow <shadow01@aracnet.com>
Message-ID: <5og19n$q0g$1@spitting-spider.aracnet.com>
Source record: 72312

Well, lets be fair here.... While what you listed may be true in
YOUR area, it is certainly not true everywhere....

In the Portland, Oregon area, Goodwill charges as follows,
and sells these computers FAST!

Atari 400 (Computer only, no p/s or anything) $14.95
Atari 800 Ditto... $29.95
Atari 800xl Ditto... $39.95
Atari 65xe Ditto... $59.95
Atari 130xe Ditto... $79.95

810 Disk drive (Bare, no p/s) $14.95
1050 Disk Drive Ditto... $29.95

Power Supplies for xl/xe $19.95
Power Supplies for 400/800/1050 $14.95

SIO Cables $ 3.95

While "I" find these prices a little high, they still last
less than 1 day in the stores, so the average buying public
obviously feels that those are fair prices.

The Shadow

> On Tue, 17 Jun 1997, Art Ullery wrote:
> ->I recently purchased a working Atari 400. It came with video cord
> ->and power cord [and also] Pac Man game. It did not have any manuals,
> ->joysticks, or any other hardware/software. I paid $15 ...
> ->Is this a fair price or did I get ripped off?
>
> At a big computer show half a dozen years ago I was in a charitable
> mood so I paid a starving Atari vendor four bucks for a 400. It had
> a cartridge in the slot, so since I figured the cart was worth a
> dollar that effectively reduced my outlay for the 400 to $3. But that
> was half a dozen years ago! Based on what I've seen at various shows
> since then, I'd peg the fair-market value of a 400 with 16K at between
> ten and 25 cents. Since your video cord should be built-in, your game
> cart's worth $1, and the power supply is worth at least $4, you've got
> $5.25 value. Look at it this way: You only lost $9.75. (Incidentally,
> I've since given away that 400.)
>
> ->I have the opportunity to buy an Atari 800. It works, comes with
> ->cables, but no docs or extras. I can get it for $25. Is this a fair
> ->price?
>

> No. I've seen 800s priced at $5 piled up at shows for years now and
> nobody ever buys them. (The best one can say is that with that flat top
> they stack nicely.) For $25 you can expect to get either an XL/XE or
> lots of additional stuff with the 800. Look around in Goodwill stores,
> flea markets, hamfests, or computer shows and eventually you'll find
> better deals.
>
> ->"Classic Computer Price Guide" ... If anybody knows of anything even
> ->remotely close to this, I would be grateful to find out.
>
> Look at all the lists of stuff for sale on this newsgroup. I won't
> call the prices "sky-high" -- I'll simply refer to them tactfully as
> "list price." The real-life market value is usually one-half, or
> one-fourth, or one-tenth, depending on the item and the price. I'll
> admit that this won't help you much, but it's something. (In other
> fields some price guides show market prices and some show list price.
> I know of other fields where the ratio between the list price shown in
> the standard "value" guides and the actual market value can be as much
> as ten to one, so such a ratio isn't unheard of. One should always
> expect "list prices" to be on the high side.)
>
> >>>---------------------------------------<<<
> >>> david moeser -- erasmus at one net <<<
> >>> Censornati, Ohio - USA <<<
> >>>---------------------------------------<<<
> * ATARI -- Love it or leave it! *

5079. Re: gem files to pc format

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-21 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EC4BHI.E6@cix.compulink.co.uk>
Source record: 72313

In article <33a5a8b2.31166455@news.wvinter.net>, slides@abodia.com (pheep) wrote:

> Looking for a graphic converter that will convert Atari gem files to a
> format recognizable on PCs.....
>
> ted slides@abodia.com

GEM files are used on Atari 16bits not 8bits so your in the wrong newsgroup to start with. GEM originated on the PC before the ST so any half decent PC graphics package should read/convert them fine.

+--------------+-----------------------------+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+-----------------------------+
|Analyst/Programmer Freelance journalist PC |
+---+

5080. Re: Price Guide Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-21 00:00:00 UTC
From: david moeser <erasmus@one.net>
Message-ID: <Pine.LNX.3.95.970621071503.26805A-100000@shell.one.net>
Source record: 72314

On Sat, 21 Jun 1997, The Shadow wrote:
->Well, lets be fair here.... While what you listed may be true
->in YOUR area, it is certainly not true everywhere....
->
->In the Portland, Oregon area, Goodwill charges as follows,
->and sells these computers FAST!
->
[price list snipped]
->
->While "I" find these prices a little high, they still last
->less than 1 day in the stores, so the average buying public
->obviously feels that those are fair prices.

For the sake of brevity I've snipped out the price list but
I've left in your other comments because they're so astounding.
The prices and the situation you describe are incredible.
Absolutely amazing.

If your report is accurate, then it would be worth it for
everybody who wants to sell 8-bit stuff to fill up trucks with
it and drive 2000 or 3000 miles to Portland, Oregon, where they
could undercut the prices you quoted and still make lots of money!!

In contrast, a former 8-bitter in my area reported several
years ago buying a boatload of 8-bit equipment -- a big collection,
not just one item -- at a local Goodwill store for $15. There's
a world of difference between the price levels (presumably a
reflection of overall 8-bit interest?!) you claim exist in Portland,
Oregon, and what seems to be the case in most of the country.

In any case, regarding "value" I think the most important thing
to say about the 8-bits is that the greatest value is obtained by
using the computer, not by expecting to resell an 8-bit system at
1982 or 1985 purchase prices. (Except in Portland, Oregon?) I've
long said that by using the best quality hardware and software,
the 8-bit can do a lot. Just because the market price levels may
be depressed doesn't mean there's anything wrong with the computer.
A buyer who picks up old computers for pennies is getting a great
bargain -- if that buyer actually uses the computer to its fullest
potential.

>>>--<<<
>>> david moeser -- erasmus at one net <<<
>>> Censornati, Ohio - USA <<<
>>>--<<<
* "All Indus -- All The Time!" *

5081. Help Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-21 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <33AB9ADB.7668@ccnet.com>
Source record: 72315

I just got a Atari 800XL.Two carts star raiders cxl4011,Basic computing language cxl4002.Also 3 cables that plug into the far right Perirhepal slot.And a Texas Instruments video modulator that plugs into the monitor slot.Why it has this i don't know since it has a RF output by the monitor output???

I need a power supply for this 800 XL,to see if it works.

Also is there a floppy drive for the 800 XL.I want to download program and games on my PC for the 800XL.Than transfer them from my PC to the 800 XL.Or would it just be easier to get a modem for the 800 XL and transfer them to a floppy drive for the 800 XL.

Thanks

5082. Re: Picture of the XE Game System

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-21 00:00:00 UTC
From: Bernard Kok <bernard@becotel.demon.nl>
Message-ID: <1096.7111T1124T1405@becotel.demon.nl>
Source record: 72316

Hello Thomas Havemeister,

On 19-Jun-97 19:02:00, Thomas Havemeister <peter@soemtron.sb.sub.de> wrote:

>I never sawn a XE Game System, so is there anyone who has one scanned?

>.jpg perhaps? url?

Well I have put them ONLINE on my Homepage from you, there are 3 :

1 Compleet Game system with keyboard
2 Only the Games System
3 Only the Keyboard

So you can go to my homepage : http://www.becotel.demon.nl/

And them go to the ATARi Page and look in the Hardware area....

Gtx. Bernard Kok (Sysop of BECO TEL bbs)

--

Bernard Kok BECO TEL (XL/XE support)
Mailto:bernard@becotel.demon.nl Online : every day from 17-06 GMT
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : OFFLINE ! ! !

Last Updated : 21 June > Home Page : http://www.becotel.demon.nl/

International Message Relay (IMR)
I.M.R. : http://www.becotel.demon.nl/imr/

... Lotto: ▯▯▯▯▯▯▯▯ <- Scratch here for your price

5083. WTB: 2 Mosaic 64K RAM boards

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-21 00:00:00 UTC
From: richczeta@aol.com
Message-ID: <19970621174900.NAA05567@ladder02.news.aol.com>
Source record: 72317

Looking for 2-3 Mosaic 64K RAM select boards complete with manuals and cables(?) for my Atari 800.

Thanks!
Richard

richczeta@aol.com

5084. Atari 800 & 1050

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-21 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5oh9e9hge1@news2.voicenet.com>
Source record: 72318
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers,alt.warez.atari

A number of new items have been added including an 800, a 1050,
a digital device, a number of cartridges, a few tapes & disk packages.

Atari Items for Sale plus shipping

Atari 800 Computer (one missing key) w/power supply. $59 added 6/21/97
Atari 1050 disk drive and power supply..... $49 added 6/21/97
Ape Face Model XLP Digital Device..... $39 added 6/21/97
Atari 850 Interface no power supply..... $39
Atari XMM801 printer..... $24
Atari 1020 Printer..... $15
Atari XM301 Modem..... $15
Atari 410 Program Recorder (tape deck) (3)..... $14
Atari 400 Program Recorder (tape deck)..... $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ..... $ 8 each
Paddles (3 sets)..... $12 each
WICO Command Control Joysticks - rough..... $12 pair
DVE Printer Power Supply Model DV-2412A..... $10
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50
.....

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes

MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations -- added 6/21/97
Success with Math - Quadratic Equations -- added 6/21/97
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986

Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Printer Driver Construction Set from APX
Summer Games - added 6/21/97
The Quest - added 6/21/97
Touchdown Football - added 6/21/97
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor
Basic Language Computing - added 6/21/97
Donkey Kong
Galaxian - added 6/21/97
Missile Command
Music Composer
Pacman - added 6/21/97
Pitstop - added 6/21/97
Popeye - added 6/21/97

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Clowns & Balloons for 400/800
Curse of Ra -- added 6/21/97
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun

Frogger
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
Labyrinth -- added 6/21/97
List, General List, List Customizer
Original Adventure
Sargon II -- added 6/21/97
Star League Baseball
States & Capitals
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown (2)
Atari Program Exchange - A guide to Effective Programming
Atari 400/800 Basic Reference Manual -- added 6/21/97
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide (2)
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide (2)
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Introduction to Atari DOS -- added 6/21/97
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6

10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

5085. Re: want Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-21 00:00:00 UTC
From: John May <xzarium.uk@virgin.net>
Message-ID: <01bc7de4$413a8160$0100007f@default>
Source record: 72319

J-me <jmemorse@iwaynet.net> wrote in article <33A65F5F.272A@iwaynet.net>...
> I am looking for copies of Ali Baba and the 40 Thieves and/or Return of
> Heracles for the Atari 8 bit emulators...
>
These are the two games that convinced me to keep the Atari - The games are
still unique in the amount of players that can play.

I tried Return of the Heracles with the Ver 3.6 emulator but it's not too
hot without much of the sound effects.

> Both games were built by the programming GOD Stuart Smith....
> I wonder what happened to him

> Both have heavy nostolgic meaning for me...
>Yup. great programming days......

> anyone who can help... please do...
>
I found Heracles on an image disk on:

http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/binaries/images

Regards John
>

5086. FA:ER Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-21 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <33AC44A6.78CB@administaff.com>
Source record: 72320
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,comp.sys.atari.8bit

```
** Some minimums reduced **
* Includes: ER items by Chalk Board * - (SOLD)
NOTE: There is no buyout option. Please bid on individual items.
Bid on as many as you like, but state bids per item.
Date of initial post: 05/29/97.
Rules at end of post.

---- Update 06/21/97 ------------------------------------------
Atari 400/800 items:

Hardware | Current High Bid
-----------------------------------------|--------------------
Atari
XM301 Modem 6 - Penguin *Sold
incl. user manual
Chalk Board
PowerPad & cable (untested) 15 - Alfred *Sold
connecting cable a bit hacked
on end which plugs into Powerpad

Programs
Carts (loose, vg condition, no docs) | Current High Bid
-----------------------------------------|--------------------
Atari
CXL4002 Basic Computer Language (ver ?) 5 - Batcave G2
RX8040 Donkey Kong Junior 3 - Batman *Sold
RX8030 E.T. Phone Home! 1 - Riddler *Sold
CXL4024 Galaxian 4 - Riddler G2
CXL4018 Pilot Programming Language 20 - Alfred G1
Chalk Board
10031A-3 BearJam 30 - Alfred *Sold
10042A-3 LogicMaster 30 - Alfred *Sold
10016A-3 Micro Illustrator 30 - Alfred *Sold

Programs
Tapes (vg condition, no docs) | Current High Bid
-----------------------------------------|--------------------
Atari
CX4108 Hangman 1 - **min
CX4112 States & Capitals 1 - **min
CX4129 Juggles Rainbow 1 - **min
TX9032 Joystick Sketchpad 1 - **min

Programs
Disks (vg condition, no docs) | Current High Bid
```

```
-----------------------------------------|--------------------
Atari
DX5052 Master Diskette 3 1 - **min
CX8129 The Home Filing Manager 1 - **min
CX8135 My First Alphabet 1 - **min
Broderbund
The Print Shop (good condition) 1 - **min
incl diskette w/printer driver for
Atari 1020 from Innovative Concepts

Books/Manuals | Current High Bid
-----------------------------------------|--------------------
Atari 400/800
Basic Reference Manual 3 - Batcave
Student Pilot Reference Guide 15 - Alfred
An Invitation to Programming 1: .50 - min
Casette only: CX4101 - NO MANUAL
An Invitation to Programming 2: 3 - **min
Writing Programs One and Two
Includes the 2 Cassette Tapes: CX4106
An Invitation to Programming 3: 3 - **min
Intro to Sounds and Graphics
Includes the 2 Cassette Tapes: CX4117
The Bookkeeper - User's Guide 1 - MrFreeze
(no diskettes)
Atari Disk Operating System 1 - Batman
Reference Manual - DOS3
Other
Rainy Day Activities for the Atari 2 - MrFreeze
by: Nancy Mayer
publisher: Reston
Atari Basic - A Self Teaching Guide 3 - min
by: Albrecht, Finkel & Brown
publisher : Wiley
Atari Games, Compute!'s First Book of 2 - min
publisher : Compute! Books

Rules:
I will assign and use an alias for all bidders.
Format will be Going-Going-Gone.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups daily and individuals if requested.
Ties will go to the earliest posting I receive.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.

Mail your bids or inquiries directly to: dennis_cooper@administaff.com
```

Thank you,

Dennis Cooper
--
dennis_cooper@administaff.com

5087. DD 1050 w/ box FS

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-21 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5oh5sg$grp@freenet-news.carleton.ca>
Source record: 72321

1050 w/ US doubler and write protect bypass switch. In the original
box, which is in great shape w/ all styrofoam, etc. Includes
the original box for the power supply too, and an SIO cable.

Make offer.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

5088. Japanese on the atari et al

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-21 00:00:00 UTC
From: tumble@ids.net
Message-ID: <5ohn3j$s7k@paperboy.ids.net>
Source record: 72322

Howdy!

Look for info on Japanese computer programs/systems etc. designed to run on the Atari 8-bits as well as other contemporary models.

I'm trying to combine my interst in old computers w/ my interst in Japanese language.

Thanks in advance!

--john

5089. Wanted: TRACK & FIELD

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-21 00:00:00 UTC
From: "M.J. BEAU" <mjbeau@net-link.net>
Message-ID: <33ACA0EE.F97@net-link.net>
Source record: 72323

```
Atari TRACK & FIELD game cartridge Wanted.
Prefer with instructions, but not absolutely necessary.
Please contact by e-mail with your selling price.
Thanks! regards, Matthew
```

5090. Re: Price Guide Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-21 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970621170520.25677B-100000@fissure.scar>
Source record: 72324

On Sat, 21 Jun 1997, The Shadow wrote:

> Well, lets be fair here.... While what you listed may be true in
> YOUR area, it is certainly not true everywhere....
>
> In the Portland, Oregon area, Goodwill charges as follows,
> and sells these computers FAST!
>
> Atari 400 (Computer only, no p/s or anything) $14.95
> Atari 800 Ditto... $29.95
> Atari 800xl Ditto... $39.95
> Atari 65xe Ditto... $59.95
> Atari 130xe Ditto... $79.95
>
> 810 Disk drive (Bare, no p/s) $14.95
> 1050 Disk Drive Ditto... $29.95
>
> Power Supplies for xl/xe $19.95
> Power Supplies for 400/800/1050 $14.95
>
> SIO Cables $ 3.95
>
> While "I" find these prices a little high, they still last
> less than 1 day in the stores, so the average buying public
> obviously feels that those are fair prices.
>
> The Shadow
>
> > On Tue, 17 Jun 1997, Art Ullery wrote:
> > ->I recently purchased a working Atari 400. It came with video cord
> > ->and power cord [and also] Pac Man game. It did not have any manuals,
> > ->joysticks, or any other hardware/software. I paid $15 ...
> > ->Is this a fair price or did I get ripped off?
> >
> > At a big computer show half a dozen years ago I was in a charitable
> > mood so I paid a starving Atari vendor four bucks for a 400. It had
> > a cartridge in the slot, so since I figured the cart was worth a
> > dollar that effectively reduced my outlay for the 400 to $3. But that
> > was half a dozen years ago! Based on what I've seen at various shows
> > since then, I'd peg the fair-market value of a 400 with 16K at between
> > ten and 25 cents. Since your video cord should be built-in, your game
> > cart's worth $1, and the power supply is worth at least $4, you've got
> > $5.25 value. Look at it this way: You only lost $9.75. (Incidentally,
> > I've since given away that 400.)

> >
> > ->I have the opportunity to buy an Atari 800. It works, comes with
> > ->cables, but no docs or extras. I can get it for $25. Is this a fair
> > ->price?
> >
> > No. I've seen 800s priced at $5 piled up at shows for years now and
> > nobody ever buys them. (The best one can say is that with that flat top
> > they stack nicely.) For $25 you can expect to get either an XL/XE or
> > lots of additional stuff with the 800. Look around in Goodwill stores,
> > flea markets, hamfests, or computer shows and eventually you'll find
> > better deals.
> >
> > ->"Classic Computer Price Guide" ... If anybody knows of anything even
> > ->remotely close to this, I would be grateful to find out.
> >
> > Look at all the lists of stuff for sale on this newsgroup. I won't
> > call the prices "sky-high" -- I'll simply refer to them tactfully as
> > "list price." The real-life market value is usually one-half, or
> > one-fourth, or one-tenth, depending on the item and the price. I'll
> > admit that this won't help you much, but it's something. (In other
> > fields some price guides show market prices and some show list price.
> > I know of other fields where the ratio between the list price shown in
> > the standard "value" guides and the actual market value can be as much
> > as ten to one, so such a ratio isn't unheard of. One should always
> > expect "list prices" to be on the high side.)

Wow, if I could find buyers for my Atari stuff that are willing to pay the above Oregon prices I would have enough to buy a complete Pentium system. But like we've heard before... Atari stuff is only worth as much as someone is willing to pay for it.

(Egads, $80 US dollars for a 130XE!)

Alan
University of Toronto, Computer Science and Management

5091. Teen Blowjobs teenblow.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: <>
Message-ID: <5ohqaa$9gu@usenet84.supernews.com>
Source record: 72226

Looking for Dirty Schoolgirls Having Sex? Well, then look no further, Nasty-Schoolgirls is your
source for the Nastyiest girls that will Fuck and Suck your Cock.

Are you ready to have a Schoolgirl Suck you Cock?

Then Visit:

http://www.nasty-schoolgirls.com

All Models Represented on Nasty-Schoolgirls are 18 years of age or older.

5092. Atari 810 Disk Drive Problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: rclott@sh1.ro.com
Message-ID: <5ohrd7kjb1@news.ro.com>
Source record: 72227

Help. I recently unpacked my Atari 800 system from years in the attic. Everything works fine, except for the disk drive (810). I get the error "BOOT ERROR" whenever I try to run a disk program, no matter what disk I use (DOS II, VisiCalc, Apple Panic, Word Processor, etc.)

Any ideas? Are there any common failure modes for this drive? I have taken it apart and cleaned the heads. Any suggestions would be appreciated.

Thanks.
-Chris Lott
rclott@ro.com

5093. -Teen School Girls * teen3.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: <>
Message-ID: <5oi04v$d7c@usenet84.supernews.com>
Source record: 72228

Looking for Dirty Schoolgirls Having Sex? Well, then look no further, Nasty-Schoolgirls is your
source for the Nastyiest girls that will Fuck and Suck your Cock.

Are you ready to have a Schoolgirl Suck you Cock?

Then Visit:

http://www.nasty-schoolgirls.com

All Models Represented on Nasty-Schoolgirls are 18 years of age or older.

5094. Re: WTB: 2 Mosaic 64K RAM boards

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: luecknik@world-net.net
Message-ID: <33ac9570.2112447@news.world-net.net>
Source record: 72229

On 21 Jun 1997 17:49:17 GMT, richczeta@aol.com (RichCZeta) wrote:

>Looking for 2-3 Mosaic 64K RAM select boards complete with manuals and
>cables(?) for my Atari 800.
>
>Thanks!
>Richard
>
>richczeta@aol.com
Strangest thing! Less than an hour ago I offered a guy $9 for a pair
of those!. He only asked $7, but, hey. Anyway, I don't really NEED
them, just yearned for them. So if you want to buy them from under me,
I can live with that. His blurb is on rec.games.video.atari, date June
21, and e-mail rhgl@erols.com. Lotsa' Luck. James.
>

5095. Re: ROCKMAN - Best game ever?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: mhop <mhop@snip.net>
Message-ID: <01bc7d14$be6f14a0$LocalHost@computer-name>
Source record: 72230

```
Euskara <euskara@aol.com> wrote in article
<19970610032401.XAA27072@ladder02.news.aol.com>...
> OK, OK maybe that was a little bit of an exageration. Still this game
> made by mirage in 1995 kicks butt - looks more like a 16 bit game. Has
> anyone else played it? If so, any cheats available? I've made it to
level
> 15 on 3 lives! If you havent tried it, you just gotta!!
>

Where'd you dig this game up?

--

mhop@snip.net
```

5096. Re: 400/800 Only games

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: rayrite@blue.engin.umich.edu
Message-ID: <5oicpg$mol@srvr1.engin.umich.edu>
Source record: 72231

Deluxe Invaders works on a XL system. I own that one.

5097. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_866968212@rtfm.mit.edu>
Source record: 72232
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

5098. Re: Help! Deaf

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5oir88$gd2$10@triglav.iwaynet.net>
Source record: 72233

On 1997-06-12 cyberfire@rocketmail.com said:
>I am trying to write a Minicom program for my friends deaf daughter.
>I can not find the settings for a minicom anywhere, can someone
>help me?
>I need to know the following
>baud rate
>data bits
>stop bits
>parity
>and if the data is in ASCII or another form.
>Please help, If I ever get it writen, it'll be free ware!!!

I've never heard of a minicom.I thought that deaf people used TTYs.

Net-Tamer V 1.08 - Test Drive

5099. Re: WANTED: Drive Enhancement

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5oir9d$gd2$12@triglav.iwaynet.net>
Source record: 72234

On 1997-06-14 xzarium.uk@virgin.net said:
>Hi there all...
>Wonder if you can help?
>I require a 1050 or (XF551) drive enhancement ie. Super Archiver II
>etc etc.
>Since the Atari Emulator came out for the PC I have been
>transfering all the games over but I have a massive amount in
>double density warp speed menus that I can no longer access.
>Although the XF551 is Double Density it just locks up when it reads
>the warp command.

I doubt that the XF551 is locking up from a unrecognized command.
It's probably the menu-loader assuming that you're using a Happy drive.

As I remember,when you used the Happy drives to duplicate a copy-protected
disk,it did so in such a way that the disk would only work with another Happy
drive.At least with some games.

>In return I can either offer cash or supply you with one of my O.S.
>Controller Cards for the Atari XL or XE with all the software tools
>disks.
>You may not of heard of this card as we never promoted it in the U.
>S. but in Europe it was the No.1 selling hardware add-on.

What the hell is it?

>Also if anybody has Archon II I would be interested as my original
>has failed.

You can FTP that off of myst.slcc.edu.

Net-Tamer V 1.08 - Test Drive

5100. Re: PLEAAASE! Help ME!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5oir8n$gd2$11@triglav.iwaynet.net>
Source record: 72235

On 1997-06-12 shadow01@aracnet.com said:
>Path: triglav.iwaynet.net!odin.oar.net!malgudi.oar.net!news.apk.
>net!uunet!in3.uu.net!128.230.129.106!news.maxwell.syr.edu!howlan
>Newsgroups: comp.sys.atari.8bit
>Date: Thu, 12 Jun 97 14:57:38 GMT
>Organization: Shadow Software
>Lines: 21
>NNTP-Posting-Host: ppp-d6.aracnet.com
>X-Newsreader: NewsRover 2.0 (www.NewsRover.com)
>Xref: triglav.iwaynet.net comp.sys.atari.8bit:40070
>> Howdy !
>> one disk of my collection is no more ;-(! I lost some files and I
>>didn't have any backups of it. So if !YOU! can help me...
>> where to find those files?:
>> POOYAN.COM POOYAN KONAMI / Datasoft / (c)
>>1983 by Scott Spanburg
>> OLYMPSKI.COM OLYMPIC SKIER A.Hoque / AMERIKANA
>SOFTWARE >
>> I know, they are very rare, but a error 164 is really frustrating
>:/(>
>> if *you* have it, please send it uuencoded via e-mail!
>> thx, for any help!
>Error 164 is a file number mis-match and should be easy to rectify
>with any good sector editor. DiskFix from Shadow Software is
>The Shadow

5101. Re: XL-IT! (need help)

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5oirab$gd2$13@triglav.iwaynet.net>
Source record: 72236

On 1997-06-13 venglin@hektor.umcs.lublin.pl said:
>Hey,
>I am a begginer and I have a big problem. I had an ATARI 65XE few
>years ago so I try atari emulators. I use XL-IT v.20 on my PC (P5
>etc.) and Pokey. I wanted to play my favourites games. I have
>NINJA.ATR , WORLD KARATE CHAMPION, but I can't run KARATEKA.ATR, - I
>see only introduction screen and scrolling text - that;s all !!!)
>OperationBlood.atr ??!! Why???? I use -nobasic option but it doesn;t
>help.

Well it's just a emulator.Don't expect ALL games to run on anything but a real
Atari.

>Other questions:
>1) How can I save my simple programs in BASIC on HDD???

SAVE "D1:FILE.BAS"
would save your programme to the ATR/XFD files you had set-up as drive#1.

>2) Where can I find : Bomb Jack, Kick Off, Pit Stop and ..... ONE ON
>ONE !!!! from EA !!!! This is the best game on ATARI !!!! ???
>Please, help me!!!

Try FTPing to myst.slcc.edu.

Net-Tamer V 1.08 - Test Drive

5102. Re: Xlit 0.20

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5oirat$gd2$14@triglav.iwaynet.net>
Source record: 72237

On 1997-06-12 94chrisv@scar.utoronto.ca said:
>Just playing around with Xlit 0.20 and I have noticed a GREAT deal
>of software does not run using the ATARIXL.ROM.. yet when I swtich
>over to the ATARIOSB.ROM and run under ATARI 800er emulation and
>turn off XE emulation a lot of stuff works (but the catch NONE of
>the software I am trying is ATARI 800 specific.. in fact some of it
>ONLY ran on an XL/XE which is very odd. (I tried POW, a commando
>style game that is 64k XL/XE.. runs fine under atari 800 mode but
>under XE mode it is distorted. And they are several that are like
>this. Any ideas?

I've notied this in PC Xformer as well.
On the real Ataris it's the opposite,you use the 800 OS for just a few games.

>Also, music in a lot of games runs slower than the normal speed but
>the animation is fine (when you speed up the frames/second) My
>question is, is the sound emulation purely based on the speed of
>the CPU (I am using a 486 DX33 with 24 megs of ram and so far
>everything runs at a decent speed, some things a little slower than
>the original 8bit, but overall I am very impressed. I wish I had
>more time to dabble in it. Sure brings back good old 8bit memories.
>My compliments to Markus. Great job.

Well 1MB would suffice.384k for HMA and UMBs would suffice to hold DOS (around
42k) and it's data tables and any device drivers.Giving you 640k conventional
(with VGA) memory.Remember that the Atari emulators only need to emulate 128k
of RAM leaving 512k.And even the DOOM EXE fits in that.
(it's just all those pictures and sounds that take up room)

Net-Tamer V 1.08 - Test Drive

5103. Nato Commander

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: Derek O'Neil <doneil@globalnet.co.uk>
Message-ID: <01bc7f09$08d2d7c0$ec577ec2@dereko-n>
Source record: 72238

Does anybody have this game in a format that I could use on a PC ?

I would be willing to buy it.

Please E-Mail : doneil@globalnet.co.uk

Thanks

Derek O'Neil

5104. Atari 8 bit: Logo and PR Connection

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: onetwoknow@aol.com
Message-ID: <866901838.11485@dejanews.com>
Source record: 72239

I have the following Atari 8 bit items for sale:
Atari LOGO cartridge complete package
PR Connection: (H/W and S/w) for modems and printers

Make offer for each or both (shipping included).

--------------------==== Posted via Deja News ====-----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

5105. Re: Best Hard Disk for 8Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: msmith@aol.com
Message-ID: <19970622162301.MAA06749@ladder01.news.aol.com>
Source record: 72240

Having sent the original question, I would like to say thank you vtry much for the input. I would also like to comment on the ATR8000 hard disk question. The ATR8000 had a very elegant hard disk interface. A set of simple TTL IC's interface to the ATR8000 via a daughter board which plugged into the Z80 socket. From there a ribbon cable to a Western Digital controller went to MFM style hard disks. The hard disk was then avaliable for use via the Atari, or the ATR8000 CP/M or PC DOS. The guy that did the software for the ATR8000 was very sharp. The only downfall that I ever experienced was the combination of OS's was critical and you had to whach what you were doing or you would blow away the data on the disk.

While I am at it, what is the maxmium size disk I can put on the black box unit, and does any BBS software work with this unit.

Thanks,
Mark Smith

5106. Re: Hard drive with ATR8000

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: msmith@aol.com
Message-ID: <19970622163301.MAA03522@ladder02.news.aol.com>
Source record: 72241

Please check my reply (response #9 or #10) on the original posting. The ATR8000 hard disk interface was a set of simple TTL IC's. A daughter board containing these IC's was placed into the original Z80 socket. From there a ribbon cable was used to connect to a Western Digital hard disk controller. The interface supported MFM drives.

Mark Smith

5107. Re: Help! Deaf

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <EC6rE5.1pz@iglou.com>
Source record: 72242

dklugh@iwaynet.net wrote:

: I've never heard of a minicom.I thought that deaf people used TTYs.

As the newsgroup's resident deaf poster, yes, they do use TTYs, and similar communication devices. A minicom is a brand name of a TTY, which is what I have. What he wishes to do is interface the TTY with the computer, so he could do all his typing on the computer, and have everything show up on the screen, rather than the TTY screen.

There's various models of TTYs out there, and there are some that have printers as part of the unit. My Minicom has a 10-pin connector that allows me to connect it to my external printer for printing out conversations. Unfortunately, I lost the directions for doing this.

There's a few deaf-related newsgroups, so I'm hoping he asked his questions there, since it's more related to the Minicom series TTYs than it is for his computer.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

5108. Re: Best Hard Disk for 8Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970622171601.NAA09417@ladder01.news.aol.com>
Source record: 72243

In reply to your question of what the maximum size hard disk you can put in a Black box:

You can have up to 96 partitions of up to 16 megabytes each (thats about 1.5 gigs) I guess if MyDos 6.0 had come out which promised 48 megs per logical drive, you could have tripled that. The RS-232 can go up 19200 baud. I have yet to see a BBS program that wont work. I have seen Bobterm, Ice-T, the BBS program from K-products (the best in the market) and the carinna BBS all fully 100% compatible with the Black Box. I spoke to Bob Puff the other day and he does have them in stock (I am thinking about buying a second one!)

5109. Re: Wanted: TRACK & FIELD

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970622171600.NAA05709@ladder02.news.aol.com>
Source record: 72244

Do you already have the special controller that makes Track and Field play like the arcade version? If not, you might want to get that too, or make one yourself. Saves on joysticks.

5110. Re: Price Guide Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970622171601.NAA09423@ladder01.news.aol.com>
Source record: 72245

Maybe we should ask the government to decide what these things are worth?
OK, maybe not.

5111. Re: Demon Attack ???

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <33ad4f99.287826@news.abest.com>
Source record: 72246

On 16 Jun 1997 12:27:08 -0400, lvt-cfc@cyber1.servtech.com
(christopher f. chiesa) wrote:

>Hmm... I have this one on disk too, and don't recall noticing it not working
>on my 800XL. I'll have to check!

Yeah, Shamus and Shamus II both run on the XL/XE, but I remember
Protector II (and presumably Protector I) didn't.....

5112. Classics item available, some free, some not..

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: hong@smarty.smart.net
Message-ID: <5ok9tv$o3k$1@news.smart.net>
Source record: 72247
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,comp.sys.tandy,comp.sys.cbm

Have the following stuff available:

Stuff that does not work:

1 Commodore 1541 drive. Power up, but cannot read disk.
Intellivision II, untested, no power supply, the 2 joypads looks to be in bad shape.
Intellivision console, mostly works, but the rf switch is a not working to well, if you got picture, it works ok, you may have to shake the machine a couple times to get the picture, Probably something is loose, should be an easy fix.

These are are free for the asking if you order some other things, but you have to paid shipping. Otherwise, $5 + shipping and you get all 3 items.

Stuffs that works,

Atari 800, 48 K, no power supply, but it works. $7 + shipping

Tandy Color Computer 3, works, the space key's kep cap is missing, but the space key still works. In good condition. Console only, $10 + shipping.

Commodore 128D, C-128 with a built in 1571. The machine is in good shape, the detachable keyboard, is in bad shape, the outer case for the keyboard is not there, and 3 keys are missing, (all keys missing are on the top roll, one is F1, don't know the other 2), the keyboards still works though. Make offer.

A 80col amber(or green) rgb monitor for the C-128. The cable adaptor is kind of ugly, but it works flawlessly. Make offer.

Thanks,
sze

5113. Sound problems with XL-it

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: Phillip Abraham <abrahamp@tra.auracom.com>
Message-ID: <33ADB312.3866@tra.auracom.com>
Source record: 72248

G'day,

I was hoping someone in this group could help me out. For some reason I can't get the sound emulation to work with my Soundblaster-compatible (ATI?) card and XL-it 20. I have the SET BLASTER perameters set up fine, and I'm running XL-it under DOS 6 on my crappy 486/33 DX.

Has anyone else had this problem?

The only other peculiarity I noticed is that I can't turn off the XL emulation mode; it keeps turning itself back on.

I'm dying to play MULE with the funky music....
--
Phillip Abraham
Articled Student
Rossland, B.C.

5114. 8bit material for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970622191538.26372G-100000@fissure.scar>
Source record: 72249

Here's a detailed list of the computer books (90% Atari 8bit) I have for
sale

But first, the original software..

B/Graph with Enhancement disks from Antic plus original spiral bound docs
$15

Sentinel One
Stellar Shuttle
$2 each (sorry no docs, no nothing with these two)

Lode Runner C64 version one side, Atari 8 bit (48k) version on other
with original box
$5 SOLD!!!

Dos 2.5 original disk with spiral bound docs
$5 SOLD!!

Dos XE : original disk with spiral bound original docs
$5

original docs for Cartridge Demon Attack
$1

Now for books, magazines..

The following are original spiral bound...
COMPUTE 1st Book of Atari, (c) 1981 $10
COMPUTE 2nd Book of Atari, (c) 1982 $5
COMPUTE 3rd Book of Atari (with RARE 1200Xl memory map) $10 SOLD!
COMPUTE 1st Book of Atari Games $5 SOLD!
COMPUTE 2nd Book of Atari Grafx $5 SOLD!
COMPUTE Mapping the Atari (complete 400/800 memory map) $12 SOLD!!

Epson FX-286 9pin printer manual $2
Atari SX212 manual $1
SpartaDos 1.1 original manual with 1050 Ultraspeed installation docs
$5

basic for adventure games and graphics the Atari way $2 both SOLD!
Compute Magazine issues Septemeber, october and november 1981 $10/each
Compute Magazine April 1982, June 1982- Nov 1983 (complete) $5/each
Computer December 1983 (mega issue) $8
COMPUTE magazine Jan. 1984 - December 1986 $3/each
COMPUTE October 1987, April 1988 $2/each
COMPUTE May 1988- March 1989 $1/each (no more Atari 8bit support in these
uissues)

Family Computing March 1985 $1
Atari Adventurer April 92 $1
Consumer Resport Feb 1984, compares C64/Xl/Coleco and TRS 80 $2
Users Guide to Atari (contains product info) $2
Computer monsters (basic programming book) $1
Atari Explorer Jan/Feb 89, February 1992 (both issues $3)

Analog November 1989 $2

Antic magazines June and May 1983, $4 each
Antic June 84, Aug to Dec 84, $3 each
Antic January to December 1985 complete, $2.50 each
Antic Jan 86, Feb 86, May 86, April 87, May 87, July 87, $2/each
Antic Sept 87 - December 87, $2/each
Antic March 88, June 88, May 88, $2/each
Antic october 1988 thru to May 1989, $1.50 each

Antic Anthology 1982 Volume 1, book.. $5 SOLD!!

Prices are in US funds and are negotiable....

Please reply via private mail.

Alan

ALSO added to the list

What Else Can you do with a MicroComputer by hayes 1984
-- has basic programs for the ADAM, Apple, C64 and Atari 8bit
-- games, productivity, simple basic stuff $1 50 pages

Understanding Computer Grafx by Usborune/Hayes with simple basic programs,
not much Atari stuff in this one but it is great for children to
understand computer grafx $1 50 pages

Basic Atari Basic by Coan and Kushner, hayden Books
- this baby has everything about the 8bit (in basic) sound, grafx, i/o,
etc, 1984, has tonnes of type in programs $10 over 300 pgs

Inside Atari Basic by Bill Carris about 160 pgs, an excellent intro basic
book with humurous pictures. Not as technical as the previous book $5

New 8bit hardware added

Atari compatible Paddles (1 set has 2 paddles) $5
1 Atari joystick $3
2 Quickshot (autofire) atari compatible joysticks $4/each

ICD Printer connection (allows you to use non-Atari printers) works on ANY
8bit. connected to SIO port. $15

8bit ROMS
BASIC CXL4002 (rev a)
DEFENDER
SPACE INVADERS
STAR RAIDERS

PACMAN
CENTIPEDE
MOON PATROL
(with original boxes on these ones!)

1 Atari XE light gun
XE game cartridges for use with LIGHT GUN
Bug Hunt
CrossBow (very very nice)
Barnyard Blaster
Crime Busters

1 Acex 2400 baud modem with power supply and manual (no interface!)
$18

Atari 410 program recorder with original box
about 30 or so tape programs (mostly games) with 3 tape holders (each
case holds about 10/12 tapes)
$5 for the record $10 with all the tapes

the XE light gun and 8bit cartridges are negotiable prices, make an offer
in e-mail.

I also have an Xf551 disk drive and a 256k 800Xl but I will not sell those
until I sell the majority of this other stuff, because without the main
hardware the rest of my stuff is really useless to me.

Alan

5115. Re: Best Hard Disk for 8Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970622190608.26372E-100000@fissure.scar>
Source record: 72250

On 22 Jun 1997, MSmith wrote:

> Having sent the original question, I would like to say thank you vtry much
> for the input. I would also like to comment on the ATR8000 hard disk
> question. The ATR8000 had a very elegant hard disk interface. A set of
> simple TTL IC's interface to the ATR8000 via a daughter board which
> plugged into the Z80 socket. From there a ribbon cable to a Western
> Digital controller went to MFM style hard disks. The hard disk was then
> avaliable for use via the Atari, or the ATR8000 CP/M or PC DOS. The guy
> that did the software for the ATR8000 was very sharp. The only downfall
> that I ever experienced was the combination of OS's was critical and you
> had to whach what you were doing or you would blow away the data on the
> disk.
>
> While I am at it, what is the maxmium size disk I can put on the black box
> unit, and does any BBS software work with this unit.
>
> Thanks,
> Mark Smith

To my knowledge the Black Box can access 8 16 meg HD partitions (the 9th drive is a ramdisk), but it can cycle through 96 16 meg partitions (the other 92 partitions are "offline") Which would mean you can at LEAST use 128 megs (which really is an over kill) the entire 8bit software libary is no more than 100 megs!)

I ran Oasis 4.7 with my Black Box and I know BBS PRO! runs fine with it. I can't comment on the other BBS packages but they should run fine too) There is a Toronto Atari 8bit sysop that use a Black Box and he cycles all 96 partitions "online" so users can access his 500 meg or so hard drive. The BBS is

The Jail BBS

(416)762-9316
Running BBS PRO!, speeds up to 14,400, emulation for 8bit, St, IBM.
Online games, messages, files etc.
Networked with a dozen or so of the few remaining 8bit boards.

Located in Toronto, Ontario, Canada

I don't run the board but a good friend of mine does, using my old Black Box as his Hard drive interface.

Alan

5116. Re: Xlit 0.20

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970622190310.26372D-100000@fissure.scar>
Source record: 72251

On 22 Jun 1997 dklugh@iwaynet.net wrote:
>
> On 1997-06-12 94chrisv@scar.utoronto.ca said:
> >Just playing around with Xlit 0.20 and I have noticed a GREAT deal
> >of software does not run using the ATARIXL.ROM.. yet when I swtich
> >over to the ATARIOSB.ROM and run under ATARI 800er emulation and
> >turn off XE emulation a lot of stuff works (but the catch NONE of
> >the software I am trying is ATARI 800 specific.. in fact some of it
> >ONLY ran on an XL/XE which is very odd. (I tried POW, a commando
> >style game that is 64k XL/XE.. runs fine under atari 800 mode but
> >under XE mode it is distorted. And they are several that are like
> >this. Any ideas?
>
> I've notied this in PC Xformer as well.
> On the real Ataris it's the opposite,you use the 800 OS for just a few games.
>
> >Also, music in a lot of games runs slower than the normal speed but
> >the animation is fine (when you speed up the frames/second) My
> >question is, is the sound emulation purely based on the speed of
> >the CPU (I am using a 486 DX33 with 24 megs of ram and so far
> >everything runs at a decent speed, some things a little slower than
> >the original 8bit, but overall I am very impressed. I wish I had
> >more time to dabble in it. Sure brings back good old 8bit memories.
> >My compliments to Markus. Great job.
>
> Well 1MB would suffice.384k for HMA and UMBs would suffice to hold DOS (around
> 42k) and it's data tables and any device drivers.Giving you 640k conventional
> (with VGA) memory.Remember that the Atari emulators only need to emulate 128k
> of RAM leaving 512k.And even the DOOM EXE fits in that.
> (it's just all those pictures and sounds that take up room)

Thanks for the reply. At first I thought I was losing it there for a
second. Because quite a few of the titles I was testing required 64k
XL/XE but died. yet they ran fine under the 800 OS. odd. Anyway,
according to the author of Xformer, Atari 8bit emulation does NOT require
a fast machine or huge amount of memory. Hence, my 486 33 with 24 megs
ram should run any 8bit title at a decent speed.

Alan

5117. ANybody have info on how to connect an 8" drive to ATR8000?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-22 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-2206972333550001@ppp50-pac.sonnet.com>
Source record: 72252

I seem to recall you could hook an 8" disk drive to an ATR 8000. Problem was you needed a special interface from SWP...

Soooooooooo... in light of the fact that they are not available to call anybody have any information on how to do this?

Why you ask? Ah, heck, why not! :-)

-Marlin
--
---*** Videos, VWs, & Video games...sad and pathetic but social
---*** Marlin Bates, owner: '69 VW Westfalia Bus aka Lazarus
---*** XL/XE 236/Lynx 80/Jag: 58/Sega: 69/CED: 1197/TG:52/3DO: 37
--*-*-* Always looking for RCA VideoDisks (aka CED)
-*--*--* Web Page: http://www.stocko.sonnet.com/Fujidom/

5118. Any 8 bitters in S.Florida?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-23 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970623032000.XAA10335@ladder02.news.aol.com>
Source record: 72253

If so send me an E-Mail. I live in North Miami Beach, we need a user group down here!

5119. Web-ROM

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-23 00:00:00 UTC
From: Aaron <ddpo@intergate.bc.ca>
Message-ID: <5ol495$1d6$1450@carrera.intergate.bc.ca>
Source record: 72254

Digital Data Promotions Online is pleased to present a new yellow pages style listing of businesses on CD-ROM. This listing will include links to your businesses web site, text, graphics, picture, as well as audio and video clips; to bring your business into the world of multimedia advertising. In addition, any ads promoted on the CD will also be listed on our web site, in the same cataloged method, and updates to your information will be possible. We are currently promoting this CD across the US and the world, and space is filling up quickly. For further information you can visit our web site at

http://www.intergate.bc.ca/business/ddpo

Or download a quick demo of the program, and pricing list, with attached order form at

http://www.intergate.bc.ca/business/advert.exe

We hope to see you online soon.

Thank you for your interest.

Any questions or comments can be directed to
ddpo@intergate.bc.ca

5120. Games and Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-23 00:00:00 UTC
From: lott@phase4.com
Message-ID: <5olp1ivd1@news.ro.com>
Source record: 72255

I recently tried to get a couple of my Atari 800 games to run on one of the Atari emulators available. The two games I tried are Apple Panic and Caverns of Mars.

The first one I tried, POKEY, was aptly named. It ran the Caverns game, but I couldn't get it to run Apple Panic (I may have a bad disk). The caverns game ran incredibly slow - so slow as to make it unusable. (I have a 486 DX66 running Windows 95).

The other emulator I tried, XF25, seemed much faster, but didn't recognize any joystick or keyboard-joystick commands on the Caverns game (again, I couldn't get Apple Panic to run). Also, I think the space ship should have exploded when it hits the walls of the cavern, but it went straight through them instead! Even if I learn how to regain joystick control, the game wouldn't be much of a challenge if there's no consequences to hitting the walls.

Has anyone used an emulator to successfully run any of these (or other) Atari games on their PC? Also, any ideas where I can get a copy of the Apple Panic disk image (or VisiCalc, for that matter - I seem to have several disks gone bad)? I did an Archie search, which only yielded Apple and C64 versions. I've also written Broderbund, but I'm skeptical that I'll get a positive reply, even though the package says "lifetime" guarantee - my wife says it means the life of the game, not *my* life!!!

-Chris Lott

5121. XL-it and Montezuma

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-23 00:00:00 UTC
From: Lukasz Masko <lm158945@zodiac2.mimuw.edu.pl>
Message-ID: <Pine.LNX.3.95.970623144108.9365C-100000@zodiac2.mimuw.edu.pl>
Source record: 72256

What should I do to run Montezuma's Revenge on XL-it 0.20. Is it
possible to make this game run at all?

5122. FS/T: misc. printers [06/06/97]

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-23 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <33ae1f91.4960716@nntp.ix.netcom.com>
Source record: 72257
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

All Video Game Advantage (VGA) FS/T lists are updated weekly and are
available on the WWW at http://www.io.com/~vga2000/

'Sales Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *before*
asking any questions, or placing any orders. Thank you!

This list was last updated on 06/21/97

NOTE: There are currently 1669 ORIGINAL game screen shots available
on my web site, including 233 for various 8-bit computers!

I have the following printers available, for sale or trade. These
were acquired with various computer systems, and while they may work
with more than one type of computer system, I have included the
type of system that they were acquired with, where applicable.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

HARDWARE:

NOTE: The Lots listed below include only what is listed!

APPLE][COMPUTER:

LOT #1

APPLE IMAGEWRITER II PRINTER with power cord.

$79.00

*****

LOT #2

APPLE IMAGEWRITER PRINTER with power cord.

$49.00

*****

LOT #3

EPSON FX-80 DOT MATRIX PRINTER with built-in power cord.

$39.00

*****

LOT #4

PANASONIC KX-P1124 {24 pin multi-mode} PRINTER with built-in power
cord.

$34.00

****

ATARI 8-BIT COMPUTER:

LOT #1

ATARI 820 PRINTER, with two (2) rolls of paper and built-in
power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$10.00

*****

LOT #2

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$15.00

*****

LOT #3

EPSON RX-80 PRINTER with built-in power cord.

$27.00

****

COMMODORE 64 COMPUTER:

Accessories:
$ 7.00 Star SG-10/15 Dot Matrix Printer Users Manual

LOT #1

RITEMAN LQ [model LTR-1] TERMINAL PRINTER (InfoRunner / Japan Electronics Ind., Inc.), with manual and built-in power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$10.00

*****

LOT #2

COMMODORE MPS801 MATRIX PRINTER, with built-in power cord.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$19.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are able to follow through on your order *before* you place it,
3) next send me a list of the items that you are interested in,
4) also include your full name and full postal mailing address (this information is for internal VGA use only)!
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com -- backup e-mail account
dw901@cleveland.freenet.edu -- backup e-mail account

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

5123. Re: Games and Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-23 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970623144001.KAA01527@ladder02.news.aol.com>
Source record: 72258

XF25 is very old now. Get XF 3.6 at www.emulators.com for free direct from the author.

5124. FS: 800XL complete system w cartridges, sw +

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-23 00:00:00 UTC
From: crossnet <crossnet@ix.netcom.com>
Message-ID: <33AEA23C.14FA@ix.netcom.com>
Source record: 72259

For Sale: Atari 800XL system with monitor, disk drive, printer,
cartridges, SW and manuals.

All items are believed to be in working order and are being offered
together in one lot. System is located in Northern Virginia area
(outside Washington DC)and may be inspected prior to sale.

If interested, please e-mail offer to: crossnet@ix.netcom.com

Atari 800XL System
---
1 800XL Computer & Power Supply
1 1050 Disk Drive
1 1025 Printer
1 Amdek Color-I Monitor
1 VolksModem
1 KoalaPad
Misc. Joysticks, Manuals and Cables

Cartridges
---
1 Defender Atari CXL4025
1 Galaxian Atari CXL4024
1 Joust Atari RX8044
1 Centipede Atari CXL4027
1 River Raid Activision
1 Missile Command Atari CXL4012
1 Miner 2049er Big Five Software
1 MicroFiler Microbit Periphael Products
2 Facemaker Spinnaker Software

Software

Atari Disk Operating System 3 Atari DX5052 (Master Diskette 3)
Kinder Comp Spinnaker Software
Rhymes & Riddles Spinnaker Software
B/Graph Batteries Included
Color Print Datasoft
Bond Analysis Atari CX8106
MegaFont XLEnt Software
Home Filing Manager Atari CX8129
Track Attack Broderbund
WordRace Don't Ask Computer Software
Picnic Paranoia Synapse Software
Micro Illustrator Koala Technologies Corporation
Astrology Atari program Exchange APX-20078

Success With Math CBS Software(3 disks)
Addition & Subtraction
Multiplication & Division
Linear Equations

5125. Re: Games and Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-23 00:00:00 UTC
From: lott@phase4.com
Message-ID: <5ommqoigg1@news.ro.com>
Source record: 72260

In article <19970623144001.KAA01527@ladder02.news.aol.com>, bostone1@aol.com says...
>
>XF25 is very old now. Get XF 3.6 at www.emulators.com for free direct from
>the author.

While browsing the web, I found not only the emulator mentioned above, but and archive site for various games and programs, such as the two I'm missing. The VisiCalc disk was readily available in a section called bootdisks, whose meaning is clear. However, Apple Panic was only available as an EXE file - seems to me (my recollection is fuzzy here) that Apple Panic was also on a boot disk. This being the case, how do I convert from EXE to boot image - or do I simply RUN the .exe file???

-Chris

5126. FS:Atari XE stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-23 00:00:00 UTC
From: Bugman <bugfamly@wasatch.com>
Message-ID: <33AEE389.245A540B@wasatch.com>
Source record: 72261

I am selling my 8-bit Atari collection:

Loose Carts for 400/800/XL/XE, $1 Each:

ASSEMBLER/EDITOR
BASIC
CENTIPEDE (2)
COMPUTER CHESS
DEFENDER
GRIDRUNNER (no label)
MISSILE COMMAND
PAC-MAN

Loose Carts for 400/800/XL/XE,$2 Each:

ALPHABET ZOO
ATARI ARTIST
BASKETBALL
CAVERNS OF MARS
CONGO BONGO
DIG DUG
DONKEY KONG
DONKEY KONG JR
E.T. PHONE HOME (W/ INSTRUCTIONS)
FROGGER
GALAXIAN (2)
JUNGLE HUNT
KINDER COMP (DISK, COMPLETE IN BOX)
PIT STOP
POLE POSITION
POPEYE
Q-BERT
QIX
RETURN OF THE JEDI
RIVER RESCUE IN BOX
ROBOTRON 2084
SPACE INVADERS
STAR RAIDERS
SUPER BREAKOUT
TENNIS (W/ INSTRUCTIONS)
ZAXXON

Loose Carts for 400/800/XL/XE, $4 Each:

BUG HUNT
GYRUSS

HARDBALL
JOUST
JUMBO JET PILOT
JUMPMAN JR.
MARIO BROS.
MINER 2049ER
MR. TNT (W/ INSTRUCTIONS)
ONE ON ONE BASKETBALL
PENGO
WIZARD OF WOR

Atari XE Game Machine ﷺNot the original XE computer, but the ﷺGame Versionﷺ with the cart slot on top, Pastel buttons, and detachable keyboard. Includes power supply, joystick, and owners manual. $25 plus shipping

Atari 1050 Disk Drive, in good shape, includes power supply, data cable, DOS guide, and Atari Basic reference guide. $20 plus shipping

Atari Basic self teaching book. 350 pages, easy to understand, soft cover 8X10 size, $5

Atari 130XE Owners Manual, spiral bound $4

Atari Data cables for Disk Drives $3 each (3 available)

Shipping not included, but I will be fair in adding shipping costs. If interested in the whole package, make an offer. Please e-mail: bugfamly@wasatch.com

5127. Re: StarRaiders 2 and XL-it! .20

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-23 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <33aed928.6526525@news.inc.net>
Source record: 72262

On Thu, 15 May 1997 13:17:29 GMT, dmilhem@husc.harvard.edu
(Damon Milhem) wrote:

>The newest version of Xformer seems to run it fine, but with most sounds
>missing.

And that version is?

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

5128. Re: ROCKMAN - Best game ever?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-23 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970623222201.SAA26324@ladder02.news.aol.com>
Source record: 72263

You asked the question:

Where did I dig up Rockman?

You can currently buy it at Micro Discount (real cheap too). The owners' name is Derek Fern. His Http is:
http://ourworld.compuserve.com/homepages/derekfern/
Also has other new European software from L.K. Avalon and Mirage etc.

I have also heard you can get it at Yogi's site (without instructions of course)
Either way it's one heck of an addictive game!

5129. Atari Disks for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-23 00:00:00 UTC
From: Bugman <bugfamly@wasatch.com>
Message-ID: <33AEED1D.7DD81A94@wasatch.com>
Source record: 72264

Over 50 5.25 disks containing Atari 400/800/XE games for $10 + shipping

Please e-mail: bugfamly@wasatch.com

5130. Re: Xlit 0.20

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-23 00:00:00 UTC
From: Ken Siders <ken_siders@compuserve.com>
Message-ID: <5on0elasf1@news13.gte.net>
Source record: 72265

>
> On 1997-06-12 94chrisv@scar.utoronto.ca said:
> >Just playing around with Xlit 0.20 and I have noticed a GREAT deal
> >of software does not run using the ATARIXL.ROM.. yet when I swtich
> >over to the ATARIOSB.ROM and run under ATARI 800er emulation and
> >turn off XE emulation a lot of stuff works (but the catch NONE of
> >the software I am trying is ATARI 800 specific.. in fact some of it
> >ONLY ran on an XL/XE which is very odd. (I tried POW, a commando
> >style game that is 64k XL/XE.. runs fine under atari 800 mode but
> >under XE mode it is distorted. And they are several that are like
> >this. Any ideas?
>
> I've notied this in PC Xformer as well.
> On the real Ataris it's the opposite,you use the 800 OS for just a few
games.
>
You can try a program available on my web page
http://ourworld.compuserve.com/homepages/ken_siders/atari.htm
that will patch the XL rom to let more stuff run, at least on PC XFormer.
I don't know if it could be the same problem
with XL-It. If there is any success or any problems, let me know. With
XFormer it keeps BASIC from sometimes
reenabling itself when it shouldn't causing a lockup or READY prompt.

--Ken Siders

5131. Changing Atari 5 1/4 to 3.5 floppy

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-23 00:00:00 UTC
From: KenMarEd@nucleus.com
Message-ID: <866924556.25607@dejanews.com>
Source record: 72266

I have an Atari 800 XL game on a 5 1/4 floppy that I would like copied over to a 3.5 floppy. I don't have any of my Atari hardware anymore so I cant do it myself.

I would prefer someone who is in or around the Edmonton, Alberta region in Canada. I would like to see if I can run this game using an emulator on my PC.

Please reply as soon as possible.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

5132. Re: Price Guide Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-23 00:00:00 UTC
From: Larry Anderson & Diane Hare <foxnhare@goldrush.com>
Message-ID: <33AF4C49.2ECE@goldrush.com>
Source record: 72267

Sam Ismail wrote:
>
[blurb on somewhat high Atari Prices compared to California]
>
> These prices are way fucken high, thus proving that people in the
> Portland, Oregon area have way too much money to spend.
>
> Sam
> ---
> Computer Historian, Programmer, Musician, Philosopher, Athlete, Writer, Jackass

Hey not everyone lives in this great state of high taxes, smoggy skies,
and dirt cheap micros at thrift stores... :)

And how come you haven't posted in alt.technology.obsolete yet???
<grin>

Larry Anderson
--
-+-
Visit our web page at: http://www.goldrush.com/~foxnhare/
Call our BBS (Silicon Realms BBS 300-2400 baud) at: (209) 754-1363
-+-

5133. Re: SIO2PC for cassettes / storing cassettes on a PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-24 00:00:00 UTC
From: Rene Gambke <rega@uriela.in-berlin.de>
Message-ID: <33AFB05D.51D8@uriela.in-berlin.de>
Source record: 72125

Alan Christie wrote:

> Out of curiousity how much are 800XLs, 1050 disk drive and Xf551 drives in
> countries like Germany, Poland, etc?

In Germany some guys want to have up to 250.- DM for ar 800XL with 320kB
RAM or a 1050 with Speedy. Real prices are about 30.- DM for a naked
800XL/XE or 50.- DM for a Floppy.

--

Rene Gambke

e-mail: rega@powerslam.in-berlin.de (home)
rega@uriela.in-berlin.de (more frequently)
fido: 2:2410/1030

5134. FA:ER Atari 400/800 items - winding down

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-24 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <33AFD018.779@administaff.com>
Source record: 72126
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,comp.sys.atari.8bit

```
** Some minimums reduced **
* Includes: ER items by Chalk Board * - (SOLD)
NOTE: There is no buyout option. Please bid on individual items.
Bid on as many as you like, but state bids per item.
Date of initial post: 05/29/97.
Rules at end of post.

---- Update 06/24/97 ------------------------------------------
Atari 400/800 items:

Hardware | Current High Bid
-----------------------------------------|--------------------
Atari
XM301 Modem 6 - Penguin S!
incl. user manual
Chalk Board
PowerPad & cable (untested) 15 - Alfred S!
connecting cable a bit hacked
on end which plugs into Powerpad

Programs
Carts (loose, vg condition, no docs) | Current High Bid
-----------------------------------------|--------------------
Atari
CXL4002 Basic Computer Language (ver ?) 5 - Batcave S!
RX8040 Donkey Kong Junior 3 - Batman S!
RX8030 E.T. Phone Home! 1 - Riddler S!
CXL4024 Galaxian 4 - Riddler S!
CXL4018 Pilot Programming Language 20 - Alfred G2
Chalk Board
10031A-3 BearJam 30 - Alfred S!
10042A-3 LogicMaster 30 - Alfred S!
10016A-3 Micro Illustrator 30 - Alfred S!

Programs
Tapes (vg condition, no docs) | Current High Bid
-----------------------------------------|--------------------
Atari
CX4108 Hangman 1 - **min
CX4112 States & Capitals 1 - TwoFace G1
CX4129 Juggles Rainbow 1 - **min
TX9032 Joystick Sketchpad 1 - **min

Programs
Disks (vg condition, no docs) | Current High Bid
```

```
-----------------------------------------|--------------------
Atari
DX5052 Master Diskette 3 1 - TwoFace G1
CX8129 The Home Filing Manager 1 - TwoFace G1
CX8135 My First Alphabet 1 - TwoFace G1
Broderbund
The Print Shop (good condition) 1 - TwoFace G1
incl diskette w/printer driver for
Atari 1020 from Innovative Concepts

Books/Manuals | Current High Bid
-----------------------------------------|--------------------
Atari 400/800
Basic Reference Manual 3 - Batcave G2
Student Pilot Reference Guide 15 - Alfred G2
An Invitation to Programming 1: .50 - min
Casette only: CX4101 - NO MANUAL
An Invitation to Programming 2: 3 - **min
Writing Programs One and Two
Includes the 2 Cassette Tapes: CX4106
An Invitation to Programming 3: 3 - **min
Intro to Sounds and Graphics
Includes the 2 Cassette Tapes: CX4117
The Bookkeeper - User's Guide 1 - MrFreeze G2
(no diskettes)
Atari Disk Operating System 1 - Batman G2
Reference Manual - DOS3
Other
Rainy Day Activities for the Atari 2 - MrFreeze G2
by: Nancy Mayer
publisher: Reston
Atari Basic - A Self Teaching Guide 3 - min
by: Albrecht, Finkel & Brown
publisher : Wiley
Atari Games, Compute!'s First Book of 2 - min
publisher : Compute! Books

Rules:
I will assign and use an alias for all bidders.
Format will be Going-Going-Gone.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups daily and individuals if requested.
Ties will go to the earliest posting I receive.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.

Mail your bids or inquiries directly to: dennis_cooper@administaff.com
```

Thank you,

Dennis Cooper
--
dennis_cooper@administaff.com

5135. FS: Atari magazines

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-24 00:00:00 UTC
From: sunsage@aol.com
Message-ID: <19970624210401.RAA23326@ladder02.news.aol.com>
Source record: 72127

I still have a few magazines left (plus many more I found, including more Compute and Softside mags) and rather than auction them off I will instead sell them. Prices (US) are listed after each magazine. Shipping is extra. For more info email at:

SunSage@aol.com

****
Antic

Vol 4 #1 $3.00
Vol 4 #5 $3.00
Vol 4 #6 $3.00
Vol 4 #7 $3.00
Vol 4 #8 $3.00
Vol 4 #9 $3.00
Vol 5 #1 $3.00
Vol 5 #1 $3.00
Vol 5 #2 $3.00
Vol 5 #3 $2.00 (back cover torn)
Vol 5 #4 $3.00

****
Analog Computing

#23 $3.00
#24 $3.00
#25 $3.00
#26 $3.00
#27 $3.00
#28 $3.00
#29 $3.00
#30 $3.00
#31 $3.00
#32 $3.00
#33 $3.00
#34 $3.00
#35 $3.00
#36 $3.00
#37 $3.00
#38 $3.00
#39 $3.00
#44 $3.00

****
Compute!

#44 $3.00
#45 $3.00
#47 $3.00
#48 $3.00
#49 $3.00
#51 $3.00
#52 $3.00
#53 $3.00
#54 $3.00
#55 $3.00
#56 $3.00
#57 $3.00
#58 $3.00
#59 $3.00
#61 $3.00
#62 $3.00
#63 $3.00
#65 $3.00
#66 $3.00

****
Computer Gaming World

Vol 3 #6 $2.00
Vol 4 #4 $2.00

****
Softside (some great Atari stuff here)

#25 $5.00 (Gambler, Piazza Hotel)
#26 $5.00 (Space Rescue, Defender clone)
#27 $5.00 (Hexapawn, Outer Space Attack)
#28 $5.00 (Microtext part 1, Starbase 13)
#29 $6.00 (Solitaire, ANTIC & DLI part 1)
#30 $6.00 (Esc Dungeon of Gods, Sabotage)
#31 $6.00 (C.A.T.S. part 1, Tunein, ANTIC & DLI part 2)
#32 $6.00 (Op:Sabotage, C.A.T.S. part 2 & 3)
#33 $6.00 (Spiralgraphics, Fliker)
#34 $6.00 (Pokey Player part 1, ANTIC & DLI part 3)
#35 $6.00 (Hopper, Saucer Formation, ANTIC & DLI part 4)
#36 $5.00 (Pokey Player part 2, Munchkin Attack)
#37 $4.00 (DP Finance part 1, Car Race)
#38 $5.00 (DP Finance part 2, Pokey Player part 3, Space Mines)
#39 $5.00 (GTIA part 1, Flipit II, Trapped)
#40 $5.00 (GTIA part 2, Minigolf, Smokey)
#41 $5.00 (Player/Missle part 1, Poker Squares, Atari Blaster)
#42 $5.00 (Player/Missle part 2, Microtext part 2, Screamin Demon)
#43 $5.00 (Player/Missle part 3, Relaaax, Math Quiz)
#47 $4.00 (At the Codfish Ball)

```
********************
Softline
----------------
Vol 1 #6 $2.00
Vol 2 #1 $2.00
Vol 2 #2 $2.00
Vol 2 #3 $2.00
Vol 2 #4 (March) $2.00
Vol 2 #4 (May/June) $2.00
Vol 2 #5 $2.00
Vol 3 #1 $2.00
Vol 3 #2 (Volume 4 on cover) $2.00
Vol 3 #3 (Volume 4 on cover) $2.00

********************
ST Log
----------------
#21 $2.00
#23 $2.00

********************
END
```

5136. Re: ANybody have info on how to connect an 8" drive to ATR8000?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-24 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <ECAsoF.G9y@iglou.com>
Source record: 72128

In message <mbates-2206972333550001@ppp50-pac.sonnet.com>,
mbates@s3.sonnet.com (Marlin Bates, IV) wrote:
>I seem to recall you could hook an 8" disk drive to an ATR 8000. Problem
>was you needed a special interface from SWP...
>
>Sooooooooo... in light of the fact that they are not available to call
>anybody have any information on how to do this?
>
>Why you ask? Ah, heck, why not! :-)
>
You would probably just need a 34-pin to 50-pin adapter. The wiring diagarm
for this adapter is often posted in comp.os.cpm (look for "8 inch" or "floppy"
in Dejanews, or it might be in the comp.os.cpm FAQ.) You'd also need a power
supply if the 8-inch drive doesn't come with one. If I remember right, most
drives need +5 and +24 volts, and 120 volts ac for the motor.

--
Bill Marcum bmarcum at iglou dot com
"I'm looking at PAGES AND PAGES of stuff even the Franklin Mint couldn't
give away for free." -- K. Mennie

5137. Re: XL-it and Montezuma

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-24 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970624172541.25394E-100000@fissure.scar>
Source record: 72129

On Mon, 23 Jun 1997, Lukasz Masko wrote:

> What should I do to run Montezuma's Revenge on XL-it 0.20. Is it
> possible to make this game run at all?

I got it working. Using ATARIOSB.ROM and TURN off XE emulation and turn
on Atari 800 emulation. works fine, sounds great!

Alan

5138. Re: Games and Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-24 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970624172232.25394D-100000@fissure.scar>
Source record: 72130

On 23 Jun 1997, R. Christopher Lott wrote:

> I recently tried to get a couple of my Atari 800 games to run on one of the
> Atari emulators available. The two games I tried are Apple Panic and Caverns of
> Mars.
>
> The first one I tried, POKEY, was aptly named. It ran the Caverns game, but I
> couldn't get it to run Apple Panic (I may have a bad disk). The caverns game
> ran incredibly slow - so slow as to make it unusable. (I have a 486 DX66
> running Windows 95).

STOP right there! In the emulator docs for XLIT 0.20, the author
maintains WINDOWS 95 SLOWS down the emulator. Never run ANY emulator
under W95 unless you absolutely have too. Run the emulator in PURE dos
mode. I have XLIT 0.20 and it runs about 90-90% of the stuff and the
sound is amazing. XFormer 3.6 does an adequate job on the 8bit sound,
but its really not that good.

> The other emulator I tried, XF25, seemed much faster, but didn't recognize any
> joystick or keyboard-joystick commands on the Caverns game (again, I couldn't
> get Apple Panic to run). Also, I think the space ship should have exploded when
> it hits the walls of the cavern, but it went straight through them instead!
> Even if I learn how to regain joystick control, the game wouldn't be much of a
> challenge if there's no consequences to hitting the walls.
>
> Has anyone used an emulator to successfully run any of these (or other) Atari
> games on their PC? Also, any ideas where I can get a copy of the Apple Panic
> disk image (or VisiCalc, for that matter - I seem to have several disks gone
> bad)? I did an Archie search, which only yielded Apple and C64 versions. I've
> also written Broderbund, but I'm skeptical that I'll get a positive reply, even
> though the package says "lifetime" guarantee - my wife says it means the life
> of the game, not *my* life!!!
>
> -Chris Lott

Also, if the emulator is running TOO fast, collision detection sometimes
doesnt work. I have played many 8bit games on the emulator (XLIT 20)
where I go right through the walls or my shots go right through the bad
guy. Most emulators you can slow them down...

Alan

5139. Re: ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-24 00:00:00 UTC
From: aramos@coil.com
Message-ID: <aramos-2406972229050001@cmhe6.coil.com>
Source record: 72131

In article <33a47135.1260176@news.injersey.com>, noone@nowhere.com wrote:

>On Sat, 14 Jun 1997 16:03:45 -0400, aramos@coil.com (Tony Ramos)
>wrote:
>-Now, on to the content of your message: If you want to talk to Yogi,
>talk
>-to Yogi, not the rest of the civilized world! And, before you point
>out
>-that I'm posting to the world, it's to save you from getting more
>messages
>-like this from everyone else who's annoyed with you.
>
>that's partly my fault..... I did ask anyone that has questions about
>the archive, (of course, I meant questions that MAKE SENSE) to post it
>to me here in comp.sys.atari.8bit. I figured people would understand
>that we could all help one another, and more so many of the co-posters
>in this group.

I agree that questions directed to you, but are also of interest to
8-bitters at large, should be welcomed on the newsgroup. I replied the way
I did because this person sounded like a clueless leech.

That reply was pretty smart-ascii, huh? Uhh....sorry.
;-)

On the subject of 8-bit archives, I'm sorting all the AMS music files I
can find into an organized archive for the web. If anybody wants to help,
please send me an e-mail.

-Tony R.
--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
855 Chambers Rd. #15 : aramos@coil.com, aramos@hyperreal.com
Columbus, OH 43212 : *** computer-mediated environments ***
(614)297-6352 : *** interface ** image synthesis ***

5140. Umich 8bit Index?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-24 00:00:00 UTC
From: ud264@freenet.Victoria.BC.CA
Message-ID: <EC9Kut.EzA@freenet.victoria.bc.ca>
Source record: 72132

Can somebody tell me if the Umich 8bit Index of files still exists? I access the Umich 8bit/ST archive at FTP.TOAD.NET with the help of the Princeton FTP mail server and the main UMICH index file only contains a listing of the ST/Falcon files. This index also used to show the 8bit stuff. Did Bill Gates come along and eat the index file or did it get moved into an unknown sub-directory.

Thanks.... Ted

5141. Re: Sound problems with XL-it

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-24 00:00:00 UTC
From: Harald Weinreich <1weinrei@informatik.uni-hamburg.de>
Message-ID: <33AF0B7F.3F97@informatik.uni-hamburg.de>
Source record: 72268

Hi Phillip,

> I was hoping someone in this group could help me out. For some reason I
> can't get the sound emulation to work with my Soundblaster-compatible
> (ATI?) card and XL-it 20. I have the SET BLASTER perameters set up
> fine, and I'm running XL-it under DOS 6 on my crappy 486/33 DX.
>
> Has anyone else had this problem?

I had the same problem and bought an original SoundBlaster 16 Card,
as my "compatible" card wasn't compatible enough. XL-IT was the first
programme where I had problems with the sound - but if it works it is
absolutely excellent.

Harald

5142. Where are the ROMS for XL-IT!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-24 00:00:00 UTC
From: TwiliteZNR <teklord@atl.mindspring.com>
Message-ID: <01bc8035$6e5334a0$94a645cf@hal-9000>
Source record: 72269

I can't seem to find them on the NeT??? Does anyone have Donkey Kong? I have all the cartridges from way back....

Thanks alot

5143. Re: Price Guide Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-24 00:00:00 UTC
From: dastar@crl.com
Message-ID: <5ond9cjm2@nnrp1.crl.com>
Source record: 72270

The Shadow (shadow01@aracnet.com) wrote:
: Well, lets be fair here.... While what you listed may be true in
: YOUR area, it is certainly not true everywhere....

: In the Portland, Oregon area, Goodwill charges as follows,
: and sells these computers FAST!

: Atari 400 (Computer only, no p/s or anything) $14.95
: Atari 800 Ditto... $29.95
: Atari 800xl Ditto... $39.95
: Atari 65xe Ditto... $59.95
: Atari 130xe Ditto... $79.95

: 810 Disk drive (Bare, no p/s) $14.95
: 1050 Disk Drive Ditto... $29.95

: Power Supplies for xl/xe $19.95
: Power Supplies for 400/800/1050 $14.95

: SIO Cables $ 3.95

: While "I" find these prices a little high, they still last
: less than 1 day in the stores, so the average buying public
: obviously feels that those are fair prices.

These prices are way fucken high, thus proving that people in the
Portland, Oregon area have way too much money to spend.

Sam

Computer Historian, Programmer, Musician, Philosopher, Athlete, Writer, Jackass

5144. Re: Price Guide Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-24 00:00:00 UTC
From: dastar@crl.com
Message-ID: <5ondj1jm3@nnrp1.crl.com>
Source record: 72271

david moeser (erasmus@one.net) wrote:
: In contrast, a former 8-bitter in my area reported several
: years ago buying a boatload of 8-bit equipment -- a big collection,
: not just one item -- at a local Goodwill store for $15. There's
: a world of difference between the price levels (presumably a
: reflection of overall 8-bit interest?!) you claim exist in Portland,
: Oregon, and what seems to be the case in most of the country.

I can vouch for that. Why just today I picked up an Atari 800, two 520STs,
a 130XE, 4 Commodore 64s, 7 1541 drives, 1 old Commodore 2031 drive, an
Indus GT drive, a Morrow Designs computer, two Morrow Designs printers,
a Psion II organizer, a ton of books and manuals and all the power supplies
I wanted for $70 (plus tax). Let's see, in Portland that wouldn't have even
bought me a 130XE. Even at $70 I got ripped off. $40 would've been more
like it.

--

Sam

Computer Historian, Programmer, Musician, Philosopher, Athlete, Writer, Jackass

5145. Converting a TXT file to ATASCII

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-24 00:00:00 UTC
From: Matthew Sew Hoy <buzzard@ihug.co.nz>
Message-ID: <33B0A311.46FA@ihug.co.nz>
Source record: 72272

I have some old COMPUTE! magazines and I don't want to type out the programs - I'm scanning them instead. Does anyone know of a program that can convert IBM ASCII text/Basic files to Atari Basic files in ATASCII format, which can then be used with Atari emulators or real Ataris? I've found a program that can do just that, only it converts ASCII to C64 format.
If there is such a program for the Atari, I can simply copy the converted file onto an XFD or ATR image with Xformer or XL-it.
--
_____ ___ _____
___����\ |`,�|/����___/ BuzzardHawk
��__ �-/ \-� __��
�-_____-�
/�__�\

5146. webpage updated

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-24 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33B017DD.709A@zeus.fh-pforzheim.de>
Source record: 72273

please check this site and tell me your impressions....

bye, heaven/taquart

http://iraul1.ira.uka.de/~s_tomczy/index.html

5147. Re: MAC 65 question

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-24 00:00:00 UTC
From: Rene Gambke <rega@uriela.in-berlin.de>
Message-ID: <33AFAB65.71A0@uriela.in-berlin.de>
Source record: 72274

bsapp@xicom.com wrote:
>
> Hey All: I just found this group last week. Great source of info on
> the Atari. I have read most of the items posted here and been on
> about 50 web pages and ftp sites. Where can I find Doco for MAC 65?
> Or can someone recommend an assembler for the Atari.

http://www.best.com/~morbid/manuals/manindex.htm

As far as I know, MAC-65 was the best assembler, at least 8 years ago.
But now I would use a crossassembler on IBM.

--

Rene Gambke

e-mail: rega@powerslam.in-berlin.de (home)
rega@uriela.in-berlin.de (more frequently)
fido: 2:2410/1030

5148. Re: Price Guide Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-25 00:00:00 UTC
From: Sapphire@moc.cynonni
Message-ID: <33b05e68.1216789@news.abest.com>
Source record: 72133

On Sat, 21 Jun 1997 08:14:19 -0400, david moeser <erasmus@one.net>
wrote:

> For the sake of brevity I've snipped out the price list but
>I've left in your other comments because they're so astounding.
>The prices and the situation you describe are incredible.
>Absolutely amazing.

You think those prices are amazing? Try checking out Toad Computer's
prices sometime.....

5149. ATTN: All emulator users

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-25 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970625025701.WAA16189@ladder02.news.aol.com>
Source record: 72134

I have been toying with the idea of using an 8 bit emulator program on the clone (not that I would ever replace my faithful 800xl). I see people talking about running Bruce Lee and other early to mid 80's software. While excellent games (god knows how many hours I spent playing Bruce Lee in my high school years), how about the newer stuff?. I am talking about L.K. Avalon games, Fred, Mission Shark, Hawkmoon, Miecze valdgira, Rockman, among many many others. Has anyone gotten to run these on ANY emulator? I would appreciate a response.

Thanks!!

5150. Re: Converting a TXT file to ATASCII

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-25 00:00:00 UTC
From: william.rice@utoronto.ca
Message-ID: <william.rice-2406972230030001@geyser.dialin.utoronto.ca>
Source record: 72135

In article <33B0A311.46FA@ihug.co.nz>, buzzard@ihug.co.nz wrote:

> I have some old COMPUTE! magazines and I don't want to type out the
> programs - I'm scanning them instead. Does anyone know of a program
> that can convert IBM ASCII text/Basic files to Atari Basic files in
> ATASCII format, which can then be used with Atari emulators or real
> Ataris? I've found a program that can do just that, only it converts
> ASCII to C64 format.

I have an old Turbo PASCAL program for DOS that goes the other way
(ATASCII to ASCII). It shouldn't be too hard to alter it to do the
reverse. I can email you the source if you're interested.

Bill

--
William Rice
C.H Best Institute, University of Toronto
william.rice@utoronto.ca

5151. ape-similar program for atari st

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-25 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33B13DD5.BD2@zeus.fh-pforzheim.de>
Source record: 72136

hi there!

is there any similar program for the atari st and the xformer-cable
similar to "APE"???

i want to use my st-harddisk as a xl-harddrive...

on xl-side just boot mydos and take a look onto the "diskimage"
automaticly on st...(i think ape is working in this way...)

thanx, heaven

5152. Re: FS/T: misc. printers [06/06/97]

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-25 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <33b3ea73.3020820@nntp.ix.netcom.com>
Source record: 72137
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

On Mon, 23 Jun 1997 07:05:16 GMT, vga2000@ix.netcom.com (Michael J.
Novak Jr.) wrote:

>This list was last updated on 06/21/97
>-------------------------------------
>I have the following printers available, for sale or trade. These
>were acquired with various computer systems, and while they may work
>with more than one type of computer system, I have included the
>type of system that they were acquired with, where applicable.

Oops! I used another message as a template, and forgot to change the
date when I changed the header. I did get it right in the body of the
message though. This WAS posted on 6/21/97.

Netcom has been having problems with Usenet this week, and it just
made it up here.

Michael
(not that anyone probably cares... :)

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

5153. Re: XL-it and Montezuma

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-25 00:00:00 UTC
From: Christer Bergstr&#65533;m <cri@teracom.se>
Message-ID: <01bc8142$4eb460c0$33f1c6c3@cri-9650>
Source record: 72138

I have no problem to run Montezuma II on XL.it 0.20!
/Christer

Lukasz Masko <lm158945@zodiac2.mimuw.edu.pl> skrev i inl&#65533;gg
<Pine.LNX.3.95.970623144108.9365C-100000@zodiac2.mimuw.edu.pl>...
> What should I do to run Montezuma's Revenge on XL-it 0.20. Is it
> possible to make this game run at all?
>
>

5154. Re: webpage updated

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-25 00:00:00 UTC
From: Sven Gleich <sgl@hrz.tu-chemnitz.de>
Message-ID: <33B0DD14.794B@hrz.tu-chemnitz.de>
Source record: 72139

better than the previous one - because it's smaller than 92k ;-) and
the background is white - quite good to read.

-thanks for the article 'usage of extra ram'
-2 questions to memory map: i thought that
1) $100-$1FF is used by stack
2) $00-$7F used by OS (different variables)
$80-$FF normally free but sometimes used by applications like
MAC/65, BASIC etc.

sven/CubE.

5155. SCHEMATICS OF ATARI 65/130 AND CA12 - NEEDED

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-25 00:00:00 UTC
From: Szwanke Michal <szwanke@polbox.com>
Message-ID: <33B0DAF2.66D2@polbox.com>
Source record: 72140

HI.
I NEED SCHEMATIC OF ATARI 65 XE OR 130 XE AND CA12 CASSETE RECORDER.
I YOU HAVE A SCHEMATIC AND SCANER - SCAN IT AND SEND FILE WITH IMAGE
TO ME.
MY EMAIL LIMIT IS 500KB SO YOU MUST ZIP IT.

MICHAL SZWANKE
MAILTO:SZWANKE@POLBOX.COM

5156. Re: Converting a TXT file to ATASCII

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-25 00:00:00 UTC
From: Matthew Sew Hoy <buzzard@ihug.co.nz>
Message-ID: <33B1FE11.5E53@ihug.co.nz>
Source record: 72141

William Rice wrote:
>
>
> I have an old Turbo PASCAL program for DOS that goes the other way
> (ATASCII to ASCII). It shouldn't be too hard to alter it to do the
> reverse. I can email you the source if you're interested.
>
> Bill
>
> --
> William Rice
> C.H Best Institute, University of Toronto
> william.rice@utoronto.ca
I managed to figure it out with a little assistance. I'm posting a
revision to the maintainer of the Atari 8-bit FAQs.
--
_____ ___ _____
___����\ |`,�|/����___/ BuzzardHawk
��__ �-/ \-� __��
�-_____-�
/�__�\

5157. XFORMER and JOYSTICK

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-25 00:00:00 UTC
From: rclott@ro.com
Message-ID: <5oqukl$3er$1@news.ro.com>
Source record: 72142

I've gotten a couple of games to work, now that I've switched to using XFORMER 3.6. However, the Joystick on my PC doesn't seem to completely work with the emulator. The FIRE button seems to work, but the direction controls don't have any effect. I used the -J option when I ran XFORMER - am I missing something else? (I'm using 486DX2 running Windows 95).

-Chris Lott

5158. Re: webpage updated

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-25 00:00:00 UTC
From: kenneth@daffy.aatech.com
Message-ID: <33b10d56.493733739@news.aatech.com>
Source record: 72143

On Wed, 25 Jun 1997 10:55:48 +0200, Sven Gleich
<sgl@hrz.tu-chemnitz.de> wrote:

>better than the previous one - because it's smaller than 92k ;-) and
>the background is white - quite good to read.
>
>-thanks for the article 'usage of extra ram'
>-2 questions to memory map: i thought that
> 1) $100-$1FF is used by stack

Hummmm. I think you're right.

> 2) $00-$7F used by OS (different variables)

Yup, OS page zero stuff.

> $80-$FF normally free but sometimes used by applications like
> MAC/65, BASIC etc.
>

Yeah, I was making a big library in asm and it worked using Page Zero
memory to keep things quick. I recall working hard to reuse all the
page zero locations I could to keep from stepping on my own toes,
because between BASIC and the OS FP there wasn't much left that was
free.

>sven/CubE.

Kenneth Jennings -- SyntheToonz
Miami, FL -- kenneth@daffy.aatech.com

5159. Wanted to buy Ultima Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-25 00:00:00 UTC
From: tommage@aol.com
Message-ID: <19970625123401.IAA09216@ladder01.news.aol.com>
Source record: 72144

I would like to buy any Ultima games that you would like to sell. Or I could trade C64 stuff. If you don't have any, but know of any places that sell Atari software, I would appreciate the guidance!! :)

Thanks,
Tom

5160. FA:ER Atari 400/800 items - last chance, most sold

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-25 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <33B13E40.30D9@administaff.com>
Source record: 72145
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,comp.sys.atari.8bit

```
** Some minimums reduced **
* Includes: ER items by Chalk Board * - (SOLD)
NOTE: There is no buyout option. Please bid on individual items.
Bid on as many as you like, but state bids per item.
Date of initial post: 05/29/97.
Rules at end of post.

---- Update 06/25/97 ------------------------------------------
Atari 400/800 items:

Hardware | Current High Bid
-----------------------------------------|--------------------
Atari
XM301 Modem 6 - Penguin S!
incl. user manual
Chalk Board
PowerPad & cable (untested) 15 - Alfred S!
connecting cable a bit hacked
on end which plugs into Powerpad

Programs
Carts (loose, vg condition, no docs) | Current High Bid
-----------------------------------------|--------------------
Atari
CXL4002 Basic Computer Language (ver ?) 5 - Batcave S!
RX8040 Donkey Kong Junior 3 - Batman S!
RX8030 E.T. Phone Home! 1 - Riddler S!
CXL4024 Galaxian 4 - Riddler S!
CXL4018 Pilot Programming Language 20 - Alfred S!
Chalk Board
10031A-3 BearJam 30 - Alfred S!
10042A-3 LogicMaster 30 - Alfred S!
10016A-3 Micro Illustrator 30 - Alfred S!

Programs
Tapes (vg condition, no docs) | Current High Bid
-----------------------------------------|--------------------
Atari
CX4108 Hangman 1 - **min
CX4112 States & Capitals 1 - TwoFace G2
CX4129 Juggles Rainbow 1 - **min
TX9032 Joystick Sketchpad 1 - **min

Programs
Disks (vg condition, no docs) | Current High Bid
```

```
-----------------------------------------|--------------------
Atari
DX5052 Master Diskette 3 2 - Batman G1
CX8129 The Home Filing Manager 1 - TwoFace G2
CX8135 My First Alphabet 1 - TwoFace G2
Broderbund
The Print Shop (good condition) 1 - TwoFace G2
incl diskette w/printer driver for
Atari 1020 from Innovative Concepts

Books/Manuals | Current High Bid
-----------------------------------------|--------------------
Atari 400/800
Basic Reference Manual 3 - Batcave S!
Student Pilot Reference Guide 15 - Alfred S!
An Invitation to Programming 1: .50 - min
Casette only: CX4101 - NO MANUAL
An Invitation to Programming 2: 3 - **min
Writing Programs One and Two
Includes the 2 Cassette Tapes: CX4106
An Invitation to Programming 3: 3 - **min
Intro to Sounds and Graphics
Includes the 2 Cassette Tapes: CX4117
The Bookkeeper - User's Guide 1 - MrFreeze S!
(no diskettes)
Atari Disk Operating System 1 - Batman S!
Reference Manual - DOS3
Other
Rainy Day Activities for the Atari 2 - MrFreeze S!
by: Nancy Mayer
publisher: Reston
Atari Basic - A Self Teaching Guide 3 - min
by: Albrecht, Finkel & Brown
publisher : Wiley
Atari Games, Compute!'s First Book of 2 - min
publisher : Compute! Books

Rules:
I will assign and use an alias for all bidders.
Format will be Going-Going-Gone.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups daily and individuals if requested.
Ties will go to the earliest posting I receive.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.

Mail your bids or inquiries directly to: dennis_cooper@administaff.com
```

Thank you,

Dennis Cooper
--
dennis_cooper@administaff.com

5161. misc atari misc comp FS

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-25 00:00:00 UTC
From: dcbberry@aol.com
Message-ID: <19970625204201.QAA29612@ladder02.news.aol.com>
Source record: 72146

COMPUTERS FOR SALE

http://www.silcom.com/~halling

BUYER PAYS SHIPPING COSTS

VISA-AM EXPRESS-DISCOVER-VISA-DINERS CLUB CARDS ACCEPTED

ATARI

Atari 800 Computer, RGB monitor, floppy drives,
printer and sofware $175
Atari 400 $5.00 each
Atari 800 $10
Atari 800XL $20
Atari 800XL NIB $50
Atari 1200XL $60
Atari XF 551 5.25 FD NIB $25
INDUS 5.25 FD for Atari $20 each
Atari 410 Cassette $10
Atari 1010 Cassette $10
Atari 830 Acoustic Modem $10
Atari 3" dual floppy drive (amdek)
old style atari,15, and 25 pin connectors
and 12 disks $75/ offers
misc atari cables. power supplies email for needs

AMIGA 1000 keyboard/mouse $200/0ffers

APPLE SYSTEMS

Apple //c CPU $100

Apple //c 9" monochrome monitor with stand $20

Apple //C+ CPU 3.5 FD, internal power supply
$125

Apple][e system, 80 col.card, 10 meg Apple Profile extHD
5.25 floppies monitor /// and printer $400/offer

Apple][e system; 2 disk// 5.25 FD's, green mono Monitor /// $150

Apple][+ system; 2 disk //'s, monitor /// $100

Apple /// system, 2 disk //'s, monitor $150

Apple //GS 512K, Apple RGB Color Monitor, 3 ext.FD's 3.5, 5.25
keyboard/mouse as new $350

++
APPLE //GS, 'WOZ' case, expanded to 1 meg, SCSI hard drive,
external 5.25 and 3.5 FD's. color monitor, keyboard, mouse
as new OFFERS ?
++
ATTENTION APPLE][COLLECTORS

APPLE][e new in the box, never used, new disk ll FD's
new monitor ll OFFERS ?
++

Apple Monitor /// green mono $35 each

Disk][ext 5.25 drive $25 each

Corvus 10 meg (?) external hard drive for][family
computers $100 obo

FAX MACHINES

NEC NEFAXBIT l $85

MITAC TC110 $135

MAC SYSTEMS AND HARDWARE

Mac Plus w/ keyboard and mouse $195

Mac 512K w/ keyboard and mouse $100

Mac SE, 4 meg key/mouse/ $395 offers

Mac Plus, 4 meg ext 30 meg HD $295/offers

Mac SE/30 8meg, 85 meg HD, 1.44 FD
keyboard, mouse $350/offers

Mac Charlie external dual 5.25 FD for Mac Plus $75/offers
Apple Imagewriter l's $100, Imagewriter ll's $150

Apple Imagewriter ll Platnimum as new $200
++
Apple Imagewriter ll Platnium Wide Carriage with multi sheet feeder
OFFERS ?
++
Apple Single Sheet Feeder for Imagewriter ll $65

CP/M SYSTEMS

Sanyo 550 complete system, monitor, manuals, disks as new
$150/offers

Commodore 128 runs CP/M, C64, 128 software
color monitor, FD, manuals, software $250/offers

Apple][e runs CP/M or prodos
RGB monitor, HD $250/offers

Kapro portables
3 complete working systems, 1 for parts
$250 for all 4 / offers
(if you buy all 4 you get all the software we have for them)

HEWETT PACKARD

H.P. Touch Screen 150's complete systems;
monitor/printer, keyboard, software HD 3.5/5.25 FD's
manuals $250 to $350 offers email for details
extensive 100 series software available email for list

HP Portable Plus $250
external 3.5 FD's $100
HP ink jet printers $100

HP Vectra ES12 286
VGA monitor, keyboard, mouse $250

TEKTRONICS 21" Color Monitor
16 million colors
w/2 meg card $895
w/4 meg card $1095

Hyuandai 286 color VGA, keyboard $200

Commodore C64 CPU's @ $25 each

Commodore 64 software
75 titles for $50
175 titles for $100

Anderson Model A 242 acoustic modem
complete with doc and cables $50 obo

NEC Model N 9630 network Modem 3 line inputs/outputs
circa '90 $50 obo

Misc XT's and AT, 286, 386 systems
IBM PS/2 286 $295, 386 $395

numerous monitors mono's RGB's, VGA's etc obscure system keyboards, FD's,
HD's
email for needs and interests

Packard Bell Legend 2052 486
VGA monitor, keyboard, mouse $400

Packard Bell Pentenium 100mhz
sound card, 28.8 internal modem, 256 color video card,
16 meg RAM, 1 gig HD, w/SVGA monitor, keybaord and mouse
$995

NEC PC/820JA portable computer
$100/offers

CASIO FA10 portable computer
printer, cassette storage recorder,power supply
$100/offers

CompuStar XT mono monitor, keyboard, HD, printer $125

Tandy TRS80 Model ll Catalog # 26-4002
8" internal FD's, monitor, keyboard, software
printer $100

Tandy TRS 80 Model 3 Catalog # 26-1065
$150-offers

Tandy TRS 80 CPU's:
64K Computer 2 Catalog # 26-3127B,
VIDEOTEX Catalog # 26-5000
Offers????

Tandy 1000 SX Personal Computer Catalog #25-1051B,
Tandy RGB HiRes color monitor CM-11 Catalog # 25-1024,
keyboard $75

Tandy Deluxe 2 button color mouse for
computer 2.3. 1000 family
new in boxes $25

Tandy 4-Pen Color Graphic Printer NIB $165/offers
IBM PS/2 286 VGA monitor, keyboard, mouse $295

Victor 4000 Computer, Monitor Keyboard and software
$100 each

Sharp EL-506A Scientific Calculator
$40 OBO

Apple, Mac, PC Computer Sales And Service
Software Hardware Upgrades Repairs
Scanners, Fax Machines, Audio and Video Equipment

BUY-SELL-TRADE INS ACCEPTED

WANTED TO BUY: BLACK TV MACS'S, APPLE MARKED BOSE SPEAKERS
EURO MODEL APPLE COMPUTERS, VECTREX VIDEO GAME SYSTEMS

Vic Halling (805) 528-1117 534-1117 (FAX)
Associated Enterprises
Computer Sales and Service
2781 Houston Drive
Los Osos, CA 93402

VISIT OUR WEBPAGE
http://www.silcom.com/~halling

email:

Dave Berry
DCBBERRY@aol.com
dberry@job.punk.net

Vic Halling
halling@silcom.com

5162. Re: Price Guide Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-25 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33B1B218.70A9@tcd.net>
Source record: 72147

Price Question? First of all, perhaps these suppliers are advertising new equipment? If so then not so far out of line if comes with original box manuals ect...and gurantee..

I provide used equipment for a simular price, but with a gurantee, and shipping included within the U.S.A..so when you say a 1050 disk drive, power supply and sio cable for $25.00 shipped..and it cost $8.00 to package and send it then you are looking at $17.00 for the drive with a gurantee? Good or not? Depends..

I just shipped 4 items for $100.00 to a person, shipping on it was $42.50
so each item cost $14.38 ea plus shipping..If you find something very cheap at a Thrift store by all means buy it, buy all you can get you can just unplug it when it quits and slap in another.

bob

5163. WTB: Casio AI-1000 Pocket Computer

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-25 00:00:00 UTC
From: ynagasaw@ic.sunysb.edu
Message-ID: <867293419.29427@dejanews.com>
Source record: 72148
Cross-posted to:
comp.sys.handhelds,comp.sys.palmtops,comp.sys.hp48,comp.sys.cbm,comp.os.cpm,comp.sys.atari.8bit,comp.lang.prolog

I would like to buy Casio AI-1000 pocket computer or
another programable calculator which support
Prolog language.

If you have it for sale, E-mail me please.

Thank you,
Yujin

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

5164. Re: Atari joystick to IBM PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-25 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <5ossj8$s5t@deneb.cs.pdx.edu>
Source record: 72149

thehare@underground.com (The Hare) writes:

>Is there a plugin converter that will allow me to use an atari 9-pin
>joystick on a standard IBM 15-pin joystick connector?

>Has anyone ever seen any schematics to create some type of device that
>would allow me to use my Wico Bat joystick (leaf switches inside) in
>IBM games? I believe IBM gamepads use resistors to return a constant
>value for each direction (simulating a 'stuck' potentiometer... it
>works)

Why not just buy a cheap PC gamepad, open it up, and connect the switches on the good-quality stick to the right connectors inside the gamepad? That would surely be easier than trying to rig up the right circuitry from scratch and solder together a cable. I've thought about building a 7800 joystick the same way using an arcade joystick assembly and the guts of a regular 7800 controller. At CompUSA and such places, I've seen PC gamepads for $10 or less. Don't know how well made they are, but FWIW I have a $15 one that works fine---it's olive green and says "QuickShot Command Pad" on it.

Good luck,
Alex Chamberlain
chambera@cs.pdx.edu

5165. Re: XFORMER and JOYSTICK

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-26 00:00:00 UTC
From: rclott@ro.com
Message-ID: <5osn86$54f$1@news.ro.com>
Source record: 72150

In article <5oqukl$3er$1@news.ro.com>, rclott@ro.com says...
>
>I've gotten a couple of games to work, now that I've switched to using XFORMER
>3.6. However, the Joystick on my PC doesn't seem to completely work with the
>emulator. The FIRE button seems to work, but the direction controls don't have
>any effect. I used the -J option when I ran XFORMER - am I missing something
>else? (I'm using 486DX2 running Windows 95).

I received a helpful suggestion yesterday - run my program in DOS mode. I tried this, and it didn't make any difference. I tried both XLit 0.20 and XFORMER36, with the same results. It seems that the fire button works great, but no movement action. I ran the Gravis utility that comes with the joystick, and the computer clearly recognizes joystick motion. I ran the joystick calibration program that comes with XLit, and it, too, seemed to complete the calibration process without any errors (I don't see any indication that movement was being processed with the XLit calibration process, unlike the Gravis utility where moving values are displayed as you move the stick). I didn't see any similar program with the XFORMER emulator.

The two games I'm using as my baseline are Caverns of Mars and Apple Panic.

Perhaps I'm missing something basic and simple. Any more suggestions would be appreciated.

Un-related question.... how to comvert a .EXE file into a bootable image .XFD disk?

Thanks.

-Chris

5166. Re: ATTN: All emulator users

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-26 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970626080500.EAA12774@ladder01.news.aol.com>
Source record: 72151

The Atari emulators are in an early stage of development. The long
timer in the
PC Xformer and it will run most BASIC games. I've went threw 1000 of ML

games and even when I found one to load it didnt play correctly. This
is
probley due to all the costom 40 pin IC chip in the Atari 8bit.

It looks like Emulating the XL/E will come way into the year 2000.

On the other hand, Theres the Gameboy, ADAM, and NES Emulators that
will run 99% all software on there platforms with great speed and PERFECT
sound and joystick support.

But Im still waiting to run my 8bit Atari stuff on the PC.

5167. Re: webpage updated

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-26 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33B2BC33.45A5@zeus.fh-pforzheim.de>
Source record: 72152

thanx sven...

re: memory-map... i was in a hurry when i edited the mem-map...
and i dont want to include each os-variable...just a short "overview"

bye, heaven/taquart

5168. Re: webpage updated

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-26 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33B2BD34.4414@zeus.fh-pforzheim.de>
Source record: 72153

re: zero-page...

well, coders use whole zero-page and most ram avaible on standard
xl by switching os off... but i can not include for each "program"
a special zero-page-usage...

thats why i have written 00-ff is free and 100-1ff...

bye, heaven/tqa

5169. Re: Atari Ideas

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-26 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5otgebnlp1@zwieracz.psych.uw.edu.pl>
Source record: 72154

```
Tue, 27 May 1997 06:51:03 -0000 Tom Hunt Sr. napisal byl w comp.sys.atari.8bit:
> I did write snapshot. The program works with machines with more than 64k.
> Plus the sound utility that plays wave files on the 8bit. It automatically
> configures itself to use anything from 64k to 1088k.

please, email me this wave player - krap@zwieracz.psych.uw.edu.pl

738
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
```

5170. Re: ATTN: All emulator users

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-26 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970626134700.JAA20539@ladder01.news.aol.com>
Source record: 72155

In article <19970626080500.EAA12774@ladder01.news.aol.com>,
guy1015@aol.com (GUY1015) writes:

> The Atari emulators are in an early stage of development. The long
>timer in the
> PC Xformer and it will run most BASIC games. I've went threw 1000 of
ML
>
> games and even when I found one to load it didnt play correctly. This
>is
> probley due to all the costom 40 pin IC chip in the Atari 8bit.
>
> It looks like Emulating the XL/E will come way into the year 2000.

Emulation is a strange duck, and you have to appreciate the technological skill of the developers. I've found that some programs that won't run under PC XFormer will run just fine under XL-It!, and vice-versa, It also depends greatly on the PC in question. Mine has an AWE-32 sound card that works beautifully with XL-It!, but gives me all kinds of trouble with XFormer. My Pentium 100 seems to run stuff under XL-It! much too fast, while guys with faster PCs complain that programs run slowly under XL-It!. Go figure.

> On the other hand, Theres the Gameboy, ADAM, and NES Emulators that
> will run 99% all software on there platforms with great speed and
PERFECT
> sound and joystick support.

Perhaps the guys who designed those machines had emulation on a PC in mind when they designed them <G!> I don't know. The Atari 8-bit's custom chips put it way ahead of other computers of the era, but made emulation difficult -- more difficult, it seems, than other computers.

> But Im still waiting to run my 8bit Atari stuff on the PC.

If "stuff" is limited to games, you may have to wait. But there are those of us who wouldn't limit it to games. I know, there are far more sophisticated and easier-to-use applications available for the PC than those that run on the Atari. But more than one Atari user has stated that they love being able to use programs like TextPro on laptop PCs.

5171. Does anybody need transmuter?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-26 00:00:00 UTC
From: Rieder Rudi <rieder_r@kufgem.co.at>
Message-ID: <01bc8243$598f1420$150101c8@ap-rieder>
Source record: 72156

I have a disc-copy from the tape,
maybe it works with xlit.

rudi,
"rieder_r@kufgem.co.at"

5172. 6502 standard lib

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-26 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <5ou0rn$jp4$1@narses.hrz.tu-chemnitz.de>
Source record: 72157
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit,comp.arch.embedded

I have written a very, very, preliminary design proposal for a 6502
standard library. I discussed it a bit with people working on
new OSes for the C64, but now I want some more feedback from
others.

See http://www.tu-chemnitz.de/~fachat/csa/lib6502.html

Thanks
Andre

--
Email address may be invalid. Use "fachat AT physik DOT tu-chemnitz DOT de"
----------Thanks, spammers...
Andre Fachat, Institute of physics, Technische Universit&#65533;t Chemnitz, FRG
http://www.tu-chemnitz.de/~fachat

5173. Re: MAC 65 question

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-26 00:00:00 UTC
From: jharris@poboxes.com
Message-ID: <33b8877c.859765067@news.sierratel.com>
Source record: 72158

>> Hey All: I just found this group last week. Great source of info on
>> the Atari. I have read most of the items posted here and been on
>> about 50 web pages and ftp sites. Where can I find Doco for MAC 65?
>> Or can someone recommend an assembler for the Atari.
>
>http://www.best.com/~morbid/manuals/manindex.htm
>
>As far as I know, MAC-65 was the best assembler, at least 8 years ago.
>But now I would use a crossassembler on IBM.

I have another version of the MAE assembler ready for release. It's a lot
better than MAC/65, and a lot more interactive than using a cross assembler
since you still need to debug natively. Here are some of the features:

Excellent full screen editor with key macros, automatic 'JSR' and return to
subroutine and data labels, block moves and copies, and multiple undo.

Compatible with XEP80 and other 80 column devices. 64 and 80 column
high-speed software drivers also included.

High level of integration between editor, assembler, and debugger. The
editor can take you directly to lines that had assembly errors. The
debugger can reference labels in the symbol table and assemble single
program lines.

True local labels.

Full text-substitution assembler macros.

Full 65816 and 24-bit support.

Uses only 1.25K of main system memory. Most of the code resides in bank
select. (Still runs in 64K, but you'll only have 13.75K for source buffer).

Still being supported!

John Harris Japanese translation of Microsoft slogan:
jharris@poboxes.com "If you don't know where you want to go,
we'll make sure you get taken."

5174. New EMail address

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-26 00:00:00 UTC
From: jharris@poboxes.com
Message-ID: <33b990ec.862181741@news.sierratel.com>
Source record: 72159

I'm back online, and hopefully I'll stick around a bit longer this time.
John Harris, as in Jawbreaker, Frogger, Hackers, and the MAE assembler.

New EMail address is jharris@poboxes.com which is a forwarding mailbox.
Thus, I shouldn't have any more problems with ISPs crashing or going out of
business.

MAE is finally ready for primetime. Check out the additional announcements
for "MAE Assembler" and "65816 computer" in this group.

John Harris Japanese translation of Microsoft slogan:
jharris@poboxes.com "If you don't know where you want to go,
we'll make sure you get taken."

5175. MAE Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-26 00:00:00 UTC
From: jharris@poboxes.com
Message-ID: <33bb94f7.863217223@news.sierratel.com>
Source record: 72160

The MAE assembler is finally ready for a primetime release. I am sorry for those of you who have been waiting a year for this. It was another difficult time for me personally, but I expect things to improve from here. I hope I can partially make up for it with some of the newest enhancements to the assembler.

For a little background, MAE originally came from Eastern House software, makers of the Monkey Wrench. I've been using it since 1981, although I made substantial modifications to it before I found it a useful tool. In the first few years, I tried to get Eastern House interested in the changes I made, and in return I wanted to get actual source code to help fix some of the more elusive bugs I encountered. The situation never worked out, and I eventually realized that I was not going to get the kind of tool I really wanted without writing new code anyway. The problem, was that I could never justify taking all the time at once to write the whole thing from scratch. Instead, I kept doing more extensive mods, and replacing modules a bit at a time. It was always for my own use, but several years ago, others became interested in it. Anomalies that I had gotten used to now seemed more embarrassing with the prospects of others using it. There was also the issue of not wanting it to be placed in general release while still containing much of the original Eastern House code. This started a snowball of more replacements and rewrites that ultimately arrived here.

I really want to thank those of you that sent money or other goodies as a kind of shareware contribution, even though I did not ask for anything. It was a terrific gesture that gave me much of the inspiration I needed to get this completed. I also want to thank Itay Chamiel for providing 80 column software routines like those in his Ice-T terminal, and doing most of the work to adapt them to a 64 column mode. Finally, thanks to the beta testers and suggestions I received that account for many of the new features.

New features for this release include a configuration utility, completely new macro system with full text substitution, new conditional assembly (nested also), comment or uncomment blocks of text, load/save key macros to disk, and many others.

For those of you not familiar with earlier versions, here are some of the feature highlights:

Excellent full screen editor with key macros, automatic 'JSR' and return to subroutine and data labels, block moves and copies, and multiple undo.

Compatible with XEP80 and other 80 column devices. 64 and 80 column high-speed software drivers also included.

High level of integration between editor, assembler, and debugger. The editor can take you directly to lines that had assembly errors. The debugger can reference labels in the symbol table and assemble single program lines.

True local labels.

Full text-substitution assembler macros.

Full 65816 and 24-bit support.

Uses only 1.25K of main system memory. Most of the code resides in bank select. (Still runs in 64K, but you'll only have 13.75K for source buffer).

Still being supported!

John Harris Japanese translation of Microsoft slogan:
jharris@poboxes.com "If you don't know where you want to go,
we'll make sure you get taken."

5176. Teens Fucking, Sucking, and Cuming teenfsc.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-26 00:00:00 UTC
From: asd
Message-ID: <5ouabm$j9s$70@news.internetmci.com>
Source record: 72161

Are you ready to look at pictures of Teens fucking and sucking?

Then cum visit:

http://www.sexy-girls.com

All models represented on Sexy-Girls are 18 years of Age or Older.

5177. 65816 computer

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-26 00:00:00 UTC
From: jharris@poboxes.com
Message-ID: <33bca0d6.866256831@news.sierratel.com>
Source record: 72162

Some of you may remember an anouncement I tried to make a few years back, but later had to keep quiet. It concerned a new atari-compatible computer made with a 65816 processor and some other cool stuff. It was being manufactured for a dedicated application that I actually never found out what it really was. I found out about it at a time when I was selling character generator software on the Atari8, and having immense difficulty obtaining Atari hardware. It was a great connection to make, and we are still selling these new systems with my CG software installed.

The big project never materialized, since the company making the systems and Atari could never reach an agreement for large supply of Atari custom chips. It seemed like a no-brainer--Atari had chips, these guys had money, it should have been a simple exchange. It's no wonder Atari doesn't have any feet left. They keep shooting themselves there.

Anyway, the bottom line is that Atari negotiations were the reason behind my silence at the time, and now that the project is completely dead I can make public the details of the machine for all those that are curious.

It is based on a 5.37MHz 65816 processor, although it still runs 1.79MHz when accessing the base 64K of address space for compatibilty with the custom chips. It is in a nice case with internal 3.5 high density floppy and hard drive, parallel and serial, expansion slots, fully static memory (turn the power off and on, and everything is still there!), mouse support, and separate IBM-style keyboard. It has its own Sparta-like DOS, and with 65816 optimizations the memlo gets down to $FA3. I've found the compatibility to be extremely good, with two main problems. Some european programs, especially demos, use the undocumented 6502 extra instructions, and these don't work on the 65816 CPU. The other issue, is that there is no cartridge slot. Technically, it is feasible to add a slot using a plug in board, and run a connector out the back. It would probably depend on the number of interested parties for whether it was financially affordable to get the thing made. One nice thing about the slots though, they are physically the same as IBM 16-bit ISA cards. (but not electronically compatible of course). You can get experimenter boards for IBMs that just run power and have all other connections open. The do-it-yourself'er can do pretty much anything from here.

Because of being a very low-production item, it is really expensive by 8-bit standards. Retail is $1800 with all options and the CG software. Obviously, it's only being sold to commercial applications like hotels and cable TV at that price. It is possible to make some deals if anyone is interested, especially for systems without the CG software. Obviously, I need to be fair to the people who are still buying the system for commercial use. I don't have any prices for you, but if anyone is

interested at all, please let me know and I'll see what we can work out.
If you're just curious for info, let me know that too.

John Harris Japanese translation of Microsoft slogan:
jharris@poboxes.com "If you don't know where you want to go,
we'll make sure you get taken."

5178. Re: WTB: Casio AI-1000 Pocket Computer

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-26 00:00:00 UTC
From: bwit@pobox.com
Message-ID: <MPG.e1ca8c0239175059896b3@news.swbell.net>
Source record: 72163
Cross-posted to:
comp.sys.handhelds,comp.sys.palmtops,comp.sys.hp48,comp.sys.cbm,comp.os.cpm,comp.sys.atari.8bit,comp.lang.prolog

In article <867293419.29427@dejanews.com>, ynagasaw@ic.sunysb.edu says...
> I would like to buy Casio AI-1000 pocket computer or
> another programable calculator which support
> Prolog language.
>
> If you have it for sale, E-mail me please.
>
> Thank you,
> Yujin

You might consider a Poqet PC (or other MSDOS based palm top) which
should easily run the old DOS version of Borland Turbo Prolog. You can
get a new Poqet at http://www.cadigital.com for $189.

--

Bob Withers Do or do not, there is no try.
bwit@pobox.com Yoda

5179. Re: ATTN: All emulator users

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-26 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970626155632.8715A-100000@fissure.scar>
Source record: 72164

On 25 Jun 1997, Euskara wrote:

> I have been toying with the idea of using an 8 bit emulator program on the
> clone (not that I would ever replace my faithful 800xl). I see people
> talking about running Bruce Lee and other early to mid 80's software.
> While excellent games (god knows how many hours I spent playing Bruce Lee
> in my high school years), how about the newer stuff?. I am talking about
> L.K. Avalon games, Fred, Mission Shark, Hawkmoon, Miecze valdgira,
> Rockman, among many many others. Has anyone gotten to run these on ANY
> emulator? I would appreciate a response.
>
I got Zybex to run near perfectly using Xlit 0.20.. problem is when the
game speed is normal, the music is too slow, but when the music speed is
PERFECT the game speed is too fast.

A couple of those LK Avalon games worked (the ones as megaImages on Yogi's
sites) A couple of the ATARI UK games also worked. (Somewhat) But
seriously, nothing beats a REAL Atari 8bit. The emulators are great to
bring back some 8bit magic but I have yet to playu a game on the emulator
(any one of them) that is BETTER than on a real 8bit. Games like AR: The
City and AR: The Dungeon actually run SLOWER than if you had a real 8bit
with a couple floppies..

Alan

5180. PacifiST problem: AUTO folder

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-26 00:00:00 UTC
From: darmok@voyager.Stanford.EDU
Message-ID: <5ovo32$f2g@apollo0.Stanford.EDU>
Source record: 72165

I can't get any auto folder programs to run with Pacifist. I'm using the
TOS 2.6 ROMS, I get the Memory count and then a white screen and then skip
to desktop, all accessories loaded but no auto programs run, so that
things like SpeedoGDOS and Warp9 are not working, etc.
Anyone have this problem? thanx for yer help-
phil

5181. Don't read this message!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: Jason <jlsb@ix.netcom.com>
Message-ID: <5ov98b$g16@dfw-ixnews11.ix.netcom.com>
Source record: 72166

CALLING ALL LITERARY MINDS!

I am trying to compose a coffee table book on the topic of EXCUSES.&#65533; To add an original flavor to my project
I am attempting to derive my research entirely from people I come in contact with on the Net.
If you have, or know of, any interesting, unique, or even bizarre excuses, and would like to participate in this experiment
in creative literature, please reply to this message with your excuse.&#65533; Any excuse that is used in the published version will
receive full literary credit.&#65533; Thank you in advance for helping a fellow netizen.
Long live free speech!

&#65533;&#65533;&#65533;

5182. Re: 65816 computer

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: jharris@poboxes.com
Message-ID: <33b729c7.901318475@news.sierratel.com>
Source record: 72167

Here are some questions asked by Brent Buescher, that I'll answer here for others to see.

-what is the video circuitry like? which of the eight-bit models is it most like? Does it incorporate Ben Poehland's Super Video fixes?

The video is engineered from scratch, and is higher bandwidth than any of the Atari models. It looks superb on split-video monitors. I think it looks very good on composite as well, but there is one factor that can make it look worse on some monitors. Atari's chroma signal is much too hot and way out of NTSC specs. Monitors will compensate for this by effectively turning down the color gain. What happens as a result, is that color artifacts, the usually unwanted color fringes that occur on high res pixels, get diminished with the reduced gain. On the D816 (the new system's name) the artifacts will generally be more prominant since the color gain is higher.

There is a very simple mod consisting of a resistor soldered in parallel across another one that brings the chroma level up to Atari XE levels, and makes the composite output look better than XE in all cases. There is also a more extreme mod that requires tuning a coil, but virtually eliminates all artifacting in the composite output. The image is then really clean, but you'll have to play Jawbreaker in a B/W maze as a result. :-)

-how are the ergonomics of the DOS and hard disk system? That is, how do they compare to a Black Box and Sparta? I found the black box's partitioning system extremely convenient and easy to use.

He licensed the BB and Sparta software, so it is virtually identical.

-is the IBM keyboard interface featureful like the TransKey or is it rudimentary?

Well, it's different. I wanted access to the function keys for my program, so they all return unique keycodes. Same thing with Home, End, PgUp, etc. Some of the Shift-Ctrl letter keys that return nothing in the Atari, do return the logically expected code on the D816. All 256 key codes can be returned, but there is not much in the way of 'fancy' implementation. One thing I like, is that the two alt keys are mapped to Select and Option, which works out really nice when programs use Select-key combinations. I think some of the mappings work out to 1200XL function keys, because Home for example takes you to the beginning of the line in any E: environment.

In short, it's a design to give additional key codes, versus additional functionality to the existing Atari.

-does it support ultraspeed in the OS?

Yes.

-how much memory does it conveniently support?

It comes with 128K in XE compatible and ANTIC compatible banking. At least one board design exists to give 4 Meg (I believe) of linear addressable memory in the 24-bit address space, but I do not have one. My CG board has 32K of upper memory, and I believe this can be extended fairly easily to 1 meg or maybe higher. I still need to find out all the options for memory enhancement.

-how many joystick ports?

2, with standard DB9s. It also has an Atari SIO port, but uses a DB15 so a special cable will need to be made. Easiest, is to chop one end of an SIO cable and attach a DB15.

-does it support XL bank switching? (i.e. access to the full base 64K in the same way that XLs do) I infer from your post that it's not XE-like...

It's XE-like. Again, I'm not sure of the options to go above 128K in the XE address space. I know all of the portb bits are used, but I think there is at least one bit that could be sacrificed for enhanced memory. If you're thinking of ramdisks though, forget it. Access will be much faster in upper memory because of the 5.37MHz speed when you get outside of 64K.

-- Other notes --

It has a 65816-aware OS that handles native interrupts. The MAE assembler supports all 65816 code and the full 24 bit address space. There is also a custom version for the D816 that uses the PgUp, Home, etc. keys.

John Harris Japanese translation of Microsoft slogan:
jharris@poboxes.com "If you don't know where you want to go,
we'll make sure you get taken."

5183. What is an Atari 810?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: dastar@crl.com
Message-ID: <5ovq84kci3@nnrp1.crl.com>
Source record: 72168

I picked one up an Atari 810 thingy at a thrift store. What the hell is it used for? It has two IO connectors on the front, 4 serial ports on the back and a parallel port on the side. Obviously it is some multi-serial and parallel port expansion box, but for what specific purpose? Does it require any software or is it all self-contained? What power source does it require?

--

Sam

Computer Historian, Programmer, Musician, Philosopher, Athlete, Writer, Jackass

5184. "Optional" New Service for your Pager...

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: lj@sdfsdfwuyli.com
Message-ID: <5ovun2$epd@mtinsc04.worldnet.att.net>
Source record: 72169

ONLY AVAILABLE IN THE:
U.S.A, VIRGIN ISLANDS, AND PUERTO RICO CANADA*

BE SURE TO GO TO OUR SITE AND CHECK OUT OUR FREE TRIAL.

Call everyone and tell them to throw away all of your old home, office, fax,
pager, voice-mail, and cellular numbers and give them your New "Virtual Office"
800/888 number! The only number any one will ever need.

Are you tired of giving out all of your different phone numbers to everyone?
Wouldn't it be nice to be able to give everyone just ONE phone number that
will find you anywhere you are? Even out of town, or in a restaurant, or even
on the golf course.

Now you can.

We have the answer to all your communication needs. It's called the "Virtual Office".

And this new service is loaded. It comes with features like:

An automated Call Attendant, Live Call Connect (in real time), Fax Sending, Fax Receiving,
Even without a fax machine! E-Mail Notification and Delivery, Without a PC!,
Outbound calling, Low Cost Long Distance Service, Inbound/Outbound 800/888
Number, Worldwide Call Transfer, Call Forwarding, Call Screening, Full Service Voice
Mail, Nation Wide Pager Notification, Conference Calling, Speed Dialing, Auto Dial,
Auto Messaging, Temporary Greeting, Unavailable Greeting, Password Protection,
Pager Notification, and No Equipment or Software to buy, "Ever".

Priced from $9.95* per month, Plus 10.9 cents per minute per event.

That's less than one phone line would cost per month.

For more information please visit our web site:
http://www.mynumber.com

* Based on our best priced plan.
* Canada has a higher per minute rate.

5185. Re: Teens Fucking, Sucking, and Cuming teenfsc.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: Gary Franks <gfranks@telepath.com>
Message-ID: <01bc8293$49a0a740$3ac0e4cd@default>
Source record: 72170

keep your garage off of the newsgroups prick

asd;lfj@asdfjs.com wrote in article <5ouabm$j9s$70@news.internetmci.com>...
>
> Are you ready to look at pictures of Teens fucking and sucking?
>
>
> Then cum visit:
>
>
>
>
>
>
> http://www.sexy-girls.com
>
>
>
>
>
>
> All models represented on Sexy-Girls are 18 years of Age or Older.
>
>
>
>

5186. part time employment from home

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: Medline@liver.uct.ac.za
Message-ID: <5p0772$9jk@groa.uct.ac.za>
Source record: 72171

Dear Friend - Thank you for your interest in our advert.
We are going to market valuable information to Internet Users by post. To reach as many people
as possible, we have to make use of agents. We would like you to work for us as an agent, distributing this information to the public on our behalf from your home. You will be supplied with
the addresses of various people, the information to send to them as well as an attached letter and you will receive $10. This will be your payment.

On average you will send out 500 letters every month with a response of about 60%. This will be an
earnings of $3000 in your pocket. If you want to be really pessimistic and expect a response of a
mere 30%, you will earn $1500 for that month. The envelopes and stamps are provided, and so is
the material which you must send, so expenses are minimal and you receive an extra $1000 or so in
your pocket every month! for simply filling and posting envelopes. Your working time will be under
two hours per day, and remember you work from home, therefore you are your own boss and YOU decide when you work. You will keep in regular contact with us.

To be appointed as one of our agents, we ask you to send us a small registration fee of $15.00
(or equivalent) in the form of cash. Please enclose a Self Addressed Stamped Envelope with your registration fee. Upon paying this fee, you will be appointed an agent and recive the information you are to post to the public, as well as your instructions and all other necessary
information.

Please complete the application form and supply us with a business name under
which you would like to trade.

Yours sincerely,
The Manager
Medline
P.O Box 34025
RhodesGift
7707
Cape Town
South Africa

|---|
| I ENCLOSE MY $15 IN FORM OF CASH PLUS A SELF ADDRESSED STAMPED ENVELOPE
|

```
| BUSINESS NAME:.....
..... |
| YOUR NAME:.....
..... |
| ADDRESS:.....
..... |
| .....
..... |
| SIGNATURE:.....
..... |
| |
| NB: THIS EMPLOYMENT OPPORTUNITY HAS NO CONNECTION WITH ANY OTHER |
| WHATSOEVER. WE ADD THAT YOU WILL NOT BE DISTUIBUTING SO CALLED JUNK |
| MAIL AND THAT PEOPLE WILL IN FACT RESPOND TO YOU ALL AROUND THE |
| WORLD. |
|-----------------------------------------------------------------------------------------
---------------------------------------|
```

5187. Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: msmith@aol.com
Message-ID: <19970627140401.KAA24767@ladder02.news.aol.com>
Source record: 72172

What is the best monitor to use for the Atari 8 bit these days? Is there something new I can buy, or do I have to rehash an old one?

And while I am on the subjet, has anyone come up with a hardware hack to use
an SVGA monitor?

Thanks,
Mark Smith
MSmith@aol.com

5188. Re: What is an Atari 810?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <ECFu7x.2w9@iglou.com>
Source record: 72173

In message <5ovq84kci3@nnrp1.crl.com>,
dastar@crl.com (Sam Ismail) wrote:
>I picked one up an Atari 810 thingy at a thrift store. What the hell is
>it used for? It has two IO connectors on the front, 4 serial ports on the
>back and a parallel port on the side. Obviously it is some multi-serial
>and parallel port expansion box, but for what specific purpose? Does it
>require any software or is it all self-contained? What power source does
>it require?
>

That's an Atari 850. The 810 is a floppy disk drive. The 850 is
mainly used to connect printers and modems to the Atari. Serial port
4 is a current-loop port, and the other serial ports are RS-232 (but
the pinout is not the same as an IBM serial port; the PC-AT was not
yet invented, and there was no standard 9-pin serial port).

The parallel port can be used with no additional software; the serial ports
do require some software. To use ports 3 and 4 you would probably have to
write your own. Only one serial port can be active at a time, so you can't
run a multi-line BBS with just one computer and an 850.

The 850 uses the same 9 volt AC power supply as used on the 400, 800, and most
Atari floppy drives.

--
Bill Marcum bmarcum at iglou dot com
"I'm looking at PAGES AND PAGES of stuff even the Franklin Mint couldn't
give away for free." -- K. Mennie

5189. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: buesch@srv.net
Message-ID: <m2zpscxck9.fsf@caligula.srv.net>
Source record: 72174

msmith@aol.com (MSmith) writes:

> What is the best monitor to use for the Atari 8 bit these days? Is there
> something new I can buy, or do I have to rehash an old one?

The best monitor for an Atari 8 bit that is readily available today
would be a television with an S-video input---these tend to be large
and high-quality, so the s-video input is the deciding factor there.
You'll have to build the cable yourself, and if you have an XL you'll
want to do the Super Video upgrade that Ben Poehland published in
Atari Classics a few years ago---this puts the chroma signal back on
the pin that it should be and cleans up the video signal enormously.
It's really more of a fix than an upgrade.

I use a commodore split-video monitor. They work great and are
cheap-to-reasonable when you can find them.

Brent

5190. 109XL Expansion Cards

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: msmith@aol.com
Message-ID: <19970627135901.JAA28104@ladder01.news.aol.com>
Source record: 72175

I am looking for anyone who is selling 1090XL expansion cards. I am extremely motivated in obtaining these. If you have any, or know of anyone that does have them, I will compensate you for the efforts.

Thanks,
Mark Smith
MSmith@aol.com

5191. Re: What is an Atari 810?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970627182201.OAA11719@ladder01.news.aol.com>
Source record: 72176

It's not an 810. It's an 850, as in 850 interface module. It gives Atari computers a standard parallel port that requires no special driver software (the P: device is a standard part of the ROM's OS), and 4 serial ports that DO require special driver software for the R: device.

Bostone

5192. Free 8-bit Gear!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: Ken Kovar <kenk@megsinet.net>
Message-ID: <33B4024C.1325@megsinet.net>
Source record: 72177

I am giving away an atari 130XE computer with a disk drive, modem and numerous manuals. If you are interested, please e-mail me at kenk@megsinet.net.

Thanks...

Ken Kovar

5193. -Hot Teen caught Undressing teenund.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: asdlfj@alskjdfs.com
Message-ID: <5p02jp$d6k@usenet84.supernews.com>
Source record: 72178

Come visit the hottest new sex site on the internet Sexy-Girls

Are you ready to visit the hottest teen slut wonderland?

The come visit.. http://www.sexy-girls.com

All Models represented on Sexy-Girls are 18 years of age or older.

5194. Star Wars Death Star Battle for the Atari 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: Craig Henrichs <ralph@cts1.internetwis.com>
Message-ID: <33B3E21C.302C@cts1.internetwis.com>
Source record: 72179

I have the above game for the Atari 800 in the original packaging. Is it worth anything as collector's item if it is left in the original packaging? I would appreciate any replies.

Craig Henrichs

5195. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970627182201.OAA08105@ladder02.news.aol.com>
Source record: 72180

You can do what I did and buy one of the many new portable TVs with direct RCA plug inputs for your audio and composite video. Otherwise, those Commodore monitors were pretty good for using those separate chroma and lumina signals.

Bostone

5196. Atari DD 1050 $35 + Ship

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5p0uga$r87@freenet-news.carleton.ca>
Source record: 72181

Atari 1050 w/ Ultraspeed US doubler. I have the original box, in
great shape. Also has the box for the power supply, and a SIO cable.

Reply via e-mail

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

5197. ATARI RULES

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: bob <braden@worldnet.att.net>
Message-ID: <5p1dv9$6j2@mtinsc04.worldnet.att.net>
Source record: 72182
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

ATARI RULESSSSSSSSSSSSSSSSSSSSSS!!!!!!!!!!!!!!!!!!!!!

5198. FA:ER Atari 400/800 items

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <33B43A9C.72F4@administaff.com>
Source record: 72183
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,comp.sys.atari.8bit

```
** Some minimums reduced **
* Includes: ER items by Chalk Board * - (SOLD)
NOTE: There is no buyout option. Please bid on individual items.
Bid on as many as you like, but state bids per item.
Date of initial post: 05/29/97.
Rules at end of post.

---- Update 06/27/97 -----------------------------------------
Atari 400/800 items:

Hardware | Current High Bid
-----------------------------------------|--------------------
Atari
XM301 Modem 6 - Penguin S!
incl. user manual
Chalk Board
PowerPad & cable (untested) 15 - Alfred S!
connecting cable a bit hacked
on end which plugs into Powerpad

Programs
Carts (loose, vg condition, no docs) | Current High Bid
-----------------------------------------|--------------------
Atari
CXL4002 Basic Computer Language (ver ?) 5 - Batcave S!
RX8040 Donkey Kong Junior 3 - Batman S!
RX8030 E.T. Phone Home! 1 - Riddler S!
CXL4024 Galaxian 4 - Riddler S!
CXL4018 Pilot Programming Language 20 - Alfred S!
Chalk Board
10031A-3 BearJam 30 - Alfred S!
10042A-3 LogicMaster 30 - Alfred S!
10016A-3 Micro Illustrator 30 - Alfred S!

Programs
Tapes (vg condition, no docs) | Current High Bid
-----------------------------------------|--------------------
Atari
CX4108 Hangman 1 - **min
CX4112 States & Capitals 1 - TwoFace S!
CX4129 Juggles Rainbow 1 - **min
TX9032 Joystick Sketchpad 1 - **min

Programs
Disks (vg condition, no docs) | Current High Bid
```

```
-----------------------------------------|--------------------
Atari
DX5052 Master Diskette 3 2 - Batman G2
CX8129 The Home Filing Manager 1 - TwoFace S!
CX8135 My First Alphabet 1 - TwoFace S!
Broderbund
The Print Shop (good condition) 1 - TwoFace S!
incl diskette w/printer driver for
Atari 1020 from Innovative Concepts

Books/Manuals | Current High Bid
-----------------------------------------|--------------------
Atari 400/800
Basic Reference Manual 3 - Batcave S!
Student Pilot Reference Guide 15 - Alfred S!
An Invitation to Programming 1: .50 - min
Casette only: CX4101 - NO MANUAL
An Invitation to Programming 2: 3 - **min
Writing Programs One and Two
Includes the 2 Cassette Tapes: CX4106
An Invitation to Programming 3: 3 - **min
Intro to Sounds and Graphics
Includes the 2 Cassette Tapes: CX4117
The Bookkeeper - User's Guide 1 - MrFreeze S!
(no diskettes)
Atari Disk Operating System 1 - Batman S!
Reference Manual - DOS3
Other
Rainy Day Activities for the Atari 2 - MrFreeze S!
by: Nancy Mayer
publisher: Reston
Atari Basic - A Self Teaching Guide 3 - min
by: Albrecht, Finkel & Brown
publisher : Wiley
Atari Games, Compute!'s First Book of 2 - min
publisher : Compute! Books

Rules:
I will assign and use an alias for all bidders.
Format will be Going-Going-Gone.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups daily and individuals if requested.
Ties will go to the earliest posting I receive.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.

Mail your bids or inquiries directly to: dennis_cooper@administaff.com
```

Thank you,

Dennis Cooper
--
dennis_cooper@administaff.com

5199. power supply specs for 1050 and 1027 needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: Jason Whorton <chesster@pcl.net>
Message-ID: <01bc8349$d36fc4e0$4a880fcf@chesster.pcl.net>
Source record: 72184

Hello. I have an Atari 1050 and 1027 that I need to know the power supply specs for. I don't have the power supplies, but think I might could get something else to work.

Thank you,
Jason Whorton

5200. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970627230000.TAA24165@ladder02.news.aol.com>
Source record: 72185

Without a doubt the best monitor you can buy for your 8 bit is an Amiga monitor (also made by commodore). I have a 1084 and the picture is unbelievable. I have had a magnavox, 1902 and used an S-input TV. The Amiga left them all in the dirt. I found mine by posting a message in the Amiga newsgroup. Just my 2 cents' worth.

5201. Atari Computers For Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: bensmith@kelly.teleport.com
Message-ID: <5p1lflgst1@kelly.teleport.com>
Source record: 72186
Cross-posted to: pnw.forsale,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

I've been recuperating from serious depression. I've still got bills to pay, so I'm going back to work in a limited capacity. Selling Atari in the U.S. I can handle. But for now, I'm cutting back on selling abroad as it's hard enough when I'm in good shape. So I'm dealing with depression in the usual way. 1) Don't make promises I can't keep. 2) Only set goals within my reach. 3) Commit myself to taking weekends off and keeping my mind off of work. Lessons we could all learn.

I have some Hard Drives I got directly from the Shadow of Shadow SoftWare. He says they've worked since they were pulled from their Computers. These are $25 each as is. They are MFM or RLL. E-Mail: bensmith@teleport.com or call Ben at (503)256-9974

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to

for Help.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

5202. World Wide Free Internet Access .

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: ASE1000@1stfamily.com
Message-ID: <61b7cd$10306.b9@NEWS>
Source record: 72187

Dear Internet user,

If you are paying for your Internet services
then you have not heard about 1stFamily.
We have a marketing method that guarantees
you will not have to pay one dollar to access
the internet.

* You will never again have a busy signal !

* You will always have the fastest access you have ever seen !

* Risidual income for the rest of your life !

* and much much more.

This opportuinty is for YOU to take advantage of !

Do you wish to continue the rest of your life paying $19.95/month to
access the Internet when you can access it for free with
speed and reliability that exceeds the other competitors ???
We did not think so. That is why our company is the best and fastest
growing of it's kind and will soon compete with AT&T and MCI and
all the big companies in providing Internet Service.

For complete information please mailto:sameer@1stfamily.com and
type "More Info" in the subject box.

You will recieve our webpage address where you can get inrolled in
seconds !!

Sameer (Sponsor ID# DUA2692)
Stop Paying for Internet Access
http://members.aol.com/upline/freeisp.html
mailto:sameer@1stfamily.com

5203. <Writers Seeking Publication>

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: Litagent345@aol.com
Message-ID: <33b47a76.0@news1.ibm.net>
Source record: 72188

We are accepting new and previously published writers for publication. We are a NEW YORK based international literary agency with three offices: 2 in NEW YORK and one in FLORIDA. Please follow guidelines for submission:
For all fiction, including screenplays for TV & Movies: Send us a brief synopsis, the first chapter, and include a self-addressed, stamped envelope=S.A.S.E.
Short Stories: Send brief synopsis, 3 pages, S.A.S.E.
Poetry: Send 3 poems, S.A.S.E.
For all nonfiction: Send us a brief synopsis, the first chapter, and include a S.A.S.E.
Do not send complete manuscript unless invited.
WOODSIDE INTERNATIONAL LITERARY AGENCY>>>
33-29 58 Street>>>
Woodside, New York>>>>
zip: 11377>>>
Tel: 718-651-8145>>>>>

5204. 8 Bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <5p0g1g$qpl@main.freenet.hamilton.on.ca>
Source record: 72189

First off, I was wondering if anyone here actually received their FTe Sparta X upgrades. You see, I paid for 3 chips, (I was billed Visa) but never got the items from Mike. (Shame on you Mike)

Later, Bob Klaas was kind enough to burn and send two Sparta X chip upgrades. So, I was only "burned" for one chip ;-)

However, when I got around to installing them a month or so ago, I noticed that there was no reference to FTe in the copyright. I havent played with the cart, so I have not noticed any differences except the ICD version number which was .1 above my old one...

My question is, did I get the "FTe" upgrade? If so, what are the enhancements?

Second issue. I am looking to put my BBS, System Reset! back up on a part time basis....perhaps 10pm to 10am Eastern time...I dunno....or Sundays....

At any rate, I do not want to spend ANY money on packets, and would like to join a Pro net by passing messages through the Internet. I am interested in networking with any Pro BBS except Beco Tel and the Jail, as I want nothing to do with these individuals.

Willy

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

5205. Q's: Atari Touchpad and AtariArtist cart

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-27 00:00:00 UTC
From: lvt-cfc@cyber2.servtech.com
Message-ID: <5p0htv$sph@cyber2.servtech.com>
Source record: 72190

Hi Gang!

I picked up a used Atari Touchpad at a garage sale several years ago, but didn't use it because I had no software that used it. I learned here that the AtariArtist cartridge supported the Touchpad, though, and kept my eyes open for one. I'm pleased to report that I found one a few weekends ago at a local Hamfest-and-Flea-Market, and that I have successfully used my Touchpad! Of course, just getting it to work is never quite enough for us tinkerer types, so I have a few questions...

1) Is there any OTHER software "out there" that supports the Atari Touchpad?

2) Is there perhaps any "extension" software, disk-bootable probably, that adds functions to AtariArtist? An "undo" function would be nice, as would be an "ellipse" (rather than just "circle") object.

3) I'd like to try writing some software of my OWN to read the Touchpad. Before I try to figure it out on my own time, does anyone here perhaps ALREADY KNOW "how to read the Touchpad?"

4) My Touchpad seems to have a few "rough spots," and the button on the stylus itself works only intermittently. I can live with this but would prefer a Touchpad that is smooth and whose stylus trigger button operates properly. Anybody have one they want to sell cheap? (I got mine for about a buck, as I recall.)

Incidentally, my newsfeed here stinks; I rarely see the same thread twice, let alone followups to my own articles such as this one. Therefore, would you please be so kind as to e-mail me even if you ALSO POST? I'd appreciate it, and will be happy to do the same for YOU some day if you request it.

Thanks in advance,

Chris Chiesa
lvt-cfc@servtech.com

5206. TRACK & FIELD controller for trade

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: "M.J. BEAU" <mjbeau@net-link.net>
Message-ID: <33B5A785.E12@net-link.net>
Source record: 71975

I have an extra Atari TRACK & FIELD controller for trade. I will trade it for the Atari TRACK & FIELD cart with instruction booklet. Or I will buy your TRACK & FIELD cart if you give me a good price. Let me know. Thanks! regards, Matthew

--

mailto:mjbeau@net-link.net

Video Games from ATARI to VECTREX
1991 PROLINE Certified Authentic Autos
Boxing Promo Cards: KAYO, ALL WORLD, RINGLORDS
ELVIS PRESLEY rare live / boot CDs and VHS
PLAYBOY magazines and stuff

5207. FS:ATARI 8-BIT CARTS most W/ DOCS $3

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-2806971816300001@ppp47-pac.sonnet.com>
Source record: 71976
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.classic

```
Shipping is $1 for first cart, $0.50 each additional cart

Blue Max w/ docs $3
Centipede w/ docs $3
David's Midnight Magic NO docs $3
Defender w/ docs $3
Donkey Kong NO Docs $3
Frogger w/ docs $3
Galaxian w/ docs $3
GATO NO docs $3
MasterType NO docs $3
MIssle Command w/ docs $3
Ms. Pac-Man NO docs $3
One-on-One w/ docs $3
Star Raiders II NO docs $3
Tennis NO docs $3

BUY EVERYTHING for $33 INCLUDES SHIPPING!! (Buyout takes precedence)

Thanks
-Marlin
--
---*** Videos, VWs, & Video games...sad and pathetic but social
---*** Marlin Bates, owner: '69 VW Westfalia Bus aka Lazarus
---*** XL/XE 236/Lynx 80/Jag: 58/Sega: 69/CED: 1197/TG:52/3DO: 37
--*-*-* Always looking for RCA VideoDisks (aka CED)
-*--*--* Web Page: http://www.stocko.sonnet.com/Fujidom/
```

5208. Other 8bit material for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970628161326.20947J-100000@fissure.scar>
Source record: 71977

I just found another batch of original Atari 8bit software..

The Diamond OS disk by Reeve Software with Docs!
Need at least 64k Xl/XE, This is the limited disk version, not as fast or as powerful as the full cartridge version, but I found it!
$7

Infocom 4 in 1 sampler. This is a demo disk from Infocom of Zork, and 3 other Infocom games. Not terribly useful but gives you an idea of the Infocom style games.
$5

An Evening of Horror
A text adventure with really nice digitized grafx, done by an 8bit programmer from Hamilton I beleive (It's 4 disks, both sides). I have the original docs somewhere around here.
$10

Original Sparta Dos version 1.1 (c) 1984.. this is the only DISK based version of SpartaDos that will run on the Atari 400/800 OS. Complete with docs. Also have the ICD Ultraspeed documentation
$7

Some games by Mastertronic
Ninja (Both Atari 8bit and C64 versions are on the same side! This was very cool, and I always wondered how they did that)
$5

Dispatch Rider (Xl/XE only)
$5

Crystal Raider (Xl/XE only)
$5

I know I have original docs (somewhere) for the above 3 games too.

Spanish by Advantage./Artworx. Includes the Atari disk, an audio tape and an Instruction manual. This is a very nice package, has a matador on the front bullfighting.
$5

PlatterMania by Epyx (on ROM), with original box and manual. Also includes a colour insert advertising memopry upgrades by Axlon. (Remember the 128k Axlon Ramdisk for the Atari 800??)
$5

Please send all offers (in US funds) in private e-mail. Prices are negotiable when more than 1 item is purchased.

Alan

5209. ## FREEPICS

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: ap20@ap20.com
Message-ID: <33b4eec2.0@news.genesisnetwork.net>
Source record: 71978

FreePics

FREE PHONE BONE

All For You! All For FREE!!

011-592-563-560

Click Here For Your Free Pic!
http://207.71.229.66/sexygirls/samples/blondes.html

5210. Wanted, Mac/65 assembler or Elcomp Assembler or Synapse assembler cart

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <5p3mlu$kb1$1@macaw.cyberport.com>
Source record: 71979

if you have one of the above for sale or trade, please email.

thx

5211. Re: What is an Atari 810?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: luecknik@world-net.net
Message-ID: <33b46095.7722844@news.world-net.net>
Source record: 72191

Well,Sam. The 850 Interface Module connects between the computer
console and the peripherals. It has 4 serial ports and a parallel
printer port. It has a processor and memory, and the ports are
programmable. A modem usually connects to port 1. Instructions are
avail. on one of those FTPs, but it's in German. Takes a 24 VAC@150ma
xfmr. Lots more to it , but most early Atarians needed one of those
those to have any flexibility with the rs-232 devices and the
printers. I bought one in late 1980. Paid about $150, they're
about $25 now. Hope that helped some. James.
On 27 Jun 1997 07:31:16 GMT, dastar@crl.com (Sam Ismail) wrote:

>I picked one up an Atari 810 thingy at a thrift store. What the hell is
>it used for? It has two IO connectors on the front, 4 serial ports on the
>back and a parallel port on the side. Obviously it is some multi-serial
>and parallel port expansion box, but for what specific purpose? Does it
>require any software or is it all self-contained? What power source does
>it require?
>
>--
>
>Sam
>---
>Computer Historian, Programmer, Musician, Philosopher, Athlete, Writer, Jackass

5212. Atarri 800 plus accessories on Auction Web

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: Barry Obut & Eleanor Kohn <ko@REMOVE_THIS.carroll.com>
Message-ID: <ECGr5A.BEy@nonexistent.com>
Source record: 72192

Hi,

I am selling an Atari 800 in great dondition with some accessories on
the Auction Web.

The URL is:

http//www2.ebay.com/aw/itemfast.cgi?item=ffb0029

Bid high and bid often.

Thanks,
Barry
--

Barry Obut & Eley Kohn

To Reply, Remove "REMOVE_THIS" from Reply address.

5213. Re: What is an Atari 810?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: luecknik@world-net.net
Message-ID: <33b47dcb.15202628@news.world-net.net>
Source record: 72193

Oh, yeah. Forgot to comment on soft ware. It doesn't use any. When it
senses a printer connected to its' parallel port, it uses the P
handler of the Atari. And when it is turned on before the Atari, its'
microprocessor uses a bootstrapping operation to allow the Atari to
program the serial ports. I think that's right. James.On 27 Jun 1997
07:31:16 GMT, dastar@crl.com (Sam Ismail) wrote:

>I picked one up an Atari 810 thingy at a thrift store. What the hell is
>it used for? It has two IO connectors on the front, 4 serial ports on the
>back and a parallel port on the side. Obviously it is some multi-serial
>and parallel port expansion box, but for what specific purpose? Does it
>require any software or is it all self-contained? What power source does
>it require?
>
>--
>
>Sam
>---
>Computer Historian, Programmer, Musician, Philosopher, Athlete, Writer, Jackass

5214. Atari 800 plus accessories on Auction Web

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: Barry Obut & Eleanor Kohn <ko@REMOVE_THIS.carroll.com>
Message-ID: <ECGry8.D1B@nonexistent.com>
Source record: 72194

Hi,

I am selling an Atari 800 in great dondition with some accessories on
the Auction Web.

The URL is:

http://www2.ebay.com/aw/itemfast.cgi?item=ffb0029

Bid high and bid often.

Thanks,
Barry
--

Barry Obut & Eley Kohn

To Reply, Remove "REMOVE_THIS" from Reply address.

5215. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970628043201.AAA14816@ladder02.news.aol.com>
Source record: 72195

The best monitor to use with the Atari 8bit is the one for the AMIGA.
The picture is OUTSTANDING and unbelivable!!!!
The second best is the commie 1902a then the 1802 and 1702
Be warned: The AMIGA monitors have BAD flybacks and power packs,
I went threw 3 of them in one year... But it was still worth it!! :)

5216. Re: Umich 8bit Index?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970628043601.AAA18567@ladder01.news.aol.com>
Source record: 72196

I belive Toad computer is no longer an Atari dealer.. While most of
there
stuff was for the 16bit ST, There webpage has all IBM stuff and
nothing
Atari.

another bites the dust..

5217. Re: Star Wars Death Star Battle for the Atari 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: "M.J. BEAU" <mjbeau@net-link.net>
Message-ID: <33B4A104.4936@net-link.net>
Source record: 72197

Craig Henrichs wrote:
>
> I have the above game for the Atari 800 in the original packaging. Is
> it worth anything as collector's item if it is left in the original
> packaging? I would appreciate any replies.
>
> Craig Henrichs

You probably will want to keep the original box, and instructions booklet. But if you are referring to shrinkwrap, personally I say take it off. As long as things are in Excellent condition, it should still retain its collector value. However, my guess would be that it is worth something less than $10. regards, Matthew

--

mailto:mjbeau@net-link.net

Video Games from ATARI to VECTREX
1991 PROLINE Certified Authentic Autos
Boxing Promo Cards: KAYO, ALL WORLD, RINGLORDS
ELVIS PRESLEY rare live / boot CDs and VHS
PLAYBOY magazines and stuff

5218. Re: want Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: scalar@blues.jpj.net
Message-ID: <5p2h7j$btj@news.monad.net>
Source record: 72198

John May (xzarium.uk@virgin.net) scribbled out the following:

: > anyone who can help... please do...
: >
: I found Heracles on an image disk on:

: http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/binaries/images

Typo correction.. I get "404 Not found" with that URL, but this works:

http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit%3ayogis_site/BINARIES/IMAGES/

-Scalar

5219. Re: Games and Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: chris@shenleyfields.demon.co.uk
Message-ID: <chris-2806970953330001@shenleyfields.demon.co.uk>
Source record: 72199

In article <5olp1ivd1@news.ro.com>, lott@phase4.com (R. Christopher Lott) wrote:

>
> The first one I tried, POKEY, was aptly named. It ran the Caverns game, but I
> couldn't get it to run Apple Panic (I may have a bad disk). The caverns game
> ran incredibly slow - so slow as to make it unusable. (I have a 486 DX66
> running Windows 95).

You could always try Rainbow 95 at my website but you do need Direct X as well and at least a P100.

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: chris@shenleyfields.demon.co.uk
WWW: http://www.shenleyfields.demon.co.uk/

5220. Re: ATARI RULES

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc83ab$f252f320$98374382@vidar>
Source record: 72200
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I agree totally! But I still have a couple of games I would like to get :
Dino Eggs and Starfleet I (original). Can anybody who has a machine that
rules help ? Thanx a lot! Take Atarian care!

bob <braden@worldnet.att.net> wrote in article
<5p1dv9$6j2@mtinsc04.worldnet.att.net>...
> ATARI RULESSSSSSSSSSSSSSSSSSSSSS!!!!!!!!!!!!!!!!!!!!!!
>

5221. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: Classic Collector <cbel@istar.ca>
Message-ID: <01bc83ab$68ec63a0$9f96bfcc@default>
Source record: 72201

I use a Commodore 64 Monitor on my Atari 130XE that I think is better than any TV, that I borrowed from my old school, and I got a note saying I could have it until the school needs it.(wonder when that will be)

Bostone1 <bostone1@aol.com> wrote in article <19970627182201.OAA08105@ladder02.news.aol.com>...
> You can do what I did and buy one of the many new portable TVs with direct
> RCA plug inputs for your audio and composite video. Otherwise, those
> Commodore monitors were pretty good for using those separate chroma and
> lumina signals.
>
> Bostone
>
>

5222. Atari 800 A/V port specifications?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: scalar@blues.jpj.net
Message-ID: <5p2sqm$qiv@news.monad.net>
Source record: 72202

I have received an old Atari 800, and I am wanting to improve the output video quality from this machine. The RF output is extremely weak, so that even with a 10dB antenna booster it's still 50% snow and static. Can someone tell me the pinout on the A/V jack?

-Scalar

5223. Atari Computer HW & SW

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5p2u0g$m43$7@news2.voicenet.com>
Source record: 72203
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers,alt.warez.atari

A number of new items have been added including an 800, a 1050,
a digital device, a number of cartridges, a few tapes & disk packages.

Atari Items for Sale plus shipping

Atari 800 Computer (one missing key) w/power supply. $59 added 6/21/97
Atari 1050 disk drive and power supply..... $49 added 6/21/97
Ape Face Model XLP Digital Device..... $39 added 6/21/97
Atari 850 Interface no power supply..... $39
Atari XMM801 printer..... $24
Atari 1020 Printer..... $15
Atari XM301 Modem..... $15
Atari 410 Program Recorder (tape deck) (3)..... $14
Atari 400 Program Recorder (tape deck)..... $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ..... $ 8 each
Paddles (3 sets)..... $12 each
WICO Command Control Joysticks - rough..... $12 pair
DVE Printer Power Supply Model DV-2412A..... $10
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50
.....

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes

MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations -- added 6/21/97
Success with Math - Quadratic Equations -- added 6/21/97
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986

Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Printer Driver Construction Set from APX
Summer Games - added 6/21/97
The Quest - added 6/21/97
Touchdown Football - added 6/21/97
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor
Basic Language Computing - added 6/21/97
Donkey Kong
Galaxian - added 6/21/97
Missile Command
Music Composer
Pacman - added 6/21/97
Pitstop - added 6/21/97
Popeye - added 6/21/97

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Clowns & Balloons for 400/800
Curse of Ra -- added 6/21/97
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun

Frogger
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
Labyrinth -- added 6/21/97
List, General List, List Customizer
Original Adventure
Sargon II -- added 6/21/97
Star League Baseball
States & Capitals
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown (2)
Atari Program Exchange - A guide to Effective Programming
Atari 400/800 Basic Reference Manual -- added 6/21/97
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide (2)
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide (2)
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Introduction to Atari DOS -- added 6/21/97
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6

10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

5224. .Teen Pussy Closeup teenpus.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: I
Message-ID: <5p2v5b$n1q$68@news.internetmci.com>
Source record: 72204

Looking for XXX Pictures of Teens having Sex ? Then you've come to the
right place. Teen-Porno has tons of Teens Fucking and Sucking Cock.

Come Visit the hottest New Teen Site on the Internet !!!

http://www.teen-porno.com

All Models Represented on Teen-Porno are 18 Years of age or older.

The Name Teen-Porno Represents Models that are 18 Years of age or older.

5225. Re: ATARI RULES

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <33b5057b.3969979@nntpserver.swip.net>
Source record: 72205
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On Fri, 27 Jun 97 22:05:26 GMT, "bob" <braden@worldnet.att.net> wrote:

>ATARI RULESSSSSSSSSSSSSSSSSSSSS!!!!!!!!!!!!!!!!!!!!!

YES IT DOESSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSSS!!!!!! :-D

\\ J.Kock - SysOp on Kockens BBS +4646250256 - Atari ONLY!
\\ kock@kockens.pp.se - kock@kockens.ct.se - kock@geocities.com
\\ kock@hempseed.com - kock@myself.com
\\ http://home1.swipnet.se/~w-12411
\\ http://www.geocities.com/Broadway/1353
\\ Proud member of APS!! ICQ:1295365

5226. Re: ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5p3bf2$t7n$4@triglav.iwaynet.net>
Source record: 72206

On 1997-06-15 noone@nowhere.com said:
>On Sun, 15 Jun 1997 04:03:08 GMT, rsg0910@iglou.com (Robert Goodwin)
>wrote:
>I
>-don't even think he's even listening. All he's interested in doing
>is -burning a CD ROM of Yogi's entire site, or so it seems. Most
>all the -messages he's posted seem to point this way.
>-
>-I'd like to see what Yogi says about this.
>-
>Yogi says: Let him do whatever he wants. He's almost as annoying at
>this point as Terry Ortman.

Who?

You know,I wonder if he can actually SEE our posts.Has anyone actually mailed
him.

>The archive just IS. Why burn a CDR of it if its all over the net
>and takes less than 100 MB?

Aren't there places you can go that will burn CDs for you?
WORM drives are great if you're the one that owns it,but I hear that
those CDRs don't work too well in a normal CD drive.
(these were ATAPI (PC-only) drives.I assume that he'll be using the MSC ATAPI
interface.I've never heard of anyone using a BB or MIO to use SCSI CD drives)
I wonder if there's a CD-DOS for the MSC interface yet?
(or else you'll have to use a conversion programme)

Besides,100MB is a awful lot of floppy disks.
(and it's geting hard to find double density disks anymore)
I guess he could use a hard drive with that MSC.Or else buy a used PC and a
SIO2PC cable,though that is only mid-range in speed for (enhanced) floppy
drives,even if you're using a hard drive on the PC.And a Karin Maxi (PBI)
drive is MUCH faster. (11k a second)
The MSC route (CD or HD) would be the best.

Perhaps someone could start selling the Jellystone archive for the price of
making the CD,plus a SMALL handling fee.

Net-Tamer V 1.08 - Test Drive

5227. Re: Atari 64 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5p3bgc$t7n$5@triglav.iwaynet.net>
Source record: 72207

On 1997-06-18 dmaxwell@iwaynet.net(DavidA.Maxwell) said:
>bostone1@aol.com (Bostone1) wrote:
>>The kind of open system you're talking about doesn't seem to work
>>finacially on game consoles. One od the reasons Atari crashed in
>>'84 was the glut of crappy games that intruded toy store shelves.
>>When Nintendo revived the game console business, it solved the
>>problem by requiring Nintendo approval (and money) before a game
>>was allowed to be put into a cartridge. Quality control of the
>>game software made Nintendo the success it is today.

Actually,many of the Nintendo games that I rented were clear rip-offs of old games like Shinobi and Double Dragon.And the RPGs are simplistic.They're like text adventures.In "Dragon Warrior",when you enter combat with a monster,you just see a portrait of the monster and get a menu of attack,run,use item and Magic.You can't even move around.It's actually just like Alternate Reality. Compare to the Sega with it's "Shining Force" RPG.

Of course back on the Atari,there were the endless rip-offs of Galaga and Space Invaders and Pacman.But those were free.And those are different TYPES of games. I can't count the countless Double Dragon clonse on the Nintendo.
(is Double Dragon a rip-off of something)
And,of course,there are still games being made for the Atari.By people like Itay (made Ice-T and Tetris clone with 64 colours/lumnas interlace mode) from Israel.And our precious German,Polish and other European programmers making things like 160x200x30 monochrome possible.
(I'd like to see that on a 80's PC!)

>-----BEGIN PGP SIGNED MESSAGE-----
>Their obnoxious censorship made me give up on console games

"Console games"?
As opposed to what,board games???
(board=bored!)

>entirely. It always seemed to me that the so-called 'Seal Of
>Quality' meant some censorship alongside whatever other issues they
>may have had in mind, like playability or graphics. Most Nintendo
>games are so...Disney. I can see the fragging death in a N64
>version of Doom....not! There is a glut of crappy game software

Actually DOOM 64 is quite bloody.But the lack of multi-player options make it rather useless.Perhaps the 64DD will change that.
(thus I prefer the Genesis' "Battle Frenzy" to DOOM 64)

>for Macs and PCs. Does this make people reluctant to play games on
>PCs? Not really.

Well remember that people buy the PC and then just soak up all that FREE
software!

>The 7800 was the last console Atari had. A glut of "crappy third

uh,wasn't the Jaguar and/or the TT the last console?

>party software?" did not kill it. Other than the fact that the
>Tramiel Atari wouldn't make more than a halfhearted attempt to
>market their products, it was being tightly closed that killed the
>7800. Atari used an encryption algorithm in the 7800 operating
>system that cartridges had to conform to or they would not work. I
>have no doubt that any prospective third party developer had to pay
>BIG bucks to be let in on the secret.

They probably had to send their game to Atari to have the secret code made up,
rather than Atari telling them how to create it.

>The point is, it is ESSENTIAL that PCs and game consoles have open
>designs to be a success. Who came out with the most cool software
>for the 2600? Without a doubt, Activision and Imagic consistently
>had the games with the most innovative sound and graphics. Atari
>published titles tended to be dull in comparison. If the 2600 was
>closed there probably wouldn't have been an Imagic or even an
>Activision for all that it was made up of ex-Atari programmers.
>Atari COULD have stopped them legally.

They should've made the 7800 a full computer rather than a dedicated game
system.Then there would be free software to keep it alive.

>It was the early closure of the Mac that is making so much trouble
>for it today. It was the open PC with it's glut of "crappy" add-on
>cards and software that is the clear winner in the marketplace

And that makes it so damn crappy for serious work on the PC.
No support for memory over a megabyte,no real interupt support,no graphics
support.

>(Please spare me long florid descriptions of how good the Mac is,
>it isn't the point.). Closed systems are LOSERS.

The MAC is like the Apple,really for school and not for gaming.The PC is only
cabable of games because they made those incredibly fast CPUs for it.
Apple tried to do the same with their 4mhz Apple 2c and 2ee.
And the Mac has no text mode,making text-intensive games and term programmes
impossible.It's impossible on really fast Macs because it's impossible to buy
them!
(you'll notice that many early PC games used text mode to get around the meager
capabilities of the (SLOW!) graphics mode.And the CGA text mode is slow as
well)

Net-Tamer V 1.08 - Test Drive

5228. Re: Best Hard Disk for 8Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5p3bhh$t7n$6@triglav.iwaynet.net>
Source record: 72208

On 1997-06-16 19970615045600.AAA24459@ladder02.news.aol.com said:
>On 15 Jun 1997, MSmith wrote:
>> What is the best hard disk interface available for the Atari 8
>>bit.? The last time I did any hard disk work was on my ATR8000
>>years ago. Does an IDE interface exists now? Any help or
>>details would be greatly appreciated.
>> Thanks,
>> Mark Smith
>> msmith@aol.com
>I know my answer is biased but I say go for a Black Box by CSS.
>You can't use SASI and SCSI interfaces, 256 byte sectors, paralel
>bus printer, RS232 stadnard modems (up to 19.2kBd) and other
>goodies. AND bob Puff is still in business.

Oh,that's too bad that you can't do that.

But seriously,of course you can use 256-byte sectors,that's what they all do!
It's the BB's 512-sector capability that makes it special.Some SCSI drives
won't let you use 256-byte sectors.

"parallel bus printer"????

>Can't comment too much on the others ATR8000, IDE interface (yes
>there is one!) or the MIO.

I remember reading that the ATR8000 was slow.

There are actually two.There's Konrad's and there's a "MSC IDE" interface.
The MSC allows you to have 200+ partitions and use CD drives.
I don't think that the MSC does DMA,and I KNOW that Konrad's doesn't.
So don't expect 300k a second or anything.
(that's what my PC hard drive got)

Net-Tamer V 1.08 - Test Drive

5229. Re: PLEAAASE! Help ME!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5p3biu$t7n$7@triglav.iwaynet.net>
Source record: 72209

On 1997-06-21 rsg0910@iglou.com said:
>Newsgroups: comp.sys.atari.8bit
>Path: triglav.iwaynet.net!odin.oar.net!malgudi.oar.net!news.ysu.
>edu!news.radio.cz!europa.clark.net!howland.erols.net!newsfeed.in
>X-Nntp-Posting-Host: iglou1
>X-Nntp-Posting-User: rsg0910
>Sender: news@iglou.com (News)
>Organization: IgLou
>X-Newsreader: TIN [UNIX 1.3 950824BETA PL0]
>References: <EBwKp4.I28@iglou.com> <6ZBn2QLpzHB@peter.soemtron.sb.
>sub.de> Date: Sat, 21 Jun 1997 01:58:54 GMT
>Lines: 39
>Xref: triglav.iwaynet.net comp.sys.atari.8bit:40124
>Thomas Havemeister (peter@soemtron.sb.sub.de) wrote:
>: and what do you changed on disk?
>Well, what I did was made a backup of the disk, then went ahead and
>use the backup to see if I could get the stuff back.
>The last three bytes of the sector tell you what's next. You have
>the file number, next sector number, and how many bytes in that
>sector. In most cases, the next sector number was modified, or the
>file number, in some rare cases. There were times even I screwed up,
>but you have to know how many sectors the file takes up, and go
>from there. Divide by 125 for single density, 253 for double
>density, taking into account those last three bytes.
>Finally, once you get the file back, copy every good file on that
>backup disk to a blank disk. Keep going til you can't get any more
>files back, if there's more than one. That blank disk that now has
>the recovered files, use it as the original disk.
>Jeez... I can't believe I remembered all that... Also remember that
>sector 360 is the VTOC, and 361-366 or 367 are the file tables, the
>directory sectors. There was a way to change a file so it won't
>show up, but rather, it's there, taking up space. If I'm
>remembering right, the normal flag was 42, and changing it to 43
>would make it a hidden file.
>A former college roomie and now old friend sometimes regale each
>other with the constant pranks we played on this guy who constantly
>bothered us. We were hiding his files all the time, and he never
>figured it out, even after an entire year of us doing it to him. We
>even went so far as to give him the software we used, and he
>*STILL* didn't figure it out.
>--
>Homepage: http://members.iglou.com/rsg0910
>Sez who that a deaf person can't have fun on the net? No ears
>required!

>Junk emailers beware: $500 fee charged for each junk and spam ad.
>-Sending the junk email indicates acceptance of these terms.

5230. Re: Terminal software for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5p3bjr$t7n$8@triglav.iwaynet.net>
Source record: 72210

On 1997-06-20 36f3df79.3ec0.9a13@raukamp.dame.de said:
>Xref: triglav.iwaynet.net comp.sys.atari.8bit:40127
>On Wed, 19 Jun 1997, THOMAS RAUKAMP wrote:
>> Hi all!
>> What would you say is the best terminal-proggie for an Atari
>>130XE. It should support 19200-modems (with black box) and
>>should be VT100/102. Any suggestions?
>> --
>> cu -- thomas -- fonfax (+49)4331849337 -- atariMSTE --
>atariJAGUAR -- atari130XE >
>> // THE_DOT V2.23 Regist. //
>Again, another CSS plug, and another bias answer. Bobterm is the
>only way to go.. Can;t remember if it supports those emulations
>you want, but I know it 9600 bd for sure, and even 19.2kbd with a
>proper patch.

It doesn't do any emulation. (except ST) And it's not even 80-columns!!!
Get Ice-T for VT100 emulation MUCH better than anything you'll find on a PC.
You'll want the enhanced Black Box so that you'll have auto-flow control.
(doesn't do XON/XOFF,though)

>The highest Bobterm version I ever used was 1.22.. not sure if
>anything newer came out.

I thought that the highest version was 1.20.I know that a 1.21 came out,but it
was just 1.20 with a XEP-80 handler.What's 1.22?

>i heard a Zmodem file protocol patch was released for it? Anybody
>comment on that?

There's a stand-alone programme called Atar-Zee-Modem,but it times-out on a
2400 connection if you're connected to a buffered-modem equiped BBS.
(it takes too long for the buffer to empty out)

Net-Tamer V 1.08 - Test Drive

5231. Re: help (again)

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5p3bks$t7n$9@triglav.iwaynet.net>
Source record: 72211

On 1997-06-20 jmemorse@iwaynet.net said:
>Ok,
>I just got into re-collecting all my old Atari games for my
>emulators... I have a few questions if any of you know-it-alls
>could help... :)
>which extentions run with which emulators?? I can run the .atr
>files, but I can't seem to find any sites with them... are they
>illegal? what about the .arc files? will they run with xformer? I

It's hard to believe that there are people who don't know what a ARC file is!

ARC files contain other files.You'll need to use a ARC programme to get them
out.And then you'll need to put those files in a ATR file.
I'd just download Super UnARC,and use PC Xformer to read both SUPUNARC and the
ARC file in.Then just use SUPUNARC to unARC the files onto a ATR disk image.
Of course you'll have to create that first.I'd use APE to create 128-sector
images.APE has a problem creating 256-byte per sector images.

>found a killer site, but all the files are in .exe form... they
>won't run with xformer.. do I have to transfer them to a different
>kind of file? What are the legalities around archiving all this
>old stuff? can I create my own files and transfer them without
>fear of recompense?

As I've said countless times before,there's no such things as a EXE file on the
Atari.They're either PC files or Atari COM (OBJ) files.Just put them in a
image and run them.

>Does anyone know a good site with .atr files? or .xfd files? And
>lastly, I can't seen to get on the server with XL-IT (which I hear
>is the best) and I can't find it anywhere... if anyone could e-mail
>me xl-it version .20 I would appreciate it...

XL-IT is too slow to be useful.Even that pause when you press RESET on a 800XL
is un-bearable on XL-IT.
You should really just buy a Atari and SIO2PC cable (like a 850 interface) if
you want to play games.Atar's graphic capabilities are MUCH more complex than
the PC's.It's simply impossible to emulate anything but the basic features.
(P/M graphics,DLIs,smooth scrolling...)
You can forget playing things like the 64-colour (and,yes,lumnas) Tetris clone
by Itay Chamiel from Israel.

>Everyone has been real nice about helping me and I really appreciate
>it... I guess the usenet is good for somehting other than collecting
>dirty pictures... :)

At least you don't have to pay like you do with HTTP sites.

Net-Tamer V 1.08 - Test Drive

5232. Re: PLEAAASE! Help ME!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5p3bpi$t7n$14@triglav.iwaynet.net>
Source record: 72212

On 1997-06-21 rsg0910@iglou.com said:
>Thomas Havemeister (peter@soemtron.sb.sub.de) wrote:
>: and what do you changed on disk?
>Well, what I did was made a backup of the disk, then went ahead and
>use the backup to see if I could get the stuff back.

Error 164's are not indicative of bad sectors.So there's no reason to try to copy "all the good sectors" unless you have had other errors relating to bad sectors.Error 164 means that the intra-sector links point to a sector that isn't part of the file.
(a ISL is like a 2-byte FAT in each data sector,point to the next sector)

>The last three bytes of the sector tell you what's next. You have
>the file number, next sector number, and how many bytes in that
>sector. In most cases, the next sector number was modified, or the
>file number, in some rare cases. There were times even I screwed up,
>but you have to know how many sectors the file takes up, and go
>from there. Divide by 125 for single density, 253 for double
>density, taking into account those last three bytes.

Or just do a directory to see the file sizes.
(physical,not logical)

>Finally, once you get the file back, copy every good file on that
>backup disk to a blank disk. Keep going til you can't get any more
>files back, if there's more than one. That blank disk that now has
>the recovered files, use it as the original disk.

Or just run DISKFIX,which deletes the corupt files and fixes the VTOC.
(VTOC=map of free sectors)
DISKFIX comes with DOS 2.5.

>Jeez... I can't believe I remembered all that... Also remember that
>sector 360 is the VTOC, and 361-366 or 367 are the file tables, the
>directory sectors. There was a way to change a file so it won't

361-368=8 directory sectors=64 files.

>show up, but rather, it's there, taking up space. If I'm
>remembering right, the normal flag was 42, and changing it to 43
>would make it a hidden file.

You're talkingg about a file that was opened but never closed.
Disk fixer programmes will probably delete those "hidden" files.

>A former college roomie and now old friend sometimes regale each
>other with the constant pranks we played on this guy who constantly

>bothered us. We were hiding his files all the time, and he never
>figured it out, even after an entire year of us doing it to him. We
>even went so far as to give him the software we used, and he
>*STILL* didn't figure it out.

I sent a friend of mine a WAD file for DOOM.Since I got it off a CD the
read-only attribute was on.So when he used DCC (DOOM Control Centre),
it simply aborted with run-time error 5.This abortion seemed to be a automatic
feature of his compiler,rather than the programmer actually checking for errors.
DCC can be used to re-assign the level numbers of a WAD,so WAD files are opened
in UPDATE (mode 12 on Ataris) mode.Of course this caused a automatic-runtime
exit.Aparently the programmer never thought that anyone would have
write-protected files and hence that he should re-open the file in read
(mode 4) mode.Needless to say that my friend is simply to lazy (he's a STer) to
type command lines and simply went to delete the file,which of course refused
to be deleted.Of course he beged me for help.I should've feigned ignorance.

(strange,the ST has the same attributes as the PC,so you'd think he'd know
better.Then again,he never did change the PATH varrible on his ST from the
default of "A:\".Aparently the Tramiel Atari corp. didn't think that you'd
ever have anything but floppy drives)

(error #5=ACCESS DENIED.don't you just love those vague MS-DOS errors.Error#5
is used for about a dozen different errors.Basicly whenever your're not able
to do something because of the file system,rather than a bad sector.
My favourite is when you try to delete a directory,and you can't,it says
"Invalid path,not directory,or directory not empty".What,do I get to choose
which one it is? <sneer>)

Net-Tamer V 1.08 - Test Drive

5233. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: lmcclure@aristotle.net
Message-ID: <5p3gdg$l32@socrates.aristotle.net>
Source record: 72213

In article <19970628043201.AAA14816@ladder02.news.aol.com> dated 28 Jun 1997 04:32:49 GMT, guy1015@aol.com (GUY1015) says...

> Be warned: The AMIGA monitors have BAD flybacks and power packs,
> I went threw 3 of them in one year... But it was still worth it!! :)

The sad thing is, most, if not all of those amiga monitors could have probably been easily repaired. The problem with the flybacks on the Magnavox manufactured 1084's is not the flyback itself, but cold solder joints that crack and lead to bad and/or arcing connections. Resoldering or reflowing with a hi-wattage iron usually cures the problem. (The problem occurs due to the flyback acting as a massive heat sink during the flow soldering of the PCB at the factory, as I understand it).

==========
lmcclure@aristotle.net

5234. Need C64,C64C,Macintosh,TI99/4A,Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: masonbrm@totacc.com
Message-ID: <867521373.11630@dejanews.com>
Source record: 72214
Cross-posted to: comp.sys.atari.8bit,comp.sys.mac.wanted,comp.sys.misc,comp.sys.ti,comp.sys.cbm

Wanted:

Atari 2600:
Anything except Paddle controllers
Need power supply.

Macintosh Plus:
Software for System 6
Expansion unit

Commodore 64:
One that WORKS. (I have a broken one.)
Anything except power supply

Commodore 64C:
Software, both carts and disks(for the 1541)
Anything else except the composite cable, cassette deck, serial cables,
power supply, and the computer it's self.

TI99/4A:
Anything except power supply, Speach synthesizer unit(no software),
and video cable.

E-Mail for reply's. Do not post it. Thank you.

-------------------==== Posted via Deja News ====-----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

5235. FOR SALE: Old Antic Mags

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: jayski@intserv.com
Message-ID: <33b564f6.7692161@netnews.netaxs.com>
Source record: 72215

I have about 10-15 Antic mags for sale, Best Offer or they get tossed.
I'd rather someone use them

Jay

5236. Re: Teens Fucking, Sucking, and Cuming teenfsc.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: Fernando Ortiz <fernando.ortiz@mci2000.com>
Message-ID: <01bc8407$4a1a3400$264437a6@default>
Source record: 72216

asd;lfj@asdfjs.com wrote in article <5ouabm$j9s$70@news.internetmci.com>...
>
> Are you ready to look at pictures of Teens fucking and sucking?
>
>
> Then cum visit:

Are they using Atari computers?

5237. Re: Terminal software for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970628212801.RAA24924@ladder02.news.aol.com>
Source record: 72217

In article <5p3bjr$t7n$8@triglav.iwaynet.net>, dklugh@iwaynet.net writes:

> thought that the highest version was 1.20.I know that a 1.21 came
out,but it
>
>was just 1.20 with a XEP-80 handler.What's 1.22?

Version 1.21 was much more of an improvement than just adding an XEP-80
handler. Version 1.22 changes (I believe) one byte to get around a
problems some users were having. Version 1.22 was never a full release;
just the .com file was released.

There's also a 1.23 that's specific to PC XFormer.

5238. Re: What is an Atari 810?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: dastar@crl.com
Message-ID: <5p3vjb$r65$1@nnrp1.crl.com>
Source record: 72218

Thanks to all who replied.

Sam

Computer Historian, Programmer, Musician, Philosopher, Athlete, Writer, Jackass

5239. FS: Atari magazines

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: sunsage@aol.com
Message-ID: <19970628220301.SAA26705@ladder02.news.aol.com>
Source record: 72219

I still have a few magazines left (plus many more I found, including more Compute and Softside mags) and rather than auction them off I will instead sell them. Prices (US) are listed after each magazine. Shipping is extra. For more info email at:

SunSage@aol.com

****
Antic

Vol 4 #1 $3.00 (SOLD)
Vol 4 #5 $3.00
Vol 4 #6 $3.00
Vol 4 #7 $3.00
Vol 4 #8 $3.00
Vol 4 #9 $3.00
Vol 5 #1 $3.00
Vol 5 #1 $3.00
Vol 5 #2 $3.00
Vol 5 #3 $2.00 (back cover torn)
Vol 5 #4 $3.00

****
Analog Computing

#23 $3.00
#24 $3.00
#25 $3.00
#26 $3.00
#27 $3.00
#28 $3.00
#29 $3.00
#30 $3.00
#31 $3.00
#32 $3.00
#33 $3.00
#34 $3.00
#35 $3.00
#36 $3.00
#37 $3.00
#38 $3.00
#39 $3.00
#44 $3.00

****
Compute!

#44 $3.00
#45 $3.00
#47 $3.00
#48 $3.00
#49 $3.00
#51 $3.00
#52 $3.00
#53 $3.00
#54 $3.00
#55 $3.00
#56 $3.00
#57 $3.00
#58 $3.00
#59 $3.00 (SOLD)
#61 $3.00
#62 $3.00
#63 $3.00
#65 $3.00 (SOLD)
#66 $3.00 (SOLD)

****
Computer Gaming World

Vol 3 #6 $2.00
Vol 4 #4 $2.00

****
Softside (some great Atari stuff here)

#25 $5.00 (Gambler, Piazza Hotel)
#26 $5.00 (Space Rescue, Defender clone)
#27 $5.00 (Hexapawn, Outer Space Attack)
#28 $5.00 (Microtext part 1, Starbase 13)
#29 $6.00 (Solitaire, ANTIC & DLI part 1)
#30 $6.00 (Esc Dungeon of Gods, Sabotage)
#31 $6.00 (C.A.T.S. part 1, Tunein, ANTIC & DLI part 2)
#32 $6.00 (Op:Sabotage, C.A.T.S. part 2 & 3)
#33 $6.00 (Spiralgraphics, Fliker)
#34 $6.00 (Pokey Player part 1, ANTIC & DLI part 3)
#35 $6.00 (Hopper, Saucer Formation, ANTIC & DLI part 4)
#36 $5.00 (Pokey Player part 2, Munchkin Attack)
#37 $4.00 (DP Finance part 1, Car Race)
#38 $5.00 (DP Finance part 2, Pokey Player part 3, Space Mines)
#39 $5.00 (GTIA part 1, Flipit II, Trapped)
#40 $5.00 (GTIA part 2, Minigolf, Smokey)
#41 $5.00 (Player/Missle part 1, Poker Squares, Atari Blaster)
#42 $5.00 (Player/Missle part 2, Microtext part 2, Screamin Demon)
#43 $5.00 (Player/Missle part 3, Relaaax, Math Quiz)
#47 $4.00 (At the Codfish Ball)

```
********************
Softline
----------------
Vol 1 #6 $2.00
Vol 2 #1 $2.00
Vol 2 #2 $2.00
Vol 2 #3 $2.00
Vol 2 #4 (March) $2.00
Vol 2 #4 (May/June) $2.00
Vol 2 #5 $2.00
Vol 3 #1 $2.00
Vol 3 #2 (Volume 4 on cover) $2.00
Vol 3 #3 (Volume 4 on cover) $2.00

********************
ST Log
----------------
#21 $2.00
#23 $2.00

********************
END
```

5240. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970628223401.SAA28324@ladder02.news.aol.com>
Source record: 72220

Guy1015@aol.com wrote:

The Amiga has a problem with bad flybacks threw 3 of them out in one year.

Excellent point. I was told that 1084 made after April 1992 did not have
that problem. There is a company that adverstises in Amiga magazines that
sells a board that fixes the flyback problem. If anybody is interested
E-mail me and Ill look it up for you.
I havent had a problem with my 1084 yet, but I don't use it every day.
Actually that's not true. I had to replace the power supply-$60. But
other than that, OK. And the picture does kick butt. Especially with the
new demos- Like Asskicker and Recycvle and Bobs land, all the ones from
Ornetta 96. With the Asskicker demo on the Amiga monitor, it felt almost
like seeing Doom on the 8 bit!!

5241. Re: Best Hard Disk for 8Bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970628224700.SAA29035@ladder02.news.aol.com>
Source record: 72221

Bob Puff's Black Box is definitely the way to go. I have called Bob countless times with questions and he's always there for his customers. Getting a Black Box you'll be assured of continued support for a long time to come. How often can you say that about PC dealers- Let alone Atari dealers.

5242. Re: Teens Fucking, Sucking, and Cuming teenfsc.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970628224901.SAA02776@ladder01.news.aol.com>
Source record: 72222

If they are not using an 8 bit it's unlikely I'll get aroused.

(Happily married thank you very much!!!)

5243. Send Thousand of Newsgroup Posts and Hour

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: <>, jasdlj.com
Message-ID: <5p4864$3rt$2991@news.internetmci.com>
Source record: 72223

Mailloop is an Industrial Bulk Email and Newsgroup Broadcasting Program.

Visit http://205.199.4.219 for More info.

Here is just some of the many hunreds of Mailloops Features:

Send Bulk Email to Thousands of People an hour-

Send Bulk Broadcasts to the Newsgroups with an Anti-Cancel Bot Feature-

Send Binaries to the Newsgroups in Bulk-

Process your incoming Mailbox -

Build E-Mail and Newsgroup Lists From:

Extracting from the Newsgroups-

Extracting from a Whois-

By processing your incoming Mailbox-

By using the finger Client (You can finger a domain and extract all of the email addresses)-

Extracting From a Import File-

Extract from a Web Page-

Extract from an FTP Site-

And Many Many More.

If you interested in these and many other features that Mailloop has to offer, or to obtain a copy,

Visit Our Web Site:

http://205.199.4.219

5244. Do you own a pager? Get a virtual Office!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-28 00:00:00 UTC
From: lj@sdfsdfwuylitmwywghilyput.com
Message-ID: <5p3ve1htk2@usenet89.supernews.com>
Source record: 72224

ONLY AVAILABLE IN THE:
U.S.A, VIRGIN ISLANDS, AND PUERTO RICO CANADA*

BE SURE TO GO TO OUR SITE AND CHECK OUT OUR FREE TRIAL.

Call everyone and tell them to throw away all of your old home, office, fax,
pager, voice-mail, and cellular numbers and give them your New "Virtual Office"
800/888 number! The only number any one will ever need.

Are you tired of giving out all of your different phone numbers to everyone?
Wouldn't it be nice to be able to give everyone just ONE phone number that
will find you anywhere you are? Even out of town, or in a restaurant, or even
on the golf course.

Now you can.

We have the answer to all your communication needs. It's called the "Virtual Office".

And this new service is loaded. It comes with features like:

An automated Call Attendant, Live Call Connect (in real time), Fax Sending, Fax Receiving,
Even without a fax machine! E-Mail Notification and Delivery, Without a PC!,
Outbound calling, Low Cost Long Distance Service, Inbound/Outbound 800/888
Number, Worldwide Call Transfer, Call Forwarding, Call Screening, Full Service Voice
Mail, Nation Wide Pager Notification, Conference Calling, Speed Dialing, Auto Dial,
Auto Messaging, Temporary Greeting, Unavailable Greeting, Password Protection,
Pager Notification, and No Equipment or Software to buy, "Ever".

Priced from $9.95* per month, Plus 10.9 cents per minute per event.

That's less than one phone line would cost per month.

For more information please visit our web site:
http://www.mynumber.com

* Based on our best priced plan.
* Canada has a higher per minute rate.

5245. Re: WTB: Casio AI-1000 Pocket Computer

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-29 00:00:00 UTC
From: Richard de Rozario <rdr@enternet.com.au>
Message-ID: <33B6ACAC.3FC@enternet.com.au>
Source record: 71980
Cross-posted to:
comp.sys.handhelds,comp.sys.palmtops,comp.sys.hp48,comp.sys.cbm,comp.os.cpm,comp.sys.atari.8bit,comp.lang.prolog

Bob Withers wrote:
> You might consider a Poqet PC (or other MSDOS based palm top) which I've been running the 16bit DOS version of Arity on a HP200LX for about a year. Works fine, except it's A LOT slower. In practice, I tend to develop on a desktop PC and only make small editing changes on the palmtop. It's kinda nice if you suddenly get a flash of inspiration in a cafe and want to try it out.

RdR

5246. Re: PLEAAASE! Help ME!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-29 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <ECIMIF.E1s@iglou.com>
Source record: 71981

dklugh@iwaynet.net wrote:

: Error 164's are not indicative of bad sectors.So there's no reason to try to
: copy "all the good sectors" unless you have had other errors relating to bad
: sectors.Error 164 means that the intra-sector links point to a sector that
: isn't part of the file.
: (a ISL is like a 2-byte FAT in each data sector,point to the next sector)

I know. That's why I was easily able to copy the disk with the errors, and use the backup of that disk easily. How many times do you think I faced this? I actually 'lost' an entire file that I downloaded, only to get it back by going through the *ENTIRE* disk and redoing certain sectors. I had the disk back within an hour and a half.

You should have seen my roommate. Totally blew his mind.

: Or just do a directory to see the file sizes.
: (physical,not logical)

Righto. Two various ways to do it.

: Or just run DISKFIX,which deletes the corupt files and fixes the VTOC.
: (VTOC=map of free sectors)
: DISKFIX comes with DOS 2.5.

It's been awhile, but I didn't want to run it. I wanted to do the job myself. I didn't mind.

: 361-368=8 directory sectors=64 files.

Thanks for the reminder! I couldn't remember what that final sector was.

: You're talkingg about a file that was opened but never closed.
: Disk fixer programmes will probably delete those "hidden" files.

Not quite. Well, it could be... However, using DOS 2.5 on a 1050 would give you enhanced density, which was density and a half. You could fill up that entire disk, and see everything. However, when you used a different DOS, like MyDOS, Sparta, etc., it wouldn't show them, unless you changed that flag to a normal flag that the other files had. I was able to get some files I needed when I didn't want to have to use 2.5, and was going from single to double density.

: (strange,the ST has the same attributes as the PC,so you'd think he'd know
: better.Then again,he never did change the PATH varrible on his ST from the
: default of "A:\".Aparently the Tramiel Atari corp. didn't think that you'd
: ever have anything but floppy drives)

hehe... You'll get them from time to time. They should have thought of
STers who wanted to have hard drives, but they never put that in the
design plans. Too late now, unless JTS or someone else is going to come
out with something like that, unlike the Falcon, which has an internal IDE
connection, which is nice.

: My favourite is when you try to delete a directory,and you can't,it says
: "Invalid path,not directory,or directory not empty".What,do I get to choose
: which one it is? <sneer>)

This thing drove me nuts while using Unix. Before I found out, I was going
directory by directory, doing an rm * in that directory, then rmdir that
directory. After a short time, I figured it out...

rm -rf directoryname

Poof. Directory's gone.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

5247. Re: ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-29 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33b5ced8.1127021@news.injersey.com>
Source record: 71982

On 28 Jun 1997 15:43:30 GMT, dklugh@iwaynet.net wrote:
-
-Who?

Terry Ortman, the guy selling the 400/810 combo for $500

-
-You know,I wonder if he can actually SEE our posts.Has anyone
actually mailed
-him.
-
- >The archive just IS. Why burn a CDR of it if its all over the net
- >and takes less than 100 MB?
-
-Aren't there places you can go that will burn CDs for you?

Probably, remember they are copyrighted. I happen to *HAVE* a CD
burner, and considered burning them out for cost + small fee but
decided against it.

-WORM drives are great if you're the one that owns it,but I hear that
-those CDRs don't work too well in a normal CD drive.

Actually, they work great, I have a SCSI Plextor 12X cd rom and have
yet to have a CDR I have burnt on an HP 4020i not work in it.
-Perhaps someone could start selling the Jellystone archive for the
price of
-making the CD,plus a SMALL handling fee.

Main problem I see with this is that the archive is not complete yet -
and people might think it is. It's only got about 50% of all the
software available, and I'm STILL in search of a good dump of Drelbs
(with the title screen! - not the 109 sector version, either. Thats
the cassette version)

5248. Help: Need a file called "Quickmenu" or "leMenu"

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-29 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-2906970052500001@ppp103-pac.sonnet.com>
Source record: 71983

Howdy,

I am trying to organize all of my binary load files on to alphabatized floppy disks and know there is a little shareware/freeware utility called either Quickmenu or LeMenu. This file writes a boot sector which give a directory of all files on disk, you then pick a number and the file runs.

If you have it and would be willing to send me the file or if it is available on an FTP site I would be most grateful!

Thanks
-Marlin
--
---*** Videos, VWs, & Video games...sad and pathetic but social
---*** Marlin Bates, owner: '69 VW Westfalia Bus aka Lazarus
---*** XL/XE 236/Lynx 80/Jag: 58/Sega: 69/CED: 1197/TG:52/3DO: 37
--*-*-* Always looking for RCA VideoDisks (aka CED)
-*--*--* Web Page: http://www.stocko.sonnet.com/Fujidom/

5249. WTB: Jewels of Darkness game by Level 9 computing

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-29 00:00:00 UTC
From: mb@tos.pl.net
Message-ID: <T2ZNCCC@tos.pl.net>
Source record: 71984

A member of our local Atari/TOS computer user group is looking for the game "Jewels of Darkness" by Level 9 Computing for his Atari 8 bit machine.

If anyone has this game for sale or can point me in the right direction, please get back to me.

I would appreciate a reply by email, since I do not regularly read the comp.sys.atari.8bit newsgroup.

Any help would be much appreciated.

--
Mario Becroft Auckland, New Zealand
mb@tos.pl.net http://www.pl.net/user/mario |__/,| (`\
Tariland, Atari Support in New Zealand _.|o o |_))
tariland@tos.pl.net http://www.pl.net/user/mario/tariland --(((---(((--------

5250. Re: .Teen Pussy Closeup teenpus.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-29 00:00:00 UTC
From: Bubba <gfranks@telepath.com>
Message-ID: <01bc84b7$922c7540$6fc0e4cd@gfranks>
Source record: 71985

get your fucking shit off of the newsgroups asshole

l;kfjsa;lduroejflk@;oasjflsad.com wrote in article
<5p2v5b$n1q$68@news.internetmci.com>...
>
> Looking for XXX Pictures of Teens having Sex ? Then you've come to the
> right place. Teen-Porno has tons of Teens Fucking and Sucking Cock.
>
>
>
> Come Visit the hottest New Teen Site on the Internet !!!
>
>
>
>
>
> http://www.teen-porno.com
>
>
>
>
>
>
>
>
>
>
>
> All Models Represented on Teen-Porno are 18 Years of age or older.
>
> The Name Teen-Porno Represents Models that are 18 Years of age or older.
>

5251. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-29 00:00:00 UTC
From: Henry Lafleur <lafleurh@worldnet.att.net>
Message-ID: <lafleurh-2906971318490001@9.st-louis-011.mo.dial-access.att.net>
Source record: 71986

In article <19970628043201.AAA14816@ladder02.news.aol.com>, guy1015@aol.com (GUY1015) wrote:

>
> The best monitor to use with the Atari 8bit is the one for the AMIGA.
> The picture is OUTSTANDING and unbelivable!!!!
> The second best is the commie 1902a then the 1802 and 1702
> Be warned: The AMIGA monitors have BAD flybacks and power packs,
> I went threw 3 of them in one year... But it was still worth it!! :)

Personally, I would suggest a big TV with RCA composite video in. The reason being that some software takes advantage of the fact that in 320X200 all of the odd numbered pixels are red and all of the even numbered pixels are green or vica versa, I can't remember. (because a TV has less than 320 pixels across!) The Amiga monitor would show them all as the same color (say white). The program that I am thinking of in particular is Pinball Construction Set, which on Atari emulation is black and white. On a TV it was red, green, and white.

It works like this:
10 - red (ish)
01 - green (ish)
11 - Foreground
00 - Background

Henry Lafleur.

5252. MIO for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-29 00:00:00 UTC
From: areeve@avana.net
Message-ID: <33b6d0d9.714254@news.avana.net>
Source record: 71987

I'd like to see my MIO and will sell it to the highest bid received by July 5th (prepaid check/money order, buyer pays shipping cost in addition to bid). It's the 1 Meg variety and includes original documentation as well as the adapter card that allows the unit to be connected to an XE expansion port [in addition to the expansion port on an XL)]and have 2 cartridges plugged into it (so you could have an RTime cart plugged into one slot at all times). Email any offers to me at areeve@avana.net.
- Thanks, Alan

5253. Re: Umich 8bit Index?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-29 00:00:00 UTC
From: John Hale <hale@onet.net>
Message-ID: <33B6F9A9.11116D17@onet.net>
Source record: 71988
Body handling: HTML body converted to readable text

Toad's Atari material is now found at http://www.ataricentral.com and not
at their original web site, which is now totally IBM-related and has no
Atari links (apparently).

GUY1015 wrote:

I belive Toad computer is no longer an Atari
dealer.. While most of

there

stuff was for the 16bit ST, There webpage
has all IBM stuff and

nothing

Atari.

another bites the dust..

5254. XE on a SC-1435

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-29 00:00:00 UTC
From: RAUKAMP@dame.de
Message-ID: <36f3df79.11c1.85ae@raukamp.dame.de>
Source record: 71989

Hi all,

did anyone here manage to use a Atari SC-1435-colour-monitor on a XL/XE? Is it possible?
--
cu -- thomas -- fonfax (+49)4331849337 -- atariMSTE -- atariJAGUAR -- atari130XE

// THE_DOT V2.23 Regist. //

5255. World Wide Free Internet Access .

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: ASE1000@1stfamily.com
Message-ID: <61d7cd$12373.20a@NEWS>
Source record: 71990

Dear Internet user,

If you are paying for your Internet services then you have
not heard about 1stFamily. We have a marketing method
that guarantees you will not have to pay one dollar to
access the Internet.

* You will never again have a busy signal !

* You will always have the fastest access you have ever seen !

* Residual income for the rest of your life !

* and much much more.

This opportunity is for YOU to take advantage of !

Do you wish to continue the rest of your life paying $19.95/month
to access the Internet when you can access it for free with speed
and reliability that exceeds the other competitors ??? We did not
think so. That is why our company is the best and fastest growing
of it's kind and will soon compete with AT&T and MCI and all the
big companies in providing Internet Service.

For complete information please mailto:ASE1000@1stfamily.com
and type "More Info" in the subject box.

You will receive our webpage address where you can get enrolled in
seconds !!

Ray (Sponsor ID# SAF5197)
Stop Paying for Internet Access
http://members.aol.com/upline
mailto:ase1000@1stfamily.com

5256. Re: .Teen Pussy Closeup teenpus.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: Cesar Ocasio <cesarocasio@juno.com>
Message-ID: <01bc84e8$382d4020$d9c274cf@cesar>
Source record: 71991

Hey, I got an idea. Why we all go to this porno site, and spam the hell of any e-mail address we find, including the webmaster?

We can even include few binaries.

5257. Help identify these Atari S-100 Boards

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: dastar@crl.com
Message-ID: <5p6v42$f5h$1@nnrp1.crl.com>
Source record: 71992
Cross-posted to: comp.sys.atari.8bit,alt.atari.2600

I just discovered some *VERY* interesting S100 boards that I didn't
realize I had in my box 'o S-100 boards. They seem to be some kind of
Atari development/prototyping system. The boards are:

65xx Emulator, part no. 100-015-2, Rev. 2, (c) 1983 Atari
[this is the PCB only]

Trace Memory Interface, part no. 100-002-2 (two of these)
has (3) Intersil 6402 chips and (3) 26-pin connectors (for interface to a
terminal), DIP switches to select the baud rate for the 6402 chips (up to
38400 bps). Also has a 40-pin (2-rows of 20) ribbon cable connector
labelled J100. One has a test sticker on it with "OK 10/25/82" written
on it.

6502 Processor, part no. 100-003-2, Rev. 4
has a 6502 and some other stuff, such as a clock speed DIP switch
(1, 2, 4 MHZ settings), some RAM, a 40-pin ribbon cable connector
which presumably connects to the Trace Memory Interface card (labelled
COMP BUS J100).
I have 2 of these boards but one is incomplete (does not have all the
chips the other one does, for instance the 6502).

All have the Atari name and logo in yellow lettering.

Any idea what this stuff is and what it was used for?

If you can shed any light, please reply to dastar@crl.com. Thanks!

--

Sam

Computer Historian, Programmer, Musician, Philosopher, Athlete, Writer, Jackass

5258. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: msmith@aol.com
Message-ID: <19970630025201.WAA21845@ladder01.news.aol.com>
Source record: 71993

Guys, guys, guys, come on, give me a new source for a monitor. Not old Commodore stuff. Someone must be doing this. And please, don't suggest televisions. S- video or not, this is the 90's for crying out loud.

I still want to thank you for all you inputs on this subject, they are very much appreciated. And in the end, if I have to, I will be a Commodore 1084 and rebuild the power supply and or flyback if needed.

Thanks,
Mark Smith
MSmith@aol.com

5259. MULE

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: ceasar81@aol.com
Message-ID: <19970630031701.XAA23480@ladder01.news.aol.com>
Source record: 71994

Well for one: does anyone have a copy of MULE that will run correctly on ANY atari 8-bit emulator with sound?? And two: when you catch the wumpus that the game does not lock up?? I can run MULE on pokey just fine but with no sound.. and when I catch the wumpus the game locks up...XL-it! Gets me into the options screen on MULE but when I start the game and it asks all players to hit a button on a joystick or paddle....it acts like a paddle button is pushed in all the time and the game says it needs at least one joystick to play the game. But the sound is great atleast on XL-it!

5260. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: buesch@srv.net
Message-ID: <m2vi2w7gd2.fsf@caligula.srv.net>
Source record: 71995

msmith@aol.com (MSmith) writes:

> Guys, guys, guys, come on, give me a new source for a monitor. Not old
> Commodore stuff. Someone must be doing this. And please, don't suggest
> televisions. S- video or not, this is the 90's for crying out loud.

Sony makes nice monitors for video applications that are used by TV stations and such. Pick up a copy of Shutterbug or one of the "home video" magazines and call the companies that sell pro video hardware. Personally, I think you'd probably be just as well off or better using a TV with S-video inputs.

Brent

5261. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: Fred Thompson <fhthomps@concentric.net>
Message-ID: <01bc8527$fca19d40$7b38adce@crc3.concentric.net>
Source record: 71996

What is a "flyback"?

> probably been easily repaired. The problem with the flybacks on the
Magnavox
> manufactured 1084's is not the flyback itself, but cold solder joints
that
> crack and lead to bad and/or arcing connections. Resoldering or reflowing

5262. Re: MAE Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: Fred Thompson <fhthomps@concentric.net>
Message-ID: <01bc8527$9ffb5a40$7b38adce@crc3.concentric.net>
Source record: 71997

John Harris <jharris@poboxes.com> wrote in article
<33bb94f7.863217223@news.sierratel.com>...
> The MAE assembler is finally ready for a primetime release. I am sorry
for
> those of you who have been waiting a year for this. It was another
> difficult time for me personally, but I expect things to improve from
here.
> I hope I can partially make up for it with some of the newest
enhancements
> to the assembler.

So just where is MAE available from?

Fred Thompson

BTW: If you have any knowledge of where the source for Turbo BASIC can be
located, I'd sure appreciate the info.

5263. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_867656487@rtfm.mit.edu>
Source record: 71998
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

5264. ****CABLE BOX DESCRAMBLER**** BUILD YOUR OWN DESCRAMBLER FAST CHEAP AND EASY

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: Free Cable <langs@griller.com>
Message-ID: <33b78a51.0@news.netzilla.net>
Source record: 71999

****CABLE BOX DESCRAMBLER****

BUILD YOUR OWN DESCRAMBLER FAST CHEAP AND EASY

Cable Descrambler plans available for $ 5.00
Build your own cable descrambler box using parts
you can buy from Radio Shack for less than $15
Can be used on pay per view and Premuim Movie Channels
See all your favorite movie channels, pay per view etc.

To recieve detail instructions and diagrams on how to construct
your own Cable Box Descrambler send $5.00 and a SASE
CASH MONEY ORDER CHECK to the address below.

G.TANG
1970 E. Osceola Parkway
Suite# 242
Kissimmee Fl. 34743

Please include a SASE with your full mailing address.

----------==== Posted via Sexzilla News ====----------
http://www.sexzilla.com Search, Read, Post to Usenet
----------==== With A Whole Lot More ====----------

5265. Re: Q's: Atari Touchpad and AtariArtist cart

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: Harald Schoenfeld <hs@undine.physik.uni-erlangen.de>
Message-ID: <33B78A11.54019FC0@undine.physik.uni-erlangen.de>
Source record: 72000

christopher f. chiesa wrote:

> 1) Is there any OTHER software "out there" that supports the Atari
> Touchpad?

The program QuickEd is a character font editor using the touchtablet or
a
ST mouse (or a joystick). It's available from PPP in Germany.

> 3) I'd like to try writing some software of my OWN to read the
> Touchpad. Before I try to figure it out on my own time, does
> anyone here perhaps ALREADY KNOW "how to read the Touchpad?"

There exists a programming language called QUICK (available from PPP),
which is something like C and BASIC mixed, and one of their libraries is
for using the touch tablet very easily.

Harald

5266. Re: Teens Fucking, Sucking, and Cuming teenfsc.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: nospam.Chuckie@Chelseamusic.com
Message-ID: <nospam.Chuckie-ya023680003006970336490001@news.telalink.net>
Source record: 72001

In article <01bc8293$49a0a740$3ac0e4cd@default>, "Gary Franks"
<gfranks@telepath.com> wrote:

> keep your garage off of the newsgroups prick
>
> asd;lfj@asdfjs.com wrote in article <5ouabm$j9s$70@news.internetmci.com>...
> >

Ok... the contact E-Mail here is:

webmaster@sexy-girls.com

I say we spam the living shit out of this guy with Attachments, old Atari
8-bit program or disk image files for emulators. I am sending him 10,000
E-Mails as we speak

** remove "nospam." from e-mail address to reply. **

Michael Bagnall - Unofficial Tony Carey & Planet P Website -
Chuckie@Chelseamusic.com - http://www.tranquilitybase.com -
---
8 Bit Computer Advocate - Commodore, Apple, Atari, Tandy, Texas Inst.
Adventure Construction Set Archive - ftp://tranquilitybase.com

5267. Re: .Teen Pussy Closeup teenpus.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: nospam.Chuckie@Chelseamusic.com
Message-ID: <nospam.Chuckie-ya023680003006970340340001@news.telalink.net>
Source record: 72002

In article <01bc84b7$922c7540$6fc0e4cd@gfranks>, "Bubba"
<gfranks@telepath.com> wrote:

> get your fucking shit off of the newsgroups asshole
>
> l;kfjsa;lduroejflk@;oasjflsad.com wrote in article
> <5p2v5b$n1q$68@news.internetmci.com>...
> >
> > Looking for XXX Pictures of Teens having Sex ? Then you've come to the
> > right place. Teen-Porno has tons of Teens Fucking and Sucking Cock.

and the e-mail for this idiot is:

webmaster@teen-porno.com

I saw we spam him too... I've already done so :)

** remove "nospam." from e-mail address to reply. **

Michael Bagnall - Unofficial Tony Carey & Planet P Website -
Chuckie@Chelseamusic.com - http://www.tranquilitybase.com -
---
8 Bit Computer Advocate - Commodore, Apple, Atari, Tandy, Texas Inst.
Adventure Construction Set Archive - ftp://tranquilitybase.com

5268. Re: WTB: Jewels of Darkness game by Level 9 computing

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: Rene Gambke <rega@uriela.in-berlin.de>
Message-ID: <33B7A783.6646@uriela.in-berlin.de>
Source record: 72003

Mario Becroft wrote:

> A member of our local Atari/TOS computer user group is looking for the
> game "Jewels of Darkness" by Level 9 Computing for his Atari 8 bit
> machine.

Me too!

--

Rene Gambke

e-mail: rega@powerslam.in-berlin.de (home)
rega@uriela.in-berlin.de (more frequently)
fido: 2:2410/1030

5269. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <ECLBFA.3LG@iglou.com>
Source record: 72004

In message <01bc8527$fca19d40$7b38adce@crc3.concentric.net>,
fhthomps@concentric.net (Fred Thompson) wrote:
>What is a "flyback"?
>
It's the transformer that generates high voltage for a CRT (15-20,000 volts
for a color tv or monitor).

--
Bill Marcum bmarcum at iglou dot com
"I'm looking at PAGES AND PAGES of stuff even the Franklin Mint couldn't
give away for free." -- K. Mennie

5270. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <ECLB93.3J4@iglou.com>
Source record: 72005

In message <19970630025201.WAA21845@ladder01.news.aol.com>,
msmith@aol.com (MSmith) wrote:
>Guys, guys, guys, come on, give me a new source for a monitor. Not old
>Commodore stuff. Someone must be doing this. And please, don't suggest
>televisions. S- video or not, this is the 90's for crying out loud.
>
90's or not, an Atari still generates NTSC composite video, not 24-bit
1024x1024 SVGA (unless you know something I don't).

>I still want to thank you for all you inputs on this subject, they are
>very much appreciated. And in the end, if I have to, I will be a
>Commodore 1084 and rebuild the power supply and or flyback if needed.
>
>Thanks,
>Mark Smith
>MSmith@aol.com
>

--
Bill Marcum bmarcum at iglou dot com
"I'm looking at PAGES AND PAGES of stuff even the Franklin Mint couldn't
give away for free." -- K. Mennie

5271. Free 800 & 1200, You pay shipping

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: jeep@tc.fluke.com
Message-ID: <5p8f67fmr1@willys.tc.fluke.com>
Source record: 72006

```
--- FREE --- FREE --- FREE --- FREE ---

48k 800 with power supply and dust cover
1200 with power supply
Both worked fine when last turned on

You PREPAY shipping. Heh what do want there free.

Computers are in the greater Seattle area (Lynnwood).
--
jeep@tc.fluke.COM Dale Chaudiere (206) 356-5894
```

5272. FS: Various Atari (8bit) magazines and books

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: Carsten Wich <c_wich@river.prima.ruhr.de>
Message-ID: <50334966@river.prima.ruhr.de>
Source record: 72007
Cross-posted to:
comp.sys.atari.8bit,de.markt.computer,de.markt.comp,comp.sys.atari.programmer,comp.misc.forsale,de.markt.comp.misc

I am selling the following items (all in good/very good condition) :

Antic Magazines :

Volume 2 Issue 11 (Backcover sligthly damaged)
Volume 3 Issues 1,2,3,4,6,9,11
Volume 4 Issues 1,2,3,5,7,8,9,11
Volume 5 Issues 2,4,5,6,7,8,9,11,12
Volume 6 Issues 1,2,3,4

Analog Magazines :

Volumes 20,21 (both with slightly damaged covers)
31,33,36,37,40,45,46,52,53,55

Atari Explorer Magazines :

Sep/Oct 1986, Nov/Dec 1986, Summer 1987

prices are US $3,- / DM 5,- for each magazine plus p&p.

(German) Books :

"Das Schulbuch zu ATARI 600XL/800XL"
(DataBecker) ca. 400 Seiten

"Das ATARI-Buch Band 1: Grundlegende Programmierm&#65533;glichkeiten"
(Markt & Technik) ca. 150 Seiten

"Das ATARI-Buch Band 2: Spezielle Programmierm&#65533;glichkeiten und
Maschinenprogramme"
(Markt & Technik) ca. 200 Seiten

"Der ATARI als Musicbox"
(Markt & Technik) ca. 200 Seiten

DM 10,- plus Versandkosten pro Buch

Greetings from "Irgendwo in Deutschland", Carsten

...Man, the dope's that there's still hope

5273. HyperSpeed handler

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970630165101.MAA23510@ladder01.news.aol.com>
Source record: 72008

I have released the HyperSpeed modem accelerator as freeware. You can get it at http://members.aol.com/lenspencer/hyperspd.htm

Enjoy.

5274. Re: What is an Atari 810?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: lvt-cfc@cyber3.servtech.com
Message-ID: <5p8kng$9d6@cyber3.servtech.com>
Source record: 72009

In article <33b47dcb.15202628@news.world-net.net>,
<luecknik@world-net.net> wrote:
>Oh, yeah. Forgot to comment on soft ware. It doesn't use any. When it
>senses a printer connected to its' parallel port, it uses the P
>handler of the Atari. And when it is turned on before the Atari, its'
>microprocessor uses a bootstrapping operation to allow the Atari to
>program the serial ports. I think that's right.

That may or may NOT be strictly correct; it seems to depend on how you
want to look at it...

The 850 will (attempt to) carry out commands directed to device "P:" by
the Atari. The Atari OS ROM contains a built-in "P: device handler" which
produces those commands. You can therefore print to the 850's parallel
port without any special software.

The 850 will also (attempt to) carry out commands directed to device "R:",
or to devices "R1:" through "R4:" -- i.e. any specific serial port of the
four available. However, the Atari OS ROM does _not_ contain a built-in
"R: device handler," and so CANNOT ISSUE "R:" device commands without
additional software. The necessary software appears to reside within the
850, from which it must be "downloaded" into the Atari proper. The
process of downloading occurs in two phases and is initiated, again, NOT
by any built-in part of the Atari OS, but typically by software loaded
from DISK. (In the original DOS 2.0 environment, in my experience anyway,
there was a small AUTORUN.SYS file of 6 sectors which contained a short
program to initiate the 850 "R: handler download.")

It is, of course, POSSIBLE for the download-initiating-command-issuing
program to reside on some OTHER device than DISK: it could be
loaded from Cassette tape, burned into a plug-in cartridge, or
POKEd into RAM "by hand" using a simple BASIC program. It might
even be the case that the ENTIRE "R:" DEVICE HANDLER could come
from "somewhere else," other than the 850 itself via the standard
download mechanism -- but it's POSSIBLE that the 850 itself might
refuse to operate until AFTER the download has been requested, on
the theory that "I never sent out the handler, therefore those R:
device requests CAN'T be for ME." :-)

BTW, the original requester asked about an "Atari 810" and then went on to
describe what we've clearly recognized as an "Atari 850." Just for the
record, original poster (whomever you are), there _is_ an "Atari 810" --
it's the first model of Atari disk drive.

Hope this info has been of help, or at least interest!

Chris Chiesa
lvt-cfc@servtech.com

5275. Re: Q's: Atari Touchpad and AtariArtist cart

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: lvt-cfc@cyber3.servtech.com
Message-ID: <5p8lfk$9qh@cyber3.servtech.com>
Source record: 72010

Just wanted to thank those who've written back to me, so far, about the Atari Touchpad et al. Turns out you can read the Touchpad as though it were a pair of Paddle Controllers -- I would NEVER have thought of that! (Paddle 0 = X, Paddle 1 = Y; value of 228 = stylus is lifted, NOT on tablet.) Better yet, I can certainly handle PROGRAMMING something like that! :-)

Unfortunately I haven't heard from anybody yet who has a Touchpad they want to SELL! ... Anybody?

Chris
lvt-cfc@servtech.com

5276. ntsc/pal question

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: p.cavina@mo.nettuno.it
Message-ID: <19970630201610111150@cvnp06k1.mo.nettuno.it>
Source record: 72011

I didn't find an answer for this in the Atari 8-bit FAQ...

Is the software for the Atari 8-bit computers "tv-standard dependent"
(this means that different versions of the same program, NTSC and PAL,
must be written) - like it happens the Atari 2600 game console?

P.

5277. Fs: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: salimk@nt.com
Message-ID: <5p8qkh$efn@bcrkh13.bnr.ca>
Source record: 72012
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

Posting for a friend

Please send replies to johny@pipeline.com

Atari 800XL

Atari 1050 Floppy Drive

Atari 1010 Program Recorder

Atari 1027 Printer

Joysticks and Paddles

All with Power Supplies

Most of the items have manuals, orignal Boxes.

Everything is in excellent condition.

All for $130

Buyer Pays the shipping

Salim Khan
Norcross, Georgia (USA)

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins or the matter in this post.

5278. Re: Help identify these Atari S-100 Boards

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <33b810f0.12342635@news-west.sony.com>
Source record: 72013
Cross-posted to: comp.sys.atari.8bit,alt.atari.2600

Sam,

Looks like you found some boards used in the old 2600 in-house
development systems. These units were Cromemco S-100 based computers
with the appropriate Atari S-100 cards installed. This system in turn
was connected to a PDP-11.

Of course they could also be coin-op development tools, hard to tell
without looking at them.

jj

On 30 Jun 1997 00:37:22 GMT, dastar@crl.com (Sam Ismail) wrote:

>
>I just discovered some *VERY* interesting S100 boards that I didn't
>realize I had in my box 'o S-100 boards. They seem to be some kind of
>Atari development/prototyping system. The boards are:
>
>65xx Emulator, part no. 100-015-2, Rev. 2, (c) 1983 Atari
> [this is the PCB only]
>
>Trace Memory Interface, part no. 100-002-2 (two of these)
> has (3) Intersil 6402 chips and (3) 26-pin connectors (for interface to a
> terminal), DIP switches to select the baud rate for the 6402 chips (up to
> 38400 bps). Also has a 40-pin (2-rows of 20) ribbon cable connector
> labelled J100. One has a test sticker on it with "OK 10/25/82" written
> on it.
>
>6502 Processor, part no. 100-003-2, Rev. 4
> has a 6502 and some other stuff, such as a clock speed DIP switch
> (1, 2, 4 MHZ settings), some RAM, a 40-pin ribbon cable connector
> which presumably connects to the Trace Memory Interface card (labelled
> COMP BUS J100).
> I have 2 of these boards but one is incomplete (does not have all the
> chips the other one does, for instance the 6502).
>
>All have the Atari name and logo in yellow lettering.
>
>Any idea what this stuff is and what it was used for?
>
>If you can shed any light, please reply to dastar@crl.com. Thanks!
>
>--
>

>Sam
>--
>Computer Historian, Programmer, Musician, Philosopher, Athlete, Writer, Jackass

5279. Re: MULE

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: jsegur@capital.net
Message-ID: <33b819bd.8441059@news.capital.net>
Source record: 72014

ceasar81@aol.com (Ceasar 81) wrote:

>Well for one: does anyone have a copy of MULE that will run correctly on
>ANY atari 8-bit emulator with sound?? And two: when you catch the wumpus
>that the game does not lock up?? I can run MULE on pokey just fine but
>with no sound.. and when I catch the wumpus the game locks up...XL-it!
>Gets me into the options screen on MULE but when I start the game and it
>asks all players to hit a button on a joystick or paddle....it acts like a
>paddle button is pushed in all the time and the game says it needs at
>least one joystick to play the game. But the sound is great atleast on
>XL-it!
>
I had the same problem with MULE and XL-it! until Markus improved the
joystick calibration in XL-it! 0.20. Now I can play the game with
great sound, but the screen priorities aren't right yet, so you never
get any clue to where the wumpus is. :-(

If you want to try it and a re-calibration doesn't help, try these
values in the JOY.CFG file (correct for my joystick):

114 510 115 525

Joe

5280. Sale, must go!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: bchermma@bluffton.edu
Message-ID: <867703041.24166@dejanews.com>
Source record: 72015

I am moving to Florida in about two weeks, and need to sell everything I have got.

I have most Atari Items in box, and working unless otherwise stated.

130 XE
810 (no box)
130XE 576k, and 4 programs built in (two of which were written by David Young)
800 (no box might be modified)
Microsoft basic 2
Microcomputer Games (avalon Hill)
Synfile+
Sargon 3
Invitation to Programming 3
Assembler Editor
Great American Road Race
Visicalc
Broad Sides
Sparta Dos Construction Set
Flight Simulator 2
Touch Down Football
Music Construction set
Banner Catch
Books
Paper Clip
850 Interface
Super Archiver (works when it wants, may need transfered to another drive)
RGB Monitor (commodore)
LIght Gun with Bug Hunt (no box)
1010 TAPE DRIVE (NO BOX)
Learning German
(carts no box:)
Pole Postion
Super Breakout
Frogger
Donkey Kong
Robotron 2084
Joust
Ms. Pac Man
and tons upon tons of disks full of games, and utilities!

Apple 2e with two disk 5 1/4 disk drives, monitor, and little software.
TRS 80 few carts, and tapes
Color Apple Monitor (no sound plug)

Aquarius Computer

Apple 2gs with monitor 3 1/2 disk drive, 5 1/4 disk drive, Power Center, Computer Fan.
(computer needs repaired. Cost will run to around $40 or $60. I have adress for computer
repairs).

Tons of Amiga Games, and utilities (most with box).

I beleive this is a complete list...

Please E-mail me if there is any interest, do not reply to UseNet!!!
I would like to sell everything together, but if the offers are good I may sell a few items
independantly.

Thanks a lot!

Dee-Lusion

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

5281. Where is the 8bit heading?

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: bchermma@bluffton.edu
Message-ID: <867703538.24642@dejanews.com>
Source record: 72016

I have been using the Atari 8-Bit for about 2 years now,
and have been very pleased with the machine by Jay Miner,
infact I find it almost as much fun as his AMIGA.
The one thing I noticed though is that no one really seems
to be into hacking this little machine as much anymore. Yes,
it is true that I hear rumors of cool soft and hardware being
developed over in Europe live rabbits in heat, but I never see
it...

Anyhow I would just like to know what is being done in America, or else
where in America can I get a hold of these European hacks. I have heard of
Cd-Roms, Spart-Dos debugging, Giga drives, intense games, Graphic OS,
ect.ect.ect

Has anyone ever thought of writing a Graphic Internet interface? I know
the Atari can go on-line but you have to use a text only BBS sort of
Program to acess it (bummer).

Anyhow please E-mail me directly since I do not get to check the Use Net
to frequently...
Thanks!

Dee-Lusion

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

5282. misc atari books computers cartridges for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: dcbberry@aol.com
Message-ID: <19970630213301.RAA10679@ladder01.news.aol.com>
Source record: 72017

```
Atari Cartridges @ $5 each:

ET Phone Home RX8030
Defender CXL4025
PacMan CXL4022
Basic Computrer Language CXL4002
Star Raiders CXL4011 (2 cartridges both marked 'left)
QIX* Computer Game CXL4027
Robotron 2084 RX8033
Centipede CXL4020
Pole Position RX8034
Atariwriter RX8036
Missle Command CXL4012
Video Easel CXL4005
Donkey Kong Junior RX8040
DIG GUG RX8026
MS. PAC MAN RX8043
Battlezone RX8077
Blue Max RX 8081
Jungle Hunt RX8049

KOLAPAINTER AT 00315-001 (2)
SHAMUS (Synapse Software)
Big Bird's Playhouse (CBS)
Kaboom (Activision)
Alaphbet Zoo (Spinnaker)
Popeye (Parker Bros)
Congo Bongo (SEGA)
Astro Chase (Parker)
Basic XL (OSS Precision Software)
Pitfall (Activision)
Return of the Jedi-Death Star Battle (Parker Bros)
GYRUSS (Parker Bros)
Star Trek Strategic Operations Simulator (SEGA)
Monkey Wrench ll (Easter House)
Bolders and Bombs 22104 (CBS)
Super Breakout (Atari 5200)
Nintendo Space Invaders CX 2632
Atari Casion CX 2652

Atari 5.25 Floppie Software

SyncCalc Spreadsheet (5.25 FD) with docs and book
SyncTrend Graphing Analysis and Forecasting (5.25 with docs and books)
SyncFile+ The Ultimate Filing System (5.25 FD w/book and docs)
```

Printshop (Broderbund) 5.25 FD with docs
Barge #54006 (5.25 FD withdocs)

Atari Add-A-Pak "The Baisc Tutor l" $10.00

Atari Books $1.00 each

Atari Basic
Atari 400/800 Basic Reference Manual
Atari Graphics (Compute! Books)
Your Atari Computer (Osborn/McGraw-Hill)
First Book of Atari Games (Compute! Books)
OS/A System Software for Atari and Apple Computers (Optimized Systems Software)
Programming Your Atari Computer (Mark Thompson)
Sparta DOS Construction Set (ICD)
Inside Atari DOS (Compute!)
Inside Atari Basic (Bill Carris)
Your Atari Computer (Ion Poole)
Your Atari Computer Including XL (Ion Poole)
Atari DOS 2.5: 1050 Disk Drive owners manual
Consumers Guide "The Best Atari Software"
Rainy Day Activities for the Atari (Nancy Mayer)
Compute!'s First Book of Atari
Computes!'s Second Book of Atari
Compute!'s Third Book of Atari

Vic Halling
Associated Enterprises
2781 Houston Drive
Los Osos, CA 93402
(805) 528-1117
(805) 534-1117
Dcbberry@aol.com
http://www.silcom.com/~halling

Visa Mastercard Am Express Discover Diners

5283. FA:ER Atari 400/800 items - auction over!

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <33B82869.2659@administaff.com>
Source record: 72018
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,comp.sys.atari.8bit

```
This auction is now officially over!!!
Thanks to all the winners and participants!
Date of initial post: 05/29/97.
Rules at end of post.

---- Update 06/30/97 ----------------------------------------
Atari 400/800 items:

Hardware | Current High Bid
-----------------------------------------|--------------------
Atari
XM301 Modem 6 - Penguin S!
incl. user manual
Chalk Board
PowerPad & cable (untested) 15 - Alfred S!
connecting cable a bit hacked
on end which plugs into Powerpad

Programs
Carts (loose, vg condition, no docs) | Current High Bid
-----------------------------------------|--------------------
Atari
CXL4002 Basic Computer Language (ver ?) 5 - Batcave S!
RX8040 Donkey Kong Junior 3 - Batman S!
RX8030 E.T. Phone Home! 1 - Riddler S!
CXL4024 Galaxian 4 - Riddler S!
CXL4018 Pilot Programming Language 20 - Alfred S!
Chalk Board
10031A-3 BearJam 30 - Alfred S!
10042A-3 LogicMaster 30 - Alfred S!
10016A-3 Micro Illustrator 30 - Alfred S!

Programs
Tapes (vg condition, no docs) | Current High Bid
-----------------------------------------|--------------------
Atari
CX4108 Hangman 1 - **min
CX4112 States & Capitals 1 - TwoFace S!
CX4129 Juggles Rainbow 1 - **min
TX9032 Joystick Sketchpad 1 - **min

Programs
Disks (vg condition, no docs) | Current High Bid
-----------------------------------------|--------------------
Atari
```

DX5052 Master Diskette 3 2 - Batman S!
CX8129 The Home Filing Manager 1 - TwoFace S!
CX8135 My First Alphabet 1 - TwoFace S!
Broderbund
The Print Shop (good condition) 1 - TwoFace S!
incl diskette w/printer driver for
Atari 1020 from Innovative Concepts

Books/Manuals	Current High Bid
Atari 400/800
Basic Reference Manual 3 - Batcave S!
Student Pilot Reference Guide 15 - Alfred S!
An Invitation to Programming 1: .50 - min
Casette only: CX4101 - NO MANUAL
An Invitation to Programming 2: 3 - **min
Writing Programs One and Two
Includes the 2 Cassette Tapes: CX4106
An Invitation to Programming 3: 3 - **min
Intro to Sounds and Graphics
Includes the 2 Cassette Tapes: CX4117
The Bookkeeper - User's Guide 1 - MrFreeze S!
(no diskettes)
Atari Disk Operating System 1 - Batman S!
Reference Manual - DOS3
Other
Rainy Day Activities for the Atari 2 - MrFreeze S!
by: Nancy Mayer
publisher: Reston
Atari Basic - A Self Teaching Guide 3 - min
by: Albrecht, Finkel & Brown
publisher : Wiley
Atari Games, Compute!'s First Book of 2.50 - GothamCity S!
publisher : Compute! Books

Rules:
I will assign and use an alias for all bidders.
Format will be Going-Going-Gone.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups daily and individuals if requested.
Ties will go to the earliest posting I receive.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.

Mail your bids or inquiries directly to: dennis_cooper@administaff.com

Thank you,

Dennis Cooper
--
dennis_cooper@administaff.com

5284. closet clean up

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: "M.West" <mwest@isd.net>
Message-ID: <33B87B3A.3E4E@isd.net>
Source record: 72019

I still have the following items left from my closet clean out. If
anyone is interested let me know as the wife is threatening to put it
all in a dumpster.

I'll let it go cheap but I can't do that and pay postage.

reply to mwest@isd.net

Arari 130XE Upgraded to 256K
Atari 850 Serial / Parallel Interface
ICD P: R: Connection Serial / Parallel Interface
Koala Touch Pad
Atari 410 Tape Recorder
Atari 1050 Disk Drive HAPPY Enhanced
Atari Joy stick
Atari 16K Ram Cartridge CX853
Printer, AXIOM Atari direct connect
Printer, ATARI 820 (needs repair, doesn't go back and forth properly)
Muppet Learning Keyboard

Manuals

Atari Dos #3
Top Dos
Typesetter
ICD SpartaDos Construction Set
R-Verter Serial Bus Modem Adapter
Sparta Dos
Happy 1050
P:R: Connection
Seikosha printer
Koala light pen owners Manual
Koala Micro Illustrator
Turbo Print/A
Mydos ver 4.1 (2 of them)
Muppet learning Keys (C-64)
US Doubler instalation
Axiom printer graphX
The Handyman Slow lister
Atari 130 XE owners Manual (two of them)
Atari 810 owners guide
Atari 850 Interface Module Operators Manual
Atari 800 XL owners Guide
Atari 400/800 Disk Operating System II
Donkey Kong
River Raid

Centipede
Zork I With hints
Zork II With hints
Zork III With hints
StarCross With hints

Books

Dr. Wackos Miracle Guide Atari Game Programing
Free Software for your Atari
Basic Exercises for the Atari
Computes Second book of Atari Graphics
Your Atari Computer The absloute most valuable book of all!!!! (Dog
Eared)
Inside Atari DOS
De Re Atari
Computer Software Protection and Code Breaking

Magazines

Antic Magizines 83-87 (not complete)
Analog Magazine 84-87 (not complete)
Atari Explorer summer 85, winter 89, summer 89
ST Log Jan,feb, 1987
STInformer 88,89 (not complete
Orange Juce Club Magazine 86 (complete)

Original Disks
(this stuff is over 10 years old I dont know if any of them can be read)

Spartados
Spartados R-Time
Koala Micro Illusrtator
P:R: Connection
Warp Speed (for Happy Drive)Versions 6.6 & 7.0
MYDOS (for the Hard Drive) Versions 4.0 & 4.2
MPP Modem Driver
Mosaic HandyMan
Indus GT data manager, word processor, Spread sheet
Top Dos
Arari 810 master disk
Arari master Diskette #3
Aprox 250 misc. Disks Much BBS stuff (most double sided 80 track)
Infocom ganes (zork,starcross)

5285. TARANTULA GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1997-06-30 00:00:00 UTC
From: Dan White <dwhite@niia.net>
Message-ID: <33B870E0.39@niia.net>
Source record: 72020

Hello gamers,

I just wanted to announce the Internet presence of Tarantula Games. We are the makers of TECH BULLIES(c) a "mecha" style combat game.

" The growing appeal for a
mecha combat game with a
different feel and flavor
from what the public was
accustomed to led to the
concept of Tech Bullies. "

If you are the least bit interested, stop by our web page for full details. While there, sign up for Tarantula Times, our FREE newsletter. We also have a free chat area and links to many quality internet sites.

Best regards,

Dan R. White
Tarantula Games
http://www.geocities.com/Area51/Zone/3828